Usenet Newsgroup Archive: comp.sys.atari.st

2001-01 - 2001-05

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2001-01-01 through 2001-05-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 7,035

Message records with no readable body available in the source text: 3

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Goodbye to the 20th Century!

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 00:31:12 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <92oj4gvon1@nnrp1.deja.com>
Source record: 52482

. Hopefully mankind will
> realise that our time on this Earth could be short indeed and if we
wish
> to survive as a species we should start working towards colonising
the
> solar system.

Once we get there and dub a Planet " ATARI ",Then we really can call
ourselves ATARIANS. :-) I am sure TuneSmith Music will be playing thru
the spacestations everywhere (Processed with PVG of course)

happy new year as well.

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

2. Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 00:36:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a4fd6a89def03@online.be>
Source record: 52484

Hello,

I encountered a very strange Boxkite. For some reason Boxkite doesn't
display the time. It displays something like this

2001wishes.mpg 1.119.423 12

It should be 2001wishes.mpg 1.119.423 31.12.2000 18:41

It makes no differents if I use 2.15 or 2.13. Also if I delete the
current boxkite.inf I still can't see the time.

For your information I'm doing this on a Hades 060 running freeMiNT
1.15.10b/N_AES 2.0.0., novaVDI 2.7, NVDI 5.03. I'm a registrated user but
I only use it very occasionaly.
OTOH on my TT030 using the same OS but in monochrome the time is
displayed.

Anyone an idea about this?

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 00:49:30 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1emigje.xwjmyo8kujnoN%roughley@vanc.igs.net.invalid>
Source record: 52483

Bob King <rking@zetnet.co.uk> wrote:

> no-one's mentioned Graftool, it doesn't convert JPG to GIF but has a
> superb set of filters, the enhance focus and/or sharpness are the
> best out and the scrolling is very smooth and also has a catalogue
> feature. As to CAB 2.7/2.8, it may be a bit slow, but it has the ability
> to display many more variations of JPG than any of the other programs
> mentioned.

GrafTool certainly does convert JPG to GIF. Right-click the image and select 'Konvert'; choose '256 Farben' (or less) and then call up the remapping options dialog ('Methoden'). Set the dithering ('Rasterung') and palette options and click 'OK'. Floyd-Steinberg dithering along with Octree or Median-Cut variations work the best.

Or you can simply use the 'Datei' dropdown menu and 'Sichern als' (Save as) GIF, which will use default, configurable remapping options.

If I remember correctly, the unregistered version of GrafTool will allow only one GIF conversion per session. Also, some of the program's features will depend on your graphics mode.

<< Neil >>

4. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 01:15:14 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a4fda22$0$174@news.zetnet.co.uk>
Source record: 52486

On 1 Jan 2001 00:59:44 +, "Martin \"Nightowl\" Byttebier" wrote:
>on Sun 31-12-2000 16:12 Dan Ackerman wrote:

>Now this is interesting. So far I always have used serial.cpx a I
>thought it was necessary. Indeed STik 2 runs happy without the cpx.

I had been using it as well, but for me too Stik seems to be working well
without it.

>I can't say much about the speed as right now with all the people
>celebrating 2001 the Net is very fast. I wished it was always so fast.

Everyone seems to have been letting off fireworks in Spalding (UK)
tonight - quite a noise at midnight :-))

Happy New Year to one and all !

Paul

5. Texas Chainsaw Massacre VR, VG

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 01:37:04 UTC
From: trading babe <cmmc3@home.com>
Message-ID: <cmmc3-AF1345.18394631122000@news.phnx3.az.home.com>
Source record: 52488
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Like new with booklet.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1205110364

6. FS: Activision Double Dragon 2600 Black Label

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 01:38:57 UTC
From: trading babe <cmmc3@home.com>
Message-ID: <cmmc3-660BD3.18413931122000@news.phnx3.az.home.com>
Source record: 52489
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Scarce cart, black label. Click link for info and pic.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1205104033

7. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 03:44:18 UTC
From: swampfox1@earthlink.net
Message-ID: <m2T36.12845$cW3.479869@newsread1.prod.itd.earthlink.net>
Source record: 52490

```
On 31 Dec 2000 21:08:21 , xlator@cix.compulink.co.uk wrote:
>In message <vpB36.4261$cW3.190851@newsread1.prod.itd.earthlink.net>,
swampfox1@earthlink.net said:
>
>>Try an Apex Viewer (TTP) as an external program in CAB (FLC,GIF,JPG,TGA).
>
>I thought this was for Falcons only and he was using a MegaST, IIRC.
>
>Regards, /Peter/
>
>.

My error! I did'nt realize they were Falcon specific!
John G.
```

8. atari 2600 question

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 04:04:07 UTC
From: David <drishani@bigpond.net.au>
Message-ID: <XkT36.40001$xW4.320836@news-server.bigpond.net.au>
Source record: 52491

For the 2600, What type of computer was used to actually program the games
on?
the computers back then must of been quite basic and it couldn't of been a
ibm compatible because they didn't exist back in the 70's did they ??

does anyone know what language is used to program with that console ??

and how is the data actually put on the chip in the cartridge ??

please fill me in :)

9. FS: Atari Activison Mega-Lot of 9 Carts

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 07:41:42 UTC
From: trading babe <cmmc3@home.com>
Message-ID: <cmmc3-0A5411.00442501012001@news.phnx3.az.home.com>
Source record: 52492
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Complete set of 9 activision carts. Blast from the past. Freeway, MegaMania, StarMaster, Skiing, Ice Hockey, Robot Tank, Keystone Kapers, Sky Jinks and Seaquest.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1205164092

10. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 09:33:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200101011033.a7356@wun.maus.de>
Source record: 52553

Hi Lonny!

LP>Not sure what "BS" stands for in your subject line, but here in the US
LP>it's often a slang for "bull s**t".

well, it's simply the german abbreviation for "Betriebssystem", namely the same
as "operating system" aka "OS" in english :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

11. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 12:36:08 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5079f839d2b0@online.be>
Source record: 52494

on Sun 31-12-2000 14:35 Derryck Croker wrote:

>Hi all,
>
>Has anyone managed to download this file (as per the announcement in
>comp.sys.atari.announce) :
>
>http://ftp.jvgames.com/towersii.zip
>
>I get a "file not found".

Yep me. BTW you must use ftp://ftp.... and *NOT* http://ftp... if you
use the browser or ftp.jvgames.com if you use a ftp client.
It's on the Belgian server too.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

12. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 13:26:56 UTC
From: rsmac@t-online.de
Message-ID: <1emk82e.zw5mto7g2qfgN%rsmac@t-online.de>
Source record: 52495

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> Has anyone managed to download this file (as per the announcement in
> comp.sys.atari.announce) :
>
> http://ftp.jvgames.com/towersii.zip

Yes. Replace http:// with ftp://
Game runs fine on my falcon.

Happy new year

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

13. Re: Happy 2001!

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 13:35:19 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <Vg046.129971$eT4.9119012@nnrp3.clara.net>
Source record: 52548

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
news:1emj4h6.o26zx2yd4uioN%northstar2010@yahoo.no...
> 10 minutes into the 2001 here in Oslo, Norway and a
> chilling -18 degrees C!!!!

Absolutely fantastic, I'd love to have
temperature here.

Shiuming Lai

14. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 14:04:36 UTC
From: ebaiz@skyenet.net
Message-ID: <U7046.5303$jl6.19215@newsfeed.slurp.net>
Source record: 52546

On 1 Jan 2001 01:36:18 +, "Martin \"Nightowl\" Byttebier" wrote:
> encountered a very strange Boxkite. For some reason Boxkite doesn't
>display the time. It displays something like this
>2001wishes.mpg 1.119.423 12
>It should be 2001wishes.mpg 1.119.423 31.12.2000 18:41
>It makes no differents if I use 2.15 or 2.13. Also if I delete the
>current boxkite.inf I still can't see the time.
>For your information I'm doing this on a Hades 060 running freeMiNT
>1.15.10b/N_AES 2.0.0., novaVDI 2.7, NVDI 5.03. I'm a registrated user but
>I only use it very occasionaly.
>OTOH on my TT030 using the same OS but in monochrome the time is
>displayed.

Has it always done this?? Boxkite works fine on my Hades. I would just
fiddle around with the settings of Boxkite and see if it can be fixed. On
your desktop, are the times displayed??
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
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15. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 14:04:38 UTC
From: ebaiz@skyenet.net
Message-ID: <W7046.5304$jl6.19215@newsfeed.slurp.net>
Source record: 52547

```
On 31 Dec 2000 14:35:36 , Derryck Croker wrote:
>Hi all,
>
>Has anyone managed to download this file (as per the announcement in
>comp.sys.atari.announce) :
>
>http://ftp.jvgames.com/towersii.zip
>
>I get a "file not found".

Same here. I wonder just what is up.....

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

16. Re: Opening TOS Files

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 14:26:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978417972-81939AEicMi@cwcom.net>
Source record: 52586

From: "dolan morrison" <dolan.morrison@ntlworld.com>
Date: Sun, 31 Dec 2000 14:37:04 -0000

>How do i open TOS files.
>I try to open Gemini . tos with no luck on mt STe.

Just by double-clicking on them!

It's possible that this is a self extracting archive, so it might
be useful to rename the file (select it, go to "Show Info" in the
"File" menu of your desktop) with a ZIP extender instead of TOS.
Then you might be able to extract the files with STZIP.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

17. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 14:41:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978417976-82419AEicMi@cwcom.net>
Source record: 52587

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Mon, 01 Jan 2001 00:59:44 +0100 (MET)

>on Sun 31-12-2000 16:12 Dan Ackerman wrote:
>
>
>>Actually that is one of the worst offenders. With HSMODEM
>>installed STIK2 uses the real dte rates. WIth serial.cpx installed you
>>have to mess around with the remapped rates. All that 150 stuff. It also

The only reason to have that CPX installed was to set the serial port speed
of a (very) few progs which weren't capable of setting their own. Indeed I
find that StiNG is one of these!

>Now this is interesting. So far I always have used serial.cpx a I
>thought it was necessary. Indeed STik 2 runs happy without the cpx. I

The baud rate is set explicitly in one of the configuration files.

You'll be fine with this, unless and until you need to change speed to
something else.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

18. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 15:07:08 UTC
From: rking@zetnet.co.uk
Message-ID: <3a509d1c$0$174@news.zetnet.co.uk>
Source record: 52549

On 31 Dec 2000 16:49:30 , Neil Roughley wrote:
>Bob King <rking@zetnet.co.uk> wrote:
>
>> no-one's mentioned Graftool, it doesn't convert JPG to GIF but has a
>> superb set of filters, the enhance focus and/or sharpness are the
>> best out and the scrolling is very smooth and also has a catalogue
>> feature. As to CAB 2.7/2.8, it may be a bit slow, but it has the ability
>> to display many more variations of JPG than any of the other programs
>> mentioned.
>
>GrafTool certainly does convert JPG to GIF. Right-click the image and
>select 'Konvert'; choose '256 Farben' (or less) and then call up the
>remapping options dialog ('Methoden'). Set the dithering ('Rasterung')
>and palette options and click 'OK'. Floyd-Steinberg dithering along with
>Octree or Median-Cut variations work the best.
>
>Or you can simply use the 'Datei' dropdown menu and 'Sichern als' (Save
>as) GIF, which will use default, configurable remapping options.
>
>If I remember correctly, the unregistered version of GrafTool will allow
>only one GIF conversion per session. Also, some of the program's
>features will depend on your graphics mode.
>
><< Neil >>
>.

Hi Neil,

as usual I talk crap, but only half crap, problem here was, I work in TC
and of course JPGs usually have more colours than the 256 that as far as
I know GIF is limited to. Result is that clicking on 'save as' in TC
just gives TIf, PCX and PNG as possible. Yes as you say, map down to 256
or operate in 256 colours and JPG to GIF is possible with Graftool.
Sorry,

Bob

19. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 15:14:08 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a50d47e4bc770@online.be>
Source record: 52561

on Mon 01-01-2001 14:04 Edward S. Baiz Jr. wrote:

>Has it always done this??

AFAIK, no. As said I using Boxkite not very often.

>I would just
>fiddle around with the settings of Boxkite and see if it can be fixed. On
>your desktop, are the times displayed??

Which settings? I'm using exactly the same settings on both machine. On
the TT030 everything seems normal but on the Hades I don't see the time
attributes. I tried almost every possible set up. Geneva, plainTOS
with just a minimun of auto prg and acc, delete bkite.inf, etc.. Nothing
helped. Every other fileselector I tried, including the stone old UIS III,
does display the timestamps correct. Only Boxkite does not. Weird.

Yes, I see the correct time on taskbar or clock.cpx.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

20. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 15:47:41 UTC
From: rking@zetnet.co.uk
Message-ID: <3a50a69d$0$179@news.zetnet.co.uk>
Source record: 52550

```
On 1 Jan 2001 14:04:38 G, Edward S. Baiz Jr. wrote:
>On 31 Dec 2000 14:35:36 , Derryck Croker wrote:
>>Hi all,
>>
>>Has anyone managed to download this file (as per the announcement in
>>comp.sys.atari.announce) :
>>
>>http://ftp.jvgames.com/towersii.zip
>>
>>I get a "file not found".
>
>Same here. I wonder just what is up.....
>
>Edward S. Baiz Jr.
> (Gamer)
>-----------------------------------------------------
>HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>-----------------------------------------------------
>
>
>.

Hi Edward,

try changing the protocol from http to ftp in CAB URL. For best
download, 8 mins, I had to use AFTP as stand alone and call up the root
directory ftp.jvgames.com You will find other games there as well.

Bob King.
```

21. ATARI STE (4) / CUBASE V3 4 SALE

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 15:55:42 UTC
From: djhoudini@aol.com
Message-ID: <20010101105542.29980.00004326@ng-xb1.aol.com>
Source record: 52551

COMPLETE MIDI SETUP FOR SALE---> Atari 1040 STE 4 mg BOXED with Atari SM124 monitor BOXED with CUBASE V3 midi software BOXED with DONGAL, etc. and additional CUBASE MIDI HANDBOOK and ATARI ST & MIDI book. Also including a BOXED cordless TRACKBALL MOUSE. All is in LIKE NEW CONDITION with all MANUALS etc. $350 + shipping from new york city BEFORE I POST TO EBAY.

djhoudini@aol.com

22. Re: Goodbye to the 20th Century!

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 16:00:19 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101011557180.87-100000@TT030>
Source record: 52565

On 31 Dec 2000, James Haslam wrote:

> Goodbye to the 20th Century, it's been an interesting 100 years. From the
> Wright Brother's first powered flight, to the International Space Station
> of today. From the millions of people killed in wars, including the First
> and Second World Wars to more recent killing fields of the Balkans. From
> the discovery of antibiotics to the decoding of the human genome.

And where are those glorious Falcon and Jaguar emulators?
Quite a few times we seen posts here about said vaporware
and not one made it out before 2001. Cool! ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

23. Re: Goodbye to the 20th Century!

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 17:16:38 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <bL246.14$DE3.9153@nsw.nnrp.telstra.net>
Source record: 52552

>Goodbye and good riddance to much of it. Let's hope the coming century
>will be more peaceful and cleaner, sometime soon oil will run out, and
>hopefully the world will become less polluted. Hopefully mankind will
>realise that our time on this Earth could be short indeed and if we wish
>to survive as a species we should start working towards colonising the
>solar system.
>

So we can start ruining the solar system as well? How about cleaning up the
mess we've already made first?

Happy New Year!

Regards,

Clockmeister.

24. Re: Opening TOS Files

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 18:29:25 UTC
From: mdoering@mucl.de
Message-ID: <3a50cc22.14976654@news.cis.dfn.de>
Source record: 52554

On Sun, 31 Dec 2000 14:37:04 -0000, "dolan morrison"
<dolan.morrison@ntlworld.com> wrote:

>How do i open TOS files.
>I try to open Gemini . tos with no luck on mt STe.

You can not open them. They are executable programs, which only can be
started, but not opened. If you want to look in them, you would need a
dissassembler or at least a binary editor. But if I think about your
question, I think this makes no sense for you ;-)

25. Re: Eeek!

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 18:31:45 UTC
From: mdoering@mucl.de
Message-ID: <3a50ccd6.15156028@news.cis.dfn.de>
Source record: 52555

```
>> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
I did not own an Atari for about 5 years now. So tell me: How does one
get such things in a STe?
```

26. Re: serial link speed queries

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 18:32:31 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <E6446.132711$eT4.9181473@nnrp3.clara.net>
Source record: 52556

"william wong" <wongck@letterbox.com> wrote in message
news:92e45s$9hs@usenet.pa.dec.com...
> Me thinks that my 933MHz PC

You can easily smash 1 GHz with
that chip. That's without even using
liquid cooling.

> can take that 115Kbps speed.
> The motherboard specs seems to say it's a 16550 plus UART chip (what ever
that
> means).

Universal Asynchronous Receiver/Transmitter.
Used for comms.

Shiuming Lai

27. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 18:36:39 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <khj15t8ekdtdmoftrompsbn9esq46skm2t@4ax.com>
Source record: 52557

On 31 Dec 2000 02:53:55 GMT, sidcelery@cix.co.uk (Harry Sideras)
wrote:

>I see Bob. I didn't appreciate the distinction you've made.
>This is the first time I've ever owned a CD player, so perhaps I can
>be forgiven <g>
>
>rgds
>H

No problem..! It's a complex enough subject (God knows it took me a
few times around with it to even begin to figure any of it out),
without adding in the complexities of the Atari flavored
implementations of CD writing..!

BobR

28. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 19:22:17 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <ib546.54147$WC3.3286566@nnrp4.clara.net>
Source record: 52563
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10012311350360.92-100000@TT030...
>
> Not sure what "BS" stands for in your subject line, but here in
> the US it's often a slang for "bull s**t". Just thought I'd
> tell you that, I don't think that is what you intended. lol

Over here in the UK it used to
stand for British Steel.

Shiuming Lai

29. Re: Opening TOS Files

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 19:45:05 UTC
From: rking@zetnet.co.uk
Message-ID: <3a50de41$0$174@news.zetnet.co.uk>
Source record: 52562

On 31 Dec 2000 17:57:34 , Steve Sweet wrote:
>Hi Dolan
>
>>How do i open TOS files. I try to open Gemini . tos with no luck on mt
>>STe.
>
>You dont Open them as such, they are executable files.
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Hi,

is it just possible that what you are talking about is a self extracting compressed file. I wonder, as although it's many years since I used Gemini desktop, I don't remember it as a TOS file, but as a PRG.

Bob King.

30. AtariWorks overlay

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 19:54:02 UTC
From: James Pinson <jlpinson@dundee.net>
Message-ID: <B67690D8.39A5%jlpinson@dundee.net>
Source record: 52564

If anyone here has a copy of the American version of AtariWorks and
would be willing to make a copy of one small file for me -- the AMERICAN.OVL
-- please e-mail me.
Recently, I posted a message about a problem I was having getting my
AtariWorks to run. Jerry Martin in this group has kindly helped me isolate
the problem to the AMERICAN.OVL file, which apparently went bad on the disk.
Unfortunately, he has the British version of the program, and it turns
out if you run AtariWorks with the British OVL file, it won't read the
American dictionary and thesaurus files, even if you rename them to the
British equivalent.
I'm not trying to pirate any software here -- I just need an uncorrupted
copy of the one file bad on my legal copy of the program. So if you have
this and would be willing to help, I'd appreciate it.
Thanks.

31. FA [Melb,Au]: 1040STfm w/ color monitor on eBay

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 20:38:34 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <3a50ec97@pan.izone.net.au>
Source record: 52567

On eBay.com.au:

Atari 1040STfm with colour monitor, mouse, 45 disks - working system:

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1205107369

Australian Old Computer Supply.

32. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 20:48:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101012148.a53779@su2.maus.de>
Source record: 52397

Hi,

BK>as usual I talk crap, but only half crap, problem here was, I work in
BK>TC and of course JPGs usually have more colours than the 256 that as
BK>far as I know GIF is limited to. Result is that clicking on 'save as'
BK>in TC just gives TIf, PCX and PNG as possible. Yes as you say, map
BK>down to 256 or operate in 256 colours and JPG to GIF is possible with
BK>Graftool.
what about 'Zeigsmir' (show it to me)? Shareware.

Und TTschï¿½
ps

33. Re: Eeek!

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 21:34:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978456634-99308AEicMi@madasafish.com>
Source record: 52407

Hi Martin

>>> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

>I did not own an Atari for about 5 years now. So tell me: How does one
>get such things in a ST

Youve got to want to spend about ï¿½1000 on top of the basic machine price.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

34. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 21:37:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978456636-99900AEicMi@madasafish.com>
Source record: 52408

Hi Shiuming

>> Following an announcement in AONE online magazine that the BITBOPPER
>>sound-to-light software for the Falcon had now been released free (but
>>without support) and was available for download from:

>Are you intending to have a disco at the next club meeting? :-)

If you recall there's usually an event going on for rancid old gits in
the room next door, complete with a resusitation team and Francis Chapel
on hand just in case.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

35. Help! The y2kpatch doesnt work anymore!

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 22:49:46 UTC
From: kock@kockens.pp.se
Message-ID: <3a510873.7839351@nntpserver.swip.net>
Source record: 52566

Happy New Atari Year and HELP!!! :-) :-(((((

The Y2KPATCH and TRAPPER doesnt work anymore with the new year 2001
on my Atari... It worked when the computer rolled over to 2001 but
when i reboot it says 1 Jan 2029!!! HELP!! It has worked fine the
whole 2000!!!

\ J.Kock - SysOp on Kockens BBS +4640500160 - Atari ONLY!
\ kock@kockens.pp.se - JKock@nest.demon.co.uk - kock@geocities.com
\ kock@hempseed.com - kock@myself.com - atarisysop@usa.net
\ http://home1.swipnet.se/~w-12411 or come.to/kockensbbs
\ Member 224 Svenska Atariklubben SAK
\ Proud member of APS and JCU!! ICQ:1295365

36. Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 23:00:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978456640-100460AEicMi@madasafish.com>
Source record: 52409

Hi guys,

It seems that Y2K001 is gonna bite some somftware that the Millenium bug
didnt. My version of Look 'n See now complains

Verfalldatum abgelaufen!
Diese version bitte loschen und eine neue besorgen.

Xlator, Pete, i'm sure youre reading this, what does it mean, i think
its saying this version is too old, get another version. Easier said than
done i would have thought!.

Do you have contact with the author still?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

37. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 23:18:49 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92r38p$j0m$1@plutonium.compulink.co.uk>
Source record: 52568

In message <3a4f63a3$0$174@news.zetnet.co.uk>, rking@zetnet.co.uk said:

>If you look at the web site, you'll see they have withdrawn the download.

Thanks! I don't have the web address to hand, so I can't check ATM. It
seems like I wasted my 20 minutes downloading on line then!

I wonder if the Belgian server who just announced the file had the
same problems. I sent him a mail about this, also one to the supposed
distributors and we'll see what happens.

Regards, /Peter/

38. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 23:18:49 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92r38p$j0n$1@plutonium.compulink.co.uk>
Source record: 52569

In message <oFJ36.123805$eT4.8860460@nnrp3.clara.net>, lais@zetnet.co.uk said:

>Are you intending to have a disco at the
>next club meeting? :-)

Not quite, Shiuming! But my son is into that sort of thing, working for
staging companies etc.

Happy New Year!

Regards, /Peter/

39. Re: atari 2600 question

Newsgroup: comp.sys.atari.st
Date: 2001-01-01 23:34:05 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A5113ED.268EC45E@chello.nl>
Source record: 52570

Hi David

David wrote:
>
> For the 2600, What type of computer was used to actually program the games
> on?
> the computers back then must of been quite basic and it couldn't of been a
> ibm compatible because they didn't exist back in the 70's did they ??
>

Every new computer is designed by using its predecessor. Both hardware and
software. In the 70's they used one of the many big mainframes, I guess.
It is the old chicken and egg question. :-)

While the techies are designing the hardware, the software guyes already have a
emulator running.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

40. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 00:08:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92r66m$k84$1@plutonium.compulink.co.uk>
Source record: 52571

In message <3a4fa127$1_1@athena.netset.com>, baldrick@dilbert.netset.com said:

>1. The site wants you to have a cookie so they pop you around and feed
>you a cookie in the process based on the information they just sent you.

Hi Dan!

On a slightly different topic, can you tell me where cookies are stored?
Are they the files in the CAR cache that have the ASCII 7 character
after them? If not, what are these?

Happy New Year!

Regards, /Peter/

41. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 00:17:54 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a511e32$1_3@athena.netset.com>
Source record: 52572

In article <92r66m$k84$1@plutonium.compulink.co.uk>,
<xlator@cix.compulink.co.uk> wrote:
>In message <3a4fa127$1_1@athena.netset.com>, baldrick@dilbert.netset.com said:
>
>>1. The site wants you to have a cookie so they pop you around and feed
>>you a cookie in the process based on the information they just sent you.
>
>Hi Dan!
>
>On a slightly different topic, can you tell me where cookies are stored?
>Are they the files in the CAR cache that have the ASCII 7 character
>after them? If not, what are these?
>
>Happy New Year!
>
>Regards, /Peter/
>

On my machine they appear to be stored in a file called
COOKIES.DAT in the same directory as CAB itself. Planning on doing some
sort of parsing of this information?

Dan

42. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 00:19:52 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a511ea8_3@athena.netset.com>
Source record: 52573

In article <3a4fd6a89def02@online.be>,
Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:
>on Sun 31-12-2000 16:12 Dan Ackerman wrote:
>
>
>>Actually that is one of the worst offenders. With HSMODEM
>>installed STIK2 uses the real dte rates. WIth serial.cpx installed you
>>have to mess around with the remapped rates. All that 150 stuff. It also
>>has been reported to reduce speed and stability. Don't ask me what it's
>>doing that causes this. But compatibility problems with this CPX have
>>been reported for years. I don't use it so have never been to concerned
>>personally about figuring it out.
>
>Now this is interesting. So far I always have used serial.cpx a I
>thought it was necessary. Indeed STik 2 runs happy without the cpx. I
>can't say much about the speed as right now with all the people
>celebrating 2001 the Net is very fast. I wished it was always so fast.
>

Glad to hear that whatever problems there were went away.
Possible that it's machine related. I don't know. There was a time in
the past where that CPX and STiK2 did not get along very well at all.

Dan Ackerman
aka baldrick

43. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 01:04:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <92r9eolnu2@plutonium.compulink.co.uk>
Source record: 52574

```
On 1 Jan 2001 10:33:00 +, Ekkehard Flessa wrote:
LP>> Not sure what "BS" stands for in your subject line, but here in
LP>> the US it's often a slang for "bull s**t".
EF> Well, it's simply the german abbreviation for "Betriebssystem",
EF> namely the same as "operating system" aka "OS" in english :-)

So, they're identical?

B^)

rgds
H
```

44. Re: Happy 2001!

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 01:32:00 UTC
From: wongck@letterbox.com
Message-ID: <92rb1kktj2@mailint03.im.hou.compaq.com>
Source record: 52575

In article <1emj4h6.o26zx2yd4uioN%northstar2010@yahoo.no>, northstar2010@yahoo.no (Hallvard Tangeraas) wrote:
>10 minutes into the 2001 here in Oslo, Norway and a
>chilling -18 degrees C!!!!
>(almost makes me wonder if it's the North Pole I'm at!).
>Happy New Year to every Atarian at every corner of the globe!

Oh how I wish it is that temperature over here in Singapore.
It's been a warm 26+C here due to the rain, it was clear
hot sunny day @ 30+C in the morning.

William

45. Off Topic - really (was Re: serial link speed queries)

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 01:43:35 UTC
From: wongck@letterbox.com
Message-ID: <92rbncktj3@mailint03.im.hou.compaq.com>
Source record: 52576

In article <E6446.132711$eT4.9181473@nnrp3.clara.net>, "Shiuming Lai" <lais@zetnet.co.uk> wrote:
>> Me thinks that my 933MHz PC
>You can easily smash 1 GHz with
>that chip. That's without even using
>liquid cooling.
>

It already OCed - P3 700@933 on a Intel mobo !
They said P3 & Intel mobo are lock and not OCable,
even the OC usenet group says that <grin>...
but mine is OCed & on stock HSF (even at room temp 30C).....

Yohooooo!

Rgds
William

46. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 03:58:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978418552-62719AEicMi@gmx.net>
Source record: 52584

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Tue, 26 Dec 2000 00:59:44 -0000

Hi Barrie,

>>How can I gain access to my hard drive etc....
>
>Interesting one this, the relevant instructions for ICD are in the readme on
>the program disc, for HDDriver, on page 7 of the manual, you do have the
>origional disc or manual.....?
Yes very interesting, especially since James made it very clear that he's
using AHDI....

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

47. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 04:10:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978418544-60915AEicMi@gmx.net>
Source record: 52577

From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Date: 28 Dec 2000 18:58:41 +0100

Hi Michael,

>>Unless Milan gets his act together these numbers probably will not rise
>>significantly... Milan makes me think of Atari, great at R&D but lousy at
>Right. However, I would not guess that you can get 500+ buyers for a *new*
>machine under that conditions.

I agree, but then the posting was merely ment as a "what if.." excercise.
Nevertheless it should be clear by now that because of the lack of dealers a
lot of *potential* customers are not reached and are simply left in the dark.
If the tradional channels don't really work, it might be time to try direct
approach and try to sell the machines by direct marketing via internet. Since
it wouldn't mean a large investment on the part of Milan, why not give it a
go? every board sold could be regarded as a pure bonus....
Ofcourse I don't expect 500+ buyers, but considering that it took over two
years to find 500 customers, 250 a year. Suppose 50 people would buy one via
this scheme, it would ment a 20% boost of sale figures, without hardly any
costs at all. It would cost a little more sending the boards via UPS, but then
Milan can keep the dealers profitmargin in their pocket, so it probably would
work out to cost more or less the same....

Is 50+ buyers an overrated estimate? if it is then I can only say that Milan
is in the wrong line of business, considering that there are 75+ prospective
buyers for vapourware like the CT-60 and that people here just melt away
whenever the name Tempest is mentioned....

>The Milan Bootblock, TOS and utilities can be set to english and german (and
>the default is english!). TOS supports additional languages and keyboards,
>but due to a lack of interest, the RSC files for the desktop may not be
>completely translated. At least french should be useable
Yes I know all this, however I don't think that a lot of Milan users are
working under TOS. Once that N.AES or MagiC is running the English TOS is of
no use anymore. We (DDP translations) offered to translate the whole package,
but Milan never even bothered replying, I for one will not sit on my knees
and beg them, all it takes for them is a simple mail.....
Axro did contact us regarding the English translation for the Milan2, but as
you know this project sadly.... :-(

What I ment was that selling a computer with only an English TOS simply isn't
good enough... *everything* that comes with the computer should be in English,
meaning the programs, docs, manuals etc... I realise this normally is the job
of the distributor, but since there isn't a distributor...
Have you ever bought a calculator or VCR that came with nice useless Spanish

and Japanese manuals? not a word German in there... well then you should know
the feeling....

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

48. Re: MagicPC6.0/Gemulator

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 04:10:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978418546-61543AEicMi@gmx.net>
Source record: 52580

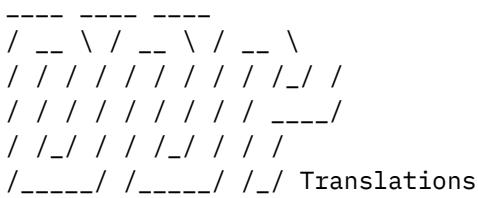
From: bixster@my-deja.com
Date: Thu, 28 Dec 2000 19:38:15 GMT

Hi Dennis,

>Well that would explain why Gemulator doesn't see it. Thanks...
Just adding my two cents...
You haven't explained why you need to run Gemulator with MagiC-PC, I suppose it's because you want to run some programs that don't like MagiC?

MagiC-PC can load a TOS image file and will then look and behave just like a stock Atari... this feature is undocumented, but it works.
You need to make a TOS image file (TOS.IMG) and rename it to ROM.OS, copy it to the root directory of MagiC-PC and reboot... whenever you like to run the real MagiC just rename ROM.OS to ROM.OSX.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

49. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 04:13:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978418540-60227AEicMi@gmx.net>
Source record: 52578

From: rand@cd.chalmers.se (Johan Klockars)
Date: 27 Dec 2000 13:51:28 GMT

Hi Johan,

...
<snipped the whole lot>
>but if you had taken the time you would have noticed that the chip we're
>talking about uses the 603e core. Even the 603 could not be nearly as slow
>as the '060, though.)
Oh but I *did* check it... "The Motorola processor product guide 1997" is
good enough for me....

>Motorola disagrees, which you could easily have found out if you'd taken
>a few minutes to look up some facts.
I've learned over the years to take benchmarks with a grain of salt, and
especially when these are supplied by the manufacturer...
Motorola seems to hold benchmark tests that differ each time... in 1997 the
603ev/200Mhz was rated a 195 MIPS, so over the years it seems to magically
become some 40% faster, the 68060/60Mhz was rated at 130 MIPS three years ago
in the "Motorola processor product guide 1997", that one has lost some 10% of
it's power....
I suppose these figures changing from year to year is because they test the
603 with newer and faster motherboards with faster RAMs and cache. A Motorola
motherboard in 1997 managed 40Mhz, how much is it now? 100? 133? None of this
applies to the Falcon ofcourse. I rather stick with the 195 MIPS figures from
1997, the 68060/75Mhz probably is good for 145 MIPS... still a difference,
but a lot smaller...

>Now, step over to the 68000 page and you'll see that Motorola only
>claims 110 MIPS for that (presumably also Dhrystone 2.1). They don't
>say if that is for the 50, 60, or 75 MHz version, but it would be rather
>unusual to specify such numbers for other than the top performer.
To put it bluntly: in my book all this benchmark number crunching is strictly
for the fanatics.... I like "the everyday use" benchmarks a lot better, i.e
how long will it take Photoline to rotate a 10MB TIFF, how long does is take
before POV finishes a complex object, how much megabytes can LZH pack in 10
minutes... etc, these are examples that show the real power of the computer,
and not only what the processor is capable of, and anyone can easily compare
the figures with his current setup.

>Obviously, the first time a program is run no translation has been done,
>so the processor must spend time on that. Next time it won't have to.
Sorry, but my simple mind can't grasp this, would you care to explain this
with some more details? I'm sure others here are puzzled as well ....
If the processor can "remember" it must store this information somewhere, only

place I can think of is the harddisk... I'm probably wrong because retrieving information from such slow media would only cost time...

>The neat thing with an 'Atari' with a PPC is that you'd still have the
>same OS etc as with the 68k machines. There should be very little need
>for rewriting anything (except assembly stuff, obviously).
My simple mind can't grasp this either.... do you mean that TOS will run in native PPC-mode? what about MiNT and MagiC? will the Tempest card feature an adapted TOS version?

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

50. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 04:23:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978418556-63199AEicMi@gmx.net>
Source record: 52585

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Tue, 26 Dec 2000 18:56:24 +0000

Hi Lonny,

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>> / /_/ / / /_/ / / /
>> /_____/ /_____/ /_/ Translations
>> derryck@cix.co.uk
>> dennis.vermeire@gmx.net
>> xlator@cix.co.uk
>> http://www.cix.co.uk/~derryck/index.htm
>
>To do what? Go FASTER! I need the extra boost to process
>your rather long sig. lol
Once we've all upgraded to the Tempest and are running our new super duper
browser, I'll change the sig into a nice animated HTML attachment...
Tell you what.... until then I'll shorten the sig somewhat. If only some
people here would show the same consideration....
Are you listening Ben Smith ?

Cheers from Belgium
Dennis

See sig at the top ;-)

51. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 04:36:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978418558-63679AEicMi@gmx.net>
Source record: 52579

From: itsux@xs4all.nl (Ren?)
Date: 30 Dec 2000 23:57:03 GMT

Hi Renï¿½,

>Besides, I could finally start to try to do some software programming on
>the ST again maybe even to develop some nice Internet-capable
>thingies...
Unless you're thinking of writing a super duper browser, don't bother, it
might surprise you, but the Atari internet clients are just as good as the
stuff you're using on the PC.
In fact some of "our" clients will beat the shit out of the PC crap :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

52. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 05:09:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978418562-64664AEicMi@gmx.net>
Source record: 52583

From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Date: 26 Dec 2000 18:40:42 GMT

Hi David,

>Ahh... Thanks, Dennis! Not sure I can find a Philips service center
>in the U.S., but I can try...
Hm... isn't Philips sold under the Magnavision label in the U.S ?

>Uhh... didn't catch that. The connection on the back of the PowerCD
>is like a 6-pin DIN (circular pattern). I connect my STfm to a TV
>with either a RCA cable (from the modulator) or a 13-pin DIN ST monitor
>connector.
Sorry, I assumed you lived in Europe... the European model seems to have a
seperate RF modulator which is lacking on the US model.
The 6-pin DIN connector is present as well, the Power CD and the Philips
model both came with a cable for this, one end plugs in the 6-pin DIN while
the other end has a SCART connector, this connector can be found on most
TV's and VCR`s, but IIRC this kind of connector isn't very popular either
in the States....

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

53. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 05:12:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978418560-64163AEicMi@gmx.net>
Source record: 52581

From: swampfox1@earthlink.net (John Garone)
Date: Thu, 28 Dec 2000 16:50:13 GMT

Hi John,

>Papillon does have an English RSC (separate download)!
>Are GIF animations supposed to "animate" within the program?
>They don't in the demo.
Yes... go to the options menu and select "file parameters" when there's a
animated GIF in memory, you'll be able to "play" it...
When you load an animated GIF, you'll see in the toolbox just behind the
rubber stamp how many layers it contains, pressing the up and down arrows
will take you through the whole animation as well, but this option is ment
to edit or add/delete the layers/frames...

For additional help/info just mail me...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

54. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 05:13:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978418550-62048AEicMi@gmx.net>
Source record: 52582

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Tue, 26 Dec 2000 18:56:24 +0000

Hi Lonny,

>> Let me tell you Lonny, there will be enough people interested, and the few
>> ones that are sceptical will not be heard. People like to finally read/hear
>> some positive news for a change and the timing is just perfect for it.
>> Any clown can announce anything, checking the story is virtually impossible
>> and in the mean time the biggest majority stick to their Falcons and TT's
>> waiting for better things to come.... :-(
>
>Not entire sure what you are getting at.
Here in Belgium there's a saying: the grass on the other side of the hill is always greener.. that's where I was getting at. Ever since Atari released the MegaST, Atari users have been waiting for "the next machine", when the TT was released some were waiting for the expanded model featuring a tower and Unix, when the Falcon was released some were waiting for the model with a 68040 and graphic card to appear....
At the moment there are two alternatives for the aging TT and Falcon, I would have thought that the specs of these machines are enough to make *any* Atari user drool, but no..they drool over vapourware, can someone who put his name on the CT-60 list explain me why this is a much better alternative then for example a Milan?
How can a Falcon with all his hardware limitations be superior by just banging a faster processor in it? by pure magic? poor graphics, slow harddisk access by today standards, no easy way to connect ethernet card etc...

Instead of bying what is available *now* and supporting the people that have developed the Hades and Milan in difficult times all they get is a truckload full of shit over their heads. How that anyone can expect them to develop and release a new and more powerfull computer in this climate is beyond me. A new project costs heaps of money, since no one wants to buy their existing "crap" they can't generate any money from the previous project, can you imagine what a bankmanager his reaction is looking at Hades or Milan?

If we all keep postsponing the moment to upgrade our ST's, Falcs and TT's the day will come that there's nothing out there to upgrade to, simply because the alternatives have all filed for chapter 11.

This is the only platform that has such "weird" users... PC, Apple, Amiga and even Acorn users couldn't wait to get there hands on the latest model, but we sticked to the ST... Atari made that darn machine just too good. And now we're faced with the consequences... 90% of the existing software is written to run on the ST, there's hardly anything that takes advantage of the superior power of the successors.

We're all crying out loud for a new browser that can handle at least anything the browsers on the other platforms can manage, but at the same time we also expect it to run on minimum a stock 4Mb Falcon.... think about it, a statement like this is enough to make a normal person ROTFL, but we are very serious about it. Not a week passes here without someone asking how to go on internet with a 1040ST, we all are keen to help and explain, never have I seen someone giving the advice to throw the machine out and upgrade to something more suited...

Ah shit... why do I even bother,
Am I really the only one here who thinks differently?
It's been a long day... time to go and see if my bed is still there.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

55. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 09:22:09 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A519DC1.1ED63D85@ooc.de>
Source record: 52588

```
Dan wrote:
>
> Hello,
> In the German Atari mag "STC" of December 2000 there is an
> interview with F.Aschwanden from Medusa Systems about the new
> "Coldfire Atari". My STC mag has not arrived yet so I can't check
> the following, but it seems that 200 definite preorders are
> enough to start the building of the new machine. I will let you
> know more when my STC is here.

This article is the greatest nonsense I've ever read.

--
------------------------------------------------------------------
Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
```

56. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 09:26:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978504416-171027AEicMi@cwcom.net>
Source record: 52433

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Mon, 01 Jan 2001 13:36:08 +0100 (MET)

>>I get a "file not found".
>
>Yep me. BTW you must use ftp://ftp.... and *NOT* http://ftp... if you
>use the browser or ftp.jvgames.com if you use a ftp client.

Hmm, still didn't work. Grabbed it from Chapelie though, many thanks!

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

57. se 2.5 software

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 10:05:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a520236@fmlynet.org>
Source record: 52398

FamilyNet HQ: Telnet:\\www.family-bbs.net

> Happy Holidays! ...can some one tell me where I could find a copy of
> Cubase Score 2.5 for the TT030? It's music software and I need to find
> a copy of it..Thanks!...Bill

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

58. se Score 2.5

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 10:06:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a520236@fmlynet.org>
Source record: 52399

FamilyNet HQ: Telnet:\\www.family-bbs.net

> I guess I should have entered my email address: Bill.Frank@fmlynet.org
> I need to find a copy of this music software for the TT030 called,
> Cubase Score 2.5 Thanks!...Bill

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

59. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 12:09:17 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A51C4ED.59F92BB@patent.gov.uk>
Source record: 52590

Dennis Vermeire wrote:
>

>
> If we all keep postsponing the moment to upgrade our ST's, Falcs and TT's the
> day will come that there's nothing out there to upgrade to, simply because
> the alternatives have all filed for chapter 11.
>
> This is the only platform that has such "weird" users... PC, Apple, Amiga and
> even Acorn users couldn't wait to get there hands on the latest model, but we
> sticked to the ST... Atari made that darn machine just too good. And now we're
> faced with the consequences... 90% of the existing software is written to run
> on the ST, there's hardly anything that takes advantage of the superior power
> of the successors.
> We're all crying out loud for a new browser that can handle at least anything
> the browsers on the other platforms can manage, but at the same time we also
> expect it to run on minimum a stock 4Mb Falcon.... think about it, a statement
> like this is enough to make a normal person ROTFL, but we are very serious
> about it. Not a week passes here without someone asking how to go on internet
> with a 1040ST, we all are keen to help and explain, never have I seen someone
> giving the advice to throw the machine out and upgrade to something more
> suited...
>
> Ah shit... why do I even bother,
> Am I really the only one here who thinks differently?
> It's been a long day... time to go and see if my bed is still there.
>
> Cheers from Belgium
> Dennis

Hi Dennis,

Do I detect the tan fading :))

Yes, I agree with all you say above. In many ways the Atari ST was too
innovative for the long term good of Atari. I've told many times here of
the many instances I've cited Atari hardware or software prior art
against some very big names indeed. Atari had it first, but then had not
sufficient marketing/footprint to do anything about it. Couple this with
the abysmal management by Atari and there you have it. I think that the
days when a die hard Atarian could say 'my atari is as good as your PC'
are long gone even for the MIDI man and the only reason for holding onto
a basic ST or even a Falcon, is nostalgia. That's not to say that the
design of the Falcon and ST were not genius in their day, but that day
is past. It's hard I know to say to the hundredth enquirer of 'How do I

connect my ST to the Internet', 'Don't waste your time, all you can hope for is very slow, no graphics, pages, if you're desparate to access the web get a second hand 486 for ï¿½200', but it's the sad truth. That just leaves the 'super Ataris', the only one of which I have any knowledge being the Milan. When running correctly :)) (in joke) this is a superb computer. Sure, it's a lot slower than the latest PC, but coupled with NAES/MINT/MING or Magic/Jinnee, it has a working presentation that is far better than Windows/PC and on a par with the much dearer Mac platform. I can access the Web with Cab 2.7 as fast and sometimes faster than with my work PC. But can we buy a Milan? The Milan home page has been unchanged for weeks, in spite of their pledge after the Milan II fiasco. I think that they still have Milan Is in stock, but you wouldn't know it!!!! Have they a death wish? Your suggestion about direct buying from Milan of the kit and the finished computer, is brilliant. Joe Conners, from whom I bought my Milan, built it from the kit and it was an easy plug and play job (with one hitch, remedied by Milan over the phone). I want a SCSI and sound card for my Milan. Can I get one in the UK? you must be joking! The Milan and Hades? are here and are the only sure way foreward, but for X sake get your bloody finger out Milan.

Bob King.

60. WTD: VME Ethernet Boards (2)

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 13:26:01 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <yFk46.150089$bp4.1847641@monolith.news.easynet.net>
Source record: 52591

Hi There,

I am still after a couple of VME Ethernet cards in the UK and the usual susypects (Systems Solutions) don't have any.

Is there anyone out there looking to clear a couple (one would do). If so please drop me a line.

Regards

Julian

61. What do I need to use a Zip or Jaz Drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 14:03:05 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <icl46.150093$bp4.1849651@monolith.news.easynet.net>
Source record: 52592

Hi There,

I need to ask my new year's daft question, I have a spare SCSI Zip and Jaz drive and would like to hook them up to my TT, when I do the formatting software (AHDI 5 & 6) complains.

Obviously I need something more up to date, any suggestions?

Thanks

Julian

62. Re: My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 14:25:25 UTC
From: tellme@bigfoot.com
Message-ID: <3a51e50d$0$7492$7f31c96c@news01.syd.optusnet.com.au>
Source record: 52593

Sheesh... what planet do you live on??
As you may notice my site is an Atari ST emulation site. Come down off your high horse and face reality. The Falcon and all other Atari computers are DEAD!! The ONLY thing that is keeping them alive is the renewed interest brought about by the internet and the dedication of thousands of die-hard fans. No commercial software company is going to produce programs for such a tiny niche market, virtually all of the recent software is shareware written by fellow enthusiasts. If you can write a half decent programme for the Atari then your only chance of making some cash is to duplicate it for the PC market. I've wrote dozens of programs for the ST (when it was in it's zenith), all were shareware and the sum return of my effort was ZERO. If all sites similar to mine were removed, it would do even more damage to the Atari community. I've heard from hundreds of Atari fans who have gone out and bought secondhand ST/STe's simply because of the availability of software, the number of Atari Webpages and the multitude of FREE emulators that are now available. Piracy is rife in the PC market but the enormous number of potential customers still make software production a viable commercial proposition.

If we follow your idealist viewpoint - pray tell me who do I pay my money to for a game/application that's 10~15 years old, produced by a company that no longer exists? You tell me the name of one computer owner with 100% legitimate, fully-paid software and I'll call you a liar!! I've worked with computers for 20 years and I've yet to see one that has no expired shareware or 'borrowed' programmes on it. Come back to earth!

Tellme

In article <akx36.459$2W.1267@nntpserver.swip.net>, "noname" <n@n.n> wrote:
>Aren't you the clever one?
>You're destroying the bits and pieces that's left of the Atari market, since
>you make all the commercial software available for free. No retailers can
>continue to sell anything, which in turn makes people without access to the
>Net change platform due to lack of software. Instead of making things easier
>for the Atari community, you destroy whatever is left because you want to
>look like a good samaritan who spreads all available software to everyone.
>Such behaviour has speeded up the professional developers' leaving of the
>Atari platform - and who's to say that the very competent shareware
>programmers won't leave because their work constantly gets spread together
>with cracks etc - in spite of their very reasonable registering fees...?
>The platform we all love deserves that we make an effort to hold back
>piracy, because otherwise all the development will stop earlier than
>necessary :-(When the market is as small as the Atari market is now, all
>piracy does quite a lot of harm to the platform, so start paying for the
>software you use or don't use it! We need new stuff too, and not only
>programs that are a couple of years old, and that won't happen if everything

>gets pirated as soon as it comes out.....
>
><tellme@ bigfoot.com> skrev i meddelandet
>news:3a4d785a$0$12446$7f31c96c@news01.syd.optusnet.com.au...
>> If you're looking for a particular Atari game or application
>> come have a look here... the pages load fast and as I
>> detest banner adverts you won't find a single one on any
>> of the 30 odd pages (apart from the visitor counter on the
>> index page). I've got masses of software and have been an
>> Atari ST fan(atic) since 1987 (bought my 1st PC 1995).
>>
>> Web Page: http://members.optusnet.com.au/~atari1/
>>
>>
>> "Microsoft Software:- God's punishment on mankind,
>> for inventing the computer" - M.Duncan
>>
>> In a world without fences, who needs Gates?
>
>

63. Eclipse was: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 14:35:22 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A51E72A.CDF8537F@it.kth.se>
Source record: 52594

Hi All,

> A very good question. The makers of the Eclipse graphics card reckon that
> that will run with a CT2B once it (the graphics card adaptor) is fitted
> with the appopriate through connectors.

I have never claimed that for sure. However, Rodolphe Czuba do claim
that the CT2B works with the Eclipse and you might have thought that
these claims were from me. I have answered those who asked that I belive
it would work though.

However, I have since got bugreports that indicates that some CT2 work
with the Eclipse and some don't. I have also received bugreports that
two Falcons with different (rather old) CPU accellerators do not work
with the Eclipse.

The Eclipse do not alter the timing of the Falcon bus at all. It was
designed from the bus timing specifications released from Atari and
68030 and 68000 bus specifications from Motorola. The Falcon bus part of
the Eclipse worked from the very first day on stock Falcons, afterburner
Falcons and also Nemesis. But I do make errors every now and then. I'm
very interested in getting in touch with anyone experiencing problems
with Eclipses that might originate from the hardware. All logic on the
Eclipse can be updated by software given a rather simple cable so as
long as I can get in direct contact with people having problems I can
send possible updates directly to them.

Now for some shameless plugging: :-) An ethernetdriver for PCI cards
based on the RealTek 8029 chip is coming. The driver will be free and
open source but you will of course need an Eclipse... ;-)

Best Regards
Sven Karlsson / Istari Software

64. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 15:17:01 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3A51EF09.9F8A116E@village.uunet.be>
Source record: 52595

Hoi Rene,

1st HAPPY NEW YEAR !!

Renï¿½ wrote:
>
> Next thing is that I really want this ST to be able to access the Internet,
> be it ftp, irc or whatever (maybe even Web-browsing!) THROUGH my
> Windows2000 machine, which has access to an ISP (still on dial-up but this

This is possible...

> This is what I have:
> MegaST2, NO NETWORK CARD
> PC with Win2K and Win98 installed, 1 free serial port.

Consider once a network card... a Riebl Card works fine with STinG on a
ST.

> I would like to share the Internet between my PC and my Atari OVER SERIAL
> LINE. In the ideal case, only the raw data is transported over this line.
> Second best is some kind of 'network' over which TCP/IP packets are send to
> and from Atari and PC. I guess I'll need some Atari stuff, some extra PC
> stuff (?) and a working configuration (ahem...this might be the hardest
> one, folks!).

What do you mean with only RAW DATA ? If you want to use FTP and all
those things you'll have to use TCP-IP...

You'll need a null-modem cable to connect ST and PC with a serial line.
Software : STinG on the ST with a correct routing table (i.e. all
traffic going to internet must be routed to the IP address of the 2nd
serial port of your PC (the serial port which is connected to the
atari).
On the PC you'll need a dummy modem driver to connect to your ST over
the serial line. Also a Network Address Translation Program will be
needed on you window$ box, unless you have two different IP addresses
assigned by your ISP (Doubt that). BTW don't know if this will work fine
(two dial-up networks on the PC). Maybe some-one else can give you more
advise about this.

Small remark from me : why don't you use the ST as router/gateway... no
NAT software will be needed, since STinG does IP masquarade.

Check these pages out, not the same setup as yours, but it can give you
some ideas :

http://gallery.uunet.be/saka/atari/lan/index.htm
http://gallery.uunet.be/saka/atari/reality/rtl8012.htm

Greetings,

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

65. Re: atari 2600 question

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 15:24:17 UTC
From: bgarvey355@aol.com
Message-ID: <20010102102417.08719.00000925@ng-cc1.aol.com>
Source record: 52396

Henk wrote:

>Every new computer is designed by using its predecessor. Both hardware and
>software. In the 70's they used one of the many big mainframes, I guess.

Sounds strange for someone to inform us they had to use a Mainframe to program
a 2600......astonishing.

BG

66. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 17:12:17 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978455629.12860.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 52400

Hi there,

> CH>They've forgotten to add Yamaha 8424S, which also works nicely...

Has anyone tried a 8824?

I can only find the above 8424 drive and 8824 but they do an external version of the 8824 which would be nice, if these units work well then I may get one as I can get them for £126, £144 (internal) and £188 (external) respectively (+ VAT though).

What Software and version are people using and who supplies it (in the UK)?

Thanks

Mark

67. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 17:14:44 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101021637540.85-100000@TT030>
Source record: 52414

On Tue, 2 Jan 2001, Dennis Vermeire wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Tue, 26 Dec 2000 18:56:24 +0000
>
> Hi Lonny,
>
> >> Let me tell you Lonny, there will be enough people interested, and the few
> >> ones that are sceptical will not be heard. People like to finally read/hear
> >> some positive news for a change and the timing is just perfect for it.
> >> Any clown can announce anything, checking the story is virtually impossible
> >> and in the mean time the biggest majority stick to their Falcons and TT's
> >> waiting for better things to come.... :-(
> >
> >Not entire sure what you are getting at.
> Here in Belgium there's a saying: the grass on the other side of the hill is
> always greener.. that's where I was getting at. Ever since Atari released the
> MegaST, Atari users have been waiting for "the next machine", when the TT was
> released some were waiting for the expanded model featuring a tower and Unix,
> when the Falcon was released some were waiting for the model with a 68040 and
> graphic card to appear....

Ok, I follow you now. I was in "wait" mode for a long time. I know
this very well. It is like a trap, or it was when Atari was still open,
but now that new models don't just appear, you would think it would
change.

> At the moment there are two alternatives for the aging TT and Falcon, I would
> have thought that the specs of these machines are enough to make *any* Atari
> user drool, but no..they drool over vapourware, can someone who put his name
> on the CT-60 list explain me why this is a much better alternative then for
> example a Milan?

Good question. I've never purchased any upgrade that require "soldering"
on any machine I've ever owned. I prefer a whole new machine. My
opinion is that if I have to live with limits or compatibility problems
why not go that extra mile for a whole new machine? That is why
I bought the Hades. My reason for waiting was lack of a local dealer
and the fear of getting took from an over-seas dealer, or if a problem
came up... and so on.

> How can a Falcon with all his hardware limitations be superior by just banging
> a faster processor in it? by pure magic? poor graphics, slow harddisk access
> by today standards, no easy way to connect ethernet card etc...

Perhaps such motivation is pure cost? Cost is never an issue for me
once I set my mind to something. Most people don't think that way I
guess. You have to wonder if the cost of an 060 chip is so high, it
seem to me the chip alone will cost nearly as much as the board logic.

> Instead of bying what is available *now* and supporting the people that have
> developed the Hades and Milan in difficult times all they get is a truckload
> full of shit over their heads. How that anyone can expect them to develop and
> release a new and more powerfull computer in this climate is beyond me. A new
> project costs heaps of money, since no one wants to buy their existing "crap"
> they can't generate any money from the previous project, can you imagine what
> a bankmanager his reaction is looking at Hades or Milan?

I agree. Don't wish to put you on the spot but do you have a Milan or
Hades? Plan to get one if not?

> If we all keep postsponing the moment to upgrade our ST's, Falcs and TT's the
> day will come that there's nothing out there to upgrade to, simply because
> the alternatives have all filed for chapter 11.

That's probably what will happen. It amazes me how some people hold out.
Probably get hate mail, but anyone using an 520ST and a mono monitor these
days is either nuts or dirt poor. Granted it may have uses, but I've seen
some users over the years who expect far to much from such a system.

> This is the only platform that has such "weird" users... PC, Apple, Amiga and
> even Acorn users couldn't wait to get there hands on the latest model, but we
> sticked to the ST... Atari made that darn machine just too good. And now we're
> faced with the consequences... 90% of the existing software is written to run
> on the ST, there's hardly anything that takes advantage of the superior power
> of the successors.

Some of that is due to developement packages that are now no longer
supported. In order to get an 060 compiled app what does one need?
If I am correct in thinking only GCC and such can do this?

> We're all crying out loud for a new browser that can handle at least anything
> the browsers on the other platforms can manage, but at the same time we also
> expect it to run on minimum a stock 4Mb Falcon.... think about it, a statement
> like this is enough to make a normal person ROTFL, but we are very serious
> about it. Not a week passes here without someone asking how to go on internet
> with a 1040ST, we all are keen to help and explain, never have I seen someone
> giving the advice to throw the machine out and upgrade to something more
> suited...

That is a strange situation indeed. Personally it's my feeling that
unless one really bites the bullet and gets a Hades, Milan, or similar
upgrade, it seems like a silly request. CAB on my plain TT with images
"ON" is barely usable in my opinion. If CAB did "it all" it would
probably come to a near halt and not be useable.

> Ah shit... why do I even bother,
> Am I really the only one here who thinks differently?

I tend to think differently, usually I get flack for it.
I still think the bar needs to be raised, when it comes to coding
new apps. How high should the bar be? There is a can of worms
so I won't give my opinion. ;-)

> It's been a long day... time to go and see if my bed is still there.

I was just joking about your sig. Actually, I do alot of
gfx coding in such when I'm not tinkering on aIRC. Some of my
projects bring my poor TT to a near stand still. The Hades
although fast is dam nice, but some tasks can always benifit
from more speed, hense my interest in PPC.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

68. Re: My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 17:22:43 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A520E63.7840072C@patent.gov.uk>
Source record: 52401

tellme@, bigfoot.com wrote:
>
> Sheesh... what planet do you live on??
> As you may notice my site is an Atari ST emulation site. Come down off your
> high horse and face reality. The Falcon and all other Atari computers are
> DEAD!! The ONLY thing that is keeping them alive is the renewed interest
> brought about by the internet and the dedication of thousands of die-hard
> fans. No commercial software company is going to produce programs for such a
> tiny niche market, virtually all of the recent software is shareware written
> by fellow enthusiasts. If you can write a half decent programme for the Atari
> then your only chance of making some cash is to duplicate it for the PC
> market. I've wrote dozens of programs for the ST (when it was in it's
> zenith), all were shareware and the sum return of my effort was ZERO. If all
> sites similar to mine were removed, it would do even more damage to the Atari
> community. I've heard from hundreds of Atari fans who have gone out and bought
> secondhand ST/STe's simply because of the availability of software, the number
> of Atari Webpages and the multitude of FREE emulators that are now available.
> Piracy is rife in the PC market but the enormous number of potential customers
> still make software production a viable commercial proposition.
>
> If we follow your idealist viewpoint - pray tell me who do I pay my money to
> for a game/application that's 10~15 years old, produced by a company that no
> longer exists? You tell me the name of one computer owner with 100%
> legitimate, fully-paid software and I'll call you a liar!! I've worked with
> computers for 20 years and I've yet to see one that has no expired shareware
> or 'borrowed' programmes on it. Come back to earth!
>
> Tellme
>
> In article <akx36.459$2W.1267@nntpserver.swip.net>, "noname" <n@n.n> wrote:
> >Aren't you the clever one?
> >You're destroying the bits and pieces that's left of the Atari market, since
> >you make all the commercial software available for free. No retailers can
> >continue to sell anything, which in turn makes people without access to the
> >Net change platform due to lack of software. Instead of making things easier
> >for the Atari community, you destroy whatever is left because you want to
> >look like a good samaritan who spreads all available software to everyone.
> >Such behaviour has speeded up the professional developers' leaving of the
> >Atari platform - and who's to say that the very competent shareware
> >programmers won't leave because their work constantly gets spread together
> >with cracks etc - in spite of their very reasonable registering fees...?
> >The platform we all love deserves that we make an effort to hold back
> >piracy, because otherwise all the development will stop earlier than
> >necessary :-(When the market is as small as the Atari market is now, all

> >piracy does quite a lot of harm to the platform, so start paying for the
> >software you use or don't use it! We need new stuff too, and not only
> >programs that are a couple of years old, and that won't happen if everything
> >gets pirated as soon as it comes out.....
> >
> ><tellme@ bigfoot.com> skrev i meddelandet
> >news:3a4d785a$0$12446$7f31c96c@news01.syd.optusnet.com.au...
> >> If you're looking for a particular Atari game or application
> >> come have a look here... the pages load fast and as I
> >> detest banner adverts you won't find a single one on any
> >> of the 30 odd pages (apart from the visitor counter on the
> >> index page). I've got masses of software and have been an
> >> Atari ST fan(atic) since 1987 (bought my 1st PC 1995).
> >>
> >> Web Page: http://members.optusnet.com.au/~atari1/
> >>
> >>
> >> "Microsoft Software:- God's punishment on mankind,
> >> for inventing the computer" - M.Duncan
> >>
> >> In a world without fences, who needs Gates?
> >
> >

Hi Mike,

How about adding to your web page re. '10 things that piss me off most
..', an 11th:

'People who write to News Groups to criticize others and who haven't the
balls to give their name.
BTW two of your BUDGIE programs are still advertised as available.

Bob King.

69. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 17:27:47 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101021722530.85-100000@TT030>
Source record: 52415

On Mon, 1 Jan 2001, Martin "Nightowl" Byttebier wrote:

> I encountered a very strange Boxkite. For some reason Boxkite doesn't
> display the time. It displays something like this
>
> 2001wishes.mpg 1.119.423 12
>
> For your information I'm doing this on a Hades 060 running freeMiNT
> 1.15.10b/N_AES 2.0.0., novaVDI 2.7, NVDI 5.03. I'm a registrated user but
> I only use it very occasionaly.
> OTOH on my TT030 using the same OS but in monochrome the time is
> displayed.

I have the same problem, it appears wrong on my Hades and correctly
on my TT. Strange. My Hades setup is nearly identical, except
for an older kernal and Rage NVDI v5.01. The TT is in 16 colors
when I checked.

btw, I can't find any info what was changed in boxkite 2.15.
Any idea?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

70. Re: ST TOS Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 17:34:35 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978456964.13417.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 52402

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t4oode8pj463cc@corp.supernews.com...
> On 27 Dec 2000 21:29:00 , Peter Schneider wrote:
> Hi
>
> >But regarding the production time of STEs I'm afraid that there aren't
> >different TOS versions for the STE computer. All should be 1.06.
>
> Nope. Newer STes had 1.62 which got rid of the med rez bug, and may
> have done a few other patches.

Yes sorry I had problems wording that and my erratic use of speech marks probably did not help. I meant that there are a number of STE MoBo layouts but all of them had 2 ROM chips in more or less the same place, unlike some other STs which may have been 2, 4 or 6 (or whatever it was) ROM chips placed anywhere you like.

I think 1.6, 1.62 and even 2.06 all fit on the same size chips.

Mark.

71. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 17:41:03 UTC
From: wonderkid <iamneobaby@yahoo.com.invalid>
Message-ID: <iamneobaby-6A0B73.09410302012001@news.pacbell.net>
Source record: 52589

Hi,

This is Alex from O'WONDER, the folks behind BiT BOPPER. We released BiT BOPPER in 1993 as an all-in-one system based on the Atari Falcon, known as 'SONOVISTA'. In 1995, when Atari stopped making the Falcon, and then went out of business themselves, we left the BiT BOPPER software online for fans to download.

Somehow, recently, one or more of the files has become corrupted. Due to the fact we have NO Falcons on hand (we had to sell the last one a long time ago to an enthusiastic and desperate customer) and the small Falcon market, we don't support BiT BOPPER any more. However, we're in talks with some people in Greece who may take over BiT BOPPER for Falcon (their copy works fine), and if you want to be notified when the files will be available again, please let us know at <bitbop@owonder.com>.

We are sorry for any problems, which we were unaware of until hearing from some of you.

We're amazed and grateful that 7 years after BiT BOPPER was made available, that it is still creating interest!

Regards,

Alex

In article <92nhp5$4at$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk wrote:

> Hi!
>
> Following an announcement in AONE online magazine that the BITBOPPER
> sound-to-light software for the Falcon had now been released free (but
> without support) and was available for download from:
> http://www.owonder.com/bitbopper/falcon/download
> I spent about 15 minutes downloading the 2.2 MB ZIP file as well as the
> HTML instruction manual.
>
> All seemed to go well. The manual when extracted was readable in CAB
> (although the illos were missing) and the program ZIP file seemed to
> extract OK and produced a normal-looking file/folder structure. However,
> when I tried to run the program. although it seemed to run and appared
> in APPLINE but not in MagiC's file list, no menus or anything appeared
> on the screen.
>
> I extracted it again with UNZIP.TTP (5.13) in case ZIPJR.TTP in 2-in-1
> had made errors, but the results were identical. I did notice that after

> having tried to run this second copy and not kicked it out, when I tried
> to delete the package it deleted all files but MENUS, to which access was
> denied with (TOS -36) - presumably because it was locked (by MagiC?) as
> being used by the program. After kicking out the PRG the file deleted OK.
>
> I then took a closer look at the contents of the files with Look'n See.
> The PRG seemed OK - had the usual strings in it - but none of the other
> files were. Thus what were supposed to be ASSIGN.SYS and EXTEND.SYS
> files were binaries, not ASCII. The three illos - a GIF and 2 TGAs -
> refused to show in any graphics program I have and didn't seem to have
> the right headers when looked at as a binary. The MENUS file was all
> binary where I would have expected a good bit of ASCII and had '2.TGA'
> and 'TPIC8BIM' near the beginning.
>
> The next bit made me suspicious, at it appeared to include commercial
> software: There was what purported to be SPDGDOS.PRG in an AUTO folder
> but that reported 'File not executable, Error #-66' when trying to run
> it and a binary examination showed no word strings in it - one would
> have expected at least an alert. Similarly in the fonts folder were
> supposedly three Speedo fonts, and while these were roughly the correct
> size they were definitely not fonts: They had strings in them like
> 'update.datt', 'TEXTttext', 'PICT 1,32,1' and 'MSMOVIE' and the 11 TDF
> files(!) accompanying three SPD files were also binaries instead of the
> descriptive metrics that they should have been.
>
> I don't know the structure of the remaining files in the archive so
> can't tell if these were messed up as well.
>
> The point of this long missive is: Did anyone managed to download this
> archive and then get it to run? If so, whart could have caused the
> apparent mix up/corruption of the files, when ZIP did not report any
> errors, even when run in 'Test' mode? (BTW the files were deflated with
> ZIP 2.0 on a Macintosh).
>
> OR IS THE WHOLE THING A HOAX?
>
> Regards, /Peter/
>
>

72. Re: Genie Mail Server

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 17:46:22 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978457670.13688.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 52403

If this is Genie or U.Genie then they have been having problems recently,
they are trying to close the U.Genie site off but I do not think they
realised how many people use it.

Mark.

"Don Wolfe" <dwolfe4@genie.idt.net> wrote in message
news:92mdog$49k@nnrp4.farm.idt.net...
> The last 2 days when I try to open my mail box POPWATCH gives me the
> following message: -err flush of temp pop drop
> box/usr/mail/.dwolfe4.pop failed.
>
> Anybody have any idea of what the problem is ???
>
> Thanks, Donner......
>
>

73. HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 17:49:34 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A5214AE.F9C62764@patent.gov.uk>
Source record: 52404

Hi All,

I have burnt my fingers and dented my bank balance by buying a top of the range HP950C colour printer. Surprise, surprise there are very few of my programs that can drive it in any way. GrafTool can and gives photo-quality prints. I can either keep it until I give in and buy a PC (with MagicPC I hasten to add) or cut my losses and sell it. So for a mere ï¿½100 +PP its yours. As I say, unless you know something I don't (very possible!!) it's no bloody good for the Atari range (yes I've tried ALL the lower number HP drivers for all the programs I want), but for a PC it's the bee's knee-caps.
I'm in S. Wales, Abergavenny, or Newport for cheaper collection.

BTW HP don't have any drivers for Atari for download and I'm too embarrassed to phone!!

Bob King.

74. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 17:54:56 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5233b633f1ff0@online.be>
Source record: 52410

on Mon 01-01-2001 23:18 xlator@cix.compulink.co.uk wrote:

>In message <3a4f63a3$0$174@news.zetnet.co.uk>, rking@zetnet.co.uk said:
>
>>If you look at the web site, you'll see they have withdrawn the download.
>
>Thanks! I don't have the web address to hand, so I can't check ATM. It
>seems like I wasted my 20 minutes downloading on line then!
>
>I wonder if the Belgian server who just announced the file had the
>same problems. I sent him a mail about this, also one to the supposed
>distributors and we'll see what happens.

Yes I had the same problems. I usualy check every archive prior to
upload but as it was a Falcon only program I didn't this time.
I've removed the archive from the Belgian server.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

75. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 18:00:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a5217621739e00@tripnet.se>
Source record: 52405

On Tue 02-01-2001 15:17 (GMT) Karl Samyn wrote:

>> Next thing is that I really want this ST to be able to access the
>Internet,
>> be it ftp, irc or whatever (maybe even Web-browsing!) THROUGH my
>> Windows2000 machine, which has access to an ISP (still on dial-up but this
>
>This is possible...

I do run a setup like that, but with Win-95 which really is a bit more
difficult...

>
>> This is what I have:
>> MegaST2, NO NETWORK CARD
>> PC with Win2K and Win98 installed, 1 free serial port.

Will work fine by using the pc serial port.

>
>Consider once a network card... a Riebl Card works fine with STinG on a
>ST.

Maybe a hotted serial port to 38400bps would be sufficent? On a 8MHz ST
most of the time is spent on actually processing the recieved data. For
file backup purposes higher transfer speeds are justified, though.

>> I would like to share the Internet between my PC and my Atari OVER SERIAL
>> LINE. In the ideal case, only the raw data is transported over this line.
>> Second best is some kind of 'network' over which TCP/IP packets are send
>to
>> and from Atari and PC. I guess I'll need some Atari stuff, some extra PC
>> stuff (?) and a working configuration (ahem...this might be the hardest
>> one, folks!).

>Small remark from me : why don't you use the ST as router/gateway... no
>NAT software will be needed, since STinG does IP masquarade.

If you have a dialup Internet connection and a TT use STinG on the TT to
handle the network with the pc on the local 192.168 side. Makes a good
firewall too. With a ST you only have one serial port. (Yet to see any
tcp/ip modules in windows that can handle MIDI ports!)

With pc on a xDSL connection use the pc as router with NAT etc. With the
shareware NAT32 Windows program and a "faked" dialup connection to the
Atari you get full Internet connection for the Atari as well. This is the
setup I'm running right now. It's been improved yesterday with a

dedicated TT for my webserver and a second TT on a subnet under the other for my personal use. On a second subnet my MSTe is connected to the TT No. 2.

I have not tested to run two dialup connection at the same time in Windows. Windows is _not_ very flexible for network use! It works fine if you use it in the same way as Bill G. does. If not you may find yourself in very deep water.

>Check these pages out, not the same setup as yours, but it can give you
>some ideas :
>
>http://gallery.uunet.be/saka/atari/lan/index.htm
>http://gallery.uunet.be/saka/atari/reality/rtl8012.htm

I posted a few articles here on the subject right before christmas. Search on Deja News! I am now halfway through a rather long text on how to configure a setup like this. Like I wrote earlier I will put it all up on my local webserver at http://atari.mine.nu/ but for now you will only find a copy of my other homepage there for test purposes. And, some files are missing too.

Unfortunately I tend to spend a lot of time at work so my free time is mostly spent in bed...

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

76. XMEN_MGR - What's it for?

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 18:05:39 UTC
From: markat@zetnet.co.uk
Message-ID: <3a521873$0$8055@znews.zetnet.co.uk>
Source record: 52406

I have XMEN_MGR.PRG in the Extras folder of MagiC4
but I cant find any reference or info in the manual about it.

Can anyone tell me what it is for and where to put it.
Or maybe there is a newer version that does the same job??

Ta
Martin Holmes

77. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 18:15:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5233b633f1ff1@online.be>
Source record: 52411

on Tue 02-01-2001 05:36 Dennis Vermeire wrote:

>From: itsux@xs4all.nl (Ren?)
>Date: 30 Dec 2000 23:57:03 GMT
>
>Hi Renï¿½,
>
>>Besides, I could finally start to try to do some software programming on
>>the ST again maybe even to develop some nice Internet-capable
>>thingies...
>Unless you're thinking of writing a super duper browser, don't bother, it
>might surprise you, but the Atari internet clients are just as good as the
>stuff you're using on the PC.
>In fact some of "our" clients will beat the shit out of the PC crap :-)

Indeed what we, Atarians most needs is an up-to-date browser, capable
to use java-script, CSS, etc..
The only reason why I would migrate to another platform is the browser.
I fully agree with Dennis the other Atari Internet clients are good and
some of them outclasses their PC/Mac opponents with ease.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

78. Re: What do I need to use a Zip or Jaz Drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 19:30:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101022030.a54600@su2.maus.de>
Source record: 52440

Hi Julian,

JLB>Obviously I need something more up to date, any suggestions?
I suggest HDDRIVER.

Und TTschï¿½
ps

79. STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 20:12:42 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <eht46.46892$ca6.693141@news6-win.server.ntlworld.com>
Source record: 52421

Is it possible to connect a VGA or SVGA monitor to the Atari STE.
I belweve there is a cable available for this.Any help.
D.J.Morrison
GM0LZE.

80. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 20:44:58 UTC
From: Mille Babic <atari@ebox.tninet.se>
Message-ID: <e5r46.3366$Qb7.398556@newsb.telia.net>
Source record: 52412

"Robert Schaffner" <rsmac@t-online.de> skrev i meddelandet
news:1emk82e.zw5mto7g2qfgN%rsmac@t-online.de...
> Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>
>
> > Has anyone managed to download this file (as per the announcement in
> > comp.sys.atari.announce) :
> >
> > http://ftp.jvgames.com/towersii.zip
>
> Yes. Replace http:// with ftp://
> Game runs fine on my falcon.
> Happy new year
> Regards, Robert

There should also be a patch to that version?

Mille Babic

81. Re: atari 2600 question

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 21:51:34 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <92tih2ksa1@nnrp1.deja.com>
Source record: 52413

> >Every new computer is designed by using its predecessor. Both
hardware and
> >software. In the 70's they used one of the many big mainframes, I
guess.
>
> Sounds strange for someone to inform us they had to use a Mainframe
to program
> a 2600......astonishing.
>

I think they simply programmed a modified VCS console. But most computers were initially designed on mainframes (e.g. the ST was designed using a VAX).

The VCS is programmed in Assembler language.

Greetings,
Matthias

Sent via Deja.com
http://www.deja.com/

82. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 22:11:43 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <aKs46.141069$eT4.9780137@nnrp3.clara.net>
Source record: 52416

"Martin "Nightowl" Byttebier" <tos4ever@online.be> wrote in message
news:3a5079f839d2b0@online.be...
> on Sun 31-12-2000 14:35 Derryck Croker wrote:
>
> >Hi all,
> >
> >Has anyone managed to download this file (as per the announcement in
> >comp.sys.atari.announce) :
> >
> >http://ftp.jvgames.com/towersii.zip
> >
> >I get a "file not found".
>
> Yep me. BTW you must use ftp://ftp.... and *NOT* http://ftp...

Spot-on. http and ftp are two different protocols.

Shiuming Lai

83. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 22:23:38 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <sKs46.7928$nu5.65334@NewsReader>
Source record: 52419

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote

> >>How can I gain access to my hard drive etc....
> >
> >Interesting one this, the relevant instructions for ICD are in the readme
on
> >the program disc, for HDDriver, on page 7 of the manual, you do have the
> >origional disc or manual.....?
> Yes very interesting, especially since James made it very clear that he's
> using AHDI....

If you had read the origional post on 24.12.2000 you would see AHDI was not
mentioned, if it had been I would have advised using ICD or HDDriver.

Barrie at Keychange.

www.keychange.co.uk

84. Where are you?

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 22:29:14 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <sKs46.7929$nu5.65287@NewsReader>
Source record: 52417

Hello.

Can we all make a New Years' Resolution to include at least our country when posting sales or wants?

Barrie at Keychange, (looking for a brick wall.)

www.keychange.co.uk

85. Re: What do I need to use a Zip or Jaz Drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 22:34:58 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <tKs46.7930$nu5.65347@NewsReader>
Source record: 52418

Hello.

"Julian Lewis-Booth" <julianlb@hgs.co.uk>

>I have a spare SCSI Zip and Jaz drive and would like to hook them up to my
TT, when I do the formatting
> software (AHDI 5 & 6) complains.

> What do I need?

Faith, I've binned 2 100mb scsi zips and 1 IDE 100mb zip already. Want
some Atari formatted carts?

> Obviously I need something more up to date, any suggestions?

ICD Pro works OK, HDDriver should tho' I've not tried it on a Zip or Jaz.

Barrie at Keychange.

www.keychange.co.uk

86. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 22:52:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978542422-054806AEicMi@madasafish.com>
Source record: 52443

HI Dennis

>>Interesting one this, the relevant instructions for ICD are in the
>>readme on the program disc, for HDDriver, on page 7 of the manual, you
>>do have the origional disc or manual.....?

>Yes very interesting, especially since James made it very clear that
>he's using AHDI....

I think he's implying there's dirty dealings going down, which is rich
for him considering the tales folks tell behind clsed doors. Its a pity
really that these peops wont speak out in public, it might drive this
wannabee dealer underground where he belongs.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

87. Re: What do I need to use a Zip or Jaz Drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 22:58:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978542424-055420AEicMi@madasafish.com>
Source record: 52444

Hi Julian

>
>I need to ask my new year's daft question, I have a spare SCSI Zip and
>Jaz drive and would like to hook them up to my TT, when I do the
>formatting software (AHDI 5 & 6) complains.

The problem with the AHDI s/w is that it doesnt like holes in the ID
scan, so with the ZIP you'd be on ID 5 or 6 so the scanning would stop at
the first unavailable ID, i.e. in your case it wouldnt scan beyond ID1.
There is a porg available that stops these holes, but...

>Obviously I need something more up to date, any suggestions?

HD-DRIVER is the only serious choice in Hard drive kick starters, there
is a demo available from the authors web-site.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

88. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 22:59:21 UTC
From: publish@welshnet.co.uk
Message-ID: <3a5258a0.19211675@news.cis.dfn.de>
Source record: 52420

On Tue, 02 Jan 2001 17:49:34 +0000, Bob King
<robert.king@patent.gov.uk> wrote:

>Hi All,
>
>I have burnt my fingers and dented my bank balance by buying a top of
>the range HP950C colour printer. Surprise, surprise there are very few
>of my programs that can drive it in any way. GrafTool can and gives
>photo-quality prints. I can either keep it until I give in and buy a PC

I've just bought a HP 930C. I went for it mainly because I surmised
that I could at least output in B/W from various Atari programs, and
maybe get colour from Imagecopy etc. TBH, I've more-or-less given up
using the Falcon now for most everyday things, but I did have an hour
with it and the new HP. No colour from Papyrus, just B/W, but got a
reasonable colour print using Imagecopy.

When I have a bit more time I'll play a bit more and see what gives.

As far as the output from the PC is concerned, it's excellent, even at
small point sizes, almost as good as my HP 4 Laserjet at 600 dpi.

Just shows how much the HP inkjet has advanced since the days of the
DJ500!

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

89. Hi there

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 23:35:15 UTC
From: Johan van Hespen <vlipje@hotmail.com>
Message-ID: <92tomv$60d$1@dinkel.civ.utwente.nl>
Source record: 52422

[No readable article body recovered]

90. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-02 23:59:59 UTC
From: rking@zetnet.co.uk
Message-ID: <3a526b7f$0$174@news.zetnet.co.uk>
Source record: 52423

On 2 Jan 2001 22:59:21 G, Mike Kerslake wrote:
>On Tue, 02 Jan 2001 17:49:34 +0000, Bob King
><robert.king@patent.gov.uk> wrote:
>
>>Hi All,
>>
>>I have burnt my fingers and dented my bank balance by buying a top of
>>the range HP950C colour printer. Surprise, surprise there are very few
>>of my programs that can drive it in any way. GrafTool can and gives
>>photo-quality prints. I can either keep it until I give in and buy a PC
>
>I've just bought a HP 930C. I went for it mainly because I surmised
>that I could at least output in B/W from various Atari programs, and
>maybe get colour from Imagecopy etc. TBH, I've more-or-less given up
>using the Falcon now for most everyday things, but I did have an hour
>with it and the new HP. No colour from Papyrus, just B/W, but got a
>reasonable colour print using Imagecopy.
>
>When I have a bit more time I'll play a bit more and see what gives.
>
>As far as the output from the PC is concerned, it's excellent, even at
>small point sizes, almost as good as my HP 4 Laserjet at 600 dpi.
>
>Just shows how much the HP inkjet has advanced since the days of the
>DJ500!
>
>
>Best wishes
>Mike Kerslake
>
>--
>---
>Scootering, NG railways, Atari & Radio memories and photos!
>Email: publish@welshnet.co.uk
>WWW: www.publish.welshnet.co.uk/
>.

Hi Mike,

Isn't it sad that so many of the Atari/Falcon etc programs that we rate
so highly are incapable of giving output to the latest printers. How
humiliating it is to have to grub about in the second hand market for a
printer/scanner or some other accessory that will work with our Atari.
Shouldn't this be telling us something.
I have got a CD with a full AVI version of a very recent film on it. Had

hoped to play it with AniPlayer. No way, apparently the AVI is compressed with MP4 something or other. My PC collegue said it played 'straight from the box'. I can't wait to tell him my beloved Milan can't touch it! I don't think!!!!

Bob king.

91. Re: MagicPC6.0/Gemulator

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 00:01:26 UTC
From: bixster@my-deja.com
Message-ID: <92tq4hrmk1@nnrp1.deja.com>
Source record: 52426

Hi...

I needed to get some SMPTETRACK music files off off some Atari floppies so I could export them as midi files into my PC. I still have my old 1040ST... but no monitor. I also have a TT set up at my mother's, but I was looking for a way to do it at home. I eventually (with Tim Carmody's good advice) found STEem and using that and Emulators Gem Explorer utility, was able to copy the files from the Atari floppies to my PC, open them in Editrack (now freeware) and export them as midi 1 files into Cakewalk. Worked like a charm, too...

Dennis

> Just adding my two cents...
> You haven't explained why you need to run Gemulator with MagiC-PC, I suppose
> it's because you want to run some programs that don't like MagiC?
>
> MagiC-PC can load a TOS image file and will then look and behave just like a
> stock Atari... this feature is undocumented, but it works.
> You need to make a TOS image file (TOS.IMG) and rename it to ROM.OS, copy it
> to the root directory of MagiC-PC and reboot... whenever you like to run the
> real MagiC just rename ROM.OS to ROM.OSX.
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>

Sent via Deja.com
http://www.deja.com/

92. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 00:01:39 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a526be3$1_1@athena.netset.com>
Source record: 52424

In article <978417976-82419AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Mon, 01 Jan 2001 00:59:44 +0100 (MET)
>
>
>>Now this is interesting. So far I always have used serial.cpx a I
>>thought it was necessary. Indeed STik 2 runs happy without the cpx. I
>
>The baud rate is set explicitly in one of the configuration files.
>
>You'll be fine with this, unless and until you need to change speed to
>something else.
>

I haven't changed the DTE rate on my port for over a year. Last
time I did was just some testing to see if 115k worked any better then the
230k that I use. It wasn't so back to 230k. You just have to love a good
modem, unless of course you are some sort of pig that lives in an area
that has DSL or cable modems or some other plot like that ;)

Dan Ackerman
aka baldrick

93. Re: STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 00:09:27 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <X4u46.42364$xW4.340903@news-server.bigpond.net.au>
Source record: 52425

there is an adaptor you must buy, because I tyred once simply just making a cable, the picture came up but all out of since and somehow shorted out the monitor and it wouldn't turn on for 15 minutes.

they are in existence and not too expensive, they let you show hi rez on the same monitor too..

"dolan morrison" <dolan.morrison@ntlworld.com> wrote in message news:eht46.46892$ca6.693141@news6-win.server.ntlworld.com...
> Is it possible to connect a VGA or SVGA monitor to the Atari STE.
> I belweve there is a cable available for this.Any help.
> D.J.Morrison
> GM0LZE.
>
>

94. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 00:50:03 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a52773b$1_2@athena.netset.com>
Source record: 52427

In article <978418550-62048AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: Lonny Pursell <fatal@SYNTAX.ERROR>
>Date: Tue, 26 Dec 2000 18:56:24 +0000
>
>Here in Belgium there's a saying: the grass on the other side of the hill is
>always greener.. that's where I was getting at. Ever since Atari released the
>MegaST, Atari users have been waiting for "the next machine", when the TT was
>released some were waiting for the expanded model featuring a tower and Unix,
>when the Falcon was released some were waiting for the model with a 68040 and
>graphic card to appear....

Those were the days weren't they. I can remember getting in quite
a few arguments with Derek pain in the as* I work for Microslop Mihotchka
(who by the way will probably reappear since his name was mentioned, he
used to be somewhat like a certain person that hangs out in the advocacy
group). People were spreading false rumours left and right about how they
dated the sister of someone who had drinks with someone who once met a
person that looked exactly like Bob Brodie and he said... Quite alot of
nonsense. It was the catch 22, atari really did have a Falcon 040 in the
works but not enough people were buying the 030, so they gave it the chop.
Not saying that the 040 machine wouldn't have had some problems. I mean
it was just looking to good in the specs not to have a touch of atari
about it somewhere.

>At the moment there are two alternatives for the aging TT and Falcon, I would
>have thought that the specs of these machines are enough to make *any* Atari
>user drool, but no..they drool over vapourware, can someone who put his name
>on the CT-60 list explain me why this is a much better alternative then for
>example a Milan?

I can understand the idea behind it. Many CT2 owners are very
happy (not all but many). Many falcon owners are attached to their trusty
old birds, the CT60 just soups it up some. I've actually chatted with
some people that aren't interested in any box that doesn't say atari on
it. Not that they are bigots, just that Atari is their hobby and a
computer starting with M loses the mystic for them.

>How can a Falcon with all his hardware limitations be superior by just banging
>a faster processor in it? by pure magic? poor graphics, slow harddisk access
>by today standards, no easy way to connect ethernet card etc...
>

As I stated above. The probably the most honest answer is that
the reasons are all a litle bit insane. Somewhat along the lines of the
reasons that any of us use our old TOS boxes.

>Instead of bying what is available *now* and supporting the people that have
>developed the Hades and Milan in difficult times all they get is a truckload
>full of shit over their heads. How that anyone can expect them to develop and
>release a new and more powerfull computer in this climate is beyond me. A new
>project costs heaps of money, since no one wants to buy their existing "crap"
>they can't generate any money from the previous project, can you imagine what
>a bankmanager his reaction is looking at Hades or Milan?
>

Well here are my reasons for not buying either of the existing
clones.

1. Hades - I just don't have the money to afford one.
- Some of the stats are a bit dated.

- If he could somehow manage to pull off some updates and
cut the cost in half (big if there) I could see people starting to drool
over them a bit more.

2. Milan - COMPLETELY AND ALMOST TOTALLY IMPOSSIBLE TO GET IN
NORTH AMERICA!!!!
- The same rant that I've seen elsewhere, why can't I
just buy a barebones mother board with drivers? I can scavenge enough
parts from our junk room at work to flesh it out very happily.

>If we all keep postsponing the moment to upgrade our ST's, Falcs and TT's the
>day will come that there's nothing out there to upgrade to, simply because
>the alternatives have all filed for chapter 11.
>
>This is the only platform that has such "weird" users... PC, Apple, Amiga and
>even Acorn users couldn't wait to get there hands on the latest model, but we
>sticked to the ST... Atari made that darn machine just too good. And now we're
>faced with the consequences... 90% of the existing software is written to run
>on the ST, there's hardly anything that takes advantage of the superior power
>of the successors.

I don't know if that's the reason entirely. Atari attracted alot
of people that wanted bang for their buck, which in the early years was
exactly what you got with an ST. While later models sold in some numbers
the over all totals of everything after the 1040 STFm probably don't equal
what the STfm sold. (I'm just guessing here on numbers I saw close to a
decade ago, so I might be wrong, but I would guess I wasn't). The lower
supply of TT's and Falcons kept the demand up for them so that they are
still a somewhat valuable commodity. Easily selling for 2-3 times what
their counterparts in the Mac or PC world would sell for these days.

But the limited market also means limitations on software
developed for them. I would love to develop something slick that only ran
properly on some super fast and modern atari clone. But I can't afford to
buy one and I haven't seen any company running to my door to give me one.
I try to ensure that the software I write will work on the clones, as
hopefully one day I will find one for a price I can afford, but in the
mean time I write for my main machine a TT with a Graphics card. With a

litle bit of thought and planning on my end I can produce something thats
not just limited to that but it's impossible for me to write drivers for
PCI or ISA ethernet cards since I only have one slot and it has my
graphics card.

I guess what I am saying is that we are in a catch 22 again.
People won't buy the clones unless there is a reason to shell out the cash
and commercial developers won't develop for them until there is a large
enough installed user base.

>We're all crying out loud for a new browser that can handle at least anything
>the browsers on the other platforms can manage, but at the same time we also
>expect it to run on minimum a stock 4Mb Falcon.... think about it, a statement
>like this is enough to make a normal person ROTFL, but we are very serious
>about it. Not a week passes here without someone asking how to go on internet
>with a 1040ST, we all are keen to help and explain, never have I seen someone
>giving the advice to throw the machine out and upgrade to something more
>suited...
>

I love these posts in a way. You'll have to excuse me. Awhile
back I was dealing with a local ISP that I was having problems with. The
on site person didn't know how to answer my question (it had more to it
than how to configure "Dialup Networking.."), so he passed me on to their
on call consultant. He had not a clue of what I was asking him, pretty
sad since he is supposedly a professional and gets paid for his knowledge,
but I guess it had to do with something other than configuring a nntp or
pop server. So then he passed me on to one of the top people he knew in
the TCP/IP field, this guy had enough microsoft degrees to stock a
bathroom the day after a Texas chilli eating contest. He couldn't get
over the fact that I was connecting with a 20 meg 68030 machine to the
net. Just thought this was a virtually impossible thing to do, then I
said well the sofware I run has put people with 512 k 8 mhz 68000's on the
net with nothing more than a modem and a floppy drive. I believe this was
too much for him to believe. This was all taking place in a general email
conversation back and forth over why this IP was dumping TCP packets with
no reporting and any way they could run a log or let me come in and look.
The conversation ended with him not knowing of anyway to do anything on
their side and his wishing me good luck with my dream of getting a 68030
onto the internet. So yes virgina, there are morons in the IT field.

>Ah shit... why do I even bother,
>Am I really the only one here who thinks differently?

Aside from the fact that apple lawyers will probably be suing you
over that sentence being used without paying them royalties. No you are
not. Are market is just basically $#$^!@ at the moment. To make a clone
manufacturer really take off they need to ship some sort of entry level
machine in the $600 US range and have the ability to keep up with demand
and do a monica lewinsky on all the market to keep people happy.

My guess is that the clone manufacturers can't meet this price point. Somewhat along the lines of other messages floating around recently, it would be nice to see Milan selling directly via the web a barebones system. Might even be more cost effective for them to have an option for a completely barebones system. 040's are cheap here (the USA) and fairly easy to get ahold of. Give me a motherboard,the CD of drivers a manual for installation with a list of compatible cards etc that have been certified and I'd be happy.

So far the only Milan I've heard of for sale in the USA was used and going for $1000. That's just a litle expensive for a 68040 machine to me, especially used.

You think you are frustrated there about people not buying them. Think about how the US dealers felt when they had calls from people about would they sell them coming in on a regular basis, and all their calls to Milan fell on deaf ears. If Milan had got off it's posterior it could have doubled the number of machines it sold as there was at least that much demand for them here.

Well I've got actual things to do other than bitch so I think I'll go now as well.

Dan Ackerman
aka baldrick

95. Will help anyone who needs it!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 01:03:53 UTC
From: firest@williams-net.com
Message-ID: <t54ujpfse6h70e@corp.supernews.com>
Source record: 52428

Anybody,
I am relatively new to the ST but not Atari, I bought my 1040 ST for $100 I have been in contact with a guy from Rotterdam, who will remain nameless at this time. I have learned lots from him and am willing to share my knowledge with anybody who needs the help with anything ST. I know how hard it is to find the information and the software to do what you want with this thing. My e-mail address is firest@williams-net.com you can correspond there or just post your message on the newsgroups I check them out 3 times a week or more so I may be able to help.
Thanks,
Carey

96. A.F.S.T.S Now Available

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 01:42:32 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <92u027jb1@nnrp1.deja.com>
Source record: 52429

A.F.S.T.S

The Algorithmic Film Sound Track System
By Rudolf and Christian Banasik

Released as Freeware January 1rst,2001

Several months ago I was "surfing" the net, when I came across by chance upon Christian Banasik's Web Site.
On his site he has a page descibing his software he created for Atari computers called A.F.S.T.S. I contacted him asking about the availability of this program. I finally recieved an answer, and on January 1rst, 2001, he sent me the program files releasing them as FREEWARE to the Atari-Midi Community. You might call it "2001 an Atarian Space Oddity". Oddity it is as it is a very unique Algorithmic Compostion package. It does not rely on recording midi as in sequencers but on user input of scales and parameters.

It is now available on my site:either on the download page, or the AFSTS page.

I would welcome any comments on this very unique application. It is programs like this that want you to keep an Atari in the Music Studio!

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

97. Re: MagicPC6.0/Gemulator

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 02:39:28 UTC
From: bixster@my-deja.com
Message-ID: <92u3d0$3cc$1@nnrp1.deja.com>
Source record: 52430

Oops... Make that Tim Conrardy... sorry Tim...;-)

Sent via Deja.com
http://www.deja.com/

98. ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 04:28:01 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a52aa54$0$36814$272ea4a1@news.execpc.com>
Source record: 52431

Hello,

I recently installed a 2 gig IDE on a Falcon. (TOS 4.04)
At first I partitioned using SPLIT into 4 equal parts.
Everything works fine.
But when I boot Diamond Edge, it will not recognize the drives.
(Invalid boot sector)

Then I repartitioned 200 600 600 600 - CDEF respectively
Diamond Edge recognized C but not D E or F.

Does anyone know the maximum limit that Diamond Edge will accept?

I would like to optimize partitions. But this posses a problem
if I would like to work on say a 1 gigabyte partition.

How would you optizmize?

thank you

ken

99. Re: My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 07:32:43 UTC
From: tellme@bigfoot.com
Message-ID: <3a52d5d5$0$7482$7f31c96c@news01.syd.optusnet.com.au>
Source record: 52432

In article <3a4d785a$0$12446$7f31c96c@news01.syd.optusnet.com.au>, tellme@ bigfoot.com wrote:

I didn't give my name because the person who flamed me went under "noname"
Yes I'm sure lots of my 'shareware' stuff is is still floating around
but I'll never get a cent back for my efforts. When Budgie closed
the majority of the library was given away as PD.

I'm flattered that you remember me <grin>

Mike Duncan [61] (07) 4927 8959

Happy Now??

100. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 08:49:11 UTC
From: rsmac@t-online.de
Message-ID: <1emnjh5.3yzpjx1veblmoN%rsmac@t-online.de>
Source record: 52434

Mille Babic <atari@ebox.tninet.se> wrote:

> There should also be a patch to that version?

Sorry, witch patch?
It runs as it is depacked. (CT2 Falcon)

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

101. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 11:12:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101031212.a54814@su2.maus.de>
Source record: 52319

Hi Ken,

KK>I would like to optimize partitions. But this posses a problem if I
KK>would like to work on say a 1 gigabyte partition.
OPTIMIZEr (by HPV) will do.

Und TTschï¿½
ps

102. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 13:34:58 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10101030531420.25456-100000@user2.teleport.com>
Source record: 52435
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 31 Dec 2000, Lonny Pursell wrote:

>
> Not sure what "BS" stands for in your subject line, but here in
> the US it's often a slang for "bull s**t". Just thought I'd
> tell you that, I don't think that is what you intended. lol

My Initials for Ben Smith, my Handle from BBS Days, Bravo Sierra and my
Business: Bravo Sierra Computers. Atari Reseller.

==Thanx==
===Ben===

> ---
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>
>

Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

103. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 13:44:11 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10101030542550.25456-100000@user2.teleport.com>
Source record: 52436

Bravo Sierra,

as in Bravo Sierra Computers.

==Thanx==
===Ben===

On Mon, 1 Jan 2001, Ekkehard Flessa wrote:

> Hi Lonny!
>
>
> LP>Not sure what "BS" stands for in your subject line, but here in the US
> LP>it's often a slang for "bull s**t".
>
> well, it's simply the german abbreviation for "Betriebssystem", namely the same
> as "operating system" aka "OS" in english :-)
>
>
> mit freundlichem Gruß aus Ahornberg
> Ekkehard
>
>
>
>

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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

104. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 13:47:23 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10101030545260.25456-100000@user2.teleport.com>
Source record: 52437

BS stands for Bravo Sierra as in Bravo Sierra Computers. And my Initials
are BS, as in Ben Smith.

==Thanx==
===Ben===

On Mon, 1 Jan 2001, Hallvard Tangeraas wrote:

> Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:
>
> > LP>Not sure what "BS" stands for in your subject line, but here in the US
> > LP>it's often a slang for "bull s**t".
> >
> > well, it's simply the german abbreviation for "Betriebssystem", namely the
> > same as "operating system" aka "OS" in english :-)
>
> A little strange to use a German abbreviation for a business based in
> the U.S., wouldn't you say?
> I'd definitely interpret it as a posting about a website saying all
> sorts of crap about Atari computers or something down that line,
> thinking "BS" stands for "bullshit".
>
> Why not just use "OS", as we all (?) know stands for "Operating System"?
>
> Happy New Year by the way!
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>
>

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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

105. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 14:21:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590086-80605AEicMi@cwcom.net>
Source record: 52344

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Mon, 01 Jan 2001 21:37:38 -0000

>>Are you intending to have a disco at the next club meeting? :-)
>
>If you recall there's usually an event going on for rancid old gits in
>the room next door, complete with a resusitation team and Francis Chapel
>on hand just in case.

It's high time that that dancing class was livened up! ;-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

106. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 14:22:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590088-81081AEicMi@cwcom.net>
Source record: 52345

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Mon, 1 Jan 2001 21:48:00 +0100

>what about 'Zeigsmir' (show it to me)? Shareware.
That program's called "Look'n'See" in the English version, and very
useful it is too :-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

107. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 14:25:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590090-81489AEicMi@cwcom.net>
Source record: 52246

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Mon, 01 Jan 2001 23:00:50 -0000

>It seems that Y2K001 is gonna bite some somftware that the Millenium bug
>didnt. My version of Look 'n See now complains
>
>Verfalldatum abgelaufen!
>Diese version bitte loschen und eine neue besorgen.

This isn't going to cheer you up much, but my copy is still working just
fine!

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

108. Re: My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 14:27:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a5336b4$0$174@news.zetnet.co.uk>
Source record: 52438

On 3 Jan 2001 07:32:43 G, tellme@ bigfoot.com wrote:
>In article <3a4d785a$0$12446$7f31c96c@news01.syd.optusnet.com.au>, tellme@ bigfoot.com
wrote:
>
>I didn't give my name because the person who flamed me went under "noname"
>Yes I'm sure lots of my 'shareware' stuff is is still floating around
>but I'll never get a cent back for my efforts. When Budgie closed
>the majority of the library was given away as PD.
>
>I'm flattered that you remember me <grin>
>
>Mike Duncan [61] (07) 4927 8959
>
>Happy Now??
>.

Hi Mike,

I think you have misunderstood me completely. I was not having a bitch
at you, you were up front, did give your name, and your Australian
address is on one of your Web pages. It was against your detractor
<noname> etc.
I have re-read my posting to you, I still can't see the ambiguity!!!

Bob King

109. Re: Eclipse was: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 14:47:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590092-81905AEicMi@cwcom.net>
Source record: 52341

From: Sven Karlsson <svenka@it.kth.se>
Date: Tue, 02 Jan 2001 15:35:22 +0100

>> A very good question. The makers of the Eclipse graphics card reckon that
>> that will run with a CT2B once it (the graphics card adaptor) is fitted
>> with the appopriate through connectors.
>
>I have never claimed that for sure. However, Rodolphe Czuba do claim
>that the CT2B works with the Eclipse and you might have thought that
>these claims were from me. I have answered those who asked that I belive
>it would work though.

Rodolphe told me the same, and I've no reason to disbelieve him.

>However, I have since got bugreports that indicates that some CT2 work
>with the Eclipse and some don't. I have also received bugreports that
>two Falcons with different (rather old) CPU accellerators do not work
>with the Eclipse.

It's rather strange that no-one has come forward in here with a working
setup. The only reference that I found in my archive was from someone who
also couldn't get this combo to work (he reminded us of the need to cut the
track between pin 21 and 22 on the Eclipse card for the installation).

>Now for some shameless plugging: :-) An ethernetdriver for PCI cards
>based on the RealTek 8029 chip is coming. The driver will be free and
>open source but you will of course need an Eclipse... ;-)

I'd buy one tomorrow if I knew for sure that it would work with my CT2B, so
if you're looking for any testers? ;-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

110. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 14:49:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590094-82397AEicMi@cwcom.net>
Source record: 52247

From: "Mark" <mark@recycledsteel.co.uk>
Date: Tue, 2 Jan 2001 17:12:17 -0000

>What Software and version are people using and who supplies it (in the UK)?

Atari Workshop for CDRecorder Pro and the Extendos version (the latter also
will write CDs with long filenames).

Or CDLAB from http://cdlab.atari.org IIRC.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

111. IRC (was Re: XTOS Poll)

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 14:54:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590096-82833AEicMi@cwcom.net>
Source record: 52342

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Tue, 2 Jan 2001 17:14:44 +0000

>> It's been a long day... time to go and see if my bed is still there.
>
>I was just joking about your sig. Actually, I do alot of
>gfx coding in such when I'm not tinkering on aIRC. Some of my

IRC seems just as inaccessible as when the authentication problem was
raised a couple of weeks ago. Anyone any thoughts?

BTW Lonny, the latest version of AtarIRC that will run on my Falcon is
0.77, the later ones all crash during initialisation.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

112. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 15:03:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590098-83289AEicMi@cwcom.net>
Source record: 52248

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 2 Jan 2001 19:01:39 -0500

>I haven't changed the DTE rate on my port for over a year. Last
>time I did was just some testing to see if 115k worked any better then the
>230k that I use. It wasn't so back to 230k. You just have to love a good
>modem, unless of course you are some sort of pig that lives in an area
>that has DSL or cable modems or some other plot like that ;)

Allegedly, we're expecting to be able to use cable modems on our cable
network RSN, but from what I understand these won't work on Ataris (a
protocol question I think). A pity really, I know that one can use a PC as a
gateway but that rather defeats the purpose!

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

113. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 15:06:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590102-83785AEicMi@cwcom.net>
Source record: 52249

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Tue, 02 Jan 2001 19:15:50 +0100 (MET)

>Indeed what we, Atarians most needs is an up-to-date browser, capable
>to use java-script, CSS, etc..

It's a shame that the Firewire project seems to have ground to a halt, at
the very least it would have offered more speed than CAB even if it didn't
support those protocols.

>The only reason why I would migrate to another platform is the browser.

That's the power of Microsoft for you I'm afraid :-(

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

114. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 15:15:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590104-84217AEicMi@cwcom.net>
Source record: 52250

From: Ken Kosut <kjcat@execpc.com>
Date: Tue, 2 Jan 2001 22:28:01 -0600

>I would like to optimize partitions. But this posses a problem
>if I would like to work on say a 1 gigabyte partition.
>
>How would you optizmize?

Use HPOptimizer from my web site, MISC section, URL in sig.
--


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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

115. Place2be.be

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 15:17:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590106-84649AEicMi@cwcom.net>
Source record: 52251

Hi all,

The Place2be.be news site seems to have vanished, anyone know what's
happened to it? The page which is displayed says that there is a new
Internet presence.

--


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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

116. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 15:19:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978590108-85045AEicMi@cwcom.net>
Source record: 52252

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Tue, 2 Jan 2001 22:29:14 -0000

>Can we all make a New Years' Resolution to include at least our country
>when
>posting sales or wants?

I think you're onto a loser here Barrie!

--


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```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

117. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 15:20:32 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <978539518-205624AEicMi@xs4all.nl>
Source record: 52439

Hi Lonny,

Do you have a translation in English for Boxkite 2.15? I use a
registered 2.13 version and want to upgrade if that is of any
use.

Thanx,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

118. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 17:55:22 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <92vp2a$kp8$1@draco.stochastik.rwth-aachen.de>
Source record: 52441

In article <978418550-62048AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>Here in Belgium there's a saying: the grass on the other side of the hill is
>always greener.. that's where I was getting at. Ever since Atari released the
>MegaST, Atari users have been waiting for "the next machine", when the TT was
>released some were waiting for the expanded model featuring a tower and Unix,
>when the Falcon was released some were waiting for the model with a 68040 and
>graphic card to appear....

This has not changed.

When the Milan was available and working, the most-heard question was about
an 060 upgrade, and it looked like many people waited until the upgrade was
demonstrated - and then bought the 040 version.

>If we all keep postsponing the moment to upgrade our ST's, Falcs and TT's the
>day will come that there's nothing out there to upgrade to, simply because
>the alternatives have all filed for chapter 11.

Or simply stopped production. When the number of sold units gets down to a
dripple, you don't make another batch of PCBs - that's what has happened to
some add-on boards already.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

119. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 17:59:07 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <oLJ46.818$Wo1.2522@nntpserver.swip.net>
Source record: 52442

> I recently installed a 2 gig IDE on a Falcon. (TOS 4.04)
> At first I partitioned using SPLIT into 4 equal parts.
> Everything works fine.
> But when I boot Diamond Edge, it will not recognize the drives.
> (Invalid boot sector)
>
> Then I repartitioned 200 600 600 600 - CDEF respectively
> Diamond Edge recognized C but not D E or F.
>
> Does anyone know the maximum limit that Diamond Edge will accept?

You must use the option to make the sector size as small as possible. I
believe DE has a limit at 512MB since it can't handle a sector size larger
than 8k :(
With a 2GB drive, you'll need 5 partitions to make DE work with them all.

> I would like to optimize partitions. But this posses a problem
> if I would like to work on say a 1 gigabyte partition.
>
> How would you optizmize?

Ataris' old CHKDSK3, which should be available in any PD-archive, does
actually work very well in spite of it's age and it seems to work with any
Atari-compatible partition :) DE is better and has more options, but it's a
pity it won't work with large partitions.
The best would perhaps be to have a defrag function built into HDDriver
somehow, but I believe it would be very much work to make such a function
from scratch and make a new, optimized function that works with every kind
of partition, so I guess we'll have to make use of what's available...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

120. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 18:10:44 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5389786a5500@online.be>
Source record: 52300

on Wed 03-01-2001 16:20 Raoul Teulings wrote:

>Hi Lonny,
>
>Do you have a translation in English for Boxkite 2.15? I use a
>registered 2.13 version and want to upgrade if that is of any
>use.

The English Boxkite 2.15 in on the web page of the programmer. It's also
on the Belgian ftp-server.

ftp://chapelie.rma.ac.be/atari/

utilities/file_selectors:
total 1188
-rw-r--r-- 1 ftp 142431 Dec 3 00:31 bkit215d.zip
-rw-r--r-- 1 ftp 113413 Dec 5 18:57 bkit215e.zip

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

121. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 18:19:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5389786a5501@online.be>
Source record: 52299

on Tue 02-01-2001 17:27 Lonny Pursell wrote:

>On Mon, 1 Jan 2001, Martin "Nightowl" Byttebier wrote:
>
>> I encountered a very strange Boxkite. For some reason Boxkite doesn't
>> display the time. It displays something like this
>>
>> 2001wishes.mpg 1.119.423 12
>>
>> For your information I'm doing this on a Hades 060 running freeMiNT
>> 1.15.10b/N_AES 2.0.0., novaVDI 2.7, NVDI 5.03. I'm a registrated user but
>> I only use it very occasionaly.
>> OTOH on my TT030 using the same OS but in monochrome the time is
>> displayed.
>
>I have the same problem, it appears wrong on my Hades and correctly
>on my TT. Strange. My Hades setup is nearly identical, except
>for an older kernal and Rage NVDI v5.01. The TT is in 16 colors
>when I checked.

Hm, that proves there is nothing wrong with my set-up. It must be
Hades specific. Even booted with just a minimun of auto prg and acc the
display of the time stamps in Boxkite are wrong and this not only with
V2.15 but also with 2.13 and 2.07

#PRG
EMULATOR
STA_VDI
XMENU
FPU__3
BOXKITE
#ACC
HADES_B4

>
>btw, I can't find any info what was changed in boxkite 2.15.

Maybe you could ask the programmer about it
hbecker@atari-computer.de

He, I just managed to get Boxkite working. If I let Thing (autostart)
start Boxkite it will display the right timestamps.
Also I found that if one use Cops instead of Zcontrol or Xcontrol Boxkite
will work correct even from autofolder.
Can it be that it has something to do with time cookie?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

122. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 18:23:09 UTC
From: publish@welshnet.co.uk
Message-ID: <3a534ba7.8988636@news.cis.dfn.de>
Source record: 52445

On 02 Jan 2001 23:59:59 GMT, rking@zetnet.co.uk (Bob King) wrote:

>Isn't it sad that so many of the Atari/Falcon etc programs that we rate
>so highly are incapable of giving output to the latest printers. How
>humiliating it is to have to grub about in the second hand market for a
>printer/scanner or some other accessory that will work with our Atari.
>Shouldn't this be telling us something.

Yes, it's very sad. Until very recently I was content to use my Falcon
for just about everything, but we've moved in October 250 miles from
our old home and keeping in contact with our friends and family has
proved expensive so we've started to use email and attachments
(JPEGS/MPEGS) as I have unlimited 'net access. Initially this was
still possible to a degree by using the Falcon, but then my ISP
changed their log-in procedure and from what I can see only a MiNT
set-up would be able to handle this. Therefore I was forced to use the
quite basic PC I have to make use of this 'free' connection. Of course
I've started to use the PC for just about everything now which is a
shame, but I got tired of most web sites not working with CAB :-(((

However, the printed output from Papyrus/NVDI onto my Laserjet 4 is
still fantastic when I need it for commercial reproduction. I'm about
to start laying out a new magazine and I will use the same set-up I
used for Atari Computing magazine because the control over halftones
is just far superior than anything I have used on the PC. Forgive me
if I am wrong but I have yet to come across any option in Window's
print handling to alter the halftones, so pictures come out dithered
instead of halftoned which is useless for photocopying or offset
printing. Even the DTP program I have which does have some form of
optimising for printed pictures falls way short of what I really
require.

>I have got a CD with a full AVI version of a very recent film on it. Had
>hoped to play it with AniPlayer. No way, apparently the AVI is
>compressed with MP4 something or other. My PC collegue said it played
>'straight from the box'. I can't wait to tell him my beloved Milan can't
>touch it! I don't think!!!!

Yep, know what you mean. This Christmas we had a ton of 'special'
messages come via email and hardly any of them would have been
viewable on the Falcon. Even the PC struggled a bit with some of the
more exotic stuff!

WRT another thread I must reluctantly start to agree with the view
that existing Atari hardware just ain't up to the job given today's
requirements, especially online. However, if you accept the

limitations, or just don't need an Atari to do certain things it still is a great machine.

After putting up with Window's ability to crash for no reason, slow down to a crawl and scatter stuff all over the place, I love to just switch the Falcon on, see it boot up in seconds and then produce top quality printed output in seconds without a glitch.

I must admit I am actually looking forward to laying out this new magazine with Papyrus and using the Falcon seriously again, if only to keep my nerves intact!

Anyone tried to use Star Office on the PC to produce a simple newsletter?

Two hours later I gave up and used Papyrus on the Falcon - exact same job done from scratch in about 5 minutes - as witnessed by wife!

Now that does say a lot, but from an Atari POV!

;-)

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

123. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 18:23:40 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101031818320.82-100000@TT030>
Source record: 52315

On Wed, 3 Jan 2001, Martin "Nightowl" Byttebier wrote:

> He, I just managed to get Boxkite working. If I let Thing (autostart)
> start Boxkite it will display the right timestamps.
> Also I found that if one use Cops instead of Zcontrol or Xcontrol Boxkite
> will work correct even from autofolder.
> Can it be that it has something to do with time cookie?

I don't have cops or zcontrol installed to do tests with.
That is interesting though. I suppose it could be related
to the time cookie, if Cops is fiddling with it, or the other
ones were.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

124. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 18:44:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978562972-165428AEicMi@madasafish.com>
Source record: 52317

Hi Ken

>I would like to optimize partitions. But this posses a problem if I
>would like to work on say a 1 gigabyte partition.

>How would you optizmize?

Look out for HP-optimiser, checks and repairs disk problems and
optimises, also its written to work with FAT partitions so is able to be
used reliably on modern OS's.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

125. ma-ST-o-don't - new ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 18:47:25 UTC
From: Arek Staworzynski <nosty@alpha.net.pl>
Message-ID: <92vrtgqmc1@news.tpi.pl>
Source record: 52296
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

Hi!
New Year, new design, new games, new emulators...
Today:

Railroad Tycoon
Lemmings
SimCity
Chessmaster 2000
Toki
Block Out

http://www.atarist.w.pl

English version isn't ready yet. Sorry.
It is Polish - English mini dictionary for Your convenience:
Info = Info
Emulatory = Emulators
Gry = Games
Linki = Links

Polish is easy, isn't it? :-)

--
nosty

126. ST and the internet

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 19:36:18 UTC
From: Ian Millar <ian@ettrickgraphics.co.uk>
Message-ID: <9301rarjg1@newsg3.svr.pol.co.uk>
Source record: 52301

Hi,

I'm coming back to the ST after a few years, I want to use it amongst other things for sending e-mail, newsgroups etc, can anyone tell me what software to use nowadays, and where to get it.

Any help would be much appreciated.

Regards,

Ian Millar
Ettrick Graphics

ian@ettrickgraphics.co.uk

www.ettrickgraphics.co.uk (Old Scottish Borders Photo Archive)

Yac Number: +44 (0) 7092 168852

Pager Number: 0336 774917

127. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 19:49:16 UTC
From: swampfox1@earthlink.net
Message-ID: <0nL46.33997$F_3.1366560@newsread2.prod.itd.earthlink.net>
Source record: 52297

On 2 Jan 2001 06:12:16 +, Dennis Vermeire wrote:
>From: swampfox1@earthlink.net (John Garone)
>Date: Thu, 28 Dec 2000 16:50:13 GMT
>
>Hi John,
>
>>Papillon does have an English RSC (separate download)!
>>Are GIF animations supposed to "animate" within the program?
>>They don't in the demo.
>Yes... go to the options menu and select "file parameters" when there's a
>animated GIF in memory, you'll be able to "play" it...
>When you load an animated GIF, you'll see in the toolbox just behind the
>rubber stamp how many layers it contains, pressing the up and down arrows
>will take you through the whole animation as well, but this option is ment
>to edit or add/delete the layers/frames...
>
>For additional help/info just mail me...
>
>Cheers from Belgium
>Dennis
>--
Thanks Dennis! I'm waiting for ASH to get back to me on a price and
payment method (hopefully Oliver will accept a personal check and E-mail
the program to me as he had done with CAB 2.8 (:->)~
John G.

128. subhumans in turkey disks

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 20:04:41 UTC
From: Steve Rodgers <stevenr_@yahoo.com>
Message-ID: <7d175tkck2imtr5dklcppifm3j4qqded3c@4ax.com>
Source record: 52298

Does anyone have any st/msa copies of any subhumans in turkey disks?

Steve

129. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 21:45:40 UTC
From: ebaiz@skyenet.net
Message-ID: <84N46.13851$534.3325@newsfeed.slurp.net>
Source record: 52302

>Which settings? I'm using exactly the same settings on both machine. On
>the TT030 everything seems normal but on the Hades I don't see the time
>attributes. I tried almost every possible set up. Geneva, plainTOS
>with just a minimun of auto prg and acc, delete bkite.inf, etc.. Nothing
>helped. Every other fileselector I tried, including the stone old UIS III,
>does display the timestamps correct. Only Boxkite does not. Weird.
>
>Yes, I see the correct time on taskbar or clock.cpx.
>
>TTFN
>Martin

You know of course on the bottom of the box that appears in the BoxKite selector, there is a slide button which moves the information on the screen from left to right. I really do not see the time until I use this slide button.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

130. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 21:45:42 UTC
From: ebaiz@skyenet.net
Message-ID: <a4N46.13852$534.3325@newsfeed.slurp.net>
Source record: 52303

```
On 2 Jan 2001 10:22:09 +, Uwe Seimet wrote:
>Dan wrote:
>>
>> Hello,
>> In the German Atari mag "STC" of December 2000 there is an
>> interview with F.Aschwanden from Medusa Systems about the new
>> "Coldfire Atari". My STC mag has not arrived yet so I can't check
>> the following, but it seems that 200 definite preorders are
>> enough to start the building of the new machine. I will let you
>> know more when my STC is here.
>
>This article is the greatest nonsense I've ever read.

Ok??? Just what was said that makes you say this.... ???
Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

131. Re: What do I need to use a Zip or Jaz Driv

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 21:45:44 UTC
From: ebaiz@skyenet.net
Message-ID: <c4N46.13853$534.3325@newsfeed.slurp.net>
Source record: 52304

On 2 Jan 2001 14:03:05 -, "Julian Lewis-Booth" wrote:
>Hi There,
>
>I need to ask my new year's daft question, I have a spare SCSI Zip and Jaz
>drive and would like to hook them up to my TT, when I do the formatting
>software (AHDI 5 & 6) complains.
>
>Obviously I need something more up to date, any suggestions?

HDDriver formatted my Jaz cart just fine. I would give it a try.....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

132. Re: XMEN_MGR - What's it for?

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 21:45:46 UTC
From: ebaiz@skyenet.net
Message-ID: <e4N46.13854$534.3325@newsfeed.slurp.net>
Source record: 52305

On 2 Jan 2001 18:05:39 G, Martin Holmes wrote:
>I have XMEN_MGR.PRG in the Extras folder of MagiC4
>but I cant find any reference or info in the manual about it.
>
>Can anyone tell me what it is for and where to put it.
>Or maybe there is a newer version that does the same job??
>
>Ta
>Martin Holmes

I am not sure just what it is for, but I would put it in the START folder.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

133. Re: STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 21:45:48 UTC
From: ebaiz@skyenet.net
Message-ID: <g4N46.13855$534.3325@newsfeed.slurp.net>
Source record: 52306

On 2 Jan 2001 20:12:42 -, "dolan morrison" wrote:
> Is it possible to connect a VGA or SVGA monitor to the Atari STE.
>I belweve there is a cable available for this.Any help.
>D.J.Morrison
>GM0LZE.

I believe Mario Becroft has such a device, but I think it will only allow
you to use it in the mono mode.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

134. Re: STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 21:56:16 UTC
From: steve666@clara.co.uk
Message-ID: <1emohvv.bid1mws9tidN%steve666@clara.co.uk>
Source record: 52307

dolan morrison <dolan.morrison@ntlworld.com> wrote:

> Is it possible to connect a VGA or SVGA monitor to the Atari STE.
> I belweve there is a cable available for this.Any help.

I maybe wrong here, but don't TUS sell such an adaptor? I used to use a greyscale vga on my original STe years ago - it only worked in highres mode, not because it was mono but something to do with the different frequencies that low/med res outputs. So you'll still need a TV/rgb monitor for these two resolutions.
Steve

135. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 22:26:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9308ub$2ts$1@plutonium.compulink.co.uk>
Source record: 52308

In message <3a511e32$1_3@athena.netset.com>, baldrick@dilbert.netset.com said:

>>On a slightly different topic, can you tell me where cookies are stored?
>>Are they the files in the CAR cache that have the ASCII 7 character
>>after them? If not, what are these?
>
> On my machine they appear to be stored in a file called
>COOKIES.DAT in the same directory as CAB itself. Planning on doing some
>sort of parsing of this information?

No - I just wanted to see how large the file was, and perhaps take a
peek in it. Thanks for pointing me to the right one.

But I would still like to know what the files with ASCII-7 (, but I
don't suppose this will come out properly after ISO translation) at the
end of their name in the CAB (not CAR as I said :-( ) cache are. Anyone
know? I see them when I use File>Modules>CAB Cache to read my downloads
to see if they are worth moving to my HTM_DOCS directory.

Regards, /Peter/

136. Re: What do I need to use a Zip or Jaz Drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 22:26:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9308ub$2tt$1@plutonium.compulink.co.uk>
Source record: 52309

In message <icl46.150093$bp4.1849651@monolith.news.easynet.net>, julianlb@hgs.co.uk said:

>I need to ask my new year's daft question, I have a spare SCSI Zip and Jaz
>drive and would like to hook them up to my TT, when I do the formatting
>software (AHDI 5 & 6) complains.
>
>Obviously I need something more up to date, any suggestions?

According to the acknowledged expert, Dr. Uwe Seimet, you should never
format a hard disk (unless some sectors have been damaged) -
partitioning is enough. Most people agree that his HDDRIVER is *the*
hard disk driver for the Atari and clones platform. V8 has just been
released in Germany and is bilingual English/German. However the English
manual will be available only from Atari Workshop in the UK (RSN!).

Regards, /Peter/

137. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 22:26:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9308uc$2u0$1@plutonium.compulink.co.uk>
Source record: 52310

In message <200101012148.a53779@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>what about 'Zeigsmir' (show it to me)? Shareware.

Called Look'n See in English and it will show most graphics files with
the appropriate modules, as well as ASCII and binary files. I have it as
my default viewer for all files, though for JPEG and TIF I use the Apex
viewers as they automatically switch to hi-colour even if you are
working in mono or 16-colour rez. L'n S dithers to the current screen
depth, like most other viewers (Imagecopy etc) do, but you are offered
a wide varety of algorithms which it is worth while experimenting with.
Of course, the dithering takes time...

Regards, /Peter/

138. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 22:26:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9308ue$2u2$1@plutonium.compulink.co.uk>
Source record: 52311

In message <978456640-100460AEicMi@madasafish.com>, steve_sweet@madasafish.com said:

>It seems that Y2K001 is gonna bite some somftware that the Millenium bug
>didnt. My version of Look 'n See now complains
>
>Verfalldatum abgelaufen!
>Diese version bitte loschen und eine neue besorgen.
>
>Xlator, Pete, i'm sure youre reading this, what does it mean, i think
>its saying this version is too old, get another version. Easier said than
>done i would have thought!.

Your translation is corect. More literally it says:
'Expiry date passed! Please delete this version and obtain a new one.'
Is yours a registered version? Of 0.95? Mine is still working fine
(touch wood by the mile!).

>Do you have contact with the author still?.

Not really. I sent him an email a year or so back but no reply. Derryck
found some extra modules on his web page.

Regards, /Peter/

139. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 22:34:47 UTC
From: claytone@aa.net
Message-ID: <3a53a907_2@huge.aa.net>
Source record: 52312

Hi Ken,

I have a 1.08-gig Toshiba 2.5" IDE in my Falcon, using TOS 4.04,
Nemesis, ICD PRO 6.5.5.

I just checked my partion sizes using Diamond Edge, and I have:

60 - 60 - 60 - 60 - 10 - 833 megs
C D E F G H

I used ICD utilities to do the partitioning. Maybe that makes a
difference?? Did you use DE for that? Did you check the
manual/docs for DE concerning this?

Hope that helps,

Clayton Murray
Seattle, WA USA

On 2 Jan 2001 22:28:01 -, Ken Kosut wrote:
>
>Hello,
>
>I recently installed a 2 gig IDE on a Falcon. (TOS 4.04)
>At first I partitioned using SPLIT into 4 equal parts.
>Everything works fine.
>But when I boot Diamond Edge, it will not recognize the drives.
>(Invalid boot sector)
>
>Then I repartitioned 200 600 600 600 - CDEF respectively
>Diamond Edge recognized C but not D E or F.
>
>Does anyone know the maximum limit that Diamond Edge will accept?
>
>I would like to optimize partitions. But this posses a problem
>if I would like to work on say a 1 gigabyte partition.
>
>How would you optizmize?
>
>thank you
>
>ken

140. Re: STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 22:38:56 UTC
From: chris_thorley2603@my-deja.com
Message-ID: <9309m0tlj1@nnrp1.deja.com>
Source record: 52314

In article <1emohvv.bid1mws9tidN%steve666@clara.co.uk>,
steve666@clara.co.uk (Steve) wrote:
> dolan morrison <dolan.morrison@ntlworld.com> wrote:
>
> > Is it possible to connect a VGA or SVGA monitor to the Atari
STE.

Yes. An adaptor is available from ASP in the U.K. It is a small
plug,Atari monitor on one end, VGA on the other. Works very well (tried
it on 2 monitors). Cost is 15 U.K. pounds.

Chris Thorley.

Sent via Deja.com
http://www.deja.com/

141. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-03 22:41:36 UTC
From: claytone@aa.net
Message-ID: <3a53aaa0_2@huge.aa.net>
Source record: 52313

Hi again Ken,

I forgot to add.... optimizing partitions works fine for me using Diamond Edge Version 2.04 Release Date: September 28, 1995. I am able to optimize an 833-meg partition. Not sure if I've tried anything bigger. I have a Syjet 1.5 cartridge divided into 2 750-meg partitions, but there's a cartridge jammed in it right now, so I can't check it out. If I get ambitious, I'll try and do that today... ;-)

Clayton Murray
Seattle, WA USA

On 2 Jan 2001 22:28:01 -, Ken Kosut wrote:
>
>Hello,
>
>I recently installed a 2 gig IDE on a Falcon. (TOS 4.04)
>At first I partitioned using SPLIT into 4 equal parts.
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>But when I boot Diamond Edge, it will not recognize the drives.
>(Invalid boot sector)
>
>Then I repartitioned 200 600 600 600 - CDEF respectively
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>
>Does anyone know the maximum limit that Diamond Edge will accept?
>
>I would like to optimize partitions. But this posses a problem
>if I would like to work on say a 1 gigabyte partition.
>
>How would you optizmize?
>
>thank you
>
>ken

142. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 00:02:20 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <978566594-274191AEicMi@xs4all.nl>
Source record: 52316

>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Wed, 03 Jan 2001 21:45:42 GMT
>
>On 2 Jan 2001 10:22:09 +, Uwe Seimet wrote:
>>Dan wrote:
>>>
>>> Hello,
>>> In the German Atari mag "STC" of December 2000 there is an >
>interview with F.Aschwanden from Medusa Systems about the new >
>"Coldfire Atari". My STC mag has not arrived yet so I can't check >
>the following, but it seems that 200 definite preorders are >
>enough to start the building of the new machine. I will let you >
>know more when my STC is here. This article is the greatest
>nonsense I've ever read.
>
>Ok??? Just what was said that makes you say this.... ??? Edward S.
>Baiz Jr.
> (Gamer)

Hello,
Here are the details of the interview in STC with F.Aschwanden of
Medusa Systems.

Indeed, 200 definite preorders required & support from
programmers.
Project name : Pegasus
Speed : 3x Hades 060
AGP 2.0
PCI 2.0
USB 2.0

First TOS 3.06 later Magic and Linux
Standard Atari Midi Ports
RAGE-PRO-PCI (driver already available, other cards possible)
No sound card. Possible though with existing sound
cards/Adaptors
Price approx between DM 1500 and DM 2000 incl. keyboard, mouse,
grafics and RAM
Completely programmable
Can be finished in April 2001

Looks wonderfull to me ! One for me please !
Cheers Dan

143. Re: XMEN_MGR - What's it for?

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 00:24:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <930frj$h1a$1@snipp.uninett.no>
Source record: 52318

```
Martin Holmes <markat@zetnet.co.uk> wrote:
> I have XMEN_MGR.PRG in the Extras folder of MagiC4
> but I cant find any reference or info in the manual about it.

> Can anyone tell me what it is for and where to put it.

It enhances MagiC with MultiTOS/TOS 4.x compatible popups and cascading
menus. You should put it in your START-folder or let the desktop autostart
it.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

144. New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 02:01:57 UTC
From: atarigalen@my-deja.com
Message-ID: <930lii$83b$1@nnrp1.deja.com>
Source record: 52320

Hi all,

I noticed in the latest catalog of Tiger Direct the sale of new UMAX Astra 1220S and 1200S flatbed scanners. These are not the latest and greatest, but they are known to work perfectly with Atari computers via the ScanX software. At around $50 US, I just picked up a backup one for myself. (No, I don't have any association with Tiger Direct -- but I do recall a scanner thread a couple of months back, so whoever was asking, here's your chance.)

Galen

http://www.tigerdirect.com/applications/Category/category_slc.asp?id=1603&page=4

Sent via Deja.com
http://www.deja.com/

145. Re: ST and the internet

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 02:09:29 UTC
From: atarigalen@my-deja.com
Message-ID: <930m0l$88s$1@nnrp1.deja.com>
Source record: 52323

In article <9301rarjg1@newsg3.svr.pol.co.uk>,
"Ian Millar" <ian@ettrickgraphics.co.uk> wrote:
> Hi,
>
> I'm coming back to the ST after a few years, I want to use it amongst other
> things for sending e-mail, newsgroups etc, can anyone tell me what software
> to use nowadays, and where to get it.
>
The all in one product is called "Newsie" and it is available at pretty much any Atari ftp site. (May I suggest 193.190.204.128, or chapelie.rma.ac.be if you prefer). You will require a copy of STing (sting.atari.org) to handle the TCP/IP stack. If you have a color AES (like NAES), Erik Hall's Mymail is my favorite emailer (http://www2.tripnet.se/~erikhall/programs/mymail.html).

Let us know how you fare.

Galen

Sent via Deja.com
http://www.deja.com/

146. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 02:16:17 UTC
From: sidcelery@cix.co.uk
Message-ID: <930mdh$9pg$2@plutonium.compulink.co.uk>
Source record: 52322

On 2 Jan 2001 17:49:34 +, Bob King wrote:
>I have burnt my fingers and dented my bank balance by buying a top of
>the range HP950C colour printer. Surprise, surprise there are very few
>of my programs that can drive it in any way. GrafTool can and gives
>photo-quality prints. I can either keep it until I give in and buy a PC
>(with MagicPC I hasten to add) or cut my losses and sell it. So for a
>mere ?100 +PP its yours. As I say, unless you know something I don't
>(very possible!!) it's no bloody good for the Atari range (yes I've
>tried ALL the lower number HP drivers for all the programs I want)

You probably already know that NVDI goes up to the HP890 - you've
tried that? (I say that without knowing what the 950 does extra).

Is it worth enquiring whether ASH have developed drivers for the more
recent HP's? I know they haven't been responding to much mail
recently, but it's worth a shout...

rgds
H

147. Re: XMEN_MGR - What's it for?

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 02:16:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <930mdj$9pg$3@plutonium.compulink.co.uk>
Source record: 52321

On 2 Jan 2001 18:05:39 G, Martin Holmes wrote:
> I have XMEN_MGR.PRG in the Extras folder of MagiC4 but I can't find
> any reference or info in the manual about it.
>
> Can anyone tell me what it is for and where to put it.
> Or maybe there is a newer version that does the same job??

XMEN_MGR extends the system to support the sub-menus used by StartMeUp
and various HiSoft utilities.

Add it to the location specified by #_APP in Magx.inf - that is,
Magic's autostart folder, which is usually C:\AUTO\APPS or
C:\GEMSYS\MAGIC\START

It installs the functions menu_popup() menu_attach() menu_istart() and
menu_settings().

appl_getinfo() returns a "1" for the corresponding sub-functions when
XMEN_MGR is installed.

rgds
H

148. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 02:23:42 UTC
From: atarigalen@my-deja.com
Message-ID: <930mr9$925$1@nnrp1.deja.com>
Source record: 52324

In article <3A5214AE.F9C62764@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
> Hi All,
>
> I have burnt my fingers and dented my bank balance by buying a top of
> the range HP950C colour printer. Surprise, surprise there are very few
> of my programs that can drive it in any way. GrafTool can and gives
> photo-quality prints. I can either keep it until I give in and buy a
> PC

Bob,

Something strange is going on. The 950 is simply a PCL3 enhanced printer, so it should accept PCL3 commands. According to HPs US website, the 600 and 540 drivers will work for DOS applications, so I would be very surprised if it can not be made to work.

Consult http://www.hp.com/cgi-bin/cposupport/get_doc.pl?SNI=hpdeskjet919039&LC=printers&Tfile=bpd06939 .

Galen

Sent via Deja.com
http://www.deja.com/

149. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 02:39:37 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a53e269$1_2@athena.netset.com>
Source record: 52325

In article <9308ub$2ts$1@plutonium.compulink.co.uk>,
<xlator@cix.compulink.co.uk> wrote:
>
>No - I just wanted to see how large the file was, and perhaps take a
>peek in it. Thanks for pointing me to the right one.
>
>But I would still like to know what the files with ASCII-7 (, but I
>don't suppose this will come out properly after ISO translation) at the
>end of their name in the CAB (not CAR as I said :-( ) cache are. Anyone
>know? I see them when I use File>Modules>CAB Cache to read my downloads
>to see if they are worth moving to my HTM_DOCS directory.
>

Spelling is not a problem you will hear me complain about too much
;)

I'm not certain exactly what character you mean though. I only
have my Atari system list handy. So do you maen the Check symbol? The
thing that looks kind of like the Amiga logo?

I don't have any files like that in my cache at the moment. I
think I've seen things like that before but not recently.

Dan Ackerman
aka baldrick@netset.com

150. Re: ST and the internet

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 02:42:29 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a53e315_1@athena.netset.com>
Source record: 52326

In article <930m0l$88s$1@nnrp1.deja.com>, <atarigalen@my-deja.com> wrote:
>In article <9301rarjg1@newsg3.svr.pol.co.uk>,
> "Ian Millar" <ian@ettrickgraphics.co.uk> wrote:
>> Hi,
>>
>> I'm coming back to the ST after a few years, I want to use it amongst
>other
>> things for sending e-mail, newsgroups etc, can anyone tell me what
>software
>> to use nowadays, and where to get it.
>>
>The all in one product is called "Newsie" and it is available at pretty
>much any Atari ftp site. (May I suggest 193.190.204.128, or
>chapelie.rma.ac.be if you prefer). You will require a copy of STing
>(sting.atari.org) to handle the TCP/IP stack. If you have a color AES

Hey you are forgetting STiK2, which if he had a STiK setup before,
he can just drop the new program in the auto folder and remove the old
.ACC and should have a working setup. Not necessarily fine tuned, but
should be drop in place replacement if the old setupworked still.

Dan Ackerman
aka baldrick

151. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 03:15:18 UTC
From: atarigalen@my-deja.com
Message-ID: <930ps0$bi4$1@nnrp1.deja.com>
Source record: 52327

In article <978418550-62048AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Tue, 26 Dec 2000 18:56:24 +0000
>
> At the moment there are two alternatives for the aging TT and Falcon,
> I would have thought that the specs of these machines are enough to
> make *any* Atari user drool, but no..they drool over vapourware, can
> someone who put his name on the CT-60 list explain me why this is a
> much better alternative then for example a Milan?

The primary problem we in the States face is the inability to buy the computer. I often click on items to buy, type in a credit card number and watch the merchandise arrive in a few days. Should something be defective, an email generally solves the problem.

Ignoring the fact that the Hades is quite expensive (3150SFr, or just under $2000US) it is difficult to even learn about the European computers. If I say, wanted to run 1280x960x24bit at 70+ Hz, could the provided video card do it? Does switching to 640x480x256 require a reboot, or can it be done on the fly? Heck, I just today read that the TOS can be configured for English! (Can an American keyboard be used?).

Once that hurdle is cleared (or the decision is made to charge in blindly), how do you order? I (unfortunately) am only capable of ordering a computer in English (my Spanish and Estonian are both pretty much limited to asking where's the bathroom and how your mother's doing). If I want a Milan with 060, SCSI, and TV cards with 10GB HD and 64MB RAM, who do I call or email? System Solutions does provide a convenient way to order a Hades, but counting shipping the cost is over $2400, which is more than I can afford for a home computer.

Once the order is accomplished, you have to hope you get product. Suing a person overseas is practically impossible for the typical person, so when you send your money you basically hope something, someday, will show up. (By the way, this is my main reason for wanting the CT-60 -- I can afford to lose $300 if something goes wrong, but $1000 is 2 or 3 years of Atari equipment in my house, and losing that much would effectively kill my interest in the hobby).

If I lived anywhere near Germany and could drive over to see the items and the people selling them, I'd probably have a Milan now. Having never seen a Hades or a Milan in person, I'm unwilling to order something that expensive blindly and hope something shows up. Sorry, but I find $1000US to be too large a chunk of discretionary income to risk.

I firmly believe that anyone wishing to sell to the States needs, at the minimum, to accept credit cards (or have an American distributor), to respond (in English) promptly to email, and to update their English web pages two or three times a year. Anyone wishing to sell any quantity of computers needs to get their entry level product down to around $1000US. At this time, I know of no company that meets these requirements and thus I look for alternatives.

Galen

Sent via Deja.com
http://www.deja.com/

152. Re: My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 03:28:41 UTC
From: atarigalen@my-deja.com
Message-ID: <930ql2$c3s$1@nnrp1.deja.com>
Source record: 52330

In article <3a51e50d$0$7492$7f31c96c@news01.syd.optusnet.com.au>,
tellme@ bigfoot.com wrote:
> Sheesh... what planet do you live on??
> You tell me the name of one computer owner with 100%
> legitimate, fully-paid software and I'll call you a liar!!

I believe I am one. Some non-paid shareware does exist on my drive,
but anything used more than once a year is indeed paid for.

Galen

Sent via Deja.com
http://www.deja.com/

153. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 03:28:48 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a53edf2$0$77897$272ea4a1@news.execpc.com>
Source record: 52328

On 3 Jan 2001, Clayton Murray wrote:

> Hi Ken,
>
> I have a 1.08-gig Toshiba 2.5" IDE in my Falcon, using TOS 4.04,
> Nemesis, ICD PRO 6.5.5.
>
> I just checked my partion sizes using Diamond Edge, and I have:
>
> 60 - 60 - 60 - 60 - 10 - 833 megs
> C D E F G H
>
> I used ICD utilities to do the partitioning. Maybe that makes a
> difference?? Did you use DE for that? Did you check the
> manual/docs for DE concerning this?

Hi Clayton,

I wouldn't want to risk partitioning with Diamond Edge.
I think it is "safer" to partition with HDdriver.

Oh BTW, thanks for the info on using laptops in a Falcon.
I happened to come across one that had the correct mounting holes.

ken

154. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 03:33:01 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a53eeee$0$77893$272ea4a1@news.execpc.com>
Source record: 52329

On 3 Jan 2001, Clayton Murray wrote:

> Hi again Ken,
>
> I forgot to add.... optimizing partitions works fine for me using
> Diamond Edge Version 2.04 Release Date: September 28, 1995. I

Hi again Clayton,

Oh, I have Diamond Edge Version 1.10
I am surprised. I thought I had the latest version.
(According to University of Michigan archives)

ken

155. FALCON PROGRAMS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 03:46:38 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A53F21E.AE71FF3B@intergate.bc.ca>
Source record: 52331

Can please somebody tell me where can I buy "cheap" english version of NVDI 6, MAGIC 6, JINNEE, CAB 2.8 ? I am a poor student and don't have much cash.

Artur

Ps. I have some useful other programs to exchange like hddriver 7.71 etc...

156. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 03:48:07 UTC
From: atarigalen@my-deja.com
Message-ID: <930rpl$d23$1@nnrp1.deja.com>
Source record: 52335

In article <977583492-43036AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> Is this a ridiculous suggestion? just think about it.. you can stick
> as much cheap RAM in the Milan as you like, it comes with a graphic
> card , nice fat speedy harddisk, CD-R... etc. If you want to add an
> Ethernet-, SCSI, MIDI, DSP or even TV card no problem, its all
> available *now* :-)
>
OK. How exactly do you order it for US delivery.

Galen

Sent via Deja.com
http://www.deja.com/

157. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 03:53:15 UTC
From: atarigalen@my-deja.com
Message-ID: <930s38dcs1@nnrp1.deja.com>
Source record: 52334

In article <977766058-22071AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> Ever heard of MagiCMac?

Yep. If you can find a supplier for a new copy of the latest English version for me I'll buy it today.

Galen

Sent via Deja.com
http://www.deja.com/

158. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 03:55:53 UTC
From: itsux@xs4all.nl
Message-ID: <Xns901EC62D4renerenekintcom@127.0.0.1>
Source record: 52332

Hi, Kenneth!

>
>Maybe a hotted serial port to 38400bps would be sufficent? On a 8MHz ST
>most of the time is spent on actually processing the recieved data. For
>file backup purposes higher transfer speeds are justified, though.

The Atari<->PC connection will only be used to get the Atari on the
Internet. Backup, etc. will be taken care of later.

>With pc on a xDSL connection use the pc as router with NAT etc. With the
>shareware NAT32 Windows program and a "faked" dialup connection to the
>Atari you get full Internet connection for the Atari as well. This is
>the setup I'm running right now. It's been improved yesterday with a
>dedicated TT for my webserver and a second TT on a subnet under the
>other for my personal use. On a second subnet my MSTe is connected to
>the TT No. 2.

I don't think you live close nearby, Kenneth; as an old Atarian I would
LOVE to see this configuration in action ;-))

>I have not tested to run two dialup connection at the same time in
>Windows. Windows is _not_ very flexible for network use! It works fine
>if you use it in the same way as Bill G. does. If not you may find
>yourself in very deep water.

Yep, I know! Although I have to admit that Windows2K is the first Windows-
incarnation that really works for me: it has beaten OS/2 from my system for
the first time since 1993!!

>I posted a few articles here on the subject right before christmas.
>Search on Deja News! I am now halfway through a rather long text on how
>to configure a setup like this. Like I wrote earlier I will put it all
>up on my local webserver at http://atari.mine.nu/ but for now you will
>only find a copy of my other homepage there for test purposes. And, some
>files are missing too.

Have you any idea when you'll get this stuff up? Will you notify this group
(or me...)? I am curious.

>Unfortunately I tend to spend a lot of time at work so my free time is
>mostly spent in bed...

Highly recognized here. I have more than 1 job (being a projectmanager and
a radio-DJ concurrently ;-)....tiresome at least...

Regards,

Ren&#65533;.

159. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 03:55:58 UTC
From: itsux@xs4all.nl
Message-ID: <Xns901EC6752renerenekintcom@127.0.0.1>
Source record: 52333

Dennis,

I am not thinking of writing a super duper all-but-the-kitchensink browser,
don't worry ;-) (although I HAVE written some-kind-a-browser in 1995)...

No, one can use the Internet for more than 1 protocol...:-) I like to use
the Internet to connect 2 machines (or more) and do interesting stuff like
parallel or distributed computing, etc. I have plans.....but not in the
short term....:-)

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in
<978418558-63679AEicMi@gmx.net>:

>From: itsux@xs4all.nl (Ren?)
>Date: 30 Dec 2000 23:57:03 GMT
>
>Hi Ren&#65533;,
>
>>Besides, I could finally start to try to do some software programming
>>on the ST again maybe even to develop some nice Internet-capable
>>thingies...
>Unless you're thinking of writing a super duper browser, don't bother,
>it might surprise you, but the Atari internet clients are just as good
>as the stuff you're using on the PC.
>In fact some of "our" clients will beat the shit out of the PC crap :-)
>
>Cheers from Belgium
>Dennis

160. Re: AtariWorks overlay

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 04:01:35 UTC
From: atarigalen@my-deja.com
Message-ID: <930sirdjn1@nnrp1.deja.com>
Source record: 52336

In article <B67690D8.39A5%jlpinson@dundee.net>,
James Pinson <jlpinson@dundee.net> wrote:
> If anyone here has a copy of the American version of AtariWorks
and
> would be willing to make a copy of one small file for me -- the
AMERICAN.OVL
> -- please e-mail me.

Send a reminder to kay@uia.net (only it's "K", a single letter) and
I'll help out.

Galen

Sent via Deja.com
http://www.deja.com/

161. Re: ST and the internet

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 04:32:00 UTC
From: atarigalen@my-deja.com
Message-ID: <930uc0$f1q$1@nnrp1.deja.com>
Source record: 52337

In article <3a53e315_1@athena.netset.com>,
baldrick@dilbert.netset.com (Dan Ackerman) wrote:
> Hey you are forgetting STiK2, ...

True. I regret to admit that I know little about STiK2. Should I try
it as a replacement for STing?

Galen

Sent via Deja.com
http://www.deja.com/

162. Re: FALCON PROGRAMS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 04:34:02 UTC
From: atarigalen@my-deja.com
Message-ID: <930ufq$fa5$1@nnrp1.deja.com>
Source record: 52338

In article <3A53F21E.AE71FF3B@intergate.bc.ca>,
astachon@intergate.bc.ca wrote:
> Can please somebody tell me where can I buy "cheap" english version of
> NVDI 6, MAGIC 6, JINNEE, CAB 2.8 ? I am a poor student and don't have
> much cash.
>
You can't. Sorry.

Galen

Sent via Deja.com
http://www.deja.com/

163. CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 04:37:22 UTC
From: atarigalen@my-deja.com
Message-ID: <930um1fdg1@nnrp1.deja.com>
Source record: 52339

When the US CAB 2.5 to 2.7 upgrades originally came out, I held off because 2.8 had just been announced, and I figured that 2.8 upgrades would be coming out shortly. Obviously, that was a poor decision, and I find myself wondering how the English speaking 2.8 users obtained their copy. So, how did you?

What exactly was improved in 2.8 over 2.7 again? I'm afraid I've forgotten.

Galen (who just sent an email to Chromagic about ordering the 2.7 upgrade)

Sent via Deja.com
http://www.deja.com/

164. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 05:51:50 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101040644460.95-100000@mail.online.no>
Source record: 52340

On Thu, 4 Jan 2001, Dan wrote:

> Hello,
> Here are the details of the interview in STC with F.Aschwanden of
> Medusa Systems.
>
> Indeed, 200 definite preorders required & support from
> programmers.
> Project name : Pegasus
> Speed : 3x Hades 060
> AGP 2.0
> PCI 2.0
> USB 2.0
>
> First TOS 3.06 later Magic and Linux
> Standard Atari Midi Ports
> RAGE-PRO-PCI (driver already available, other cards possible)
> No sound card. Possible though with existing sound
> cards/Adaptors
> Price approx between DM 1500 and DM 2000 incl. keyboard, mouse,
> grafics and RAM
> Completely programmable
> Can be finished in April 2001
>
> Looks wonderfull to me ! One for me please !
> Cheers Dan

Only one big problem .. what CPU is Fredi gonna use in this machine? An "old" ColdFire solution is gonna make me NOT buy such a machine, because it lacks both FPU and PMMU. And without at least a PMMU, it is not, in my opinion, an option as a processor in a desktop system. This is because I'm using a MiNT-setup and have discovered the usefulness of Memory Protection, and I'm not going to stop using MiNT!

But, there is a "new" ColdFire core in the works, which supposedly will contain both a FPU and a PMMU. A machine with such a CPU I would buy anyday! But this "new" CF core is not yet available (or is it?).

Anyone know more about this?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

165. Re: ST and the internet

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 07:36:28 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3a5427fc@news.victoria.tc.ca>
Source record: 52343

Ian Millar (ian@ettrickgraphics.co.uk) wrote:
: Hi,

: I'm coming back to the ST after a few years, I want to use it amongst other
: things for sending e-mail, newsgroups etc, can anyone tell me what software
: to use nowadays, and where to get it.

: Any help would be much appreciated.

I often use Uniterm and a dialin connection to my local freenet.

166. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 07:55:16 UTC
From: swampfox1@earthlink.net
Message-ID: <E%V46.38711$F_3.1650468@newsread2.prod.itd.earthlink.net>
Source record: 52253

On 4 Jan 2001 04:37:22 G, atarigalen@my-deja.com wrote:
>When the US CAB 2.5 to 2.7 upgrades originally came out, I held off
>because 2.8 had just been announced, and I figured that 2.8 upgrades
>would be coming out shortly. Obviously, that was a poor decision, and
>I find myself wondering how the English speaking 2.8 users obtained
>their copy. So, how did you?
>
>What exactly was improved in 2.8 over 2.7 again? I'm afraid I've
>forgotten.
>
>Galen (who just sent an email to Chromagic about ordering the 2.7
>upgrade)
>
>
>Sent via Deja.com
>http://www.deja.com/
>.
Hi Galen,
I got CAB 2.8 directly from Oliver at ASH. I tried in the US first
but no good! There is an English RSC from ASH also.
John G.

167. Re: FALCON PROGRAMS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 08:03:59 UTC
From: swampfox1@earthlink.net
Message-ID: <P7W46.38745$F_3.1650468@newsread2.prod.itd.earthlink.net>
Source record: 52254

On 4 Jan 2001 04:34:02 G, atarigalen@my-deja.com wrote:
>In article <3A53F21E.AE71FF3B@intergate.bc.ca>,
> astachon@intergate.bc.ca wrote:
>> Can please somebody tell me where can I buy "cheap" english version of
>> NVDI 6, MAGIC 6, JINNEE, CAB 2.8 ? I am a poor student and don't have
>> much cash.
>>
>You can't. Sorry.
>
>Galen
Depends on what you call "cheap"! As far as I'm concerned (and I'm
also relatively poor) I have'nt seen an expensive Atari program since
Cubase! There ALL cheap! Skip the next frat party and put the money to
something rewarding!!!
John G.

168. Re: My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 08:47:14 UTC
From: tellme@bigfoot.com
Message-ID: <3a5438cd$0$7500$7f31c96c@news01.syd.optusnet.com.au>
Source record: 52256

>
>Hi Mike,
>
>I think you have misunderstood me completely. I was not having a bitch
>at you, you were up front, did give your name, and your Australian
>address is on one of your Web pages. It was against your detractor
><noname> etc.
>I have re-read my posting to you, I still can't see the ambiguity!!!
>
>Bob King

Ooops... so sorry Bob!! I thought you were having a go at me.
Let's blame my stupidity the after-effects of New Year <grin>

Mike

169. Re: Eclipse was: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 08:48:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978677660-71767AEicMi@cwcom.net>
Source record: 52365

From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Date: Wed, 03 Jan 2001 14:47:00 GMT

>>with the Eclipse.
>
>It's rather strange that no-one has come forward in here with a working
>setup. The only reference that I found in my archive was from someone who
>also couldn't get this combo to work (he reminded us of the need to cut the
>track between pin 21 and 22 on the Eclipse card for the installation).

Correction!!!

That should be between 20 and 22.

--


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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

170. atarian's list your icq numbers

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 08:53:05 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <RRW46.44545$xW4.355944@news-server.bigpond.net.au>
Source record: 52255

to start a more convenient way of talking atari icq should be used also

my number is 9837457 for anyone wanting to talk atari

171. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 08:56:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978677664-72248AEicMi@cwcom.net>
Source record: 52366

From: publish@welshnet.co.uk (Mike Kerslake)
Date: Wed, 03 Jan 2001 18:23:09 GMT

>(JPEGS/MPEGS) as I have unlimited 'net access. Initially this was
>still possible to a degree by using the Falcon, but then my ISP
>changed their log-in procedure and from what I can see only a MiNT
>set-up would be able to handle this. Therefore I was forced to use the

If it's RedHotAnt you're referring to you can still get a connection with
STinG BTW.

>Anyone tried to use Star Office on the PC to produce a simple
>newsletter?

I haven't, but in general I find the WP programs on that platform to be
almost completely unusable TBH. Give me my Falcon every day!

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

172. Re: XMEN_MGR - What's it for?

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 09:03:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978677666-72843AEicMi@cwcom.net>
Source record: 52367

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 4 Jan 2001 02:16:19 GMT

>XMEN_MGR extends the system to support the sub-menus used by StartMeUp
>and various HiSoft utilities.

It's alleged to be not required for versions of MagiC from 6.01 up, but
who knows?

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

173. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 09:13:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978677668-73275AEicMi@cwcom.net>
Source record: 52368

From: atarigalen@my-deja.com
Date: Thu, 04 Jan 2001 04:37:22 GMT

>When the US CAB 2.5 to 2.7 upgrades originally came out, I held off

>I find myself wondering how the English speaking 2.8 users obtained
>their copy. So, how did you?

I'm not sure what version is being sold - I hear that a recent purchase
was actually 2.7.

>What exactly was improved in 2.8 over 2.7 again? I'm afraid I've
>forgotten.

I can' remember all the details, but there's PNG support and a bug fix
or two - also IConnect 1.8 (which is also downloadable from ASH's web
site from the CAB page). I have English RSC files for that and for
CAB2.8 on my web site, URL in sig (DDP section).

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

174. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 09:20:40 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A544068.64328DA8@ooc.de>
Source record: 52257

Dan wrote:

> Indeed, 200 definite preorders required & support from
> programmers.

He will never get 200 definite preorders.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

175. Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 09:39:43 UTC
From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Message-ID: <931gcusvb1@nnrp1.deja.com>
Source record: 52258

Happy new year,

In article <978072516-134252AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> Go to http://www.czuba-tech.com/ to download the latest version of
>all the Centurbo stuff.
I 'm the only person who can say that is the last version of CENTurbo
II pack: the last version is on centek website (centek.online.fr) but
only the french binary is on it. I will try to correct this: i have the
english version too.

The czuba version is an illegal distribution of centek product: only
centek can give you a good version that we support. I can say is that
version work fine or not because it's not mine: perhpas, a soft is not
at the good version for the others and you will carsh your ct2...

bye

--
Sacha Hnatiuk
Alternate e-mail:
shnatiuk@wyde.com
sacha.hnatiuk@online.fr
centek@online.fr

Sent via Deja.com
http://www.deja.com/

176. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 12:38:55 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a546edf$0$174@news.zetnet.co.uk>
Source record: 52259

On 2 Jan 2001 22:59:21 G, Mike Kerslake wrote:

| . . . .
|>I have burnt my fingers and dented my bank balance by buying a top of
|>the range HP950C colour printer. Surprise, surprise there are very few
|>of my programs that can drive it in any way. GrafTool can and gives
|>photo-quality prints. I can either keep it until I give in and buy a PC
|
|I've just bought a HP 930C. I went for it mainly because I surmised
|that I could at least output in B/W from various Atari programs, and
|maybe get colour from Imagecopy etc. TBH, I've more-or-less given up
|using the Falcon now for most everyday things, but I did have an hour
|with it and the new HP. No colour from Papyrus, just B/W, but got a
|reasonable colour print using Imagecopy.
|
|When I have a bit more time I'll play a bit more and see what gives.
|
|As far as the output from the PC is concerned, it's excellent, even at
|small point sizes, almost as good as my HP 4 Laserjet at 600 dpi.
|
|Just shows how much the HP inkjet has advanced since the days of the
|DJ500!

I recently heard of the Xerox/Tektronic solid ink printers - some
kind of wax which is sprayed onto the paper. Colour prints as fast
as monochrome. Anyone know of Atari drivers for it?
--
JI Logan

177. Re: Place2be.be

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 13:10:42 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a547652$1_3@athena.netset.com>
Source record: 52260

In article <978590106-84649AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>Hi all,
>
>The Place2be.be news site seems to have vanished, anyone know what's
>happened to it? The page which is displayed says that there is a new
>Internet presence.
>

While not an authoritative answer from Mr. Daldrup, here is the
information I was given when I asked last night.

Place2be is now hosted on a new server and there have been
problems with getting the DNS pointing to the new resource. It should be taken
care of soon.

I too was getting worried after so long a pause.

Dan Ackerman
aka baldrick

178. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 13:25:05 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A5479B1.9CEDD6B@it.kth.se>
Source record: 52261

Hi all,

> Only one big problem .. what CPU is Fredi gonna use in this machine? An
> "old" ColdFire solution is gonna make me NOT buy such a machine, because
> it lacks both FPU and PMMU. And without at least a PMMU, it is not, in my
> opinion, an option as a processor in a desktop system. This is because I'm
> using a MiNT-setup and have discovered the usefulness of Memory
> Protection, and I'm not going to stop using MiNT!
>
> But, there is a "new" ColdFire core in the works, which supposedly will
> contain both a FPU and a PMMU. A machine with such a CPU I would buy
> anyday! But this "new" CF core is not yet available (or is it?).
>
> Anyone know more about this?

The "new" Coldfire core, the 4e version, is not available yet as silicon although I think you can license it if you are planning to make an ASIC. The MMU and FPU is only coprocessors added to the core and the core is not significantly altered. Furthermore, the MMU and FPU are not compatible with any MMU or FPU used in any current 680x0 processor so you you would need emulation layers here as well. The ASIC core is only feasible if you are aiming at 100 000 chips or more.

Motorola says that the first silicon part of the core will be a dual processor design with two identical processors. I don't know the maximal clock frequency of this part but I would think that it would only be a technology scaling from the current core.

I have no idea as to which CPU is going to be used in the Pegasus but as I wrote some time ago a Coldfire CPU is _NOT_ compatible with 680x0 code and you cannot easily make it compatible. It is true that Motorola supplies an emulation layer but that layer do not emulate all instructions.

Motorola have never claimed that the Coldfire is 100% compatible with a 68000. They do say that you can execute 68000 code but that really means that you can only execute _some_ 68000 code on the Coldfire. That is a very large difference. They do point out that patching is needed.

As this is not c.s.a.st.tech I won't go into details in the body of this message but I suggest that the interested should read the section below. In short, the emulation layer that Motorola provides can never emulate all 68000 instructions. And you can forget about the multiply and divide instructions that were added to the 68020. They do not behave the same in the Coldfire as in the 68020 and you cannot emulate them unless you patch the software. Also, the Coldfire gets slowed down by at least a

factor 4 when emulating, i.e., the Coldfire executes code 4 times slower. These are MicroAPLs own figures but I would expect the performance to be even worse as a lot of very common instructions are not supported by the Coldfire, more about that below.

The bottom line, don't believe the performance values until to see and experience the performance of real live Atari applications. Don't be surprised if the Pegasus(?) is not faster than a stock Milan.

All this is of course based on the assumption that the MicroAPL CF68KLib is used. You can get better performance with an emulation engine similar to the one I have for the Tempest but it is not trivial to do code such an engine or even adapt the Tempest engine to Coldfire. And as I point out below such and emulation will never get as efficient as on the PowerPC.

On another level, who are the developers that are going to support this machine? I have sent a mail to Ulrich some time ago saying that I might be interested to help out but that I do think that a Coldfire is a very bad idea and that other designs should be considered. I suggested PowerPCs as there are some very good PowerPCs just around the corner. To be honest, I said I was going to send him a lengthy mail with motivations as to why I think Coldfire is a bad idea but I haven't done that yet since I've been very busy lately. I got very little information from Ulrich, however, and I would very much like to know if anyone knows more. What developers are going to support it? I'm eager to find out!

Best Regards
Sven Karlsson

<------ WARNING Technical details below --------------->

The interested should read:

The ColdFire Programmers Reference Manual available from http://www.motorola.com/SPS/HPESD/prod/docframe/docs_frame.html ("All Coldfire" link)

You can read about the V4 core at http://e-www.motorola.com/collateral/V4PRES.html and most documentation regarding the various cores are available from http://www.motorola.com/SPS/HPESD/prod/docframe/docs_frame.html ("Coldfire Cores" link)

The emulation layer is documented in http://www.microapl.co.uk/Porting/ColdFire/main_index.html

A word of caution, some of these documents, most of them marketing documents, easily leads you to belive that the Coldfire can be made 100% compatible with 68000 code. However I would like to point you to http://www.microapl.co.uk/Porting/ColdFire/FAQCF68KLib.html. See question "Will my code require any modifications to run under CF68KLib?" and question "What is the performance like?". The answers to these

questions clearly state that you cannot emulate all instructions correctly and that you will take a severe performance hit.

Why is this so? Some very common instructions are not supported by Coldfire and needs to be emulated:

add.w, add.b, sub.w, sub.b and variations such as addq and addi are not supported. In fact no ordinary arithmetic instructions operating on byte or word is available. DBcc, i.e., dbra and so on, is not supported. Link/unlink is also not implemented in the core. All these instrctions must be emulated.

To further complicate things there are a few adressing modes that are not supported. For instance, the "register indirect with index" mode can only cope with a longword index size. If you try to use a word size you will get an adress error. In some occasions you won't even be able to emulate the instructions. You can, for instance,never emulate this kind of instruction: move.l (sp)+,x(an,dm.w), the the CF68KLib for more information.

Let us lay the compability questions aside and look at performance.

Consider the following code snippet commonly emitted for C switch statements:

```
cmp.w #limit,d0
bhi.w default * other conditions are possible as well.
add.w d0,d0
move.w jump_tab(pc,d0.w),d0
jmp jump_tab(pc,d0.w)
```

On a 68000 this is one of the fastest ways of doing a switch statement. The first two instrctions are handled by the Coldfire but the other three will cause one illegal instruction or adress error each. See below:

```
cmp.w #limit,d0 * OK
bhi.w default * OK
add.w d0,d0 * Illegal instruction
move.w jump_tab(pc,d0.w),d0 * Adress error
jmp.w jump_tab(pc,d0.w) * Adress error
```

The CF68KLib handles a illegal instruction in roughly 90 processor instrctions and an adress error in roughly 100 instructions. So instead of taking roughly 14 cycles on the 040 this small snippet would take 262 instructions on a V4 Coldfire. Motorola suggests that the V4 achives approximately 257 MIPS at 162 MHz, i.e, you can run 1.6 instructions per clock cycle which means that the snippet takes approximately 160 cycles. The Coldfire must thus be clocked 11 times higher than the 040 to be faster. I might add that the 1.6 instructions per clock figure sounds a bit too high.

Let us assume a 25 MHz 040 as on the Milan and a 180MHz V4 core as the Pegasus is rumoured to have. What is the fraction of instructions that needs to be emulated in order to get the same performance on the Pegasus?

First look at the Coldfire. Let us assume that each exception takes 95 instruction to handle, i.e., there is an equal mix of illegal instructions and adress errors. Furthermore we assume that each instruction takes 1/1.6 cycles. We call the fraction of instructions that are emulated is x. Each 680x0 instructions would need on the avarage (1-x)+x*95 Coldfire instrctions to be emulated. This is ((1-x)+x*95)/1.6 cycles. The net 680x0 instruction rate would be 180/(((1-x)+x*95)/1.6) MIPS

We assume that the 040 executes instructions at a rate of 27.5 MIPS according to Motorola that claims that a 40MHz 040 achives 44 MIPS. Again this sounds too high but as this value is probably measured in the same way as on the Coldfire I'll use this as otherwise we would need to alter the Coldfire value.

This yields the following equation:
27.5=180/(((1-x)+x*95)/1.6) (if we assume equal performance) which yields an x of roughly 10%.

So if more than every tenth instruction needs to be emulated then the proposed 180MHz Coldfire will actually perform worse than a 25MHz 040! And I should add that the Coldfire do not have a FPU yet which will severely limit the performance of applications that needs an FPU. I might add that the currently proposed Coldfire FPU is not directly compatible with a 680x0 FPU and would need an emulation layer.

One out of ten instructions is not much given that the Coldfire do not implement arithmetic instructions using byte or word size. My experience is that word size instructions are quite common.

PowerPCs are much more suitable as bases for new Atari computers. In fact, the instruction set of the Coldfire is very similar to the PowerPC but the PowerPCs have more registers which makes it much easier to make a fast emulation. In my current emulation engine I need approximately 2 PowerPC instructions to emulate a 680x0 instruction. Of I were to port my emulation engine to Coldfire then I would need 3, 4, or more Coldfire instructions to emulate each 68000 instruction as the Coldfire actually have fewer registers than the 68000. The net effect would of course be that you would need a Coldfire that is more than 50% faster than the PowerPC to gain equal performance.

Thus I don't think the Coldfire route is worth it. As always, you are welcome to prove me wrong or point out mistakes. I do make them sometimes you know.

179. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 14:12:56 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <Ix%46.45063$xW4.359225@news-server.bigpond.net.au>
Source record: 52262

> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>
^^^^^^^^

whos system is that ???
ITs GREAT!! give me one too :)

180. Wanted: Original Hard drive for ST

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 14:43:43 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <z_%46.45075$xW4.360619@news-server.bigpond.net.au>
Source record: 52263

drive itself doesn't necessarily have to work, bad sectors I don't care, as long as its in the original casing and the boards work, I want it for my collection, Only ever seen 1 in my life and I regret not buying it.. I think one of the model numbers is SH204 or something like that

I'm in Australia

thanks

181. for sale atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 15:24:01 UTC
From: Robbert Olthof <info@hoekenthoes.nl>
Message-ID: <932481$92g$1@nereid.worldonline.nl>
Source record: 52264

```
For Sale (in Europe only)

Atari 1040ST (with no extra's)
included:
- monitor Atari SC1435

not included:
- mouse
- harddisk
- modem
- etc.

Price: Reasonable
exclusive post and transport cost wich are for you naturally.

Plaese mail me at
info@hoekenthoes.nl
```

182. Playcycle - All Games All The Time!

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 15:42:53 UTC
From: playcycle@my-deja.com
Message-ID: <9325lr$di4$1@nnrp1.deja.com>
Source record: 52265

```
Playcycle - All Games All The Time!
http://www.playcycle.com

FREE Membership and FREE Postings!
```

Visit Playcycle, the hottest new video game site on the web! Post Offers for the items you want to sell, and Seeks for the video games, consoles and accessories that you want to buy. Postings are always FREE for Playcycle Members, and the best part&#65533;you are billed only $1 if your Seek or Offer leads to a successful transaction. There are no other required fees at Playcycle.

```
Visit Playcycle at...
http://www.playcycle.com

Sent via Deja.com
http://www.deja.com/
```

183. Re: My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 16:01:52 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A549E70.6029E5D5@patent.gov.uk>
Source record: 52266

tellme@, bigfoot.com wrote:
>
> >
> >Hi Mike,
> >
> >I think you have misunderstood me completely. I was not having a bitch
> >at you, you were up front, did give your name, and your Australian
> >address is on one of your Web pages. It was against your detractor
> ><noname> etc.
> >I have re-read my posting to you, I still can't see the ambiguity!!!
> >
> >Bob King
>
> Ooops... so sorry Bob!! I thought you were having a go at me.
> Let's blame my stupidity the after-effects of New Year <grin>
>
> Mike

Hi Mike,

What can you expect as you're upside down <grin>, I never understood how you lot keep your feet on the ground anyway. Was going to emigrate and work at the Australian Patent Office in Canbera CT, BM (Before Marriage), but above puzzle stopped me!!!!

Bob

184. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 16:05:06 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A549F32.F4B5C23D@patent.gov.uk>
Source record: 52267

atarigalen@my-deja.com wrote:
>
> In article <3A5214AE.F9C62764@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
> > Hi All,
> >
> > I have burnt my fingers and dented my bank balance by buying a top of
> > the range HP950C colour printer. Surprise, surprise there are very few
> > of my programs that can drive it in any way. GrafTool can and gives
> > photo-quality prints. I can either keep it until I give in and buy a
> > PC
>
> Bob,
>
> Something strange is going on. The 950 is simply a PCL3 enhanced
> printer, so it should accept PCL3 commands. According to HPs US
> website, the 600 and 540 drivers will work for DOS applications, so I
> would be very surprised if it can not be made to work.
>
> Consult http://www.hp.com/cgi-bin/cposupport/get_doc.pl?
> SNI=hpdeskjet919039&LC=printers&Tfile=bpd06939 .
>
> Galen
>
> Sent via Deja.com
> http://www.deja.com/

Hi Galen,

thanks for the info. I'll look into it. Trouble is, even if I can
persuade NVDI 5 to drive the printer, my favourite DTP is DA's LayoutTC
which uses its own drivers, as old as the Arc!!! Same for many other
good but aging programs.

Bob.

185. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 16:42:26 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <SJ156.4135$s4.2823@news.indigo.ie>
Source record: 52269

On 4 Jan 2001 07:55:16 G, John Garone wrote:
> On 4 Jan 2001 04:37:22 G, atarigalen@my-deja.com wrote:
> >I find myself wondering how the English speaking 2.8 users obtained
> >their copy. So, how did you?

ASH supply the German version of 2.8. You use the english resource file from 2.7 as there were no changes to the interface

> >What exactly was improved in 2.8 over 2.7 again? I'm afraid I've
> >forgotten.

Mostly bugfixes, but here are the new things from 2.7c (which was the last English Version)(not much!LOL)
- The module for loading JPEGs has been replaced with JPEG_PNG.OVL which will load PNG-graphics in CAB.
- The c't CD ROM from Heise-Verlags (only of interest to German users) had a change in the format of theindex file, so CAB has been modified to work with newer CDs .

That's it! ;-)

Cheers,

Jerry

Jerry Martin----------
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
---

186. Re: atarian's list your icq numbers

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 16:42:29 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <VJ156.4136$s4.2823@news.indigo.ie>
Source record: 52268

```
On 4 Jan 2001 08:53:05 G, "The Original David" wrote:
> to start a more convenient way of talking atari icq should be used also
>
> my number is 9837457 for anyone wanting to talk atari

Not wanting to miss out on an opportunity to plug my site, make sure you add
your UIN to the directory at
http://icqinfo.atari.org

You can also download and automatically update your contact list with the
contents of the directory if you wish!

Cheers,

Jerry

Jerry Martin-----------------------------------------
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org
-------------------------------------------------------
14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
-------------------------------------------------------
```

187. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 16:51:36 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <978628024-480040AEicMi@xs4all.nl>
Source record: 52270

Hi,

>Oh, I have Diamond Edge Version 1.10
Me too...Does anyone know more about this Diamond Edge version
2.04?

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

188. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 17:58:07 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <%S256.50947$_h.347472@NewsReader>
Source record: 52271

Hello.
"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:978590108-85045AEicMi@cwcom.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Tue, 2 Jan 2001 22:29:14 -0000
>
> >Can we all make a New Years' Resolution to include at least our country
> >when
> >posting sales or wants?
>
> I think you're onto a loser here Barrie!
>
Hence the 'brick wall' rider, but it would make sense.......

Barrie.

www.keychange.co.uk

189. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 18:05:34 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a54cdd23a260f0@online.be>
Source record: 52272

on Wed 03-01-2001 21:45 Edward S. Baiz Jr. wrote:

>
>>Which settings? I'm using exactly the same settings on both machine. On
>>the TT030 everything seems normal but on the Hades I don't see the time
>>attributes. I tried almost every possible set up. Geneva, plainTOS
>>with just a minimun of auto prg and acc, delete bkite.inf, etc.. Nothing
>>helped. Every other fileselector I tried, including the stone old UIS III,
>>does display the timestamps correct. Only Boxkite does not. Weird.
>>
>>Yes, I see the correct time on taskbar or clock.cpx.
>>
>>TTFN
>>Martin
>
>You know of course on the bottom of the box that appears in the BoxKite
>selector, there is a slide button which moves the information on the screen
>from left to right. I really do not see the time until I use this slide
>button.

Yes ofcourse I do know that. I don't need to scroll at all as Boxkite
fills almost 1/3 of my 17" screen when called. That's why I saw directly
there was someting wrong.

Boxkite is behaving very weird and I think it has something to do with
dataform.cpx. See my parallel posting.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

190. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 18:16:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978715558-511501AEicMi@madasafish.com>
Source record: 52207

Hi Dezza

>>>Are you intending to have a disco at the next club meeting? :-)

>>If you recall there's usually an event going on for rancid old gits in
>>the room next door, complete with a resusitation team and Francis
>>Chapel on hand just in case.

>It's high time that that dancing class was livened up! ;-)

How about spiking their drinks with some 'E'.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

191. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 18:24:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a54cdd23a260f1@online.be>
Source record: 52273

on Wed 03-01-2001 18:23 Lonny Pursell wrote:

>On Wed, 3 Jan 2001, Martin "Nightowl" Byttebier wrote:
>
>> He, I just managed to get Boxkite working. If I let Thing (autostart)
>> start Boxkite it will display the right timestamps.
>> Also I found that if one use Cops instead of Zcontrol or Xcontrol Boxkite
>> will work correct even from autofolder.
>> Can it be that it has something to do with time cookie?
>
>I don't have cops or zcontrol installed to do tests with.
>That is interesting though. I suppose it could be related
>to the time cookie, if Cops is fiddling with it, or the other
>ones were.

I spoke too quick yesterday. This afternoon when I switched on the Hades
everything was normal. Boxkite was displaying things nice but as Boxkite
start from Thing is not really a good solution, with MP enabled for
instance it took down taskbar and finaly the AES, I fiddled around with
the starting order and newer cpx's. At first everything was normal until
I used the dateform.cpx coming from the 2.15 package with my MP setup.
With this setup the timestamps were gone again. It took me some hours
before I finaly managed the get Boxkite working again.
I found that the dateform.cpx was set to display the timestamps as
month/day/year. After I have set it back to the display I'm used to use,
day/mont/year Boxkite suddenly displayed the date correct.
Indeed, on the TT030 the dateform I'm using is also day/month/year.
So lets hope this was the culprit afterall. I don't like Boxkite as much
as Freedom but at least it works with MP enabled.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

192. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 18:27:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978715570-513666AEicMi@madasafish.com>
Source record: 52209

Hi Dezza

>>Verfalldatum abgelaufen! Diese version bitte loschen und eine neue
>besorgen.

>This isn't going to cheer you up much, but my copy is still working just
>fine!

Eeeek!!
As is Pete's, bummer.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

193. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 18:32:34 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a54cdd23a260f2@online.be>
Source record: 52274

on Thu 04-01-2001 16:42 Jerry Martin wrote:

>On 4 Jan 2001 07:55:16 G, John Garone wrote:
>> On 4 Jan 2001 04:37:22 G, atarigalen@my-deja.com wrote:
>> >I find myself wondering how the English speaking 2.8 users obtained
>> >their copy. So, how did you?
>
>ASH supply the German version of 2.8. You use the english resource file from
>2.7 as there were no changes to the interface
>
>> >What exactly was improved in 2.8 over 2.7 again? I'm afraid I've
>> >forgotten.
>
>Mostly bugfixes, but here are the new things from 2.7c (which was the last
>English Version)(not much!LOL)
>- The module for loading JPEGs has been replaced with JPEG_PNG.OVL which will
>load PNG-graphics in CAB.
>- The c't CD ROM from Heise-Verlags (only of interest to German users) had a
>change in the format of theindex file, so CAB has been modified to work with
>newer CDs .

There is also fixes for MiNT users. Cab 2.80 works very good now with
freeMiNT 1.15., at least on my Hades.
The new jpeg module can handle progressive jpg much better. Such jpg are
loaded much faster but it seems this is only the case with MiNT-users.
Some Magic users has reported that they didn't notice a speed different
between 2.70 and 2.80.

Some figures done on a Hades running freeMiNT 1.15.10b/N_AES 2.0.0, 256
colormode
Test: reading offline a test page containing 13 midsized prog. jpg's
(35-65 kb) and two small gif's.

1) Cab 2.70e: load time: 1'46"31
2) Cab 2.80: 0'49"75
3) Wensuite 3.30c: 0'17"82
4) Adamas 1.72 pl3: 1'24"86

Note on Adamas. None of the 13 jpg's were displayed correct. In fact one
could barely see what the picture was.

As you see there is a big different between 2.70 and 2.80 but be aware
that this applies to progressive jpg's. If the page contains only normal
jpg's and/or gif's one will not notice a speed difference. And as said
already it seems that Magic users doesn't see any difference. Why I don't
know. Maybe a bug inside MagiC?

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

194. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 18:34:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978715562-512282AEicMi@madasafish.com>
Source record: 52208

Hi guys

>>Xlator, Pete, i'm sure youre reading this, what does it mean, i think
>>its saying this version is too old, get another version. Easier said
>>than done i would have thought!.

>Your translation is corect. More literally it says:
>'Expiry date passed! Please delete this version and obtain a new one.'

>Is yours a registered version? Of 0.95? Mine is still working fine
>(touch wood by the mile!).

I'm using 0.97g, wonder if i should attempt to re-install the keys.

<......>

Nope, dont work.
0.95 is still perfect though. I'l go back to this i think.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

195. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:08:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a54cdd23a260f3@online.be>
Source record: 52275

on Wed 03-01-2001 14:22 Derryck Croker wrote:

>From: Peter_Schneider@su2.maus.de (Peter Schneider)
>Date: Mon, 1 Jan 2001 21:48:00 +0100
>
>>what about 'Zeigsmir' (show it to me)? Shareware.
>That program's called "Look'n'See" in the English version, and very
>useful it is too :-)

Useful it is but currently there is a small problem with it. It seems
the program is expired and so whenever one start it one get a message
saying that the version one use is too old and need to be replaced.

The latest version I've 0.97b can handle long file names with ease. Even
names like this 'a picture of me.jpg' is supported.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

196. Re: FALCON PROGRAMS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:11:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978715574-514577AEicMi@madasafish.com>
Source record: 52210

Hi Artur

>Can please somebody tell me where can I buy "cheap" english version of
>NVDI 6, MAGIC 6, JINNEE, CAB 2.8 ? I am a poor student and don't have
>much cash.

You'l have to pay the same price as the rest of us or go without, like
the rest of us. You should try being a working single parent, you'l know
what skint is then!!.

How do you afford your fees if your poor.

Besides, being a student you'l have access to a stonking great network,
try typing "Atari" into a search engine and get ready to spend hours
trawling.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

197. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:11:42 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a54cdd23a260f4@online.be>
Source record: 52276

on Wed 03-01-2001 22:26 xlator@cix.compulink.co.uk wrote:

>In message <200101012148.a53779@su2.maus.de>, Peter_Schneider@su2.maus.de said:
>
>>what about 'Zeigsmir' (show it to me)? Shareware.
>
>Called Look'n See in English and it will show most graphics files with
>the appropriate modules, as well as ASCII and binary files. I have it as
>my default viewer for all files, though for JPEG and TIF I use the Apex
>viewers as they automatically switch to hi-colour even if you are
>working in mono or 16-colour rez. L'n S dithers to the current screen
>depth, like most other viewers (Imagecopy etc) do, but you are offered
>a wide varety of algorithms which it is worth while experimenting with.
>Of course, the dithering takes time...

Another useful thing is that I can convert ASCII-txt to ps. It's also
very useful to strip out html tags from webpages. Furthermore it
convert Un*x man pages to ASCII., etc...
It's the most versatile tool for our platform I know.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

198. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:13:36 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a54cdd23a260f5@online.be>
Source record: 52277

on Wed 03-01-2001 14:25 Derryck Croker wrote:

>From: Steve Sweet <steve_sweet@madasafish.com>
>Date: Mon, 01 Jan 2001 23:00:50 -0000
>
>>It seems that Y2K001 is gonna bite some somftware that the Millenium bug
>>didnt. My version of Look 'n See now complains
>>
>>Verfalldatum abgelaufen!
>>Diese version bitte loschen und eine neue besorgen.
>
>This isn't going to cheer you up much, but my copy is still working just
>fine!

Yes I know but we're talking about version 0.97 which is a beta version
and isn't available for the public. The betaversion is expired.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

199. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:38:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101042038.a57002@su2.maus.de>
Source record: 52394

Hi Raoul,

RT>Do you have a translation in English for Boxkite 2.15? I use a
RT>registered 2.13 version and want to upgrade if that is of any use.
I understand German, but I did not read the manual. I just updated
from 2.13 to 2.15, and that was it.

Please don't ask _me_ for the differences! :-)

Und TTschï¿½
ps

200. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:41:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101042041.a57003@su2.maus.de>
Source record: 52393

Hi,

X>'Expiry date passed! Please delete this version and obtain a new one.'
don't be concerned for the moment. I indeed mailed to the author and I'm looking forward to his response.

Und TTschï¿½
ps
ZeigsMir 0.97g

201. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:45:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101042045.a57004@su2.maus.de>
Source record: 52395

Hi Derryck,

DC>That program's called "Look'n'See" in the English version,
thank you, I didn't know that!

DC>and very useful it is too :-)
Of course, it's my favourite viewer.

Und TTschï¿½
ps

By the way: No news because of OPTIMIZER. I just deleted two characters in the program file (German only), but Hans-Peter says that's no reason for a 3.0. Maybe in the future...

202. stdisk for atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:47:06 UTC
From: Freek Munniksma <freek@munniksma.myweb.nl>
Message-ID: <932ked$d54$1@azure.nl.gxn.net>
Source record: 52280

Hi all,

is there an Atari version out there of stdisk, which is a program that reads Pacifist .st disk files and converts them into "real" Atari ST disks. It may sound silly, but my PC keeps having problems with this. I m sure my old Falcon could do better!

Greetings,
--
Freek Munniksma
Atari Falcon 14 Mb-FPU-2Gb HD SCSI
SP/DIF-Analog 8-Sony DAT
/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
fmunniksma@hetnet.nl
http://www.geocities.com/munkie_nl/
/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
(Oh yeah,and a PC...:)

203. Re: STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:54:39 UTC
From: bindon@madasafish.com
Message-ID: <t59l7vapvc69f0@corp.supernews.com>
Source record: 52278

On 3 Jan 2001 21:56:16 +, Steve wrote:
>dolan morrison <dolan.morrison@ntlworld.com> wrote:
>
>> Is it possible to connect a VGA or SVGA monitor to the Atari STE.
>> I belweve there is a cable available for this.Any help.
>
>I maybe wrong here, but don't TUS sell such an adaptor? I used to use a
>greyscale vga on my original STe years ago - it only worked in highres
>mode, not because it was mono but something to do with the different
>frequencies that low/med res outputs. So you'll still need a TV/rgb
>monitor for these two resolutions.
>Steve

They did, but I fear they're now no longer.

204. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 19:54:42 UTC
From: bindon@madasafish.com
Message-ID: <t59l82iof83bf2@corp.supernews.com>
Source record: 52279

On 3 Jan 2001 15:06:02 G, Derryck Croker wrote:
>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Tue, 02 Jan 2001 19:15:50 +0100 (MET)
>
>>Indeed what we, Atarians most needs is an up-to-date browser, capable
>>to use java-script, CSS, etc..
>
>It's a shame that the Firewire project seems to have ground to a halt, at
>the very least it would have offered more speed than CAB even if it didn't
>support those protocols.
>
>>The only reason why I would migrate to another platform is the browser.
>
>That's the power of Microsoft for you I'm afraid :-(

I nkow this has been said before, but what about Opera? It supports
all the latest protocols and there are already versions for various
platforms. Maybe if Milan or Medusa could get a deal going some
hardcore programming could convert it. I suppose that's a stupid
suggestion.

205. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 20:23:25 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a54db12255e685@tripnet.se>
Source record: 52281

On Thu 04-01-2001 03:55 (GMT) Renï¿½ wrote:

>>I posted a few articles here on the subject right before christmas.
>>Search on Deja News! I am now halfway through a rather long text on how
>>to configure a setup like this. Like I wrote earlier I will put it all
>>up on my local webserver at http://atari.mine.nu/ but for now you will
>>only find a copy of my other homepage there for test purposes. And, some
>>files are missing too.
>
>Have you any idea when you'll get this stuff up? Will you notify this group
>(or me...)? I am curious.

Well, some 8 kB text is ready but I had hoped to present it in a somewhat
flashier way than just preformatted text. This site deserves to look good
as I believe I am alone running a 24 hour webserver on an Atari running
TOS without Mint, Magic, etc.

Ayone else with a similar setup online?

>
>>Unfortunately I tend to spend a lot of time at work so my free time is
>>mostly spent in bed...
>
>Highly recognized here. I have more than 1 job (being a projectmanager and
>a radio-DJ concurrently ;-)....tiresome at least...

Work starts 05.45 AM tomorrow and I have not done anything except
checking mail/news since I came home today. But the weekend is free so
possibly I will finnish the project then... Stay tuned! :-)

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

206. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 20:43:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <932n98$47i$1@plutonium.compulink.co.uk>
Source record: 52282

In message <3a52aa54$0$36814$272ea4a1@news.execpc.com>, kjcat@execpc.com said:

>But when I boot Diamond Edge, it will not recognize the drives.
>(Invalid boot sector)
>
>Then I repartitioned 200 600 600 600 - CDEF respectively
>Diamond Edge recognized C but not D E or F.
>
>Does anyone know the maximum limit that Diamond Edge will accept?

I don't think it takes anything over 64 MB IIRC. The 'Totals' stats overflow and also muck up the reporting of ussed sectors etc, so it's definitely not safe to optimise with it.

>I would like to optimize partitions. But this posses a problem
>if I would like to work on say a 1 gigabyte partition.
>
>How would you optizmize?

Two ways: Use HP Optimizer which works with LFNs (DE doesn't!) and though I don't know its ,imits, I think it will take up to a GB (or perhaps use ZORG - haven't tried that with large partitions).

The other, if you have enough spare space on your disk, is to simply copy one partition to a folder on another, zero the 1st partition and then copy everything back. With a fast copier like Kobold it's very quick (though note that LFNs are only possible with Kobold 3.5 and up, and slow copying down very considerably). Then do the same for the next partition.

This has the advantage over plain optimizing that you won't lose files even if the computer loses power or locks up for some reason - just reboot anad restart the copying. With optimizing, hunks of data are held in memory and will be lost if there is a problems with the machine or power supply.

I usually do a check with rthe Treecheck option in Egale to make sure that the copied folder is identical to the original partition, and do it once more after copying back. There is a similar Tree_chk.prg with Kobold, but that only reports missing files one way round - in other words if not all the files in the source path have been copied, Kobold won't warn you of that (or is it the other way round and it won't report if there are more files in the destination than source? - can't recall).

207. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 21:07:05 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <932olp$7mn$1@draco.stochastik.rwth-aachen.de>
Source record: 52283

In article <930ps0$bi4$1@nnrp1.deja.com>, <atarigalen@my-deja.com> wrote:

>reboot, or can it be done on the fly? Heck, I just today read that the
>TOS can be configured for English! (Can an American keyboard be used?).

Correct me if I am wrong, but IIRC that was only supported starting with TOS
4.0, ie. the Hades' TOS 3.06 should be single-language, so you would need a
hades-patched US TOS 3.06.

TOS 4.* definitely supports US keyboards.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

208. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 21:44:15 UTC
From: ebaiz@skyenet.net
Message-ID: <P8656.85$Mw6.975@newsfeed.slurp.net>
Source record: 52284

On 4 Jan 2001 01:02:20 +, Dan wrote:

>Hello,
>Here are the details of the interview in STC with F.Aschwanden of
>Medusa Systems.
>
>Indeed, 200 definite preorders required & support from
>programmers.
>Project name : Pegasus
>Speed : 3x Hades 060
>AGP 2.0
>PCI 2.0
>USB 2.0

What does AGP stand for???

>First TOS 3.06 later Magic and Linux
>Standard Atari Midi Ports
>RAGE-PRO-PCI (driver already available, other cards possible)
>No sound card. Possible though with existing sound
>cards/Adaptors
>Price approx between DM 1500 and DM 2000 incl. keyboard, mouse,
>grafics and RAM
>Completely programmable
>Can be finished in April 2001

It looks good to me also and the price is right, but I would still want
more on the machine like a DVD player, sound card etc. I wonder how much
ram this machine will take and just what is the CPU speed?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

209. Re: stdisk for atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 21:48:06 UTC
From: ebaiz@skyenet.net
Message-ID: <qc656.88$Mw6.125@newsfeed.slurp.net>
Source record: 52285

On 4 Jan 2001 20:47:06 +, "Freek Munniksma" wrote:
>Hi all,
>
>is there an Atari version out there of stdisk, which is a program that reads
>Pacifist .st disk files and converts them into "real" Atari ST disks. It may
>sound silly, but my PC keeps having problems with this. I m sure my old
>Falcon could do better!

I do not think there is one, but here is what you can do. Install PC Speed
or SoftPC on your Falcon. SoftPC you can get on the WWW. It is a nice 286
emulator for the Falcon/TT. Then just run the program that converts the
Pacifist file to a MSA file. Then, on your Falcon in the Atari mode, run
one of the available program to convert the MSA file to ST disks. I have
done this on my Hades and it works great.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

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Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,

```
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
------------------------------------------------------
```

210. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 21:49:24 UTC
From: atarigalen@my-deja.com
Message-ID: <932r50$2gb$1@nnrp1.deja.com>
Source record: 52286

In article <E%V46.38711$F_3.1650468@newsread2.prod.itd.earthlink.net>,
swampfox1@earthlink.net (John Garone) wrote:
> Hi Galen,
> I got CAB 2.8 directly from Oliver at ASH. I tried in the US first
> but no good! There is an English RSC from ASH also.
> John G.
>
Thanks for replying, John. How did you place and pay for the order
with ASH?

Galen

Sent via Deja.com
http://www.deja.com/

211. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 21:53:40 UTC
From: atarigalen@my-deja.com
Message-ID: <932rd0$2m1$1@nnrp1.deja.com>
Source record: 52287

In article <3A549F32.F4B5C23D@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
> Hi Galen,
>
> thanks for the info. I'll look into it.

The point I want to make is that stock PCL3 codes should work
(obviously they don't, but they should). Do you have an older HP
printer to play with?

Galen

P.S.: I get a wonderful 600 dpi black on my 610CL by telling my older
programs that they are talking to a HP Laserjet. You might try that.

Sent via Deja.com
http://www.deja.com/

212. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 21:59:48 UTC
From: atarigalen@my-deja.com
Message-ID: <932rod$33u$1@nnrp1.deja.com>
Source record: 52288

In article <Ix%46.45063$xW4.359225@news-server.bigpond.net.au>,
"The Original David" <drishani@bigpond.net.au> wrote:
> > ----------
> > HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > ----------
> >
> >
> ^^^^^^^^
> whos system is that ???
> ITs GREAT!! give me one too :)
>
You could order one today, if you wanted, but I suspect the lot would
be well over $5000US.

I drool everytime I see this sig too :-).

Galen

Sent via Deja.com
http://www.deja.com/

213. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 22:23:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <932t4n$70r$1@plutonium.compulink.co.uk>
Source record: 52289

In message <3a53aaa0_2@huge.aa.net>, claytone@aa.net said:

>I forgot to add.... optimizing partitions works fine for me using
>Diamond Edge Version 2.04 Release Date: September 28, 1995. I
>am able to optimize an 833-meg partition. Not sure if I've tried
>anything bigger.

Does it show the correct sizes in the summary dialog? My v 2.12 dated 14 April 1997 didn't (not sure if date isn't when the archive was made or extracted); I also have one labelled V3.00, but this has the same dates and lengths for all the files, so may be bogus.

214. Re: STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 22:47:13 UTC
From: Dave Escott <dave@theupgradeshop.clara.net>
Message-ID: <l_656.10702$l5.209215@stones>
Source record: 52290

Incorrect.

Im still here. Just trading under a different name these days.

Dave.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t59l7vapvc69f0@corp.supernews.com...
> On 3 Jan 2001 21:56:16 +, Steve wrote:
> >dolan morrison <dolan.morrison@ntlworld.com> wrote:
> >
> >> Is it possible to connect a VGA or SVGA monitor to the Atari STE.
> >> I belweve there is a cable available for this.Any help.
> >
> >I maybe wrong here, but don't TUS sell such an adaptor? I used to use a
> >greyscale vga on my original STe years ago - it only worked in highres
> >mode, not because it was mono but something to do with the different
> >frequencies that low/med res outputs. So you'll still need a TV/rgb
> >monitor for these two resolutions.
> >Steve
>
> They did, but I fear they're now no longer.

215. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 22:49:14 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101042246170.127-100000@TT030>
Source record: 52357

On Thu, 4 Jan 2001, Odd Skancke wrote:

> Only one big problem .. what CPU is Fredi gonna use in this machine? An
> "old" ColdFire solution is gonna make me NOT buy such a machine, because
> it lacks both FPU and PMMU. And without at least a PMMU, it is not, in my
> opinion, an option as a processor in a desktop system. This is because I'm
> using a MiNT-setup and have discovered the usefulness of Memory
> Protection, and I'm not going to stop using MiNT!

This is also my concern. Pity the website, or articles do not
give clear indication about the exact CPU arrangement. It happens
to effect how one might react, or at least it does me.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

216. First Wird Plus

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 22:59:25 UTC
From: Bodo Krause-Traudes <Bodo.KT@T-Online.de>
Message-ID: <3A55004D.1C60C538@T-Online.de>
Source record: 52291
Body handling: Binary attachment payload not displayed: Bodo.KT.vcf

Hy Atari Fan's,

Can anyone help to convert "Fisrt Word Plus" documents to "MS-Word" ?
Would be nice if one knows.

Thanks thousand times

Bodo Krause-Traudes
Bodo.KT@T-Online.de

[One or more binary attachments are retained only in the source text.]

217. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 22:59:46 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101042257180.127-100000@TT030>
Source record: 52358

On 4 Jan 2001, Michael Schwingen wrote:

> In article <930ps0$bi4$1@nnrp1.deja.com>, <atarigalen@my-deja.com> wrote:
>
> >reboot, or can it be done on the fly? Heck, I just today read that the
> >TOS can be configured for English! (Can an American keyboard be used?).
>
> Correct me if I am wrong, but IIRC that was only supported starting with TOS
> 4.0, ie. the Hades' TOS 3.06 should be single-language, so you would need a
> hades-patched US TOS 3.06.

I expected to get a german TOS in my hades, however it seems to
be a UK version of 3.06. Must say I was happy about that.
The keyboard I bought here in the US, needed only about 5
keys remapped.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

218. Re: IRC (was Re: XTOS Poll)

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 23:03:44 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101042302300.127-100000@TT030>
Source record: 52359

On Wed, 3 Jan 2001, Derryck Croker wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Tue, 2 Jan 2001 17:14:44 +0000
>
> >> It's been a long day... time to go and see if my bed is still there.
> > >
> > >I was just joking about your sig. Actually, I do alot of
> > >gfx coding in such when I'm not tinkering on aIRC. Some of my
> >
> > IRC seems just as inaccessible as when the authentication problem was
> > raised a couple of weeks ago. Anyone any thoughts?
> >
> > BTW Lonny, the latest version of AtarIRC that will run on my Falcon is
> > 0.77, the later ones all crash during initialisation.

I'll make you a deal, get a Hades or a Milan and I'll fix it. lol

---
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

219. Re: stdisk for atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 23:05:32 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <0l756.4219$s4.2977@news.indigo.ie>
Source record: 52292

Hi Ed and Freek,

The program you need is JAY MSA from Jay Software:

The link is
http://jaysoft.atari.org

This will read MSA and ST files, and let you work with them as normal archives:
i.e. extract only one file if that's all you want to do! Brilliant prog. (Mind
you die hard falcon user here so never had to use it! LOL!)

And BTW: what's the link for Soft PC for the falcon?! =)

Cheers,

Jerry

Jerry Martin--
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
---

220. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 23:11:38 UTC
From: rking@zetnet.co.uk
Message-ID: <3a55032a$0$179@news.zetnet.co.uk>
Source record: 52293

On 4 Jan 2001 21:53:40 G, atarigalen@my-deja.com wrote:
>In article <3A549F32.F4B5C23D@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
>> Hi Galen,
>>
>> thanks for the info. I'll look into it.
>
>The point I want to make is that stock PCL3 codes should work
>(obviously they don't, but they should). Do you have an older HP
>printer to play with?
>
>Galen
>
>P.S.: I get a wonderful 600 dpi black on my 610CL by telling my older
>programs that they are talking to a HP Laserjet. You might try that.
>
>
>Sent via Deja.com
>http://www.deja.com/
>.

Hi Galen,

I have a HP510 which is now failing to pick up the paper unless I can flick the sheet at exactly the correct moment. I think the rollers need roughening, but the contraption to do that has gone astray. I have tried every driver for a HP whatsit in DALayout's armoury but to no avail and yes I have tried the Laserjet drivers, no go. I am learning Calamus SL instead, though at my age, that's not dandruff its braincells!! that's a bit hard going. I am being helped by an expert camel keeper.

Bob.

221. Re: First Wird Plus

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 23:17:31 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <fw756.4223$s4.2848@news.indigo.ie>
Source record: 52294

On 4 Jan 2001 23:59:25 +, Bodo Krause-Traudes wrote:
> Can anyone help to convert "Fisrt Word Plus" documents to "MS-Word" ?

Hi there,

I'm sure there are other options, but one option is to use the shareware word processor MARCEL. (I don't have a link, but I have a copy of the archive which I can email you if you wish)

It can import First Word Plus documents
Then you can save/export as RTF which will easily import into MS-Word.

Cheers,

Jerry

Jerry Martin----------
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
---

222. New version of NatFrame, its designer, and a new theme!

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 23:19:23 UTC
From: Torbj|rn Gild} <d98gilda@dtek.chalmers.se>
Message-ID: <Pine.GSO.4.10.10101050012340.1888-100000@licia.dtek.chalmers.se>
Source record: 52295

Hi!

Just wanted to say that Nature have released a new version of the window replacement for Magic 6.x, NatFrame. The new version is v1.0b, and is available at our site nature.atari.org. There you will also find a designer program, so you can compose your own themes, which has been requested by many. Finally there's also a new theme for you to enjoy.

Note that NatFrame also works on MagicPC, and should work on MagicMac, though it hasn't been verified.

Regards
Henrik (Hencox) and Torbjï¿½rn (InSTream) /Nature

223. Re: XMEN_MGR - What's it for?

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 23:33:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <93318f$8l3$1@plutonium.compulink.co.uk>
Source record: 52346

In message <930mdj$9pg$3@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>XMEN_MGR extends the system to support the sub-menus used by StartMeUp
>and various HiSoft utilities.
>
>Add it to the location specified by #_APP in Magx.inf - that is,
>Magic's autostart folder, which is usually C:\AUTO\APPS or
>C:\GEMSYS\MAGIC\START
>
>It installs the functions menu_popup() menu_attach() menu_istart() and
>menu_settings().
>
>appl_getinfo() returns a "1" for the corresponding sub-functions when
>XMEN_MGR is installed.

This is no longer supplied with MagiC 6 (tho' it was with 5) - have the
functions been built in?

Regards, /Peter/

224. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 23:33:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <93318h$8l7$1@plutonium.compulink.co.uk>
Source record: 52347

In message <3a53e269$1_2@athena.netset.com>, baldrick@dilbert.netset.com said:

> I'm not certain exactly what character you mean though. I only
>have my Atari system list handy. So do you maen the Check symbol? The
>thing that looks kind of like the Amiga logo?

Not the check symbol. In fact I should have said ASCII-6! It appears as
a (doubt it will pass through the mail system properly, so it's a
large open square with a smaller one top left overlaying it) with the
Monaco Mono font. With the Atari system font it's a black rectangle with
a diagonal line across the bottom right corner.

I find it in the CAB cache listing sometimes. Clicked on it displays as
a normal html file.

Regards, /Peter/

225. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-04 23:33:38 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <93318i$8l8$1@plutonium.compulink.co.uk>
Source record: 52348

In message <3a54cdd23a260f5@online.be>, tos4ever@online.be said:

>>>It seems that Y2K001 is gonna bite some somftware that the Millenium bug
>>>didnt. My version of Look 'n See now complains
>>>
>>>Verfalldatum abgelaufen!
>>>Diese version bitte loschen und eine neue besorgen.
>>
>>This isn't going to cheer you up much, but my copy is still working just
>>fine!
>
>
>Yes I know but we're talking about version 0.97 which is a beta version
>and isn't available for the public. The betaversion is expired.

You are right! But it loads and works nevertheless - both the original German and the (mostly) English one that I am working on with a Hex editor. More serious is the fact that the 0.97beta will not accept the same registration details as my registered 0.95. The nag message appears when I run it from a TMP folder. But when I move it to the same folder as my 0.95, the nag messages disappear (though the about dialog still shows unregistrierte Version - haven't got round to translating that bit yet:-(

Incidentally I found that I had to leave at least one of the strings (I *think* it was ZEIGSMIR but am not sure) in one place in German, as otherwise at least one of the modules wouldn't work properly; haven't tried them all yet...

Regards, /Peter/

226. Resource Manager 2.11e registration?

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 01:01:26 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@webone.com.au>
Message-ID: <3a551e22@iridium.webone.com.au>
Source record: 52350

Howdy,

I am wondering if anybody knows about the RSC editor called Resource Manager... I downloaded a version which was shareware but crippled in that any changes made to icons can't be saved. The version is RSM211e... anybody know if the shareware registration details are still correct? I sent an email to the UK Interactive site but have not yet received a reply (maybe a little impatient, I'll admit), ----just need to get the key and edit my icons! Thanks for any info.

All the best,

MSM

227. asf ?

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 01:05:54 UTC
From: wongck@letterbox.com
Message-ID: <9336ks$48h$1@mailint03.im.hou.compaq.com>
Source record: 52349

Hi,
Can anyone tell me how to play asf files on the falcon?
Ta

228. Re: Resource Manager *TYPO!*>>ResourceMaster 2.11e

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 01:09:15 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@webone.com.au>
Message-ID: <3A551EBB.A9127800@webone.com.au>
Source record: 52351

That should read "ResourceMaster 2.11e, not Resource Manager, sorry.

Matthew and Caroline Simpson-Morgan wrote:

> Howdy,
>
> I am wondering if anybody knows about the RSC editor called Resource
> Manager... I downloaded a version which was shareware but crippled in
> that any changes made to icons can't be saved. The version is RSM211e...
> anybody know if the shareware registration details are still correct? I
> sent an email to the UK Interactive site but have not yet received a
> reply (maybe a little impatient, I'll admit), ----just need to get the
> key and edit my icons! Thanks for any info.
>
> All the best,
>
> MSM

229. Deviant Designers Doc Disks?

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 01:35:15 UTC
From: Rodney Hester <rod3@mindspring.com>
Message-ID: <9338e6$7ba$1@slb2.atl.mindspring.net>
Source record: 52352

Anyone know where these can be found?

Rodney

230. egaSTE LocalTalk port

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 01:36:48 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a558627@fmlynet.org>
Source record: 52374

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello!

I notice in some specs for the TT, MegaSTE and Falcon that they have a
'LocalTalk compatible' serial network port. Was there ever software support
for that port that would enable one to link these machines together? Was there
even AppleTalk compatible software that would let you have a mixed network of
Apple and Atari computers?

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

231. (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 02:28:00 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a559433@fmlynet.org>
Source record: 52373

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Mike!

MK> However, the printed output from Papyrus/NVDI onto my
> Laserjet 4 is still fantastic when I need it for
> commercial reproduction. I'm about to start laying out
> a new magazine and I will use the same set-up I used
> for Atari Computing magazine because the control over
> halftones is just far superior than anything I have
> used on the PC.

I imagine a TT with the 19" monochrome monitor and a laser print would make a really nice DTP station. What relevent software is available for the Atari? Obviously I'm interested in DTP packages, but I'm also wondering if things like Texinfo, TeX, troff etc were ported to Atari (I imagine some of them might run under MiNT).

MK> Forgive me if I am wrong but I have yet to come across
> any option in Window's print handling to alter the
> halftones, so pictures come out dithered instead of
> halftoned which is useless for photocopying or offset
> printing.

MS-Windows seems generally ill-suited to publishing, of course that's just my opinion. I was asked to take over production of a weekly newsletter but declined because they insist on using MS-Publisher - probably the worst attempt at a DTP program I've ever had the misfortune of doing battle with =o(

MK> WRT another thread I must reluctantly start to agree
> with the view that existing Atari hardware just ain't
> up to the job given today's requirements, especially
> online. However, if you accept the limitations, or
> just don't need an Atari to do certain things it still
> is a great machine.

Agreed. People's expectations are always a moving target, but the machines are capable of doing many of the same jobs today that they have done for years. My way of looking at it is this - If the machine is adequate for the job, don't knock it!

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

232. Re: Resource Manager *TYPO!*>>ResourceMaster 2.11e

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 02:42:46 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <933cb5hgo1@nnrp1.deja.com>
Source record: 52353

In article <3A551EBB.A9127800@webone.com.au>,
Matthew and Caroline Simpson-Morgan <mcsm@webone.com.au> wrote:

> > that any changes made to icons can't be saved. The version is
RSM211e...
> > anybody know if the shareware registration details are still
correct? I
> > sent an email to the UK Interactive site but have not yet received a
> > reply (maybe a little impatient, I'll admit), ----just need to get
the
> > key and edit my icons! Thanks for any info.

Unfortunately Interactive is no longer maintained, they shut down about a year ago IIRC. ResourceMaster has since became commercial software, sold by ASH. Fastest way to get to know about 2.11 is to mail the author himself I guess.

If you are after the icon editing capabilities, you might want to check out Interface, another resource editor. The user interface of the latter is perhaps not as user friendly as ResourceMasters, but it is known to be a really solid running application. This program just recently was changed from commercial application to freeware. Download it at this site: http://www.hadley.de/hauptseite.htm

The icon editor in Interface is definately worth a closer look before you run and buy RSM.

Hope this helps,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com
http://www.deja.com/

233. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 03:10:23 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A553B1F.C000AE20@jps.net>
Source record: 52354

Dennis Vermeire wrote:
>
> What you're proposing is to drop compatibility in favour of raw power. I can
> see your point, but considering that a clone with a real 68060 will run even
> faster then the 603/200 while retaining software compatibility, I think it's
> better and cheaper to opt for a Milan or Hades instead of adding a card into
> an old computer that by today standards had has its best times anyway...
>
My reason for sticking with a Falcon accelerator is that the Milan or
Hades are TT clones rather than Falcon clones. Maybe with a Desse card
it would help, but there's nothing like having a real Falcon for that
software that doesn't like clones.

John

234. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 03:16:56 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A553CA8.206C3781@jps.net>
Source record: 52355

Johan Klockars wrote:
>
> If you click on the appropriate link on Cortex's Tempest page, you'll
> get to Motorola's page on the MPC8240. Among lots of other interesting
> information, that page says that the chip is capable of 375 MIPS
> (Dhrystone 2.1) at 266 MHz. Let's say around 280 MIPS at 200 MHz.
> (http://www.mot.com/SPS/PowerPC/products/semiconductor/cpu/8240.html)
>
> Now, step over to the 68000 page and you'll see that Motorola only
> claims 110 MIPS for that (presumably also Dhrystone 2.1). They don't
> say if that is for the 50, 60, or 75 MHz version, but it would be rather
> unusual to specify such numbers for other than the top performer.
> (http://e-www.motorola.com/webapp/sps/prod_cat/sel_guide.jsp?catId=M934310184622)
>
> So, rather than 'not even come close', it looks like the Tempest PPC
> will be more than twice as fast!
>
But isn't the PPC a RISC and the 060 a CISC? So aren't 200 MIPS of
simple instructions less powerful than 110 MIPS of complex instructions?

235. Re: USA Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 03:28:05 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A553F45.3B9DB09F@jps.net>
Source record: 52356

Yes, these are definitely preferable as ATY ripped me off nearly $300.

"Edward S. Baiz Jr." wrote:
>
> On 24 Dec 2000 14:59:37 , Phantomm wrote:
> >Anyone in North America know if Systems For Tomorrow and ChroMagic are still
> >in the Atari business?
>
> As far as I know they are, but they also do other platforms.
>
> >I think that B@C and Best are.
>
> Yes, there are as I ordered something from them not too long ago.
>
> >Is there any other Atari hardware/software dealers in the USA?
>
> Yes, try these sites:
>
> http://www.vme.net/dvm/aty/
> http://www.myatari.com/
> http://www.teleport.com/~bensmith/bscomputers.shtml
> http://www.best-electronics-ca.com/
> http://chromagic.digistar.com/
> http://www.SystemsForTomorrow.com/
> http://www.iarelative.com/
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

236. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 05:34:41 UTC
From: 'Oli <reiknir@my-deja.com>
Message-ID: <933mdipgd1@nnrp1.deja.com>
Source record: 52360

In article <3A3EC034.9EB64F35@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> Bengy wrote:
> >
> > The official English Poll, which will determine the fate of the
"XTOS"
> > Project by Medusa Computer Systems/switzerlandhe is now online at
> >
> > http://magicos.de/survey.html
> >
> > The Developers are coming along nicely, so the only main hurdle to
get over
> > is the 500 willing buyers.
>
> If 500 buyers is the only hurdle to get over then why aren't many
specs
> available. The survey is not entirely necessary also, because if
Medusa
> have any 'smarts' about them they will use current industry
standards
> etc...to keep the burgeoning cost down...and not worry about what we
the
> potential buyers (rightly or wrongly) think should be used in the
new
> machine...its common sense you see...
>
> Also, what IS the likely cost of the XTOS machine going to be?
>
> Without knowing WHAT I'm saying yes to buying, and not knowing
> HOW MUCH I'm going to pay for WHAT, I'm not going to say 'yes'.
>
> I think Medusa have a cheek to ask us to commit to something we
> know freakin' nothing about...

Do not be so agitated, the spec's are partially there but in german,
understandable since Atari & TOS compatiables where much more popular
in that part of the world than in the english speaking part, Medusa is
also a Swiss company, hailing from the German speking part of it nb.

The specs are loosly :
ATX motherboard with an 180MHz MCF5407 Motorola coldfire chip
delivering about 290 MiPS (versus 0,8 MiPS with the original ST,
making this unit no less than 363 times faster than an ST)

1 Mb (or 2?) Flash EEPROM for TOS & emulation code (User upgradable via software). PCI Bus, PS/2 or USB keyboard & mouse interface, SuperIo controller (floppy, LPT, 2 x serial), EIDE interface.

From what I understand only the Processor, superIo chip and Speed have been fixed, as it's under development, and one of the objectives of the survey is to find out what specs pepole want to see. Firewire (1394) chips are are for instace easily interfaced to the core and probably would simplyfy the desing a lot but if the puters want IDE that is what they will get. etc

For my part I will buy one if I can buy it as MB only (tried that with the Milan but they would not sell it to me) this means I can use discarded hardware with it, a 10 gigabyte disk is too small form my OS/2 puter, but my entire collectrion of TOS progs & data is less than a gig, etc.

--
'Olafur Gunnlaugsson - oli@oli.is
http://olafur.net (English)
http://oli.is (Icelandic)

Sent via Deja.com
http://www.deja.com/

237. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 05:47:46 UTC
From: 'Oli <reiknir@my-deja.com>
Message-ID: <933n60$q7r$1@nnrp1.deja.com>
Source record: 52361

In article <RS806.1538$Le6.43641@news0.optus.net.au>,
leaver@alphalink.com.au (David Leaver) wrote:
> May I take a step backwards?
>
> When I last looked at the Motorola site, which must be over a year
ago
> now, I convinced myself that the Coldfire series were never intended
> for use in a PC at all. Rather they are meant for imbedded
> microprocessor applications where it is impossible to have a 3hp fan
> keeping the beast cool, so that they push performance only as far as
is
> compatable with heat generation. In fact I think that a year ago the
> 68060 still outperformed the hottest (or should that be coolest?) of
> the Coldfires.
>
> What's the position now?

This changed with the MCF5407 part, it delivers around 270 MipS at 163
MHz

Coldife is intended for embedded applications, but so was the 8008 and
the 6502, there was no Microcoputer market when they where designed,
the coldifire part is not as flexible as the MC68060 in terms of
interfacing possibities, but who uses these nowaday's ?
--
'Olafur Gunnlaugsson - oli@oli.is
http://olafur.net (English)
http://oli.is (Icelandic)

Sent via Deja.com
http://www.deja.com/

238. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 05:58:33 UTC
From: 'Oli <reiknir@my-deja.com>
Message-ID: <933nq7$ql8$1@nnrp1.deja.com>
Source record: 52362

In article <P8656.85$Mw6.975@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
> On 4 Jan 2001 01:02:20 +, Dan wrote:
> >USB 2.0
>
> What does AGP stand for???
Advanced Grapic Port, a variant of the PCI bus used in all current PC
& Mac computers for interfacing with the graphics gards, in practice
it's 1,5 to 3 times faster than PCI, only usable for grapic cards.

>
> >F>
> It looks good to me also and the price is right, but I would still
want
> more on the machine like a DVD player, sound card etc. I wonder how
much
> ram this machine will take and just what is the CPU speed?

180 MHz, depending on design choises, 256 to 512 Mb SDRAM

--
'Olafur Gunnlaugsson - oli@oli.is
http://olafur.net (English)
http://oli.is (Icelandic)

Sent via Deja.com
http://www.deja.com/

239. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 07:46:59 UTC
From: swampfox1@earthlink.net
Message-ID: <TZe56.11471$3t2.515497@newsread1.prod.itd.earthlink.net>
Source record: 52363

On 4 Jan 2001 21:49:24 G, atarigalen@my-deja.com wrote:
>In article <E%V46.38711$F_3.1650468@newsread2.prod.itd.earthlink.net>,
> swampfox1@earthlink.net (John Garone) wrote:
>> Hi Galen,
>> I got CAB 2.8 directly from Oliver at ASH. I tried in the US first
>> but no good! There is an English RSC from ASH also.
>> John G.
>>
>Thanks for replying, John. How did you place and pay for the order
>with ASH?
>
>Galen
>
>
>Sent via Deja.com
>http://www.deja.com/
>.
Directly through Oliver (E-mail) and cash snail mail!!! I took a chance
and all went OK!
John G.

240. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 07:57:30 UTC
From: swampfox1@earthlink.net
Message-ID: <K7f56.11538$3t2.515497@newsread1.prod.itd.earthlink.net>
Source record: 52364

On 3 Jan 2001 19:49:16 G, John Garone wrote:
>On 2 Jan 2001 06:12:16 +, Dennis Vermeire wrote:
>>From: swampfox1@earthlink.net (John Garone)
>>Date: Thu, 28 Dec 2000 16:50:13 GMT
>>
>>Hi John,
>>
>>>>Papillon does have an English RSC (separate download)!
>>>>Are GIF animations supposed to "animate" within the program?
>>>They don't in the demo.
>>Yes... go to the options menu and select "file parameters" when there's a
>>animated GIF in memory, you'll be able to "play" it...
>>When you load an animated GIF, you'll see in the toolbox just behind the
>>rubber stamp how many layers it contains, pressing the up and down arrows
>>will take you through the whole animation as well, but this option is ment
>>to edit or add/delete the layers/frames...
>>
>>For additional help/info just mail me...
>>
>>Cheers from Belgium
>>Dennis
>>--
> Thanks Dennis! I'm waiting for ASH to get back to me on a price and
>payment method (hopefully Oliver will accept a personal check and E-mail
>the program to me as he had done with CAB 2.8 (:->)~
> John G.
>.
OK! Got it to work but had trouble when selecting "File Parameters".
It turned my colors inside out and had to re-load the colors in the CPX
(not so easy when everything's blocked out!). Looks like a great program
though.
John G.

241. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 08:23:26 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A55847E.FC05C0EB@it.kth.se>
Source record: 52369

Hi John,

> But isn't the PPC a RISC and the 060 a CISC? So aren't 200 MIPS of
> simple instructions less powerful than 110 MIPS of complex instructions?

The instruction set of the PowerPC is actually rather complex so the
MIPS figures are certainly comparable.

Best regards
Sven

242. Re: STE and bogus DMA

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 09:11:10 UTC
From: Fred <developpement@vigis.com>
Message-ID: <934328$8qp36$1@ID-63701.news.dfncis.de>
Source record: 52370
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Is there any page on the web listing all available HD drivers ?
I could try them all and see if one manages to work around the problem.
The only drivers I had tried was the ICD 5.x and 6.x.

--
Frederic Claux
```

"Lyndon Amsdon" <bindon@madasafish.com> a crit dans le message news:
t4pfpkmnm1o0aa@corp.supernews.com...
> On 29 Dec 2000 11:49:08 , "Fred" wrote:
> >Hello,
> >
> >I have a (french) 520STe with the bogus DMA chipset. I'd like to know
where
> >I could find drivers to solve my problems when using a hard drive. I'm
using
> >a SCSI hard drive with a ACSI / SCSI converter.
>
> I think the only way to patch the DMA problem is to solder a newer one
> in. Anyone else? If you use IDE on a ST you can get around the DMA
> problem.

243. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 09:23:22 UTC
From: claytone@aa.net
Message-ID: <3a55928a_3@huge.aa.net>
Source record: 52371

Hi AGAIN Ken,

(I liked seeing my name up there so much, I decided to post
another one..)

Another thing I can add... I have a 2.1gig Seagate external SCSI
(ST32151N) hooked up to my Falcon. It's partitioned into 2 equal
parts, and Diamond Edge handles that fine. This is the HD I use
for audio recording, and I optimize it frequently (with DE)
during projects.

Diamond Edge vs. 2.04.... I _THINK_ I got it from Systems For
Tomorrow, but I _MAY_ have gotten it from that guy who bought out
the remainder of Toad Computers... Keith _____? I'd try SFT
first, and if I can remember the other guy, I'll get to make
ANOTHER post! ;-)

Clayton Murray
Seattle, WA USA

On 2 Jan 2001 22:28:01 -, Ken Kosut wrote:
>
>Hello,
>
>I recently installed a 2 gig IDE on a Falcon. (TOS 4.04)
>At first I partitioned using SPLIT into 4 equal parts.
>Everything works fine.
>But when I boot Diamond Edge, it will not recognize the drives.
>(Invalid boot sector)
>
>Then I repartitioned 200 600 600 600 - CDEF respectively
>Diamond Edge recognized C but not D E or F.
>
>Does anyone know the maximum limit that Diamond Edge will accept?
>
>I would like to optimize partitions. But this posses a problem
>if I would like to work on say a 1 gigabyte partition.
>
>How would you optizmize?
>
>thank you
>
>ken

244. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 09:29:12 UTC
From: claytone@aa.net
Message-ID: <3a5593e8_3@huge.aa.net>
Source record: 52372

On 4 Jan 2001 16:42:26 G, Jerry Martin wrote:
>On 4 Jan 2001 07:55:16 G, John Garone wrote:
>> On 4 Jan 2001 04:37:22 G, atarigalen@my-deja.com wrote:
>> >What exactly was improved in 2.8 over 2.7 again? I'm afraid I've
>> >forgotten.
>
>Mostly bugfixes, but here are the new things from 2.7c (which was the last
>English Version)(not much!LOL)
>- The module for loading JPEGs has been replaced with JPEG_PNG.OVL which will
>load PNG-graphics in CAB.
>- The c't CD ROM from Heise-Verlags (only of interest to German users) had a
>change in the format of theindex file, so CAB has been modified to work with
>newer CDs .

These bug fixes.... does this fix that darn "Runtime Error" that
keeps locking up CAB 2.7c? I have yet to figure out what makes it
do that. Sometimes I can browse for a LONG time before it does
that. Do you know specifically what bugs were exterminated?

Thanks,

Clayton Murray
Seattle, WA USA

245. Re: VME Ethernet Boards (2)

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 09:39:53 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978687681.19417.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 52375

This chap has a Graphics card with a network adaptor on it.

http://gem.win.co.nz/mario/hardware/

Mark

"Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote in message
news:yFk46.150089$bp4.1847641@monolith.news.easynet.net...
> Hi There,
>
> I am still after a couple of VME Ethernet cards in the UK and the usual
> susypects (Systems Solutions) don't have any.
>
> Is there anyone out there looking to clear a couple (one would do). If so
> please drop me a line.
>
> Regards
>
> Julian
>
>

246. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 10:05:02 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978689190.20112.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 52376

As soon as I get a new VGA cable I will look at my version, I only bought it
a month or so ago from HiSoft.

Mark.

<xlator@cix.compulink.co.uk> wrote in message
news:932t4n$70r$1@plutonium.compulink.co.uk...
> In message <3a53aaa0_2@huge.aa.net>, claytone@aa.net said:
>
> >I forgot to add.... optimizing partitions works fine for me using
> >Diamond Edge Version 2.04 Release Date: September 28, 1995. I
> >am able to optimize an 833-meg partition. Not sure if I've tried
> >anything bigger.
>
> Does it show the correct sizes in the summary dialog? My v 2.12 dated 14
> April 1997 didn't (not sure if date isn't when the archive was made or
> extracted); I also have one labelled V3.00, but this has the same dates
> and lengths for all the files, so may be bogus.
>
>
>

247. Re: Place2be.be

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 10:12:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978768246-83280AEicMi@cwcom.net>
Source record: 52146

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 4 Jan 2001 08:10:42 -0500

> Place2be is now hosted on a new server and there have been
>problems with getting the DNS pointing to the new resource.

Ah, thanks.

> I too was getting worried after so long a pause.

Me too, the "Advent Calendar" idea was brilliant with plenty of good
news :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

248. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 10:23:16 UTC
From: publish@welshnet.co.uk
Message-ID: <3a559f69.1346910@news.cis.dfn.de>
Source record: 52377

On Thu, 04 Jan 2001 08:56:54 GMT, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

>If it's RedHotAnt you're referring to you can still get a connection with
>STinG BTW.

Can you? :-)))

More details please!

>>Anyone tried to use Star Office on the PC to produce a simple
>>newsletter?
>
>I haven't, but in general I find the WP programs on that platform to be
>almost completely unusable TBH. Give me my Falcon every day!

I've tried loads, but even though some have nice features, and most
are better at image handling than Papyrus, they're either slow, buggy
or unable to do the tricks and tweaks Papyrus does (and I'm even
comparing them with v4 of Papyrus!).

And as for file compatibility - when you say 'save as word doc' you
sort of expect the document to appear in Word vaguely similar to what
you originally did, but that doesn't happen very often!

;-)

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

249. Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 10:27:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978768252-84248AEicMi@cwcom.net>
Source record: 52245

From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Date: Thu, 04 Jan 2001 09:39:43 GMT

>Happy new year
And to you :-)

>I 'm the only person who can say that is the last version of CENTurbo
>II pack: the last version is on centek website (centek.online.fr) but
My apologies, I did not know of the distinction.

>only the french binary is on it. I will try to correct this: i have the
>english version too.
Please do :-)

Can you tell us what upgrading to this version will offer? I'm still
using an older flash, 1.37 possibly. It might also be worthwhile if you
could write a short note reminding us how to apply the new flash, ie CT2
on or off etc.

Cheers :-)
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

250. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 10:30:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978768254-84704AEicMi@cwcom.net>
Source record: 52244

From: jlog@zetnet.co.uk (JI Logan)
Date: 04 Jan 2001 12:38:55 GMT

>I recently heard of the Xerox/Tektronic solid ink printers - some
>kind of wax which is sprayed onto the paper. Colour prints as fast
>as monochrome. Anyone know of Atari drivers for it?

Not as such, you know what I'm going to suggest next :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

251. Re: STE and bogus DMA

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 10:33:40 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978690908.20922.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 52378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This really is a hardware problem I think, I would go for an IDE interface, try;

www.keychange.co.uk

http://gem.win.co.nz/mario/hardware/

Or if you have the extra harddisk, etc then I would get another STE, I got a 1Mb English one for £30 inc P&P and I know people have picked them up for less (much less).

Mark

"Fred" <developpement@vigis.com> wrote in message news:934328$8qp36$1@ID-63701.news.dfncis.de...
> Is there any page on the web listing all available HD drivers ?
> I could try them all and see if one manages to work around the problem.
> The only drivers I had tried was the ICD 5.x and 6.x.
>
> --
> Frederic Claux
>
> "Lyndon Amsdon" <bindon@madasafish.com> a écrit dans le message news:
> t4pfpkmnm1o0aa@corp.supernews.com...
> > On 29 Dec 2000 11:49:08 , "Fred" wrote:
> > >Hello,
> > >
> > >I have a (french) 520STe with the bogus DMA chipset. I'd like to know
> where
> > >I could find drivers to solve my problems when using a hard drive. I'm
> using
> > >a SCSI hard drive with a ACSI / SCSI converter.
> >
> > I think the only way to patch the DMA problem is to solder a newer one
> > in. Anyone else? If you use IDE on a ST you can get around the DMA
> > problem.
>
>

252. Re: (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 10:36:18 UTC
From: publish@welshnet.co.uk
Message-ID: <3a55a0a3.1660926@news.cis.dfn.de>
Source record: 52379

On Thu, 05 Jan 2001 02:28:00 , "Andy Ball"
<Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:

Hi

>I imagine a TT with the 19" monochrome monitor and a laser print would make a
>really nice DTP station. What relevent software is available for the Atari?

It was an ideal combo. I've used a Falcon and 15" SVGA monitor and
Laserjet 4 for the last few years and it's been top notch.

>Obviously I'm interested in DTP packages, but I'm also wondering if things like
>Texinfo, TeX, troff etc were ported to Atari (I imagine some of them might run
>under MiNT).

I've always used Papyrus, it's not really a DTP package, although it's
not far off. TBH, apart from Timeworks and Calamus 1.09 back in my ST
days I've never really used anything else. They were good for the
time, but would struggle now. I actually purchased for 3 pounds a full
copy of Pressworks for the PC this week so that I could load my old
Timeworks DTP documents into it. It was the only way of having access
to old Atari docs in TW DTP format as I never got TW to run on my
Falcon. Sadly there's no option of saving the DTP docs out in any
other format, but at least I can make hard copy or extract text
without a problem!

Don't know about later versions of Calamus, although there are
probably many here that will tell you more.

TeX was available for the ST, I almost installed it, but never had the
time to learn it, so didn't bother in the end.

>MS-Windows seems generally ill-suited to publishing, of course that's just my
>opinion. I was asked to take over production of a weekly newsletter but
>declined because they insist on using MS-Publisher - probably the worst attempt
>at a DTP program I've ever had the misfortune of doing battle with =o(

I have to agree. I had to use MS Publisher some years ago and was
horrified - never again!

>Agreed. People's expectations are always a moving target, but the machines are
>capable of doing many of the same jobs today that they have done for years. My
>way of looking at it is this - If the machine is adequate for the job, don't
>knock it!

People still use manual typewriters and are quite happy. It's when we
all fall for the marketing hype/con trick that causes the problems!

Have fun!

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

253. Re: IRC (was Re: XTOS Poll)

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 10:53:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978768248-83752AEicMi@cwcom.net>
Source record: 52243

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Thu, 4 Jan 2001 23:03:44 +0000

>> BTW Lonny, the latest version of AtarIRC that will run on my Falcon is
>> 0.77, the later ones all crash during initialisation.
>
>I'll make you a deal, get a Hades or a Milan and I'll fix it. lol

Nice try Lonny ;-)

I'm told that setting some Environment variables is mandatory for later
versions of AtarIRC, would that be the cause of the crash? Seems a tad
violent if so?

--


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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

254. Re: Lynx II , UK

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 11:13:56 UTC
From: DoYouSee <doyousee13@yahoo.com>
Message-ID: <93dq0i$a0de7$1@ID-68676.news.dfncis.de>
Source record: 52133
Cross-posted to: alt.games.lynx,uk.games.video.misc,comp.sys.atari.st

"Kevin Davidson" <tkld@geocities.com> wrote in message
news:3j1yzirc8n.fsf@odie.quadstone.co.uk...
>
> For sale: Lynx II with carry pouch, in excellent condition.
>
> I'm afraid the games have already gone to another Lynx owner.
>
> £50 + postage. Prefer to deal with someone in the UK.
>
> --
> Kevin Davidson
I may be interested, whereabouts in the UK are you?
Any pics to prove condition? (love to trust you but..... :)

255. Re: STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 11:24:27 UTC
From: bindon@madasafish.com
Message-ID: <t5bbnb7d50k359@corp.supernews.com>
Source record: 52380

On 4 Jan 2001 22:47:13 -, "Dave Escott" wrote:
>Incorrect.
>
>Im still here. Just trading under a different name these days.

I'm very sorry, I stand corrected. What name are you under know
then?

256. Re: STE and bogus DMA

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 11:24:29 UTC
From: bindon@madasafish.com
Message-ID: <t5bbndrbk9ud5b@corp.supernews.com>
Source record: 52381

On 5 Jan 2001 10:11:10 +, "Fred" wrote:
>Is there any page on the web listing all available HD drivers ?
>I could try them all and see if one manages to work around the problem.
>The only drivers I had tried was the ICD 5.x and 6.x.

I have very little hope that changing the HD software will help, as
it's a hardware problem but here are the names.

CBHD, I think this has been converted into English (was German)

AHDI, Ataris own HD drivers

257. IDE HD Questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 12:09:02 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <yPi56.4313$s4.3039@news.indigo.ie>
Source record: 52382

Hello all,

The same source as was offering the SH CD-RW has dumped a Maxtor PC IDE Hard disk on me. I am just wondering if this can work with the Falcon?

I had a quick look inside my C-LAB Falcon MK.X and while there is plenty of space for the hard disk, ther is a rather striking difference between the sizes of the disks. (The one in the falcon is very small in comparison)

This new drive came from a desktop PC so has a slightly larger IDE connector plus it needs a power supply cable.

Does anyone know if such a drive can work with the falcon, or if it's better to consign it to the rubbish tip?

Cheers,

Jerry

Jerry Martin--
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
----

258. Re: IDE HD Questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 12:13:56 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A55BA84.228545EA@it.kth.se>
Source record: 52383

Hi Jerry,

> Does anyone know if such a drive can work with the falcon, or if it's better to
> consign it to the rubbish tip?

It will certainly work as long as you get the proper cable. You need an
IDE 2.5" to 3.5" cable. You can find these cables although your local PC
dealer won't probably have them. Most Atari and Amiga dealers have them.

You will also, of course, need power to the drive.

Regards
Sven

259. Re: STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 12:40:20 UTC
From: chrisc1966@my-deja.com
Message-ID: <934fbj$c3j$1@nnrp1.deja.com>
Source record: 52385

VGA-ST in stock 15 UKP (includes P+P etc)..email me off-line for
contact details....Thanks for the promo Chris :-))
chrisc (ASP)

In article <9309m0tlj1@nnrp1.deja.com>,
chris_thorley2603@my-deja.com wrote:
> In article <1emohvv.bid1mws9tidN%steve666@clara.co.uk>,
> steve666@clara.co.uk (Steve) wrote:
> > dolan morrison <dolan.morrison@ntlworld.com> wrote:
> >
> > > Is it possible to connect a VGA or SVGA monitor to the Atari
> STE.
>
> Yes. An adaptor is available from ASP in the U.K. It is a small
> plug,Atari monitor on one end, VGA on the other. Works very well
(tried
> it on 2 monitors). Cost is 15 U.K. pounds.
>
> Chris Thorley.
>
> Sent via Deja.com
> http://www.deja.com/
>

Sent via Deja.com
http://www.deja.com/

260. Re: STE and bogus DMA

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 12:45:06 UTC
From: Fred <developpement@vigis.com>
Message-ID: <934fjc$8qjl5$1@ID-63701.news.dfncis.de>
Source record: 52384

```
Thanks a lot for the information guys.
I'm going to try all of this.
I'll post a message to tell you if this works or not.

--
Frederic Claux
```

"Lyndon Amsdon" <bindon@madasafish.com> a crit dans le message news:
t5bbndrbk9ud5b@corp.supernews.com...
> On 5 Jan 2001 10:11:10 +, "Fred" wrote:
> >Is there any page on the web listing all available HD drivers ?
> >I could try them all and see if one manages to work around the problem.
> >The only drivers I had tried was the ICD 5.x and 6.x.
>
> I have very little hope that changing the HD software will help, as
> it's a hardware problem but here are the names.
>
> CBHD, I think this has been converted into English (was German)
>
> AHDI, Ataris own HD drivers

261. Re: IDE HD Questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 13:06:32 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <sFj56.4323$s4.2934@news.indigo.ie>
Source record: 52386

Hi Sven

On 5 Jan 2001 13:13:56 +, Sven Karlsson wrote:
> It will certainly work as long as you get the proper cable. You need an
> IDE 2.5" to 3.5" cable. You can find these cables although your local PC
> dealer won't probably have them. Most Atari and Amiga dealers have them.

That shouldn't be too much of a problem =)

> You will also, of course, need power to the drive.

Suggestions? =)

Thanks for your help,

Jerry

Jerry Martin---
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
----

262. MagicPC video problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 13:51:12 UTC
From: MARTINAUX Franck <fm@meteorage.com>
Message-ID: <3A55D150.F696C0F@meteorage.com>
Source record: 52387

Hi evreybody!

Is it possible to get more than 256 colors on MagiC PC6.1?
And how to get TrueColor mode, if it is?

Franck

263. Re: (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 13:57:52 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <978721598-383388AEicMi@xs4all.nl>
Source record: 52212

Hi,

>Don't know about later versions of Calamus,
>although there are probably many here that will
>tell you more.
According to all the possibilities that are in
Calamus I would recommend it but only depending
on what you do with it. For 'plain' DTP Papyrus
is o.k. I am also having several TT's with these
19" monitors and it works fine but on the other
hand is color one of the best persuaders if you
use it modest and to its right so a good
colourmonitor and graphic card is a sort of must
too. According to Calamus: I know people who
also work with Quark Xpress but still use
Calamus for a lot of things.

cu,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

264. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 14:08:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200101051508.a15152@b2.maus.de>
Source record: 52100

ESBJ>What does AGP stand for???

accelerated graphics port ?! ...

regards, Konstantin

265. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 14:41:23 UTC
From: rand@cd.chalmers.se
Message-ID: <934mej$fn2$1@nyheter.chalmers.se>
Source record: 52388

In article <978418540-60227AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: rand@cd.chalmers.se (Johan Klockars)
>Date: 27 Dec 2000 13:51:28 GMT
><snipped the whole lot>
>>but if you had taken the time you would have noticed that the chip we're
>>talking about uses the 603e core. Even the 603 could not be nearly as slow
>>as the '060, though.)
>Oh but I *did* check it... "The Motorola processor product guide 1997" is
>good enough for me....

Ah, well...

>>Motorola disagrees, which you could easily have found out if you'd taken
>>a few minutes to look up some facts.
>I've learned over the years to take benchmarks with a grain of salt, and

A grain is usually too little. ;-)

>especially when these are supplied by the manufacturer...

Yes, but I didn't find any others at the time.

If you want some numbers from real programs, just look for SPECmark
results. In one place I found numbers for a 603e/200 of 6.4 for integer
and 4.1 for float (that's average numbers over a large number of programs).
You can find the corresponding numbers for a bunch of other chips below.
Those numbers are all from a single site, and the 603e/200 number there
was significantly different (even then it was about twice as fast as the
'060 on the integer tests), but compare it to the 603e/300 one (that is
obviously a newer chip and the tests were likely run with a newer version
of the compiler, or simply a better one).

Like all benchmarks, the numbers depend on the system, of course, as well
as the compiler that was used.
On todays chips, the compiler can make a huge difference.

Processor/speed SpecInt95 SpecFloat95
68000/16 0.14 0.16
68030/33 0.42 0.49
68040/40 1.16 1.31
68060/66 2.18 2.33
601/110 2.66 3.59
603e/200 4.40 2.80
603e/300 7.65 6.10
604e/300 13.20 9.40
G3/400 17.60 12.20

G4/500 23.78 22.67
Power3/500 27.80 70.10
21264/666 44.00 66.00
PA8500/440 32.60 52.30
K6/200 6.20 3.90
K6-III/450 15.30 10.50
Athlon/500 22.90 18.50
Athlon/1200 55.20 44.30
P55C/200 6.44 4.87
PII/450 17.40 13.00
PIII/600 24.00 15.90
PIIIe/600 28.29 24.86
PIIIe/1000 47.70 41.41

>Motorola seems to hold benchmark tests that differ each time... in 1997 the
>603ev/200Mhz was rated a 195 MIPS, so over the years it seems to magically
>become some 40% faster, the 68060/60Mhz was rated at 130 MIPS three years ago

Possibly another definition of MIPS was used (the numbers I stated for
the 603e was Dhrystone 2.1), and the compilers were certainly different.

>To put it bluntly: in my book all this benchmark number crunching is strictly
>for the fanatics.... I like "the everyday use" benchmarks a lot better, i.e
>how long will it take Photoline to rotate a 10MB TIFF, how long does is take
...

But when we don't have a machine to try those things on, there is little
choice but to go on the numbers one can find on the net. Those are
generally 'standard' benchmarks of various kinds.

>>Obviously, the first time a program is run no translation has been done,
>>so the processor must spend time on that. Next time it won't have to.
>Sorry, but my simple mind can't grasp this, would you care to explain this
>with some more details? I'm sure others here are puzzled as well ....
>If the processor can "remember" it must store this information somewhere, only
>place I can think of is the harddisk... I'm probably wrong because retrieving
>information from such slow media would only cost time...

It was mentioned earlier by someone else that the translated version was
written to hard disk. Certainly, this must be read back again next time,
but that would be done when loading the program. Once it's in memory there
will be no extra delay, of course.

>>The neat thing with an 'Atari' with a PPC is that you'd still have the
>>same OS etc as with the 68k machines. There should be very little need
>>for rewriting anything (except assembly stuff, obviously).
>My simple mind can't grasp this either.... do you mean that TOS will run in
>native PPC-mode? what about MiNT and MagiC? will the Tempest card feature an
>adapted TOS version?

I was talking about rewrites/ports of application software. Whether the
OS is running natively or not is of no consequence then.
Calling for example the AES from PPC code would be no different from doing

it in 68k code, except for the actual instructions used.
--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

266. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 14:50:41 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a55df41$0$179@news.zetnet.co.uk>
Source record: 52390

On 4 Jan 2001 03:15:18 G, atarigalen@my-deja.com wrote:

| . . . .
|The primary problem we in the States face is the inability to buy the
|computer. I often click on items to buy, type in a credit card number
|and watch the merchandise arrive in a few days. Should something be
|defective, an email generally solves the problem.
| . . . .
|Once that hurdle is cleared (or the decision is made to charge in
|blindly), how do you order? I (unfortunately) am only capable of
|ordering a computer in English (my Spanish and Estonian are both pretty
|much limited to asking where's the bathroom and how your mother's
|doing). If I want a Milan with 060, SCSI, and TV cards with 10GB HD
|and 64MB RAM, who do I call or email? System Solutions does provide a
|convenient way to order a Hades, but counting shipping the cost is over
|$2400, which is more than I can afford for a home computer.
| . . . .
|Once the order is accomplished, you have to hope you get product.
|Suing a person overseas is practically impossible for the typical
|person, so when you send your money you basically hope something,
|someday, will show up.
| . . . .

It works both ways. But if you pay by credit card I understand that
you will have some protection.
--
JI Logan

267. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 14:50:42 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a55df42$0$179@news.zetnet.co.uk>
Source record: 52389

On 4 Jan 2001 17:51:36 +, Raoul Teulings wrote:

|>Oh, I have Diamond Edge Version 1.10
|Me too...Does anyone know more about this Diamond Edge version
|2.04?

I also have 2.04. Try HiSoft in the UK. They were still selling them
last year.
--
JI Logan

268. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 14:53:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978717346-32583AEicMi@gmx.net>
Source record: 52201

From: atarigalen@my-deja.com
Date: Thu, 04 Jan 2001 03:53:15 GMT

Hi Galen,

>> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>> Ever heard of MagiCMac?
>
>Yep. If you can find a supplier for a new copy of the latest English
>version for me I'll buy it today.
The latest version of MagiCMac is not available in English, why System Solutions decided not to translate and distribute *any* version of MagiC 6.10 is something you'll have to discuss with them...

However, transforming the German version into a workable English version is relatively easy... once you've installed Jinnee and a suitable keyboard driver, you'll only occasionally will come across some German text, but nothing serious... really ;-)

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

269. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 14:56:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978717344-32099AEicMi@gmx.net>
Source record: 52205

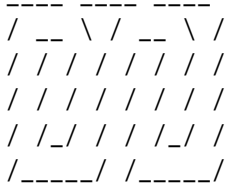
From: swampfox1@earthlink.net (John Garone)
Date: Fri, 05 Jan 2001 07:57:30 GMT

Hi John,

> OK! Got it to work but had trouble when selecting "File Parameters".
>It turned my colors inside out and had to re-load the colors in the CPX
>(not so easy when everything's blocked out!). Looks like a great program
>though.
Under the menu-item "Options" select "various" and activate the option to
preserve the system colours as much as possible, that might do the trick.

>I'm waiting for ASH to get back to me on a price and
>payment method (hopefully Oliver will accept a personal check and E-mail
>the program to me as he had done with CAB 2.8 (:->)~
That shouldn't be a problem... a lot of people actually use this method for
ordering goods from ASH.

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

270. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 14:56:15 UTC
From: rand@cd.chalmers.se
Message-ID: <934naf$fq1$1@nyheter.chalmers.se>
Source record: 52392

In article <3A553CA8.206C3781@jps.net>, John Kolak <jkolak@jps.net> wrote:
>Johan Klockars wrote:
>>
>> If you click on the appropriate link on Cortex's Tempest page, you'll
>> get to Motorola's page on the MPC8240. Among lots of other interesting
>> information, that page says that the chip is capable of 375 MIPS
>> (Dhrystone 2.1) at 266 MHz. Let's say around 280 MIPS at 200 MHz.
...
>> Now, step over to the 68000 page and you'll see that Motorola only
>> claims 110 MIPS for that (presumably also Dhrystone 2.1). They don't
...
>But isn't the PPC a RISC and the 060 a CISC? So aren't 200 MIPS of
>simple instructions less powerful than 110 MIPS of complex instructions?

They wouldn't be in most cases even if this had been a case of actual
'millions of instructions per second'. As I stated, however, this was a
Dhrystone 2.1 benchmark run, which means that the 'MIPS' number is the
number of times faster the machine in question ran compared to an ancient
VAX (an 11/780, I believe). IIRC, the VAX was in its time supposed to be
a 'million instructions per second' machine.

200 Dhrystone MIPS are indeed exactly twice as fast as 100 Dhrystone MIPS,
regardless of the actual processor. Then again, Dhrystone is not a
terribly good benchmark to begin with. ;-)
See my other recent post in this thread regarding SPECmark numbers.

Anyway, while you certainly should not expect a RISC to do quite as
much work per instruction as a CISC, the difference is often not worth
talking about (which was one of the main points about moving over to RISC
architectures (which even modern CISCs (x86 that is) use internally)).
The program code will usually be larger, though, so an equal sized
instruction cache might sometimes give an advantage to the CISC.
As Sven mentioned, the PPC also has some really complicated instructions
(for a RISC CPU), which is one of the reasons why it's so far behind the
x86 variants in clock speed.
The SPECmark numbers can be interesting if you want to get some kind of
idea about how 'efficient' various kinds of CPU architectures are.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

271. Re: IDE HD Questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 14:56:37 UTC
From: bindon@madasafish.com
Message-ID: <t5bo55anh06634@corp.supernews.com>
Source record: 52391

On 5 Jan 2001 13:06:32 G, Jerry Martin wrote:

Hi Jerry

>> You will also, of course, need power to the drive.
>
>Suggestions? =)

Contact Chris Crosskey at ASP in the UK for 2.5" to 3.5" drive
adaptors and he stocks all the various power connectors too.

272. Re: Atari BS WebSite

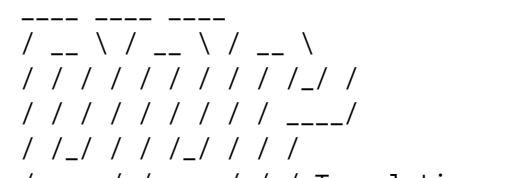
Newsgroup: comp.sys.atari.st
Date: 2001-01-05 15:05:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978717336-30648AEicMi@gmx.net>
Source record: 52198

From: Bravo Sierra Computers <bensmith@teleport.com>
Date: Wed, 3 Jan 2001 05:34:58 -0800

>My Initials for Ben Smith, my Handle from BBS Days, Bravo Sierra and my
>Business: Bravo Sierra Computers. Atari Reseller.

Whatever you say Ben....
But to be honest the "Atari Bullshit Website" sounds just fine to me. In
fact that's exactly what I associate BS with, using the K.I.S.S principle
your so keen on ofcourse :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

273. Re: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 15:49:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a564b10@fmlynet.org>
Source record: 52225

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Shiuming Lai" <lais@zetnet.co.uk>
> "Tim Conrardy" <tconrardy@hotmail.com> wrote in message
> news:91g9n3$6ik$1@nnrp1.deja.com...
>> Hello All
>>
>> And now to a subject other then Midi
>>
>> I have a Falcon, and when I am not working on my midi stuff, I would
>> like to play a good Excellent Graphic Oriented game, preferably a Space
>> fly-around- shoot em up type game. Good sound too.
> Stardust.
> When run on a Falcon the in-game music is generated at a higher sample rate
> than the STE, too. Apart from that it's also a great game with excellent
> graphics and sound and based in space.
> Shiuming Lai

Is this a cockpit style game? Know where I can find a copy?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

274. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 15:52:38 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <934tsp$5ar$1@news6.svr.pol.co.uk>
Source record: 52196

"Bob King" <rking@zetnet.co.uk> wrote in message news:3a55032a$0

> I have a HP510 which is now failing to pick up the paper unless I can
> flick the sheet at exactly the correct moment. I think the rollers need
> roughening, but the contraption to do that has gone astray.

Wipe over the rollers and any other frictional bits with cotton wool
moistened with meths. The "dressing" on the paper tends to give the rollers
a "glaze".

275. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 16:24:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978717348-33068AEicMi@gmx.net>
Source record: 52202

From: Dan <aahuls@xs4all.nl>
Date: Thu, 04 Jan 2001 01:02:20 +0100

Hi Dan,

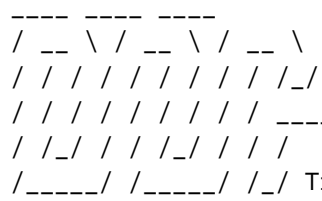
>First TOS 3.06 later Magic and Linux
>Standard Atari Midi Ports
>RAGE-PRO-PCI (driver already available, other cards possible)
>No sound card. Possible though with existing sound
>cards/Adaptors
>Price approx between DM 1500 and DM 2000 incl. keyboard, mouse,
>grafics and RAM
>Completely programmable
>Can be finished in April 2001
>
>Looks wonderfull to me ! One for me please !
>Cheers Dan
Sorry but I think I'll pass... and if you got any sense then you should hold on to your Milan...

Although there's supposedly a survey going on to find out what the people out there would *really* like, judging from the article I would say that they've pretty much decided already how the Pegasus will look like. A TOS 3.06 based computer running on a Coldfire of which several people here explained us why this is not a viable option...
Looking at the specs I would say that all you need to do is get the 68060-expansion kit for your Milan, and it will outrun this piece of vapourware for many years to come....
Think about it, a computer with an AGP interface that is sold with a PCI graphic card... LOL

How someone like Freddi Aschwanden can make a statement like " Firewire isn't needed since the motherboard has USB 2.0 ports" goes simply beyond me but do strenghten my suspicions that the Pegasus project is nothing more then an early april fools joke...

Cheers from Belgium
Dennis

--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

276. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 16:33:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978717342-31672AEicMi@gmx.net>
Source record: 52200

Hi Steve,

>I think its saying this version is too old, get another version. Easier
>said than done i would have thought!.
Spot on...

Use an *older* version, mine is v0.95 from 21.07.1995 and still works :-)

Cheers from Belgium
Dennis
--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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

277. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 16:43:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101051743.a58333@su2.maus.de>
Source record: 52156

Hi,

X>More serious is the fact that the 0.97beta will not accept the same
X>registration details as my registered 0.95.
I did not encounter that problem at all. I think you registered the
colour version? For the 0.95 it was possible to register b/w or
colour.

The registration data is to be found in ZEIGSMIR.INF (maybe the
configuration file of the English version bears different name). In my
INF file there are two lines beginning with
User_Key=
User_Colkey=

Und TTschï¿½
ps

278. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 17:08:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978717354-34124AEicMi@gmx.net>
Source record: 52204

From: jtmartin@gofree.indigo.ie (Jerry Martin)
Date: Thu, 04 Jan 2001 16:42:26 GMT

Hi Jerry,

>ASH supply the German version of 2.8. You use the english resource file from
>2.7 as there were no changes to the interface
There were no changes to the RSC itself, but there were several made to the
RSC and MDL files from various programs in the modules folder. I should know
because I've translated them... using the 2.7 translation expect CAB behaving
very weird at given times.

The CAB 2.8 demoversion on the ASH website comes with the official English
translation, alternatively you can download the translation from the DDP
website (see sig).

CHeers from Belgium
Dennis

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

279. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 17:23:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978717356-34587AEicMi@gmx.net>
Source record: 52206

From: John Kolak <jkolak@jps.net>
Date: Thu, 04 Jan 2001 19:10:23 -0800

Hi John,

>My reason for sticking with a Falcon accelerator is that the Milan or
>Hades are TT clones rather than Falcon clones. Maybe with a Desse card
>it would help, but there's nothing like having a real Falcon for that
>software that doesn't like clones.
The Deesse card? this is about the worst example you can give... just like
all the other vapourware of that brilliant mind it never appeared. What can
possibly make you think that it will be any different with the CT-60 ?
Except for wild dreams that made a lot of people drool what has that guy
produced since he left Centek?

The other proposed board "Tempest" will be designed by people I personally
believe a lot more then that French dude... but anyone ordering a Tempest and
sending a check to Cortex needs his head examined... unless ofcourse you'll
take the chance... according to the horror stories I've read here I would say
that your chances are below 20% of getting something in return.

Cheers from belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

280. Re: Hard drive question

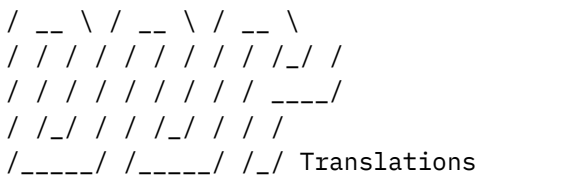
Newsgroup: comp.sys.atari.st
Date: 2001-01-05 17:45:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978717352-33603AEicMi@gmx.net>
Source record: 52203

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Tue, 02 Jan 2001 22:52:10 -0000

Hi Steve,

>I think he's implying there's dirty dealings going down, which is rich
>for him considering the tales folks tell behind clsed doors. Its a pity
>really that these peops wont speak out in public, it might drive this
>wannabee dealer underground where he belongs.
.... we are speaking about the same person aren't we ? the guy that is better known as " Honest Barrie" ?

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

281. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 17:46:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978717338-31151AEicMi@gmx.net>
Source record: 52199

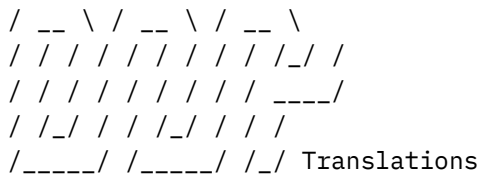
From: Uwe Seimet <us@ooc.de>
Date: Tue, 02 Jan 2001 10:22:09 +0100

Hi Uwe,

>This article is the greatest nonsense I've ever read.
I fully agree... but then STC is specialized in publishing that sort of articles. The last couple of years I've read some very remarkable things in that magazine....

Some highlights from the article:
- Although nothing has been outlined yet, Freddi doesn't expect any serious problems, designing a new computer is dead easy, he's convinced that he can do this in a couple of weeks. He expects the Pegasus (project name) to be available in april.
- He's going for the Coldfire simply because this is the successor of the 68060 and three times faster (are you reading this Sven Karlsson?).
- He realises that the Coldfire lacks an MMU and FPU, but since these are missing on several other TOS machines also this is not a problem.
- He's aiming for USB 2.0. There's no need for additional Firewire since USB 2.0 can handle 60MB/sec.
- The standard OS will be TOS 3.06, because he knows it very well.
..... etc ;-/

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

282. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 18:06:51 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101051751080.94-100000@TT030>
Source record: 52231

> On 4 Jan 2001 03:15:18 G, atarigalen@my-deja.com wrote:
>
> |Once that hurdle is cleared (or the decision is made to charge in
> |blindly), how do you order? I (unfortunately) am only capable of
> |ordering a computer in English (my Spanish and Estonian are both pretty
> |much limited to asking where's the bathroom and how your mother's
> |doing). If I want a Milan with 060, SCSI, and TV cards with 10GB HD
> |and 64MB RAM, who do I call or email? System Solutions does provide a
> |convenient way to order a Hades, but counting shipping the cost is over
> |$2400, which is more than I can afford for a home computer.
> | . . . .
> |Once the order is accomplished, you have to hope you get product.
> |Suing a person overseas is practically impossible for the typical
> |person, so when you send your money you basically hope something,
> |someday, will show up.

I really know this fear well. However, I finally got past it.

Fredi at Medusa sold me the board directly. There is a language
problem, I don't know german but I managed to get the order placed
via e-mail, paid via direct bank transfer. Fredi was very prompt
on shipment also. I based my decision mostly on what others
had to say about their dealings with Fredi. Fredi tries to answer
all my questions, even though the language barrier is pretty high.
I only saw a Hades060 once in my life and at the time it was
running just Photoline, never even saw the desktop. ;-)

The only thing I can really say, is if you have a TT then the
Hades060 is pretty dam cool. More or less it's a TT on steroids
with some nice extra features added in.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

283. Re: MagicPC video problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 18:36:56 UTC
From: Freek Munniksma <freek@munniksma.myweb.nl>
Message-ID: <9354ms$9gu$1@azure.nl.gxn.net>
Source record: 52211

You probably need NVDI 5 for that. Speeds up video as well. Highly
recommended.

Greetings,

--
Freek Munniksma
Atari Falcon 14 Mb-FPU-2Gb HD SCSI
SP/DIF-Analog 8-Sony DAT
/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
fmunniksma@hetnet.nl
http://www.geocities.com/munkie_nl/
/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
(Oh yeah,and a PC...)

"MARTINAUX Franck" <fm@meteorage.com> wrote in message
news:3A55D150.F696C0F@meteorage.com...
> Hi evreybody!
>
> Is it possible to get more than 256 colors on MagiC PC6.1?
> And how to get TrueColor mode, if it is?
>
>
> Franck
>

284. Falcon Tos

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 18:49:53 UTC
From: fried@dragon.achilles.net
Message-ID: <93550hrrm1@localhost.localdomain>
Source record: 52197

Hi there, I've just got a Falcon from 1993, with Tos 4.02. I know that
the last tos for Falcons was 4.04. Can I update my TOS without buying
the chips. Is there a big advantage to TOS 4.4?
Thanks for any info.
PS I really want to use Cubase or other HD recording programs on this
Falcon, I don't know if the TOS makes a difference in this respect.

285. Re: Falcon Tos

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 19:04:19 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <khD56.322$K12.854@nntpserver.swip.net>
Source record: 52148

"Mark Friedman" wrote:
> Hi there, I've just got a Falcon from 1993, with Tos 4.02. I know that
> the last tos for Falcons was 4.04. Can I update my TOS without buying
> the chips. Is there a big advantage to TOS 4.4?

There is the advantage that you won't trash the FAT of your D:-pertition
when you fill up C:. An old bug that I believe wasn't corrected until 4.04 -
so an update makes life a little easier... ;)

> PS I really want to use Cubase or other HD recording programs on this
> Falcon, I don't know if the TOS makes a difference in this respect.

Nothing, actually - but change anyway. It's safer that way.

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

286. Re: Resource Manager 2.11e registration?

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 19:06:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978726504-700561AEicMi@madasafish.com>
Source record: 52216

HI Mathew

>
>I am wondering if anybody knows about the RSC editor called Resource
>Manager... I downloaded a version which was shareware but crippled in
>that any changes made to icons can't be saved.

ASH can now supply you with a full version of that software, currently at
a version 3 level. A really good piece of software although i still keep
interface on hand as it'l do some things that RSM wont.

On the subject of Interface it is apparently now available as freeware
from the authours site.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

287. Re: STe to VGA.

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 19:13:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978726510-701674AEicMi@madasafish.com>
Source record: 52217

Hi Chris

Are you the Chris that's Mario Becrofts UK rep. IF so, i'm interested in his Galaxy card but would need it to work with NVDI, i understand there's a driver issue. How mucho spondoolies for use with a MegaSTE.

Also, since recently changing eMail address (again) i tried to mail MB to add my details to his mailing list and it got returned, do you have a working eMail address please or a way of adding interested parties?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

288. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 19:30:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978726516-702798AEicMi@madasafish.com>
Source record: 52218

Hi Martin

>>That program's called "Look'n'See" in the English version, and very
>>useful it is too :-)

>Useful it is but currently there is a small problem with it. It seems
>the program is expired and so whenever one start it one get a message
>saying that the version one use is too old and need to be replaced.

I'm having this problem, but the authour is no longer available for
comment.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

289. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 19:31:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978726520-703942AEicMi@madasafish.com>
Source record: 52219

Hi Martin

>The latest version I've 0.97b can handle long file names with ease. Even
>names like this 'a picture of me.jpg' is supported.

And older versions refuse to look at a file thats not 8+3, so i have to
stick to the 'expired' version, which is incidentaly 0.97g.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

290. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 19:45:20 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a564322645bc00@online.be>
Source record: 52223

on Fri 05-01-2001 17:33 Dennis Vermeire wrote:

>Hi Steve,
>
>>I think its saying this version is too old, get another version. Easier
>>said than done i would have thought!.
>Spot on...
>
>Use an *older* version, mine is v0.95 from 21.07.1995 and still works :-)

Yes it works but believe me 0.97b is much better. It supports 32b color mode (0.95 doesn't) and above all it supports long file names (0.95 doesn't). Even file names like this 'this is my picture.gif' are supported. Not fully if you use d&d or loads such a name by means of the AV protocol though.
But as said already, it's a beta and shouldn't be available for the public.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

291. Re: IDE HD Questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 20:03:03 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <XLp56.4413$s4.2984@news.indigo.ie>
Source record: 52213

Hello!

On 5 Jan 2001 14:56:37 -, Lyndon Amsdon wrote:
> Contact Chris Crosskey at ASP in the UK for 2.5" to 3.5" drive
> adaptors and he stocks all the various power connectors too.

Does anyone know what's the current contact for Chris? I tried his address chrisc@zetnet.co.uk but the mail was returned! =(

Or if anyone knows what kind of power connector (or more importantly where I am going to connect this to the falcon motherboard/PSU) to use I could probably try to source it here in Ireland. Especially with our horrific exchange rate with the UK! (25% markup on all prices... *ouch*!)

Cheers,

Jerry

Jerry Martin----------
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
---

292. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 20:03:42 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a564322645bc01@online.be>
Source record: 52224

on Thu 04-01-2001 18:34 Steve Sweet wrote:

>I'm using 0.97g, wonder if i should attempt to re-install the keys.
>
><.....>
>
>Nope, dont work.
>0.95 is still perfect though. I'l go back to this i think.

Re-install the key should work. I just tested it.
BTW, if you're a *registrated user* you don't need to re-install the key at all. The new version looks to the zeigsmir.inf to find out if you're registrated or not and acts accordingly

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

293. Re: MagicPC video problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 20:05:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978726526-705070AEicMi@madasafish.com>
Source record: 52220

Hi Martinaux

>Is it possible to get more than 256 colors on MagiC PC6.1? And how to
>get TrueColor mode, if it is?

Have a look in the manual, and then you can tell us all.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

294. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 20:06:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978726532-706219AEicMi@madasafish.com>
Source record: 52221

Hi Peter

>
>>'Expiry date passed! Please delete this version and obtain a new one.'

>don't be concerned for the moment. I indeed mailed to the author and I'm
>looking forward to his response.

Thats hopefull, but Peter West has also attempted to eMail the author
without success recently.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

295. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 20:08:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978726538-707333AEicMi@madasafish.com>
Source record: 52222

Hi Dennis

>>I think its saying this version is too old, get another version. Easier
>>said than done i would have thought!.

>Spot on...

> Use an *older* version, mine is v0.95 from 21.07.1995 and still works
>:-)

But they refuse to look at anything thats deosnt have an 8+3 filename,
bloody useless for me.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

296. Screenblaster updates...

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 20:35:31 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <978727152.26962.0.pluto.d4ee0f47@news.demon.nl>
Source record: 52214

Hi,

I have a screenblaster (external model) with software 1.01. I like to update to Screenblaster II/III where can I do this or can somebody help me out here please...

297. NVDI 5 and screenblaster...

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 20:37:52 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <978727293.27134.0.pluto.d4ee0f47@news.demon.nl>
Source record: 52215

Hi,

I am a new user and installed NVDI 5 on my Falcon030. It does run with screenblaster software 1.01 and without the NVDI.PRG it runs ok. When NVDI is activated you can see that the screenblaster software is activated in the AUTO folder but it skips the screen where I can select my resolutions. Can somebody help me with this one?

R.

298. Re: Resource Manager 2.11e registration?

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 22:28:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a564d666c5f1a1@online.be>
Source record: 52228

on Fri 05-01-2001 19:06 Steve Sweet wrote:

>HI Mathew
>
>>
>>I am wondering if anybody knows about the RSC editor called Resource
>>Manager... I downloaded a version which was shareware but crippled in
>>that any changes made to icons can't be saved.
>
>ASH can now supply you with a full version of that software, currently at
>a version 3 level. A really good piece of software although i still keep
>interface on hand as it'l do some things that RSM wont.
>
>On the subject of Interface it is apparently now available as freeware
>from the authours site.

Interface *IS NOT* freeware, and AFAIK it isn't available anymore.
Besides it was not on the authors page but on a page of a German chap
who claims he has gotten the exclusive permission of Olaf Meisiek to put
it on his page for download. However if you write to that chap, I can't
remember the name or e-mail address right now, you will get a copy (if
the situation hasn't changed in the mean while).

TTYS
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

299. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 22:31:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a564d666c5f1a2@online.be>
Source record: 52229

on Fri 05-01-2001 19:30 Steve Sweet wrote:

>>Useful it is but currently there is a small problem with it. It seems
>>the program is expired and so whenever one start it one get a message
>>saying that the version one use is too old and need to be replaced.
>
>I'm having this problem, but the authour is no longer available for
>comment.

If enough people send him a mail he'll respond (I hope).

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

300. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 22:32:12 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a564d666c5f1a3@online.be>
Source record: 52230

on Fri 05-01-2001 19:31 Steve Sweet wrote:

>Hi Martin
>
>>The latest version I've 0.97b can handle long file names with ease. Even
>>names like this 'a picture of me.jpg' is supported.
>
>And older versions refuse to look at a file thats not 8+3, so i have to
>stick to the 'expired' version, which is incidentaly 0.97g.

Yes, you're right ofcourse, it 0.97g but as it's a beta version if
always refer to it as 0.97b.

BTW: Can it be that you put the signature separator (--) yourself. If so
please note that there must be a one (1) empty space after the two "--"
It doesn't work the way you use it.

TTYS
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

301. Re: NVDI 5 and screenblaster...

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 22:43:00 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <U5s56.4460$s4.3146@news.indigo.ie>
Source record: 52226

Hi there!

On 5 Jan 2001 21:37:52 +, "TXG" wrote:
> I am a new user and installed NVDI 5 on my Falcon030. It does run with
> screenblaster software 1.01 and without the NVDI.PRG it runs ok. When NVDI
> is activated you can see that the screenblaster software is activated in the
> AUTO folder but it skips the screen where I can select my resolutions. Can
> somebody help me with this one?

I've no experience with screenblaster. (I use NVDI 5 on a falcon. With Nemesis and Videl Inside software I get the 800x600 screen resolution I use). However, all this kind of stuff should run _after_ NVDI in the Auto folder.

Make sure NVDI is one of the first things to run in your auto folder if it's not already. This could be a problem.

Cheers,

Jerry

Jerry Martin----------
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
---

302. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 22:43:03 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <X5s56.4461$s4.3146@news.indigo.ie>
Source record: 52227

On 5 Jan 2001 01:29:12 -, Clayton Murray wrote:
> >> >What exactly was improved in 2.8 over 2.7 again? I'm afraid I've
> >> >forgotten.
> >Mostly bugfixes, but here are the new things from 2.7c (which was the last
> >English Version)(not much!LOL)
> >- The module for loading JPEGs has been replaced with JPEG_PNG.OVL which will
> >load PNG-graphics in CAB.
> >- The c't CD ROM from Heise-Verlags (only of interest to German users) had a
> >change in the format of theindex file, so CAB has been modified to work with
> >newer CDs .
>
> Do you know specifically what bugs were exterminated?

My German isn't great but here's what I _think_ the supplied readme.txt file
says on this subject :-P

```
-----------------------------------------------------
Changes in V2.8 (14.11.1999)

Bugfixes:
- <BASE TARGET="xyz"> for references like <A HREF="#blah"> was not being
observed
- It was possible in forms that a Base-URL (BASE-tag) would not be evaluated
- Entries in the "never accept" list of the "cookie" dialogue were only
accepted when the list was scrolled after the entry was made
- The clipboard will now be searched for both "SCRAP.TXT" and "scrap.txt"
- Four-digit numerical HTML entities (e.g. &#0187;) were not recognised

New features:
as above and in previous posts
-----------------------------------------------------
```

Hope this is of use!

Cheers,
Jerry

PS: I've occasionally run into the 'runtime error' too... It happens usually
during table formatting... perhaps some deepseated bug in the program? You can
quite easily trigger it by clicking the STOP button while formatting a larget
HTML table! :)

Jerry Martin--
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org
```
-----------------------------------------------------
14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
```

---

303. CD burning and MP3 to wave file converter

Newsgroup: comp.sys.atari.st
Date: 2001-01-05 23:56:45 UTC
From: firest@williams-net.com
Message-ID: <t5cnptso73jmd3@corp.supernews.com>
Source record: 52232

Anybody,

Does anybody know of a program that will burn cd`s on a 1040st with
2.5 megs? I think I have one but I wanna be sure that this is the
right program and whether or not it will work on my computer as well
as how to use it???? If you want you can send your comments or
answers to my e-mail address which is firest@williams-net.com

Thanks,
Carey

304. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 00:01:55 UTC
From: atarigalen@my-deja.com
Message-ID: <935n9f$gm5$1@nnrp1.deja.com>
Source record: 52233

In article <Pine.MNT.4.10.10101051751080.94-100000@TT030>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
> > |Once the order is accomplished, you have to hope you get product.
> > |Suing a person overseas is practically impossible for the typical
> > |person, so when you send your money you basically hope something,
> > |someday, will show up.
>
> I really know this fear well. However, I finally got past it.
>
> Fredi at Medusa sold me the board directly. There is a language
> problem, I don't know german but I managed to get the order placed
> via e-mail, paid via direct bank transfer. Fredi was very prompt
> on shipment also. I based my decision mostly on what others
> had to say about their dealings with Fredi. Fredi tries to answer
> all my questions, even though the language barrier is pretty high.
> I only saw a Hades060 once in my life and at the time it was
> running just Photoline, never even saw the desktop. ;-)
>
> The only thing I can really say, is if you have a TT then the
> Hades060 is pretty dam cool. More or less it's a TT on steroids
> with some nice extra features added in.
>
You're a brave man Lonny. I salute you!

Galen

Sent via Deja.com
http://www.deja.com/

305. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 00:15:12 UTC
From: atarigalen@my-deja.com
Message-ID: <935o2b$h8l$1@nnrp1.deja.com>
Source record: 52236

In article <978717346-32583AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> From: atarigalen@my-deja.com
> Date: Thu, 04 Jan 2001 03:53:15 GMT
>
> Hi Galen,
>
> The latest version of MagiCMac is not available in English, why
> System Solutions decided not to translate and distribute *any*
> version of MagiC 6.10 is something you'll have to discuss with them...
>
> However, transforming the German version into a workable English
> version is relatively easy... once you've installed Jinnee and a
> suitable keyboard driver, you'll only occasionally will come across
> some German text, but nothing serious... really ;-)
>
Hmmm. So from recent posts here would you suggest I send an order to
ASH via snail mail and obtain the German versions of MagicMac and
Jinnee followed by the Jinnee .rsc file for the English language?

Awkward, but if that's the only way to do it...

BTW, of which keyboard driver do you speak?

Galen

Sent via Deja.com
http://www.deja.com/

306. Re: egaSTE LocalTalk port

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 00:24:32 UTC
From: atarigalen@my-deja.com
Message-ID: <935ojqhlp1@nnrp1.deja.com>
Source record: 52235

In article <0000.3a558627@fmlynet.org>,
"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Hello!
>
> I notice in some specs for the TT, MegaSTE and Falcon that they have a
> 'LocalTalk compatible' serial network port. Was there ever software
> support for that port that would enable one to link these machines
> together? Was there even AppleTalk compatible software that would
> let you have a mixed network of Apple and Atari computers?
>
Not really. The serial network port is simply a serial port, and
AppleTalk was never written for the Atari. That said, you can use the
port under STing (so I've heard) to set up a network of sorts.

Galen

Sent via Deja.com
http://www.deja.com/

307. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 00:24:48 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a5665d0$0$174@news.zetnet.co.uk>
Source record: 52234

On 31 Dec 2000 16:12:07 , Dan Ackerman wrote:
>In article <3a4e6b3a$0$175@news.zetnet.co.uk>,
>Charles Stanley <cstanley@zetnet.co.uk> wrote:
>>On 28 Dec 2000 23:12:50 , Dan Ackerman wrote:
>>
>>Thanks, Dan, it does - in a way :) Is there a preferred response to
>>the choice? Is the "remote end" the target site/url or an intermediate
>
> GET is the general safe response. That's why I made the new
>config file setting. This will work with a majority of these situations.
>
>>server? There is no information supplied by the choice-box on which to
>>make a conscious and intelligent choice of clicks :)
>>
>
> With GET it's not problem. There are a few situations where this
>occurs naturally.
>snip>

Thank you very much, Dan: this makes it a lot clearer. I won't ask
further :))

>>Further, re STiK2: the docs say disable all STinG parts. Does that
>>include SERIAL.CPX? Surely not?
>
> Actually that is one of the worst offenders. With HSMODEM
>installed STIK2 uses the real dte rates. WIth serial.cpx installed you
>have to mess around with the remapped rates. All that 150 stuff. It also
>has been reported to reduce speed and stability. Don't ask me what it's
>doing that causes this. But compatibility problems with this CPX have
>been reported for years. I don't use it so have never been to concerned
>personally about figuring it out.

Oh, dear! Well, I'll just remove it to set up STiK2 (which will stop the
crashes, then). I have had no problems with STinG because of it, but...

Thanks, indeed.
Charles.

308. Re: First Wird Plus

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 02:29:58 UTC
From: Colin J Denman <spam@cjdenman.freeserve.co.uk>
Message-ID: <t5d0p9j2m5jj20@corp.supernews.co.uk>
Source record: 52237

There is a utility called WP2RTF which can convert files on the PC. It runs with a configuration file similar to the 1stWord printer config file. Indeed I recently used a config file to convert some old 1stWord docs, but I converted to html (which can be loaded into MS-Word if I wish). An elementary rtf may be possible as well, but there are limits on the initialisation strings in 1stWord config files.
I can't recall if 1stWordPlus has a print to file option, but if not, you will probably find 1stPrnt will operate with a number of command line options, one of which is the printer name, but can be any other file name (CON: produced an interesting and unexpected result -- a window opened to display the output).

Hope this helps,
Colin J Denman
mailto:spam@cjdenman.freeserve.co.uk -- use my first name
http://www.cjdenman.freeserve.co.uk/

Bodo Krause-Traudes wrote in message <3A55004D.1C60C538@T-Online.de>...
>Hy Atari Fan's,
>
>Can anyone help to convert "Fisrt Word Plus" documents to "MS-Word" ?
>Would be nice if one knows.
>
>Thanks thousand times
>
>Bodo Krause-Traudes
>Bodo.KT@T-Online.de

309. Need Software for Mega ST4 and a mouse.

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 04:54:10 UTC
From: Elliott the Great <ejohncoerper2@mindspring.com>
Message-ID: <93685b$2eo$1@nntp9.atl.mindspring.net>
Source record: 52238

Picked up an Atari Mega ST4 with a mono monitor real cheap. However, it didn't come with any software. Where can I get some, cheap, and where can I get a mall for the mouse or where can I get a mouse for one.

Any cataloogs out there? Thx

310. Re: Need Software for Mega ST4 and a mouse.

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 05:54:57 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <936bvfjj1@nnrp1.deja.com>
Source record: 52239

In article <93685b$2eo$1@nntp9.atl.mindspring.net>,
"Elliott the Great" <ejohncoerper2@mindspring.com> wrote:
> Picked up an Atari Mega ST4 with a mono monitor real cheap. However,
it
> didn't come with any software. Where can I get some, cheap, and
where can I
> get a mall for the mouse or where can I get a mouse for one.
>
> Any cataloogs out there? Thx

Go to B&C Computer visions www.myatari.com

or Best Computers. Don't have the address handy. Just GOOOGLE.COM it.
They have Mouses.

For software, there are plenty of FTP sites. If you are looking for
MIDI software, just go to my site. Remember you will need to download
onto 720K Dos-Formatted discs. Read my Download Faq.

Welcome to the world of Atari!

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

311. Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 07:15:55 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A56C62B.8DC349E9@intergate.bc.ca>
Source record: 52240

Does it pay to drown your money into Atari software ? 80% or more is German versions anyway. Isn't it better to go and buy a Macintosh G4 ? I think most people treat Atari as a hobby nowadays, I do so. But it is cool to see how much more can you squeeze from 16Mhz Atari Falcon. Its pretty amazing sometimes. Here I have one question - if you buy Magic and Nvdi and all those cheesey programs won't they slow your Falcon too much ?
Then you'll need to upgrade to 14mb Ram which in "real world" would cost you what, $20 ? But for Atari $100+ then if you need some kind of accelerator its another $300+ and if you sum it all up it comes to a nice Macintosh G4.

Artur

312. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 08:03:45 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <BjA56.47493$xW4.380072@news-server.bigpond.net.au>
Source record: 52241

the reason atari stuff is so expensive is because there's no demand for it, sure you can get a PC or a mac for much cheaper, Atari's are way past there useby date and are only used by atari fans nowadays.but they are still fun to use and aren't sterile and "all the same" like pc's.. I find it a challenge to get my atari to do things it was never designed for, on the PC there is no such challenge..

"Artur Stachon" <astachon@intergate.bc.ca> wrote in message news:3A56C62B.8DC349E9@intergate.bc.ca...
> Does it pay to drown your money into Atari software ? 80% or more is
> German versions anyway. Isn't it better to go and buy a Macintosh G4 ? I
> think most people treat Atari as a hobby nowadays, I do so. But it is
> cool to see how much more can you squeeze from 16Mhz Atari Falcon. Its
> pretty amazing sometimes. Here I have one question - if you buy Magic
> and Nvdi and all those cheesey programs won't they slow your Falcon too
> much ?
> Then you'll need to upgrade to 14mb Ram which in "real world" would cost
> you what, $20 ? But for Atari $100+ then if you need some kind of
> accelerator its another $300+ and if you sum it all up it comes to a
> nice Macintosh G4.
>
> Artur
>
>

313. Re: NVDI 5 and screenblaster...

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 08:07:31 UTC
From: rsmac@t-online.de
Message-ID: <1emsztv.65z3eh11n7gvuN%rsmac@t-online.de>
Source record: 52242

TXG <Txg@underground.demon.nl> wrote:

> AUTO folder but it skips the screen where I can select my resolutions. Can
> somebody help me with this one?

Yes.
SB-Software doasnï¿½t found the .sbr files in screenblaster sb_res folder
after nvdi 5. You shoould try to get the latest software release of
screenblaster from anybody near you. years ago a patch was around here
tht fix that problem. I got the patch from the german maus bbs @b3
Iï¿½m not sure it is somewere else around.

Load sb before nvdi starts.

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

314. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 08:33:20 UTC
From: bensmith@user2.teleport.com
Message-ID: <936l8g$1ca$1@user2.teleport.com>
Source record: 52170

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

315. Atari BS WebSite of Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 08:36:36 UTC
From: bensmith@user2.teleport.com
Message-ID: <936lek$1ie$1@user2.teleport.com>
Source record: 52171
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

Greetings! You're invited to my WebSite. Make yourself welcome! I've
been hard at work, Adding New Pages improving my WebSite while trying
to yield to the K.I.S.S. method. Or (K)eep (I)t (S)imple (S)tupid. As
my Boss and Teacher, "The Shadow" taught me. Currently I'm behind on
adding new inventory to my Catalogs. I have been and will be acquiring
more Atari inventory. 64 Bit Atari Jaguar Game Machines, Classic Atari
8 Bit & Atari ST Computers. HardWare, SoftWare/Games, Books/References
and Accessories. And I Ship anywhere the Law and Customs allow.

BTW BS is for Ben Smith of Bravo Sierra Computers. Also known as BSC.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--

Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

316. [UPDATE] GMid2Mod 1.10

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 09:50:19 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <936por$3bi$1@wanadoo.fr>
Source record: 52147

Hi,

You can find on my Atari page a new version of my MIDI to MOD converter.

It's now possible to convert to XM and GT2 formats.

The program's history can be readen in the on-line documentation
(in english and in french) for more informations about improvements
and bugs fixes.

This program doesn't currently work on ST computers.
Sorry for the people who tried to use it.
I will try to make a version that works on these machines
but it isn't sure.

http://perso.wanadoo.fr/ckb/atari.html

Happy New Year !

Clement

317. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 10:14:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978815330-611163AEicMi@cwcom.net>
Source record: 52186

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Thu, 4 Jan 2001 20:45:00 +0100

>DC>and very useful it is too :-)
>Of course, it's my favourite viewer.

If you hear from the programmer please let us know - I think that Peter West was trying to contact him about producing a "proper" English version of 97.

>By the way: No news because of OPTIMIZER. I just deleted two characters
>in the program file (German only), but Hans-Peter says that's no reason
>for a 3.0. Maybe in the future...

I don't understand what you mean about deletion, is it something that we should be aware of when using Optimizer?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

318. Re: (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 10:18:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978815332-611699AEicMi@cwcom.net>
Source record: 52187

From: "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Date: Thu, 05 Jan 2001 02:28:00

>I imagine a TT with the 19" monochrome monitor and a laser print would make a
>really nice DTP station. What relevent software is available for the Atari?

Current top contenders would be Papyrus and Calamus, but there are plenty of
others. HP laser printers are widely supported by most programs.

TeX is available for the Atari, but I can't comment on it as I've never had
cause to use it! :-)

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

319. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 10:22:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978815336-612224AEicMi@cwcom.net>
Source record: 52191

From: publish@welshnet.co.uk (Mike Kerslake)
Date: Fri, 05 Jan 2001 10:23:16 GMT

>>If it's RedHotAnt you're referring to you can still get a connection with
>>STinG BTW.
>
>Can you? :-)))
>
>More details please!

I'll email you a script in the next day or two, ITMT arm yourself with the
latest STinG from http://sting.atari.org

With apologies to baldrick, StiK won't work with this ISP.

>>I haven't, but in general I find the WP programs on that platform to be
>>almost completely unusable TBH. Give me my Falcon every day!
>
>I've tried loads, but even though some have nice features, and most
>are better at image handling than Papyrus, they're either slow, buggy

They try to be too clever for their own good, and thus make it impossible to
get on screen/paper what was intended. Very, very frustrating.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

320. Re: NVDI 5 and screenblaster...

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 10:32:07 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <978805805.1783.0.pluto.d4ee0f47@news.demon.nl>
Source record: 52172

"Robert Schaffner" <rsmac@t-online.de> wrote in message
news:1emsztv.65z3eh11n7gvuN%rsmac@t-online.de...
> TXG <Txg@underground.demon.nl> wrote:
>
> > AUTO folder but it skips the screen where I can select my resolutions.
Can
> > somebody help me with this one?
>
> Yes.
> SB-Software doasn't found the .sbr files in screenblaster sb_res folder
> after nvdi 5. You shoould try to get the latest software release of
> screenblaster from anybody near you. years ago a patch was around here
> tht fix that problem. I got the patch from the german maus bbs @b3
> I'm not sure it is somewere else around.

Could somebody help me out with updates, I searched on the internet, but it seems the updates to screenblaster II/III are not sold anymore...

TXG

321. Re: NVDI 5 and screenblaster...

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 10:34:45 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <978805806.1783.1.pluto.d4ee0f47@news.demon.nl>
Source record: 52174

>
> Hi there!
>
> On 5 Jan 2001 21:37:52 +, "TXG" wrote:
> > I am a new user and installed NVDI 5 on my Falcon030. It does run with
> > screenblaster software 1.01 and without the NVDI.PRG it runs ok. When
NVDI
> > is activated you can see that the screenblaster software is activated in
the
> > AUTO folder but it skips the screen where I can select my resolutions.
Can
> > somebody help me with this one?
>
> I've no experience with screenblaster. (I use NVDI 5 on a falcon. With
Nemesis
> and Videl Inside software I get the 800x600 screen resolution I use).
However,
> all this kind of stuff should run _after_ NVDI in the Auto folder.
>
> Make sure NVDI is one of the first things to run in your auto folder if
it's
> not already. This could be a problem.

Hi,

I am a new Falcon030 user, in my AUTO folder I load JPEG.PRG,
MOUSEACC.PRG,NVDI.PRG then SCREENBL.PRG and WDIALOG.PRG... How can I put
NVDI as first program?

TXG

322. Re: egaSTE LocalTalk port

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 12:54:46 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A571594.299968A6@mrgs.cix.co.uk>
Source record: 52003

atarigalen@my-deja.com wrote:
>
> In article <0000.3a558627@fmlynet.org>,
> "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
> > FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> > Hello!
> >
> > I notice in some specs for the TT, MegaSTE and Falcon that they have a
> > 'LocalTalk compatible' serial network port. Was there ever software
> > support for that port that would enable one to link these machines
> > together? Was there even AppleTalk compatible software that would
> > let you have a mixed network of Apple and Atari computers?
> >
> Not really. The serial network port is simply a serial port, and
> AppleTalk was never written for the Atari. That said, you can use the
> port under STing (so I've heard) to set up a network of sorts.

Are we talking serial (as in modem) or LAN port on the Falcon? ATM I use the LAN port on the Falcon with Connect to the serial port on my Mac with Black Night and transfer files between the two. I'd love to get StinG working through AppleTalk so I can have the Falcon online as well as the Mac.

Chris (with G3 Mac and Falcon)

323. Re: Need Software for Mega ST4 and a mouse.

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 13:44:27 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <D7LaftA7EyV6Ewb4@steverosie.demon.co.uk>
Source record: 52149

In article <93685b$2eo$1@nntp9.atl.mindspring.net>, Elliott the Great
<ejohncoerper2@mindspring.com> writes
>Picked up an Atari Mega ST4 with a mono monitor real cheap. However, it
>didn't come with any software. Where can I get some, cheap, and where can I
>get a mall for the mouse or where can I get a mouse for one.
>
>Any cataloogs out there? Thx
>
>

If you are in the UK then I have software and hardware for sale, as well
as a public domain, shareware and licenseware software.

Although UK based, I will ship anywhere in the world.

My web sites:

www.the-asx.co.uk
www.last-pd.co.uk

These will be updated as I get back to normal due to a few months of bad
health:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

324. Re: Need Software for Mega ST4 and a mouse.

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 14:42:16 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <vbG56.54763$_h.361825@NewsReader>
Source record: 52150

Hello.

Keychange Music also have soft and hardware for the ST, including genuine
Cubase v3.1

UK based but supplying the world.

Barrie at Keychange.

www.keychange.co.uk

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:936bvfjj1@nnrp1.deja.com...
> In article <93685b$2eo$1@nntp9.atl.mindspring.net>,
> "Elliott the Great" <ejohncoerper2@mindspring.com> wrote:
> > Picked up an Atari Mega ST4 with a mono monitor real cheap. However,
> it
> > didn't come with any software. Where can I get some, cheap, and
> where can I
> > get a mall for the mouse or where can I get a mouse for one.
> >
> > Any cataloogs out there? Thx
>
> Go to B&C Computer visions www.myatari.com
>
> or Best Computers. Don't have the address handy. Just GOOOGLE.COM it.
> They have Mouses.
>
> For software, there are plenty of FTP sites. If you are looking for
> MIDI software, just go to my site. Remember you will need to download
> onto 720K Dos-Formatted discs. Read my Download Faq.
>
> Welcome to the world of Atari!
>
> --
> Tim Conrardy
> --
> If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
> --
> Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.egroups.com/group/atari
> tconrardy@hotmail.com
>
>
> Sent via Deja.com
> http://www.deja.com/

>

325. CAB.OVL 1.4102 released

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 15:11:50 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a5735b6$1_1@athena.netset.com>
Source record: 52152

Well several annoying problems have been worked out of my CAB.OVL.
There is now a version 1.4102 available at my website.

http://www.netset.com/~baldrick/ovl.html

Mostly just patches for CHUNK encoding that wasn't decoding
properly.

More in the works, news will follow.

Dan Ackerman
aka baldrick

326. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 15:20:20 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5737ba1e63313@online.be>
Source record: 52153
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/hexmon.lzh (124.119 bytes)
(Hex monitor: shows binairies in ASCII and hexadecimal form.
For the moment only as viewer. German version)

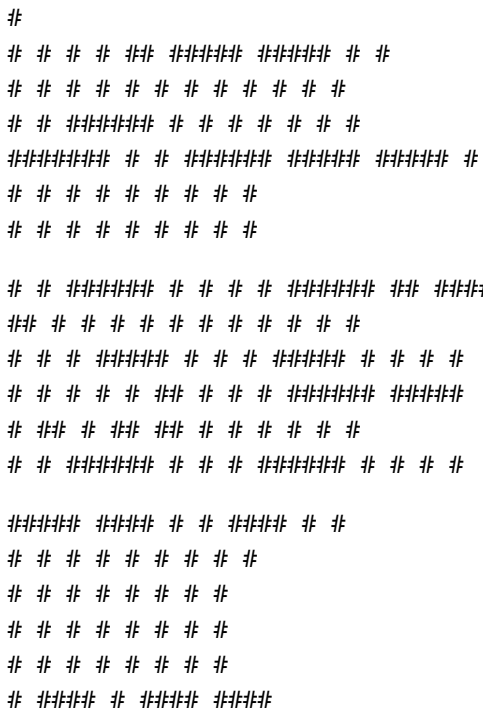
**game**
ftp://chapelie.rma.ac.be/atari/game/atarigo.zip (58.144 bytes)
(GO game for Atari and compatibles
Jeu de GO pour ordinateur Atari et compatibles, German/French version)

**multitasking**
ftp://chapelie.rma.ac.be/atari/multitasking/MagiC/designer.lzh (21.959 bytes)
(helps creating theme-information files for the NatFrame
window replacement for MagiC 6.x)

ftp://chapelie.rma.ac.be/atari/multitasking/MagiC/natfrm10.lzh (15.781 bytes)
(a winframe replacement for MagiC 6.x. It uses textures for the
different parts of the windows)

**network**
ftp://chapelie.rma.ac.be/atari/network/servers/ftp_serv.lzh (41.972 bytes)
(FTP Server is a program that lets users to connect to a central computer
( called the server ) and share files. Users have access rights ranging
from anonymous or guest to full rights permiting them to modify the remote
filesystem. For STik/STing/Gluestik)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/gsexe110.zip (159.041 bytes)
(GEMScript Executer)
```



--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

327. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 15:36:52 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <3a573b94.0@energise.enta.net>
Source record: 52151

On 2 Jan 2001 17:12:17 -, "Mark" wrote:
>Hi there,
>
>> CH>They've forgotten to add Yamaha 8424S, which also works nicely...
>
>Has anyone tried a 8824?

I have just acquired a Yamaha CRW8824E (internal ide version) which I
am using with Anodynes CD Suite. I have only written 1 CD-r with music
and 1 CR-rw with data so far but it seems to work fine. This is in a Milan.

I originally went for the Soundpool software but they were taking
so long to supply it I switched to Anodyne and I'm glad I did.

I the drive from Simply computers in GB as they would supply a brown
box version with no WinDOS software just a drive and 1 of each disc
type. Not even an IDE lead but it did only cost 126 quid inc postage
and VAT.

Peter

>
>I can only find the above 8424 drive and 8824 but they do an external
>version of the 8824 which would be nice, if these units work well then I may
>get one as I can get them for £126, £144 (internal) and £188 (external)
>respectively (+ VAT though).
>
>What Software and version are people using and who supplies it (in the UK)?
>
>Thanks
>
>
>Mark
>
>
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---

328. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 15:47:36 UTC
From: bindon@madasafish.com
Message-ID: <t5efgop5u7tb10@corp.supernews.com>
Source record: 52154

On 5 Jan 2001 23:15:55 -, Artur Stachon wrote:
>Does it pay to drown your money into Atari software ? 80% or more is
>German versions anyway. Isn't it better to go and buy a Macintosh G4 ? I
>think most people treat Atari as a hobby nowadays, I do so. But it is
>cool to see how much more can you squeeze from 16Mhz Atari Falcon. Its
>pretty amazing sometimes. Here I have one question - if you buy Magic
>and Nvdi and all those cheesey programs won't they slow your Falcon too
>much ?

Magic and NVDI do slow the processer down a bit, but you wouldn't
notice it. It's worth it though as you can run more than one prog at
one time. Thanks to NVDI graphics are sped up. Just over two times
on my STe.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

329. PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:11:13 UTC
From: Jonathan Tranter <jonathan@wolves4chopswestbrom2.com>
Message-ID: <pg7jQJAhO0V6Ew+e@hulkmustsmash.clara.net>
Source record: 52155

Hi everyone!

I'm having a problem using a serial mouse with my Falcon using Genmouse. I've tried three different mice: the Microsoft one just flies around the screen randomly (at any speed setting) and activates the left button occasionally, the second mouse sort of does the same but slower, and the third one does nothing. Changing the mode through Genmouse from MS to Logitec seems to make no difference.

Has anybody else had this trouble and come up with a solution, or are there any other similar programs that I could try?

Cheers!

Jonathan

--
Processor Simulation Software http://www.wolves4westbrom2.com/
Please remove chops from my domain name when replying by email!!

330. CAB.OVL 1.4100

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:17:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200101061717.a5935@ki.maus.de>
Source record: 52169

Hi,

I love Dan's CAB.OVL, because it has a very good cookie support. But after being offline for some months, it's not possible to start the 'download' or 'autosurf' modules of CAB with the actual CAB.OVL (any 1.4x version).
I use STinG 1.26 with MagiC 6 on my Falcon030, the only accessories I use are ST-Guide and COPS.
Download and autosurf work fine with the CAB.OVL from Olivier Booklage or when using IConnect and the original CAB.OVL from ASH.
But I want:

1. to use STinG

and

2. to have a very good cookie support and further development like with Dan's OVL. :-)

Any help would be appreciated.

Thanks in advance.

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

331. Re: Resource Manager 2.11e registration?

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:33:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978800350-741681AEicMi@madasafish.com>
Source record: 52165

Hi Martin

>>On the subject of Interface it is apparently now available as freeware
>>from the authours site.

>Interface *IS NOT* freeware, and AFAIK it isn't available anymore.

If it not freeware then tell me, is this guy lying and is it pirateware
now, is he distributing it ilegaly.

Besides ive downloaded it a couple of nights ago. Its no different from
the version ive had some years, except its in German whereas mine is
english.

>Besides it was not on the authors page but on a page of a German chap
>who claims he has gotten the exclusive permission of Olaf Meisiek to put
>it on his page for download.

Big farking mistake eh!! Thanks for clarifying that.

>However if you write to that chap, I can't remember the name or e-mail
>address right now, you will get a copy (if the situation hasn't changed
>in the mean while).

I got it from the URL specified.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

332. Re: Need Software for Mega ST4 and a mouse.

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:35:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978800352-742339AEicMi@madasafish.com>
Source record: 52164

Hi Elliot

>However, it didn't come with any software. Where can I get some, cheap,

Youve got WEB access. know how to use a search engine?.

>and where can I get a mall for the mouse

WTF is a 'mall'

>or where can I get a mouse for one.

Atari Workshop.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

333. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:39:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978800360-743676AEicMi@madasafish.com>
Source record: 52166

Hi Martin

>>I'm using 0.97g, wonder if i should attempt to re-install the keys.
>>
>><.....>

>>Nope, dont work.
>>0.95 is still perfect though. I'l go back to this i think.

>Re-install the key should work. I just tested it.

Tried, failed.

>BTW, if you're a *registrated user* you don't need to re-install the key
>at all.

If i wasnt a registered user i wouldnt have a friggin key to attempt a re-
install with would i???

>The new version looks to the zeigsmir.inf to find out if you're
>registrated or not and acts accordingly

But i deleted this in an attempt to resolve my prob's.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

334. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:41:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978800366-744821AEicMi@madasafish.com>
Source record: 52167

Hi Martin

>>I'm having this problem, but the authour is no longer available for
>>comment.

>If enough people send him a mail he'll respond (I hope).

If he's ignoring the guy who translated it for him ive no hope.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

335. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:44:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978800368-745453AEicMi@madasafish.com>
Source record: 52168

Hi Martin

>BTW: Can it be that you put the signature separator (--) yourself.

I did yes.

>If so please note that there must be a one (1) empty space after the two
>"--"

That was the way i set it, i'l check.

>It doesn't work the way you use it.

Somehow the space was deleted, ive re-added it so you should notice a
change with this responce.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

336. Re: Resource Manager *TYPO!*>>ResourceMaster 2.11e

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:55:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978800772-46831AEicMi@gmx.net>
Source record: 52162

From: Joakim Hï¿½gberg <gokmase@my-deja.com>
Date: Fri, 05 Jan 2001 02:42:46 GMT

Hi Joakim,

>If you are after the icon editing capabilities, you might want to check
>out Interface, another resource editor. The user interface of the latter
>is perhaps not as user friendly as ResourceMasters, but it is known to
>be a really solid running application. This program just recently was
>changed from commercial application to freeware. Download it at this
>site: http://www.hadley.de/hauptseite.htm

Due to a silly dispute it's not there anymore. Anyone wanting a copy of
Interface should write a mail to mailto:gerd_hoeller@t-online.de , he'll
then mail you the latest version 2.33, the status of Interface remains
freeware but the program may not be put on any website or ftp...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

337. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:55:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978800774-47307AEicMi@gmx.net>
Source record: 52159

From: rand@cd.chalmers.se (Johan Klockars)
Date: 5 Jan 2001 14:41:23 GMT

Hi Johan,

>Like all benchmarks, the numbers depend on the system, of course, as well
>as the compiler that was used.
>On todays chips, the compiler can make a huge difference.
Possibly... but I think that the used configuration has a lot to do with this
as well. I assume when benchmarking a 603 it will be seated on a motherboard
with a bus tact of minimum 66Mhz, have lots of level2 cache for itself, and
most likely will use 64bit wide EDO DIMM memory... the 68060 on the contrary
will be seated on a by today standards outdated slow motherboard... surely this

must influence the benchmarks?

Considering the bus speed of a Falcon, how much speed will be lost? how much
power does the 603 loose when there's no level2 cache onboard, how much of a
bottleneck will the slow harddisk interface be? Unless one forks out extra
money for an Eclipse card what kind of bottleneck will the Falcon build in
graphics prove to be? Taking all this in account, are you still so sure that
the Tempest card wil be twice as fast as a Hades? After all, that's what the
topic was all about.... a Falcon with the Tempest *will* be faster then any of
the existing Atari clones...
You've convinced me more or less that the 603 is faster than the 68060, but
between processor speed and computer speed there's a whole lot of difference.

>>To put it bluntly: in my book all this benchmark number crunching is strictly

>>for the fanatics.... I like "the everyday use" benchmarks a lot better, i.e
>>how long will it take Photoline to rotate a 10MB TIFF, how long does is take
>...
>But when we don't have a machine to try those things on, there is little
>choice but to go on the numbers one can find on the net. Those are
>generally 'standard' benchmarks of various kinds.
Most Apple magazines like to use the "real life benchmarks", these carry much
more weight for the average user.... for most of us things like MIPS, integer
tests, floating point tests...etc don't mean a thing. What we do understand is
the difference in time between two computers packing 10 Mb of data into a zip
file or the time it takes them to display a very large JPEG...
Stick a G4 on a lousy designed motherboard with an outdated graphic card, give
it barely enough memory to run the OS, take away all the cache memory, and
replace the fast harddisk with an extremely slow one, you know just as well as
I do that the "benchmarks" will look completely different... the described
setup corresponds in many ways to a Falcon with a Tempest accellerator...

>Processor/speed SpecInt95 SpecFloat95
>68000/16 0.14 0.16
>68030/33 0.42 0.49
>68040/40 1.16 1.31
>68060/66 2.18 2.33
>601/110 2.66 3.59
>603e/200 4.40 2.80
>603e/300 7.65 6.10
>604e/300 13.20 9.40
>G3/400 17.60 12.20
>G4/500 23.78 22.67
What I find interesting is the speed of the 601/110Mhz, this processor doesn't really differ that much with the 603, but since it's older it will be tested on

a more "realistic" level. With realistic I mean a motherboard and system that matches the Hades and Milan boards somewhat...

>>I'm probably wrong because retrieving information from such slow media would
>>only cost time...
>
>It was mentioned earlier by someone else that the translated version was
>written to hard disk. Certainly, this must be read back again next time,
>but that would be done when loading the program. Once it's in memory there
>will be no extra delay, of course.
I see...

To conclude this: I really hope you can pull it off, and even if the specs turn

out to be a little over the top, it would still be a very attractive option to many falcon users, but what about the distributor? is it really so difficult to

find another partner then Cortex? most of the people here are shivering at the thought of having to deal with that firm...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

338. Re: MagicPC video problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:55:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978800768-46348AEicMi@gmx.net>
Source record: 52160

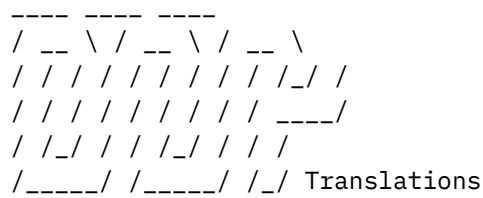
From: MARTINAUX Franck <fm@meteorage.com>
Date: Fri, 05 Jan 2001 14:51:12 +0100

Hi Franck,

>Is it possible to get more than 256 colors on MagiC PC6.1?
>And how to get TrueColor mode, if it is?
Yes but then you've got to install NVDI, preferably version 5.0x. With
NVDI installed you can get TrueColour (16 million) in any resolution that
the graphic card in the PC allows...
Installing NVDI will also speed up MagiC-PC considerable and you'll be
able to use TrueType and Postscript fonts in programs that accept these.

For some additional info and a small FAQ take a look at the MagiC PC
section of MagiC Online. http://magicos.de

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

339. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:56:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978800766-45783AEicMi@gmx.net>
Source record: 52158

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Thu, 4 Jan 2001 22:49:14 +0000

Hi Lonny,

>This is also my concern. Pity the website, or articles do not
>give clear indication about the exact CPU arrangement. It happens
>to effect how one might react, or at least it does me.
Well, the article in the German STC magazine is very conclusive:

Q: What processor will be used in the Pegasus?
A: The new computer will use the Coldfire processor from Motorola. It is the
68060 successor.

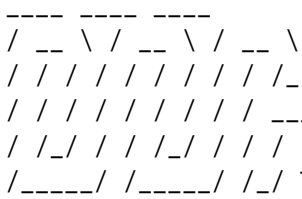
Q: Why have you choosen the Coldfire? Isn't the PowerPC a more logical step?
and what makes the Coldfire so interesting for an Atari clone?
A: The Coldfire is software compatible with the 680x0

Q: How fast is a Coldfire "Atari" compared to a Hades060?
A: About three times faster.

Q: Is the Coldfire compatible with the 680x0 range? what parts are missing and
should perhaps need to be emulated?
A: Missing in the Coldfire are the FPU and MMU. Since these parts were missing
in many of the previous TOS based computers I expect no problems. The hardware
ofcourse is not compatible to a ST or TT, but since the Coldfire has extended
debug facilities hardware emulation is possible.

The complete article is three pages long, and contains even more nonsense. If I
find some spare time this weekend, I'll translate it completely, if you thought
that the MilanII announcement was amusing, well you aint seen nothing yet...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

340. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 16:57:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978800778-48020AEicMi@gmx.net>
Source record: 52161

From: atarigalen@my-deja.com
Date: Thu, 04 Jan 2001 03:48:07 GMT

Hi Galen,

>OK. How exactly do you order it for US delivery.
Get in touch with a German Milan dealer that accepts credit cards and ships wordwide... do not worry to much about the language barrier, just write in plain English...
In my experience German dealers understand English very well, especially when it concerns ordering goods, when it's about complaining or asking difficult questions then usually they don't understand you. But this is a worldwide phenomena... ;-)

Personally I can recommend Seidel Software Service, goods are expedited quickly and the payment was always exact to the last cent...
mailto:info@seidel.online.de

Cheers from Belgium
Dennis
--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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

341. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 17:10:08 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a575170$1_2@athena.netset.com>
Source record: 52157

In article <pg7jQJAhO0V6Ew+e@hulkmustsmash.clara.net>,
Jonathan Tranter <jonathan@wolves4chopswestbrom2.com> wrote:
>Hi everyone!
>
>I'm having a problem using a serial mouse with my Falcon using Genmouse.
>I've tried three different mice: the Microsoft one just flies around the
>screen randomly (at any speed setting) and activates the left button
>occasionally, the second mouse sort of does the same but slower, and the
>third one does nothing. Changing the mode through Genmouse from MS to
>Logitec seems to make no difference.
>
>Has anybody else had this trouble and come up with a solution, or are
>there any other similar programs that I could try?
>

There is an older program called serial mouse at the umich
archive. I've had great success with it on my STBook. The one problem
I've had with it is some games didn't recognize that it was there.

Dan Ackerman
aka baldrick

>Cheers!
>
>Jonathan
>
>--
> Processor Simulation Software http://www.wolves4westbrom2.com/
> Please remove chops from my domain name when replying by email!!

342. Re: Resource Manager *TYPO!*>>ResourceMaster 2.11e

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 17:25:42 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@webone.com.au>
Message-ID: <3A575515.76A97E3F@webone.com.au>
Source record: 52163

Thanks for the info all.

Dennis Vermeire wrote:

> From: Joakim Hï¿½gberg <gokmase@my-deja.com>
> Date: Fri, 05 Jan 2001 02:42:46 GMT
>
> Hi Joakim,
>
> >If you are after the icon editing capabilities, you might want to check
> >out Interface, another resource editor. The user interface of the latter
> >is perhaps not as user friendly as ResourceMasters, but it is known to
> >be a really solid running application. This program just recently was
> >changed from commercial application to freeware. Download it at this
> >site: http://www.hadley.de/hauptseite.htm
>
> Due to a silly dispute it's not there anymore. Anyone wanting a copy of
> Interface should write a mail to mailto:gerd_hoeller@t-online.de , he'll
> then mail you the latest version 2.33, the status of Interface remains
> freeware but the program may not be put on any website or ftp...
>
> Cheers from Belgium
> Dennis
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> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

343. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 18:30:44 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a576454$1_1@athena.netset.com>
Source record: 52173

In article <93318h$8l7$1@plutonium.compulink.co.uk>,
<xlator@cix.compulink.co.uk> wrote:
>In message <3a53e269$1_2@athena.netset.com>, baldrick@dilbert.netset.com said:
>
>> I'm not certain exactly what character you mean though. I only
>>have my Atari system list handy. So do you maen the Check symbol? The
>>thing that looks kind of like the Amiga logo?
>
>Not the check symbol. In fact I should have said ASCII-6! It appears as
>a (doubt it will pass through the mail system properly, so it's a
>large open square with a smaller one top left overlaying it) with the
>Monaco Mono font. With the Atari system font it's a black rectangle with
>a diagonal line across the bottom right corner.
>
>I find it in the CAB cache listing sometimes. Clicked on it displays as
>a normal html file.
>
>Regards, /Peter/
>
>

My guess is that its the output from some cgi that doesn't have an
extension on it and CAB is just supplying that ending. Kind of strange
character to supply but it wouldn't surprise me. There are times I've
seen where CAB is expecting something and doesn't get it and doesn't
provide termination onto the string that it passes the OVL. Been sorting
a few of those out that cause problems.

Dan Ackerman
aka baldrick

344. Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 18:41:00 UTC
From: bindon@madasafish.com
Message-ID: <t5eplsktu7rn6a@corp.supernews.com>
Source record: 52175

Hi,

Got some problems with SMU. It's the first time I've tried this
program and it's a bit of a bugger to get working!

I've set Magxdesk up as an AVserver and also set my $HOME directory up
in the magxdesk.inf file. They all seem to be working as it's not
complaining. I then used SMU setup to make mu start.set file. That
went OK too. I then put XMEN_NGR and START in my Magic Start
directory. That seems fine too as when it boots the start bar apears
in the bottom left corner.

I put my start.set in C:\User but in seems
as if SMU can't find it as the Start bar is "greyed" out and the test
function in SMU setup reports "Could not find SMU" Anyone know what's
up?

Actually I've just put start.set in the start folder and it works, but
you're supposed to put all defaults in one place to be "elegant"
according to the hyp file which I understand. So it looks like it
can't find it in the user directory. I must be doing something
stupid.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

345. Re: IRC (was Re: XTOS Poll)

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 18:53:56 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101061847090.87-100000@TT030>
Source record: 52194

On Fri, 5 Jan 2001, Derryck Croker wrote:

> I'm told that setting some Environment variables is mandatory for later
> versions of AtarIRC, would that be the cause of the crash? Seems a tad
> violent if so?

Nope. Missing env vars will just disable certain features.
For example when I test it under singletos, where I have no
env vars set, it works fine. It does not work with iconnect
and/or ifusion installed. Mail to the ifusion author went
unanswered.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

346. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 19:06:52 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101061856070.87-100000@TT030>
Source record: 51996

On Sat, 6 Jan 2001 atarigalen@my-deja.com wrote:

> You're a brave man Lonny. I salute you!

Hehe! Well I don't think so actually. Several people in this
group stand by Fredi completely and I can say from my own experience
Fredi can be trusted to deliver the goods and support. Actually,
I wish I spoke german good enough to carry on real conversations
with Fredi. Apparently the hades is by todays standards almost
impossible to put together now, milan could not manage it.
Anyway I'm having fun, and that I guess is the most important
part.

Btw, the women in charge at the bank over direct transfers did
give me some strange look when I requested the large transfer.
Not unlike the same looks when you tell someone you are online with
your "Atari". ;-))

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

347. Re: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 19:11:10 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <TOK56.16038$0d.769559@nnrp4.clara.net>
Source record: 52178

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.3a564b10@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Shiuming Lai" <lais@zetnet.co.uk>
> > Stardust.
> > When run on a Falcon the in-game music is generated at a higher sample
rate
> > than the STE, too. Apart from that it's also a great game with excellent
> > graphics and sound and based in space.
> > Shiuming Lai
>
> Is this a cockpit style game? Know where I can find a copy?

It is basically Asteroids with ray-traced
graphics (all pre-rendered, of course)
and great inter-level games. Very
smooth and very finely balanced controls.

Shiuming Lai

348. Re: MagicPC video problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 19:12:02 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <UOK56.16039$0d.770720@nnrp4.clara.net>
Source record: 52179

"MARTINAUX Franck" <fm@meteorage.com> wrote in message
news:3A55D150.F696C0F@meteorage.com...
> Hi evreybody!
>
> Is it possible to get more than 256 colors on MagiC PC6.1?
> And how to get TrueColor mode, if it is?

Yes, it will use whatever video modes
your PC's graphics card can support.
Select "New" in the video mode selection
and create a new display mode.

Shiuming Lai

349. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 19:23:55 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <VOK56.16040$0d.770329@nnrp4.clara.net>
Source record: 52181

"Artur Stachon" <astachon@intergate.bc.ca> wrote in message
news:3A56C62B.8DC349E9@intergate.bc.ca...
> Does it pay to drown your money into Atari software ?

That's a question only you can answer
for yourself.

There are lots of hippocrites in the Atari
scene who complain that there is no
support and these are the same ones
who don't spend a penny on their
so-called hobby. I've seen it and heard it.

> 80% or more is
> German versions anyway. Isn't it better to go and buy a Macintosh G4 ?

It's better to buy whatever you want
so long as you enjoy using it and
don't take it for granted.

> I
> think most people treat Atari as a hobby nowadays, I do so. But it is
> cool to see how much more can you squeeze from 16Mhz Atari Falcon. Its
> pretty amazing sometimes. Here I have one question - if you buy Magic
> and Nvdi and all those cheesey programs won't they slow your Falcon too
> much ?

What do you mean, "cheesey"?
Bitstream was highly impressed by the
speed of NVDI's font-rendering engine,
for example. Atari users have had the
privilege of some extremely talented
developers but are generally too ignorant
to realise it.

> Then you'll need to upgrade to 14mb Ram which in "real world" would cost
> you what, $20 ? But for Atari $100+ then if you need some kind of
> accelerator its another $300+ and if you sum it all up it comes to a
> nice Macintosh G4.

You're not in the real world if you
expect Atari stuff to cost the same
as PC and Mac in this day and age.
Too many Atari users want something
for nothing.

Shiuming Lai

350. Re: IDE HD Questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 19:26:45 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <WOK56.16041$0d.771076@nnrp4.clara.net>
Source record: 52180

"Jerry Martin" <jtmartin@gofree.indigo.ie> wrote in message
news:yPi56.4313$s4.3039@news.indigo.ie...
> Hello all,
>
> The same source as was offering the SH CD-RW has dumped a Maxtor PC IDE
Hard
> disk on me. I am just wondering if this can work with the Falcon?

If it works at all, then it should work in
the Falcon. Try it. I've done loads of
3.5" EIDE hard disk installations in Falcons.

> I had a quick look inside my C-LAB Falcon MK.X and while there is plenty
of
> space for the hard disk, ther is a rather striking difference between the
sizes
> of the disks. (The one in the falcon is very small in comparison)
>
> This new drive came from a desktop PC so has a slightly larger IDE
connector
> plus it needs a power supply cable.

Get yourself a 2.5"->3.5" convertor,
only cost a tenner or so. I prefer the
Lindy ones. I've also used them at
work the other way round, to recover
laptop hard disks by connecting them
to a desktop machine.

> Does anyone know if such a drive can work with the falcon, or if it's
better to
> consign it to the rubbish tip?

If you don't try...

Shiuming Lai

351. Europe Shareware Espana

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 19:26:47 UTC
From: Luis Manuel Asensio Royo <lasensio@airtel.net>
Message-ID: <3A577177.5D470A94@airtel.net>
Source record: 52176
Cross-posted to: comp.sys.atari.st,comp.sys.atari

```
Hi all,

We have the pleasure to announce the opening of Europe Shareware Espana,
specially dedicated to the Spanish Atari users, and with the objective
to facilitate the purchase of shareware programs.

For more details, to visit the Web page whose address is indicated
below.

http://www.europe-shareware.org/
--
||| Un saludo
_/|\_ Regards

Luis
```

352. Re: Off Topic - really (was Re: serial link speed queries)

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 19:56:36 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <WOK56.16042$0d.771233@nnrp4.clara.net>
Source record: 52177

"william wong" <wongck@letterbox.com> wrote in message
news:92rbncktj3@mailint03.im.hou.compaq.com...

> It already OCed - P3 700@933 on a Intel mobo !
> They said P3 & Intel mobo are lock and not OCable,

Bah, Intel's locked core clock multiplier
is easy to defeat - in your case you've just
got to make the board run at 133MHz FSB,
so with a clock multiplier of 7 (700MHz being
a 100MHz FSB) there's your 930+ MHz.

So how did you crack the motherboard
clock setting? Is it a BX, 8x0 or 815?

> even the OC usenet group says that <grin>...
> but mine is OCed & on stock HSF (even at room temp 30C).....

Even in Singapore?? That's good.
Just make sure you don't OD on
your OC or you could end up needing
a liquid nitrogen dispenser.

Shiuming Lai

353. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 20:26:31 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <937v1nvof1@newsg2.svr.pol.co.uk>
Source record: 52182

On 4 Jan 2001 02:01:57 G, atarigalen@my-deja.com wrote:
>Hi all,
>
>I noticed in the latest catalog of Tiger Direct the sale of new UMAX
>Astra 1220S and 1200S flatbed scanners. These are not the latest and
>greatest, but they are known to work perfectly with Atari computers via
>the ScanX software. At around $50 US, I just picked up a backup one
>for myself. (No, I don't have any association with Tiger Direct -- but
>I do recall a scanner thread a couple of months back, so whoever was
>asking, here's your chance.)
>
>Galen
>
>http://www.tigerdirect.com/applications/Category/category_slc.asp?
>id=1603&page=4

Hi Galen

Thanks for the tip! I have been looking at scanners made by Epson and Mustek recently in the hope of getting an old one that would work with existing Atari scanning software! No joy yet.

Does anyone know what the "Transparency" modules do on these scanners? Can it be utilised by Atari s/w?

Neil

354. Goldrunner on WinSTon

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 20:36:57 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.14c121bf277b4738989686@news>
Source record: 52183

Does anyone know of a copy of Goldrunner that runs on WinSTon? I have the one on the Automation CD. It starts up and starts to unpack, then goes blank.

TIA!

--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

355. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 20:42:40 UTC
From: swampfox1@earthlink.net
Message-ID: <4rL56.7496$zH4.338684@newsread1.prod.itd.earthlink.net>
Source record: 52184

On 5 Jan 2001 22:43:03 G, Jerry Martin wrote:
>
SNIP
>PS: I've occasionally run into the 'runtime error' too... It happens usually
>during table formatting... perhaps some deepseated bug in the program? You can
>quite easily trigger it by clicking the STOP button while formatting a larget
>HTML table! :)
>
>
>
>
>Jerry Martin---
> jtmartin@eircom.net
> Atari mICQ support site: http://icqinfo.atari.org
>---
> 14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
>---
>.
Hi Jerry,
My system (Falcon MKI/14meg/single TOS 4.04/NVDI 5.01) seems to have
decided to replace the runtime error offset with a CAB 2.8/WDIALOG crash
in your above case!!! Sometimes WDIALOG recovers but most times not.
I believe it's WDIALOG related since CAB crashes again when it reaches
that program in the loading process. Howeveer, it has'nt crashed or shown
an offset on it's own yet! Maybe it will now that I've mentioned it!
(:->)~
John G.

356. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 21:16:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978862670-52566AEicMi@madasafish.com>
Source record: 52009

Hi Lyndon

>Magic and NVDI do slow the processer down a bit, but you wouldn't
>notice it.

No they dont, In actual fact Magic and NVDI make the system faster
overall, by providing optimised assembler routines to replace klunky C
coding.

>It's worth it though as you can run more than one prog at one time.

No arguments there!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

357. Re: STE and bogus DMA

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 21:42:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978815338-612691AEicMi@cwcom.net>
Source record: 52188

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Fri, 05 Jan 2001 11:24:29 -0000

>>I could try them all and see if one manages to work around the problem.
>>The only drivers I had tried was the ICD 5.x and 6.x.
>
>I have very little hope that changing the HD software will help, as
>it's a hardware problem but here are the names.

It's a hardware issue as you state.

>CBHD, I think this has been converted into English (was German)

The English translation is on my web site (MISC section, URL in sig).
It's not a complete translation, but there's enough to get it working.
Personally, I didn't find it to be very straightforward TBH.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

358. Re: MagicPC video problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 21:45:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978815340-613187AEicMi@cwcom.net>
Source record: 52189

From: MARTINAUX Franck <fm@meteorage.com>
Date: Fri, 05 Jan 2001 14:51:12 +0100

>Is it possible to get more than 256 colors on MagiC PC6.1?

NVDI 5 as already suggested.

>And how to get TrueColor mode, if it is?

You enter the resolution and colour depth you want into the "Change
Resolution" dialog box, it's that easy!

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

359. Re: Resource Manager 2.11e registration?

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 21:54:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978815342-613607AEicMi@cwcom.net>
Source record: 52190

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Fri, 05 Jan 2001 23:28:50 +0100 (MET)

>>On the subject of Interface it is apparently now available as freeware
>>from the authours site.
>
>Interface *IS NOT* freeware, and AFAIK it isn't available anymore.
>Besides it was not on the authors page but on a page of a German chap
>who claims he has gotten the exclusive permission of Olaf Meisiek to put
>it on his page for download. However if you write to that chap, I can't

I can now exclusively reveal that I've got Olaf's permission to release
the English resource file for Interface. However, it is NOT yet available
for download because I have to check to see if I have the correct version.

One thing that is holding this process up is that the ZIP archive of
Interface is password protected, so until I can get a key no further
progress will occur.

I downloaded Interface this evening, so it is still available FWIW.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

360. FS. External PSU for Stacy

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 22:04:37 UTC
From: Jos Vlietstra <joolie@superweb.nl>
Message-ID: <9384j5$ru5$1@nereid.worldonline.nl>
Source record: 52012

Hi
I have for sale the grey external Stacy PSU..........
Any bids ???

Jos (jo.vlie@12move.nl)

361. Joe 1.48 in Swedish

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 22:15:05 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9385d9frf2@cubacola.tninet.se>
Source record: 52185

```
Hi all!

Just a short note to let you know that Joe 1.48 is now available in
Swedish. You can download it from my homepage or from Pierre's:
http://www.multimania.com/nef/
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html
---

362. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 22:22:52 UTC
From: ebaiz@skyenet.net
Message-ID: <0VM56.556$Zf.5107@newsfeed.slurp.net>
Source record: 52192

On 6 Jan 2001 16:11:13 +, Jonathan Tranter wrote:
>Hi everyone!
>
>I'm having a problem using a serial mouse with my Falcon using Genmouse.
>I've tried three different mice: the Microsoft one just flies around the
>screen randomly (at any speed setting) and activates the left button
>occasionally, the second mouse sort of does the same but slower, and the
>third one does nothing. Changing the mode through Genmouse from MS to
>Logitec seems to make no difference.
>
>Has anybody else had this trouble and come up with a solution, or are
>there any other similar programs that I could try?

You should do what I did. Get Mario Becroft's Serial Mouse Adapter. I have one that I use with my Hades and I use a Logitech Mouse. Get more information at: http://gem.win.co.nz

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

363. Re: NVDI 5 and screenblaster...

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 22:41:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978937042-196681AEicMi@cwcom.net>
Source record: 52073

From: "TXG" <Txg@underground.demon.nl>
Date: Sat, 6 Jan 2001 11:32:07 +0100

>> SB-Software doasn`t found the .sbr files in screenblaster sb_res folder
>> after nvdi 5. You shoould try to get the latest software release of
>> screenblaster from anybody near you. years ago a patch was around here

>Could somebody help me out with updates, I searched on the internet, but it
>seems the updates to screenblaster II/III are not sold anymore...

Grab Videlity (which was released into the PD a while back, sorry I've no
URL but it might be on the Chapelie FTP server). Install it and configure it
for an external clock, I think that it's 50MHz?

You might also try Centek's screen res expander, but I don't know whether
that is capable of working with an external pixel clock.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

364. AtariIRC v1.12 released

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 22:50:32 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101062244420.97-100000@TT030>
Source record: 51999

```
If aIRC works for you, a new version is released.

Changes:
Minor workaround for obscure hidden window problem in N.Aes.
Color Selector is now supported.
Completley new memory management routines.
With newer MiNT kernals aIRC will not eat up more ram than
it actually needs.

_____________________________________________________________________
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

365. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 23:17:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a57afd6d14d60@online.be>
Source record: 52195

on Sat 06-01-2001 16:44 Steve Sweet wrote:

>>It doesn't work the way you use it.
>
>Somehow the space was deleted, ive re-added it so you should notice a
>change with this responce.

It's oke now. Thanks

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

366. Games: Random??

Newsgroup: comp.sys.atari.st
Date: 2001-01-06 23:34:44 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a57ab94$0$174@news.zetnet.co.uk>
Source record: 52193

Forgive me, guys, as a non-programmer, but would any game programmer help me here, please.

I play few computer games (Yukon, Patience, Shanghai, etc) but am puzzled by the process/algorthithm/whatever that throws up the subsequent games screens after the first.

I mean: it very soon becomes obvious that the repetition of the game in question either can/may be solved or can not at all. Shanghai and Yukon are the most obvious examples.

Evidence is the appearance of patterns recognised from preceding screens.

Is there not a more updated randomize algorithm than used by previous games? (If 'algorithm' is the right word.)

Happy New Year to all,
Charles.

367. TAF article

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 03:34:15 UTC
From: anarkist@idirect.com
Message-ID: <XsR56.23341$7.982950@quark.idirect.com>
Source record: 51997

TAF has had an article written up on them, and its about the Atari
in case you didn't know.
the web site is http://www.eye.net
'new media' link
or
http://www.eye.net/eye/issue/issue_01.04.01/news/newmedia.html
I wish he had out in links to magicos, hallvard, or www.atari.org
instead of the nostalgia links, but there is TAF and Fmax...
ken

368. Re: Games: Random??

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 03:50:30 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a57e786$1_1@athena.netset.com>
Source record: 51998

In article <3a57ab94$0$174@news.zetnet.co.uk>,
Charles Stanley <cstanley@zetnet.co.uk> wrote:
>Forgive me, guys, as a non-programmer, but would any game programmer
>help me here, please.
>
>I play few computer games (Yukon, Patience, Shanghai, etc) but am puzzled
>by the process/algorthithm/whatever that throws up the subsequent games
>screens after the first.
>
>I mean: it very soon becomes obvious that the repetition of the game in
>question either can/may be solved or can not at all. Shanghai and Yukon
>are the most obvious examples.
>
>Evidence is the appearance of patterns recognised from preceding screens.
>
>Is there not a more updated randomize algorithm than used by previous
>games? (If 'algorithm' is the right word.)
>
>Happy New Year to all,
>Charles.

One big question. Do you have a clock on your computer? A real
time clock with a battery backup (such as a TT or Falcon or a hard drive
controller witha clock)?

The reason I ask is that alot of programmers use the system clock
as a seed value for the random function. You used to see the question
alot when ST's were more common, since people didn't worry about the time
and didn't always have a system clock. In these cases you could almost
guarantee repeats of random sequences based soley on the fact that the
system time was almost always the same on a machine within a small
variation. The trick used then was either to get a system clock or to set
your system time to something else before you played a game that exhibited
these symptoms.

If you do have a working system clock that keeps time whether your
system is on or off, then you have a very odd set of coincidences going on
if you are seeing consistently the same performance across a wide range of
programs.

Dan Ackerman
aka baldrick

369. CT2 linux boot was Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 04:12:16 UTC
From: anarkist@idirect.com
Message-ID: <A0S56.23351$7.982950@quark.idirect.com>
Source record: 52000

```
On 29 Dec 2000 18:34:36 , "Shiuming Lai" wrote:
->
->"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
->> >And has anyone tried using anyother 3rd party hardware board with the
->> >CT2B, like the Expose or etc?
->> A very good question. The makers of the Eclipse graphics card reckon that
->> that will run with a CT2B once it (the graphics card adaptor) is fitted
->> with the appopriate through connectors.
->
->I've seen an Expose refuse to work with CT2
->and an Eclipse refuse to work with an
->Eagle Sonic accelerator.
->Shiuming Lai
->
I came accross a web site that had a linux ataboot for the CT2.
then I misplaced the site! :-/
I tried Centeks site, but it claims the ataboot file is not there.
anyone know where I can locate these files?
(I thought it was a czech site, but...)
ken
```

370. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 05:27:54 UTC
From: bixster@my-deja.com
Message-ID: <938uom$st3$1@nnrp1.deja.com>
Source record: 52001

Hi...

I have a 1220S with the transparency module on my PC at work. It enables you to scan slides and negs, but I don't know if the Atari software will recognize it. The Umax PC software detects the transparency adapter (which is a backlight built into the lid) and allows you to select "transmissive" rather than "reflective" as a scan mode. We paid $180 just for the adapter a few years back, but it's never worked reliably... the pulley that moves the backlight gets stuck half the time, although I can usually get it to work after a bit of aggravation. Certainly not worth $180, but if it's cheap enough, why not...;-)

Dennis

> Does anyone know what the "Transparency" modules do on these scanners?
> Can it be utilised by Atari s/w?
>
> Neil
>

Sent via Deja.com
http://www.deja.com/

371. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 08:18:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978937046-197593AEicMi@cwcom.net>
Source record: 52075

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 06 Jan 2001 18:41:00 -0000

>I've set Magxdesk up as an AVserver and also set my $HOME directory up

Get hold of Alexander Barton's AVServer prog and use that instead,
pointing your magx.inf file to that instead of Magxdesk.

>in the magxdesk.inf file.

You do mean magx.inf, don't you?

>Actually I've just put start.set in the start folder and it works,

Mine's in a USER\DEFAULTS directory.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

372. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 08:21:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978937044-197177AEicMi@cwcom.net>
Source record: 52074

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 6 Jan 2001 20:26:31 GMT

>Does anyone know what the "Transparency" modules do on these scanners?
>Can it be utilised by Atari s/w?

It's just an attachment that lets you scan slides, which are essentially
transparent. Shouldn't be a software issue AFAIK.

--


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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

373. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 09:22:48 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <939ch8$7vq$1@wanadoo.fr>
Source record: 52008

On 6 Jan 2001 16:11:13 +, Jonathan Tranter wrote:
>Hi everyone!
>
>I'm having a problem using a serial mouse with my Falcon using Genmouse.
>I've tried three different mice: the Microsoft one just flies around the
>screen randomly (at any speed setting) and activates the left button
>occasionally, the second mouse sort of does the same but slower, and the
>third one does nothing. Changing the mode through Genmouse from MS to
>Logitec seems to make no difference.
>
>Has anybody else had this trouble and come up with a solution, or are
>there any other similar programs that I could try?

Hi Jonathan,

I have connected a serial / PS2 Logitech Pilot mouse with my Falcon
on the LAN port (because the serial 2 is used by my modem). The driver
GENMOUSE 2.6 works fine. My congiguration is:
Connection: LAN
Protocol: Logitech
Speed up: 13
Dynamic: 1
Smooth: on, 200
With this values I have the same results than my old mouse.
I use the driver under TOS 4.02 and MagiC 6.

For info, it's easy to connect a serial/PS2 mouse on the LAN port:

Logitech Mouse
LAN/RS422 Serial & PS/2
++++++++++++++ +++++++++++++++
+ 1: HSKo +------------->-------------+ 5: CLK (RTS)+
+ 2: HSKi/CLK+ | Power source 1 + +
+ 3: TXD- +------------->-------------+ 6: N/C (RX) +
+ 4: GND + + +
+ 5: RXD- +-------------<-------------+ 2: N/C (TX) +
+ 6: TXD+ + Power source 2 + +
+ 7: GPi + 7 Atari mouse port >----+ 1: Data(DTR)+
+ 8: RXD+ +-------------<-------------+ 3: GND +
+ Blindage +------------->-------------+ Blindage +
++++++++++++++ +++++++++++++++

Mini-din PS/2 type:

6 5
X

4 X 3

2 1

1: Data
2: N/C -> TX in serial mode
3: GND
4: VCC 5V
5: CLK
6: N/C -> RX in serial mode

Mini-din LAN/RS422:

8 7 6

5 4 3

2 1

1: HSKo Output hanshake
2: HSKi/CLK Input hanshake or external clock
3: TXD-
4: GND
5: RXD-
6: TXD+
7: GPi General purpose output
8: RXD+

It's possible to use the original mini-din PS/2 mouse if you cross
the wires inside the Logitech mouse.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

374. Re: CT2 linux boot was Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 09:22:50 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <939cha$7vq$2@wanadoo.fr>
Source record: 52007

On 7 Jan 2001 04:12:16 G, Ken Macdonald wrote:

Hi Ken,

>I came accross a web site that had a linux ataboot for the CT2.
>then I misplaced the site! :-/
>I tried Centeks site, but it claims the ataboot file is not there.
>anyone know where I can locate these files?
>(I thought it was a czech site, but...)

I have found ataboot and the kernel 2.1.120 for the CT2 at this adress:
http://www.geocities.com/SiliconValley/Bay/1209/linux.html

I use Debian 2.2 but the kernel 2.2.x of this distribution causes problems
with Xfree, so I use the 'old' kernel 2.1.120.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

375. MagicOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 09:36:05 UTC
From: action97-noespam-@hotmail.com
Message-ID: <b4eg5tkq932t6sb8ala52i1a0514h3r6g0@4ax.com>
Source record: 52002

Is there any trial version of MagicOS for Atari TT030?

376. Re: NVDI 5 and screenblaster...

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 10:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t5gfh0tnvl35aa@corp.supernews.com>
Source record: 52004

On 6 Jan 2001 11:34:45 +, "TXG" wrote:

Hi,

>I am a new Falcon030 user, in my AUTO folder I load JPEG.PRG,
>MOUSEACC.PRG,NVDI.PRG then SCREENBL.PRG and WDIALOG.PRG... How can I put
>NVDI as first program?

You'll need either Autosort of Dirsort, either will do, should be on
all the Atari FTP sites.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

377. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 10:00:03 UTC
From: bindon@madasafish.com
Message-ID: <t5gfh38foqinac@corp.supernews.com>
Source record: 52005

On 6 Jan 2001 22:22:52 G, Edward S. Baiz Jr. wrote:

Hi Edward

>You should do what I did. Get Mario Becroft's Serial Mouse Adapter. I have
>one that I use with my Hades and I use a Logitech Mouse. Get more
>information at: http://gem.win.co.nz

I know I've been through this before, but what model is that and does
it come with a PS2 connector with an adaptor for PS2 to serial?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

378. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 10:29:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101071129.a59575@su2.maus.de>
Source record: 52052

Hi Derryck,

DC>I don't understand what you mean about deletion, is it something that
DC>we should be aware of when using Optimizer?
Not at all. He just had made a mistake in a dialog box; he had denied
twice where a single denial would have been correct.

Something like: 'there were no undeleted clusters found' instead of
'there were no deleted clusters found'.

And it concerned the German version only. And not the behaviour of the
program, but only the dialog box!

I even did not spread this corrected version here in our country. If
and when there will be an update, you'll be the first to get it for
translation purposes!

But as there is no complain, the soft should be working properly all
over the world. Any comments, complains, suggestions, corrections are
welcome.

Und TTschï¿½
ps

379. Re: CT2 linux boot was Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 10:37:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a58474e16b0f50@online.be>
Source record: 52006

on Sun 07-01-2001 04:12 Ken Macdonald wrote:

>On 29 Dec 2000 18:34:36 , "Shiuming Lai" wrote:

>I came accross a web site that had a linux ataboot for the CT2.
>then I misplaced the site! :-/
>I tried Centeks site, but it claims the ataboot file is not there.
>anyone know where I can locate these files?
>(I thought it was a czech site, but...)

A good search start might be the UTSI pages, section Linux
For the URL of the UTSI see my signature.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

380. Re: NVDI 5 and screenblaster...

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 12:14:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978976482-57184AEicMi@madasafish.com>
Source record: 52102

Hi Lyndon and TXG

>>I am a new Falcon030 user, in my AUTO folder I load JPEG.PRG,
>>MOUSEACC.PRG, NVDI.PRG then SCREENBL.PRG and WDIALOG.PRG... How can I
>>put NVDI as first program?

>You'll need either Autosort of Dirsort, either will do, should be on
>*all* the Atari FTP sites.

Or simpler still, create a directory, say called swap.

Open a window to this and the AUTO folder.

Copy everything into it from the AUTO folder,

Delete everything in the source directory after spending at least 20
years double-checking all got copied.

Delete everything in the source directory.

Copy everything back singly in the order of your choice.

You can now delete the swap directory if you wish or keep it so's youve
got backups of the AUTO folder available in case bit-bugs bite.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

381. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 12:17:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978976484-57948AEicMi@madasafish.com>
Source record: 52103

Hi Martin

>>Somehow the space was deleted, ive re-added it so you should notice a
>>change with this responce.

>It's oke now. Thanks

Briliant, see you around.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

382. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 12:22:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978976488-58707AEicMi@madasafish.com>
Source record: 52104

Hi Lyndon

>Actually I've just put start.set in the start folder and it works, but
>you're supposed to put all defaults in one place to be "elegant"
>according to the hyp file which I understand. So it looks like it can't
>find it in the user directory. I must be doing something stupid.

I find with SMU that you have to do what works for SMU!!.

Ive been playing with this recently in order to add the DHST protocol to
my system. And i find that if start.set is in a place other than SMU's
directory the DHST dont work, which is weird as $home is where SMU saves
its history files???.

As you say you should be able to dump everythinh into $home, but SMU has
other ideas.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

383. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 12:25:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978976494-59557AEicMi@madasafish.com>
Source record: 52105

Hi Lonny

>Btw, the women in charge at the bank over direct transfers did give me
>some strange look when I requested the large transfer. Not unlike the
>same looks when you tell someone you are online with your "Atari". ;-))

Well its obvious that your money laundering or summat else evil, why else
would you want to send money abroad.

Youve probably got the FBI camped outside right now, have you checked out
that Winebago opposite your house, the one with the satellite dishes and
cameras on the roof.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

384. Re: Resource Manager 2.11e registration?

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 12:42:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978976496-60312AEicMi@madasafish.com>
Source record: 52106

Hi Derryck

>I can now exclusively reveal that I've got Olaf's permission to release
>the English resource file for Interface. However, it is NOT yet
>available for download because I have to check to see if I have the
>correct version.

I understand that 2.33 is the currently available version, mine is 2.3

>One thing that is holding this process up is that the ZIP archive of
>Interface is password protected, so until I can get a key no further
>progress will occur.

Bummer dude. Keep me posted on progress as i find its a valuable
companion for RSM, it can still do stuff that RSM cannot.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

385. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 12:44:36 UTC
From: Thomas Baade <t34@epost.de>
Message-ID: <3A5864B4.58E61073@epost.de>
Source record: 52010

Hello Didier,

> For info, it's easy to connect a serial/PS2 mouse on the LAN port:
>
> Logitech Mouse

did this work with Mouse25 too? (http://home.arcor-online.de/t34/mouse25.lzh)

Greetings from Rostock, T34

BTW: If anybody is intrested, where is a (never published) v2.6 Beta at
(http://home.arcor-online.de/t34/mouse26s.lzh)

386. Re: Goldrunner on WinSTon

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 12:57:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978976500-61036AEicMi@madasafish.com>
Source record: 52107

Hi Dude

>Does anyone know of a copy of Goldrunner that runs on WinSTon? I have
>the one on the Automation CD. It starts up and starts to unpack, then
>goes blank.

Its probably the unpacker thats falling over, can you use something like
NewDepack to depack it and save a unpacked version.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

387. Re: Games: Random??

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 13:00:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978976504-61850AEicMi@madasafish.com>
Source record: 52108

Hi Dan

>
> If you do have a working system clock that keeps time whether your
>system is on or off, then you have a very odd set of coincidences going
>on if you are seeing consistently the same performance across a wide
>range of programs.

So if you start the game a 6 o clock you'l beat the bad guys, but if you start at 5 past 6 youre dead!!. interesting. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

388. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 13:04:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978976510-62825AEicMi@madasafish.com>
Source record: 52109

Hi Shiuming

>> Then you'll need to upgrade to 14mb Ram which in "real world" would
>> cost you what, $20 ? But for Atari $100+ then if you need some kind of
>> accelerator its another $300+ and if you sum it all up it comes to a
>> nice Macintosh G4.

>You're not in the real world if you expect Atari stuff to cost the same
>as PC and Mac in this day and age.

That would make NVDI about ï¿½300 and MAGIC about ï¿½500 wouldnt it if there
was a realistic cross platform comparison.
I'l stick with things the way they are i think.

>Too many Atari users want something for nothing.

Or will slag off the platform when they cant get it, still everything is
free in the PC world isnt it!!!. :-/

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

389. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 13:15:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978879676-112723AEicMi@gmx.net>
Source record: 52018

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 2 Jan 2001 19:50:03 -0500

Hi Dan,

> 2. Milan - COMPLETELY AND ALMOST TOTALLY IMPOSSIBLE TO GET IN
>NORTH AMERICA!!!!
> - The same rant that I've seen elsewhere, why can't I
>just buy a barebones mother board with drivers? I can scavenge enough
>parts from our junk room at work to flesh it out very happily.

Just suppose that...
For people living in Belgium, Holland but especially Germany getting hold of a Milan or Milan DIY kit is relatively easy... most of us here have personal contact with each other by means of PM or IRC... in certain cases I imagine one could even use the word "friendship", personally I spend more time here with you guys then have with my best friends... and although most of us will probably never meet each other in real life, you've all become a part of my life... :-)

Considering the reliability of certain dealers and the difficulty of getting the payment across, well, why not use our international contacts?
If someone living i.e the States would like a Milan, why not simply ask one of the people here in which he probably puts more trust? I know I would...

It's still risky ofcourse, but at least you'll know that the hardware will be bought by someone who knows all about it and can check it out before sending it of to the other side of the world. Federal Express will deliver goods COD, the risk of not getting payed are minimal, in the worst scenario, the goods are simply returned to the sender... If a bright light tries to swindle us, his practices will be exposed here, that's probably enough to cut him of from the Atari community forever.
If both parties agree then there's no need for money to change hands at all, in the US a lot of goods are much cheaper than in Europe... If I would like for example a $800 SLR camera with zoomlens and you would like a 800$ Milan, then it's simply a question of swapping stuff. And we'll both save some $500 with this transaction...

> So far the only Milan I've heard of for sale in the USA was used
>and going for $1000. That's just a litle expensive for a 68040 machine to
>me, especially used.
Which in my book is equal to daylight robbery...
A brandnew Milan without Germax VAT (tax) costs roughly $600 , first class delivery with Federal Express costs $95... I suppose you would have to pay a certain amount of import tax and State tax, but it'll never be as high as $300, I estimate something in the region of 15%....

BTW a Milan DIY kit cost $400 without German tax, since it's only a small and light box, shipping costs will be much smaller.

The proposed scheme will not be attractive to everyone, I was merely playing with a thought, call it an exercise if you like... but at least it offers an alternative... others here are welcome to improve and fine tune it :-)

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

390. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 13:19:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978879680-113383AEicMi@gmx.net>
Source record: 52019

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Tue, 2 Jan 2001 17:14:44 +0000

Hi Lonny,

>I tend to think differently, usually I get flack for it.
>I still think the bar needs to be raised, when it comes to coding
>new apps. How high should the bar be? There is a can of worms
>so I won't give my opinion. ;-)
I'll stick my ugly neck out....
There's no question about it... that bar simply *must* be raised, supporting a 15 years old computer is ridiculous. The bar has been raised once when the Falcon was released by Atari itself, there are a lot of nice apps out there that can only run on a Falcon... there's no objection to this because we all know that the DSP is used/needed by these programs, but whatever the reason the bottom line is that people with earlier machines are left out.

I can understand that the commercial programs try to cater for the majority of the users but shareware and public domain programmers don't have to be so strict...
In another thread someone was complaining that he couldn't watch MP4 coded AVI on his Milan, because Aniplayer didn't support this format. Ofcourse it doesn't why would a programmer go to all the trouble implementing this knowing that only a fraction of the users will be able to view films in this format, unless they like (very) slow motion ofcourse.

Dan Ackerman wrote about the catch 22 situation we're in, there is a way out of this, but the programmers will have to do it.. the Hades and Milan have shown that the users are not willing to buy these computers unless there's software available for it.
Suppose you would write that super duper browser that we're all waiting for but that it would only run on minimum a 68040 machine with graphic card... a lot of people would not be happy with this, but some will hopefully be sensible and upgrade to a more powerfull (Hades, Milan, Tempest,whatever...) machine, the next step could be a program that can actually code and decode MP3 in real time, and so on.... If enough people would use a 68060/Coldfire/PPC based machine then the MiNT people would hopefully port some apps of that impressive Linux catalogue as well, the more programs available the more likely it is that more people will upgrade to the new machines... until one day that catch 22 situation is over.

Don't get me wrong, I'm not saying that ST/Falcon/TT users should be singled out, we all know that a bit of clever programming goes a long way on these machines. But they must have an incentive to upgrade... at the moment a newer computer will only run their existing software faster, a lot of people don't bother about the speed and stick to what they've got.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

391. Re: Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 13:19:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978879688-115052AEicMi@gmx.net>
Source record: 52016

From: itsux@xs4all.nl (Ren?)
Date: 4 Jan 2001 03:55:58 GMT

Hi Rene,

>No, one can use the Internet for more than 1 protocol...:-) I like to use
>the Internet to connect 2 machines (or more) and do interesting stuff like
>parallel or distributed computing, etc. I have plans.....but not in the
>short term....:-)
Take a look at STiNG or BNet... this might be all you need....
If you like MiNT then MiNTNet will surely do the job.

>I am not thinking of writing a super duper all-but-the-kitchensink browser,
>don't worry ;-) (although I HAVE written some-kind-a-browser in 1995)...
Bummers :-(
I already started dreaming... how about some drivers?

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

392. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 13:19:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978879684-114004AEicMi@gmx.net>
Source record: 52017

From: atarigalen@my-deja.com
Date: Sat, 06 Jan 2001 00:15:12 GMT

Hi Galen,

>Hmmm. So from recent posts here would you suggest I send an order to
>ASH via snail mail and obtain the German versions of MagicMac and
>Jinnee followed by the Jinnee .rsc file for the English language?
Yes...
Jinnee 2.5 comes with English installation files, so that's not an issue anymore. If you have some extra spare cash then I strongly advice you to order ASH Scripter also. The combination Jinnee/Scripter will turn your desktop into an unbeatable combination.

You're entitled to one free update of the software, but this can only be obtained from the in Germany located ASH BBS. International phonecalls are rather expensive, it's better to ask someone living in Germany to download these for you and mail them over... it shouldn't be a problem finding and asking someone here in CSAST.
If you bought ASH software in the past, then you're entitled to buy at the "power user" price.

>Awkward, but if that's the only way to do it...
Not really, suppose you've got an iMac or G4 which both don't have a diskdrive then the best way is to obtain the programs by email. Otherwise you'll have a hell of a job installing the programs. Another advantage is that you don't have to fork out money for shipping costs and don't have to wait for snail mail delivering the goods.

>BTW, of which keyboard driver do you speak?
The German version of MagiC Mac comes with a German keyboard driver, so you've got to switch it for a English/American driver.
IMO the most versatile driver available is Keytbl from Daniel Augsburger download it from http://www.jumpgates.com/skydiver

If you like some additional info before you decide do jump in the deep water then just drop me a PM.

Cheers from Belgium
Dennis
--

/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

393. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 13:19:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978879686-114544AEicMi@gmx.net>
Source record: 52015

From: Artur Stachon <astachon@intergate.bc.ca>
Date: Fri, 05 Jan 2001 23:15:55 -0800

Hi Arthur,

>Does it pay to drown your money into Atari software ?
Yes, definitely....

>80% or more is German versions anyway.
Not if I can help it....

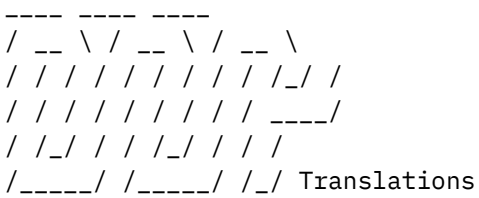
>if you buy Magic and Nvdi and all those cheesey programs won't they slow
>your Falcon too much ?
One of the advantages of using Magic is that it's marginally faster then
TOS and more versatile. Instead of slowing down the computer, NVDI does
just the opposite. The Falcon has rather slow graphics, NVDI speeds these
up considerable...

Cheesey programs? ever looked at what's available for the Mac?

>Then you'll need to upgrade to 14mb Ram which in "real world" would cost
>you what, $20 ? But for Atari $100+ then if you need some kind of
>accelerator its another $300+
Do you mean you can supply us with a G4 for roughly $500 ? put my name on
the waitinglist please...

>and if you sum it all up it comes to a nice Macintosh G4.
Which at this moment in time still can't multitask , unless ofcourse one
installs MagiCMac on it turning it into a cheesey Atari G4 :-)

CHeers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

394. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 13:21:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978879674-112099AEicMi@gmx.net>
Source record: 52014

From: rking@zetnet.co.uk (Bob King)
Date: 02 Jan 2001 23:59:59 GMT

Hi Bob,

>Isn't it sad that so many of the Atari/Falcon etc programs that we rate
>so highly are incapable of giving output to the latest printers. How
>humiliating it is to have to grub about in the second hand market for a
>printer/scanner or some other accessory that will work with our Atari.
>Shouldn't this be telling us something.
It's telling us that we have to keep our eyes open and walk on eggshells
when we consider buying new hardware for our beloved machine...
Remember the good old days when printers featured useless things like
dispwitches and real buttons? you're lucky if there's an of/off switch
on those blasted things these days...

Just try to change the page lenght, font size, character code, etc... on a
modern printer... all this was possible a couple of years ago, but to save
a couple of cents the manufacturers thrown out the dip switches and various
setting buttons. When buying a new printer they throw a Windows driver at
you and that's it... some manufacturers are still aware that there's a
minority that works with a Mac, so the top models usally come with a driver
for these computers also. If you're the persistant type that likes to work
with BeOS, Linux, Warp or god spare us an Atari, you're out of luck...

Last year I bought an Epson 850, which more or less can be configured by
the user without needing drivers, it wasn't a touch of luck, I've been busy
comparing printer specs from different manufacturers, until I finally found
what I was looking for. I don't care how good HP printers are... without a
PC/Mac the user can't even calibrate the heads...

Programs that come with their own drivers should be avoided at all costs,
if there's one good thing about Windows then it's the printerdriver. All
programs use it...
We've got something similar: NVDI and SpeedoGDOS. I for one will not invest
in a modern Atari program that doesn't allow the use of this system. And
anyone claiming differently needs to visit his doctor. You're very fond of
DA's Layout but can't use it anymore because the programmer(s) left out the
option to use SpeedoGDOS... there must be hundreds of sad examples like this.

A printer should at least give the user the possibility to print pure ASCII
text, without needing any drivers at all...
If one can't change the pagelenght, typeface, cpi and emulation mode on the
printer itself, I would say don't even touch it with a bargepole and most
certainly do *NOT* buy it...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

395. Re: NVDI 5 and screenblaster...

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 13:34:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200101071434.a7648@wun.maus.de>
Source record: 52030

Hi TXG!

T>Could somebody help me out with updates, I searched on the internet,
T>but it seems the updates to screenblaster II/III are not sold anymore...

they aren't sold anymore, that's right. But they are still available for free
from the german MAUS BBS Berlin 3, (+49)30-827 011 43.

Filelist of MAUS B3 from 2001-01-07:

Gruppenprogrammteil OverScan

23 ST TOS SB_III.ZIP 124522 09:05 74 1.98 13.12.97
Treiber
Screenblaster III, V1.3 Treiber (c) OverScan P. Jerchel
Treiber, SB-Moni, Auflï¿½sungsdateien und das Handbuch als ASCII-Text sind
im Archive enthalten.
Kein Upload in andere Mailboxen, FTP-Server etc erlaubt.
Von Christian Gosslar @ B3

24 ST TOS SBIIIHYP.ZIP 370649 27:02 64 1.71 13.12.97
Textfile
Screenblaster III, V1.3 Treiber (c) OverScan P. Jerchel
Hypertext-Version des Handbuches
Kein Upload in andere Mailboxen, FTP-Server etc erlaubt.
Von Christian Gosslar @ B3

upload to other BBS or ftp is _not_ allowed.

Archive 23 contains the actual driver, file 24 the manual in hypertext-format.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

396. (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 14:36:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0008.3a592801@fmlynet.org>
Source record: 52053

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Mike!

MK> I've used a Falcon and 15" SVGA monitor and Laserjet 4
> for the last few years and it's been top notch.

Sounds great! Out of interest, what resolution do you run your 15" monitor at?
Does it have a visible diagonal of about 13.5"?

MK> I actually purchased for 3 pounds a full copy of
> Pressworks for the PC this week so that I could load
> my old Timeworks DTP documents into it.

Does your version of Pressworks run under GEM or MS-Windows?

MK> TeX was available for the ST, I almost installed it,
> but never had the time to learn it, so didn't bother
> in the end.

I can certainly relate to not having the time to learn it. I might make the
time to learn Texinfo, which can produce TeX source as it's output. The basic
idea of Texinfo is that you produce both on-line and printed documentation from
the same source file.

MK> It's when we all fall for the marketing hype/con trick
> that causes the problems!

I'm immune to marketing, at least so far as computers are concerned.

Regards,
- Andy. Blwyddyn Newydd Dda!

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

397. STE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 14:36:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.3a592801@fmlynet.org>
Source record: 52054

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Chris!

C> Are we talking serial (as in modem) or LAN port on the
> Falcon?

I meant the LAN port.

C> ATM I use the LAN port on the Falcon with Connect to
> the serial port on my Mac with Black Night and transfer
> files between the two.

What kind of transfer rates do you achieve? Is the connector and pinout the same as that of the Mac? If it were I guess I could use a regular Apple serial cable, (otherwise I might have to break out the soldering iron ;o)

C> I'd love to get StinG working through AppleTalk so I
> can have the Falcon online as well as the Mac.

I never did have a really solid grasp on how LocalTalk is used for TCP/IP (on Macs), I get a vague impression that IP is tunnelled through AppleTalk, but I could easily be wrong. I have a suspicion that it might be more simple (if a little less fast) to set up a SLIP or PPP link to the Mac, and have that running as a router. Come to think of it, this might even work with ST, STFM etc. that lack the LAN port. Hopefully someone here will be a bit more clued up than I am regarding LocalTalk.

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

398. i 2600 question

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 14:36:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.3a592801@fmlynet.org>
Source record: 52055

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Henk!

HR> Every new computer is designed by using its
> predecessor. Both hardware and software. In the 70's
> they used one of the many big mainframes, I guess. It
> is the old chicken and egg question. :-)

It seems more likely to me that a minicomputer was used, I think it might be difficult to justify the enormous expense of a mainframe just to program the 2600. Of course I could be wrong.

HR> While the techies are designing the hardware, the
> software guyes already have a emulator running.

How can you emulate what hasn't been designed yet?

- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

399. STE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 14:36:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006.3a592801@fmlynet.org>
Source record: 52056

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Galen!

G> The serial network port is simply a serial port, and
> AppleTalk was never written for the Atari.

I suspected that AppleTalk might never have been ported. I wonder what sort of serial port it is though? I get the impression it might be an RS-422 port like that traditionally on the Macintosh. Perhaps it's RS-485 though.

G> That said, you can use the port under STing (so I've
> heard) to set up a network of sorts.

I'm guessing it's a serial port with 'multi-drop' support then (several computers hanging off the same wire). Or is some kind of external adaptor needed?

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

400. (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 14:36:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007.3a592801@fmlynet.org>
Source record: 52057

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Raoul!

RT> I am also having several TT's with these 19"
> monitors and it works fine...

Okay, I'm envious! ;o)

RT> ...on the other hand is color one of the best
> persuaders if you use it modest and to its right so a
> good colourmonitor and graphic card is a sort of must
> too.

I readily agree that colour (used properly) can be very useful, but I think it's fair to say that there will continue to be people who's DTP requirement doesn't include colour. Even in a colour publication, there are likely to be tasks that don't involve colour.

RT> I know people who also work with Quark Xpress but
> still use Calamus for a lot of things.

That's quite a recommendation, I'll have to check Calamus out!

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

401. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 14:56:29 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <Wu%56.159900$eT4.11573607@nnrp3.clara.net>
Source record: 52013

"Odd Skancke" <oskancke@online.no> wrote in message
news:Pine.MNT.4.10.10101040644460.95-100000@mail.online.no...
> On Thu, 4 Jan 2001, Dan wrote:
>
> > Hello,
> > Here are the details of the interview in STC with F.Aschwanden of
> > Medusa Systems.
> >
> > Indeed, 200 definite preorders required & support from
> > programmers.
> > Project name : Pegasus

Not bad, keeps in with the theme
of mythology, but still nothing sounds
as Big and Bad as Hades, I think.

> > Speed : 3x Hades 060
> > AGP 2.0
> > PCI 2.0
> > USB 2.0

RAM? EDO or SDRAM?

> Only one big problem .. what CPU is Fredi gonna use in this machine? An
> "old" ColdFire solution is gonna make me NOT buy such a machine, because

How about Crusoe - hehe.

Shiuming Lai

402. Re: CAB.OVL 1.4102 released

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 15:07:18 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a588626.0@energise.enta.net>
Source record: 52011

On 6 Jan 2001 10:11:50 -, Dan Ackerman wrote:
>
> Well several annoying problems have been worked out of my CAB.OVL.
>There is now a version 1.4102 available at my website.

I've been using 1.4004 for a while now as I had problems with
1.4008

So far 1.4100 is much better, good work. I'll give 1.4102 a try now.
Are you still looking for the PurePascal error codes ? I'll try to
dig them out for you if you are.

Regards,
Peter

>
>http://www.netset.com/~baldrick/ovl.html
>
> Mostly just patches for CHUNK encoding that wasn't decoding
>properly.
>
> More in the works, news will follow.
>
> Dan Ackerman
> aka baldrick
>
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---

403. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 15:35:10 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <93a2be$6tc$1@wanadoo.fr>
Source record: 52020

On 7 Jan 2001 13:44:36 +, Thomas Baade wrote:

>> For info, it's easy to connect a serial/PS2 mouse on the LAN port:
>>
>> Logitech Mouse
>
>did this work with Mouse25 too? (http://home.arcor-online.de/t34/mouse25.lzh)

>Greetings from Rostock, T34
>
>BTW: If anybody is intrested, where is a (never published) v2.6 Beta at
>(http://home.arcor-online.de/t34/mouse26s.lzh)

Hello Thomas,

Are you sure ?
I have found genmouse 2.6 on the belgium ftp:
ftp://chapelie.rma.ac.be/atari/utilities/genmouse.lzh
I havn't tested v2.5 but this 'never published' version works fine.

Thanks a lot for sources.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

404. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 16:05:48 UTC
From: David Smith <david@suscom.net>
Message-ID: <3A5893DB.6A8FC855@suscom.net>
Source record: 52021

Dennis Vermeire wrote:

> From: Artur Stachon <astachon@intergate.bc.ca>
> Date: Fri, 05 Jan 2001 23:15:55 -0800
>
> Hi Arthur,
>
> >Does it pay to drown your money into Atari software ?
> Yes, definitely....
>
> >80% or more is German versions anyway.
> Not if I can help it....
>
> >if you buy Magic and Nvdi and all those cheesey programs won't they slow
> >your Falcon too much ?
> One of the advantages of using Magic is that it's marginally faster then
> TOS and more versatile. Instead of slowing down the computer, NVDI does
> just the opposite. The Falcon has rather slow graphics, NVDI speeds these
> up considerable...
>
> Cheesey programs? ever looked at what's available for the Mac?

Dennis, did you say this? Anyway, the Mac has best of class software for all major software categories and many quality programs for less common applications, at least here in the USA.

>
>
> >Then you'll need to upgrade to 14mb Ram which in "real world" would cost
> >you what, $20 ? But for Atari $100+ then if you need some kind of
> >accelerator its another $300+
> Do you mean you can supply us with a G4 for roughly $500 ? put my name on
> the waitinglist please...
>
> >and if you sum it all up it comes to a nice Macintosh G4.
> Which at this moment in time still can't multitask , unless ofcourse one
> installs MagiCMac on it turning it into a cheesey Atari G4 :-)
>
> CHeers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/

> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

--
David Smith. Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

405. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 16:27:46 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101071724360.160-100000@mail.online.no>
Source record: 52022

On Sun, 7 Jan 2001, Shiuming Lai wrote:

>
> > > Project name : Pegasus
>
> Not bad, keeps in with the theme
> of mythology, but still nothing sounds
> as Big and Bad as Hades, I think.

No, and by the looks of it, the Hades will stay the biggest, baddest for
a while longer :-) And I have one!

>
> > > Speed : 3x Hades 060
> > > AGP 2.0
> > > PCI 2.0
> > > USB 2.0
>
> RAM? EDO or SDRAM?

With a new machine, I'd be disappointed if anything less than SDRAM is
being used.

>
> > Only one big problem .. what CPU is Fredi gonna use in this machine? An
> > "old" ColdFire solution is gonna make me NOT buy such a machine, because
>
> How about Crusoe - hehe.

Now thats an interesting thought! Transmeta claims that their new
code-morhping can emulate any CPU instruction set. Having a 060-Crusoe
running at 700Mhz would make me go mad... but I can only dream :)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

406. Re: Goldrunner on WinSTon

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 16:29:45 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <93a5fpmio04$1@news.t-online.com>
Source record: 52023

> Does anyone know of a copy of Goldrunner that runs on WinSTon? I have
> the one on the Automation CD. It starts up and starts to unpack, then
> goes blank.
>
> TIA!

Hi,
go to
http://www.climatics.com/Filearea/Showfilessearch.php?searchname=goldrunner&categorie=0

(perhaps your mailsoftware will not display the whole link as link, you have to fix it by hand...)

and download gau_023.zip . Thats the original version of Goldrunner. It runs perfect on STew! and STEEM. (I think WinSTon will run it as good as the others)

Have Fun, Mirko

407. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 16:39:51 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101071735340.160-100000@mail.online.no>
Source record: 52024

On Sun, 7 Jan 2001, Dennis Vermeire wrote:

> From: baldrick@dilbert.netset.com (Dan Ackerman)
> Date: 2 Jan 2001 19:50:03 -0500
>
> Hi Dan,
>
> > 2. Milan - COMPLETELY AND ALMOST TOTALLY IMPOSSIBLE TO GET IN
> >NORTH AMERICA!!!!
> > - The same rant that I've seen elsewhere, why can't I
> >just buy a barebones mother board with drivers? I can scavenge enough
> >parts from our junk room at work to flesh it out very happily.
>
<--SNIP-->
> Considering the reliability of certain dealers and the difficulty of getting
> the payment across, well, why not use our international contacts?
> If someone living i.e the States would like a Milan, why not simply ask one
> of the people here in which he probably puts more trust? I know I would...
<--SNAP-->

This is actually a very good idea, people. Find someone you think you can
trust, and have them purchase and ship your selected new Atari hardware to
you. Good idea, Dennis! :)

>
> > So far the only Milan I've heard of for sale in the USA was used
> >and going for $1000. That's just a litle expensive for a 68040 machine to
> >me, especially used.
> Which in my book is equal to daylight robbery...

Definately!

> A brandnew Milan without Germax VAT (tax) costs roughly $600 , first class
> delivery with Federal Express costs $95... I suppose you would have to pay a
> certain amount of import tax and State tax, but it'll never be as high as
> $300, I estimate something in the region of 15%....
> BTW a Milan DIY kit cost $400 without German tax, since it's only a small and
> light box, shipping costs will be much smaller.
>
> The proposed scheme will not be attractive to everyone, I was merely playing
> with a thought, call it an exercise if you like... but at least it offers an
> alternative... others here are welcome to improve and fine tune it :-)

I think this scheme will be the aboslutely best one. At least now, since
there are no US dealers. Also, this would make you Americans get the goods
at the best price possible.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

408. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 16:59:40 UTC
From: bindon@madasafish.com
Message-ID: <t5h83sa2k3p085@corp.supernews.com>
Source record: 52025

On 6 Jan 2001 21:16:56 -, Steve Sweet wrote:
Hi Steve

>>Magic and NVDI do slow the processer down a bit, but you wouldn't
>>notice it.
>
>No they dont, In actual fact Magic and NVDI make the system faster
>overall, by providing optimised assembler routines to replace klunky C
>coding.

Well, I know Gembench is pretty useless, but it does only get 85% for
the CPU speed. Overall though (including graphics) it is a lot
faster!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

409. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 17:08:54 UTC
From: 'Oli <reiknir@my-deja.com>
Message-ID: <93a7r2$p39$1@nnrp1.deja.com>
Source record: 52027

In article <Pine.MNT.4.10.10101071724360.160-100000@mail.online.no>,
oskancke@online.no wrote:
> > How about Crusoe - hehe.
>
> Now thats an interesting thought! Transmeta claims that their new
> code-morhping can emulate any CPU instruction set. Having a
060-Crusoe
> running at 700Mhz would make me go mad... but I can only dream :)
>
The Crusoe 500 fells like a Pentium 166 - 200 MHz doing x86, I imagine
doing 68k emu it would feel even slower

--
'Olafur Gunnlaugsson - oli@oli.is
http://olafur.net (English)
http://oli.is (Icelandic)

Sent via Deja.com
http://www.deja.com/

410. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 17:17:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <93a8bg$8pm$4@snipp.uninett.no>
Source record: 52026

Artur Stachon <astachon@intergate.bc.ca> wrote:

> pretty amazing sometimes. Here I have one question - if you buy Magic
> and Nvdi and all those cheesey programs won't they slow your Falcon too
> much ?

What kind of question is that? It's like asking "if you load that
Peterbilt with 20 tons of beer, won't it slow down?" ;-)

> accelerator its another $300+ and if you sum it all up it comes to a
> nice Macintosh G4.

If cost and speed is all you care about, why even consider a Mac? A
bog-standard PC beats a Mac in all areas - it's faster, cheaper and
there's a lot more hard- and software available for it (and at lower
prices). People buy Macs instead of PCs for very much the same reason why
some of us buy or upgrade Ataris instead of buying Macs - they simply like
the Mac better.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

411. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 17:55:44 UTC
From: swampfox1@earthlink.net
Message-ID: <A4266.16271$Ps.659631@newsread2.prod.itd.earthlink.net>
Source record: 52028

On 2 Jan 2001 17:49:34 +, Bob King wrote:
>Hi All,
>
SNIP
>
>BTW HP don't have any drivers for Atari for download and I'm too
>embarrassed to phone!!
>
>Bob King.
>.
Hi Bob,
Maybe if more people made those embarrassing calls over the years
(way too late now though) HP would have at least been more aware of
the demand for Atari software/drivers! Sorta like nobody calling their
congressman (here in the US) only to find they've been left behind!
John G.

412. FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 18:03:54 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <93ab2a$33$2@news6.svr.pol.co.uk>
Source record: 52029

Hi folks

I've a 520 STE 2 meg plus mono monitor I need shot of so anyone around London/south who can collect can have it gratis! The computer works fine but the monitor needs a new plug to connect to the STE as one of the pins is broken. It's a great little setup for anyone wanting to get into Ataris and that includes musos like me with more ideas than cash at this time of year! Genuine offer.

Give me a shout if interested?

Cheers :)
Al
sonik@wearelondon.fsnet.co.uk

413. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 18:32:39 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101071812180.86-100000@TT030>
Source record: 52048

On Sun, 7 Jan 2001, Dennis Vermeire wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Tue, 2 Jan 2001 17:14:44 +0000
>
> Hi Lonny,
>
> >I tend to think differently, usually I get flack for it.
> >I still think the bar needs to be raised, when it comes to coding
> >new apps. How high should the bar be? There is a can of worms
> >so I won't give my opinion. ;-)
> I'll stick my ugly neck out....

[snip]

Pretty much my same thoughts as well.

> Don't get me wrong, I'm not saying that ST/Falcon/TT users should be singled
> out, we all know that a bit of clever programming goes a long way on these
> machines. But they must have an incentive to upgrade... at the moment a newer
> computer will only run their existing software faster, a lot of people don't
> bother about the speed and stick to what they've got.

I was content with the speed of my old system, in my mind I
was "getting by ok". I'm still using the TT for onlines uses
and it feels pretty much like slow motion compared to the
Hades. Hopefully I'll have the Hades online soon though.
A couple of tasks have already made me ponder how I
could of ever been satisfied with such slow performance, like
image loading or compiling code.
The downside is there really is not too much specifically
for my Hades. I actually paid slightly less for the Hades
than I did originally for my TT. That still don't justify
the high price tag, but I thought it was ironic in a way.
It would appear atm, the only ones buying these really fast
machines have some specific need for more speed, or are
complete Atari freaks where sticker shock means nothing.
I had hoped the milan060 would of appeared, at least
the price tag was projected to be a bit more reasonable.

Your ideas for DIY purchases seem good to me, someone
could of made a killing selling those over here at the
right time, but now every seems to wait for stuff that
is "in the works".

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

414. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 18:57:23 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93ae6jcpc1@draco.stochastik.rwth-aachen.de>
Source record: 52031

In article <933mdipgd1@nnrp1.deja.com>, 'Oli <reiknir@my-deja.com> wrote:
>
>The specs are loosly :
>ATX motherboard with an 180MHz MCF5407 Motorola coldfire chip
>delivering about 290 MiPS (versus 0,8 MiPS with the original ST,

But only when running native Coldfire code. When running 68k code, the
performance will be quite a bit lower!

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

415. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 19:05:12 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93ael8$cs6$1@draco.stochastik.rwth-aachen.de>
Source record: 52032

In article <Pine.MNT.4.10.10101071724360.160-100000@mail.online.no>,
Odd Skancke <oskancke@online.no> wrote:
>On Sun, 7 Jan 2001, Shiuming Lai wrote:
> Now thats an interesting thought! Transmeta claims that their new
>code-morhping can emulate any CPU instruction set. Having a 060-Crusoe

But only if Transmeta supplied the code-morphing software for the target CPU
- the VLIW RISC instruction set of the crusoe is not documented, and so you
can't even write your own CPU emulation code without Transmeta.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

416. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 19:07:50 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93aeq6$ct6$1@draco.stochastik.rwth-aachen.de>
Source record: 52033

In article <978717348-33068AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>
>How someone like Freddi Aschwanden can make a statement like " Firewire isn't
>needed since the motherboard has USB 2.0 ports" goes simply beyond me but do
>strenghten my suspicions that the Pegasus project is nothing more then an
>early april fools joke...

Especially since not even Intel has USB 2.0 in their current chipsets -
there ist just first demonstration silicon of USB 2.0 out, so designing an
USB 2.0 port on a motherboard at this time seems a bit difficult ;-)

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

417. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 19:12:15 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93af2fcvl1@draco.stochastik.rwth-aachen.de>
Source record: 52034

In article <978717338-31151AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>I fully agree... but then STC is specialized in publishing that sort of
>articles. The last couple of years I've read some very remarkable things
>in that magazine....

Right - the same was true for some Milan articles ...

>- Although nothing has been outlined yet, Freddi doesn't expect any serious
>problems, designing a new computer is dead easy, he's convinced that he can
>do this in a couple of weeks. He expects the Pegasus (project name) to be
>available in april.

If he works on the hardware full time, that should be possible. However, I
would expect the software adaption to take a bit longer - and from my
experience, you will need modifications to the hardware due to bugs which
you find while writing the software. Even if that part of the hardware is in
some FPGA and is easily upgradeable, you can't *ship* anything but developer
machines in that state.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

418. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 20:39:18 UTC
From: rking@zetnet.co.uk
Message-ID: <3a58d3f6$0$175@news.zetnet.co.uk>
Source record: 52035

On 7 Jan 2001 17:55:44 G, John Garone wrote:
>On 2 Jan 2001 17:49:34 +, Bob King wrote:
>>Hi All,
>>
>SNIP
>>
>>BTW HP don't have any drivers for Atari for download and I'm too
>>embarrassed to phone!!
>>
>>Bob King.
>>.
>Hi Bob,
> Maybe if more people made those embarrassing calls over the years
>(way too late now though) HP would have at least been more aware of
>the demand for Atari software/drivers! Sorta like nobody calling their
>congressman (here in the US) only to find they've been left behind!
> John G.
>
>
>.

Hi John,

You are correct of course. It's just one example of how/why democracy doesn't work in practice. We get legislation that we don't agree with and why, because the majority, who don't want it, are too lazy or 'embarrassed' to make their feelings known. It's always the voratious minority that get their way and the silent majority who deserve evrything they get. Politicians know that only the extremists will ever bother to answer a questionaire/poll, but they have the loudest voice and the media love them, so the scum/politicians go along with them, it's a case of you kiss my arse and I'll lick yours.

419. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 20:46:41 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101072144190.190-100000@mail.online.no>
Source record: 52036

On Sun, 7 Jan 2001, 'Oli wrote:

> In article <Pine.MNT.4.10.10101071724360.160-100000@mail.online.no>,
> oskancke@online.no wrote:
> > > How about Crusoe - hehe.
> >
> > Now thats an interesting thought! Transmeta claims that their new
> > code-morhping can emulate any CPU instruction set. Having a
> 060-Crusoe
> > running at 700Mhz would make me go mad... but I can only dream :)
> >
> The Crusoe 500 fells like a Pentium 166 - 200 MHz doing x86, I imagine
> doing 68k emu it would feel even slower

Really? Thats bad news .. in a way. I thought the code-morphing was
faster than that. Btw, how did you find that out? Did you run any CPU
benchmarks?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

420. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 20:51:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101072149490.190-100000@mail.online.no>
Source record: 52037

On 7 Jan 2001, Michael Schwingen wrote:

> In article <Pine.MNT.4.10.10101071724360.160-100000@mail.online.no>,
> Odd Skancke <oskancke@online.no> wrote:
> >On Sun, 7 Jan 2001, Shiuming Lai wrote:
> > > Now thats an interesting thought! Transmeta claims that their new
> >code-morhping can emulate any CPU instruction set. Having a 060-Crusoe
>
> But only if Transmeta supplied the code-morphing software for the target CPU
> - the VLIW RISC instruction set of the crusoe is not documented, and so you
> cani¿½t even write your own CPU emulation code without Transmeta.

Yes, ofcourse Transmeta would either document how to write the emulation
layer, or simply add m68k instruction-set support. But I guess neither
will happen...

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

421. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 21:09:51 UTC
From: ebaiz@skyenet.net
Message-ID: <zW466.1361$Zf.9958@newsfeed.slurp.net>
Source record: 52038

>Hi Edward
>
>>You should do what I did. Get Mario Becroft's Serial Mouse Adapter. I have
>>one that I use with my Hades and I use a Logitech Mouse. Get more
>>information at: http://gem.win.co.nz
>
>I know I've been through this before, but what model is that and does
>it come with a PS2 connector with an adaptor for PS2 to serial?
>
>Lyndon Amsdon

What model is what, the adapter?? There is only one adapter. He used to
have two kinds, but now only sells one kind. No, the adapter does not come
with a PS2 to Serial adapter. However, the Logitech mouse had one included
and that is what I am using to get it to work with the adapter. Oh, where
you talking about what model the mouse was?? If so, the Logitech is model #
MCV46 and is a MouseMan.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

422. FS: 2 ST-Books and IPC

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 21:33:50 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B67E2EC7.6AE6%bengy@mac.com>
Source record: 52040

Hi all,
Me and my Father have two ST-Books that are being seriously neglected, so we're contemplating letting them go if it's financially worth it.
They are stock 1 meg machines, and are both located in Montreal, Quebec (Canada)

For more info on the st-book:

http://www.computingmuseum.com/museum/stbook.htm
http://members.tripod.com/~joshuawaller/atari/stbook.html
http://www.backntime.net/Atari%20Computers/16bit/Laptops/FrameSTBook.html
http://homepage.tinet.ie/~morrikar/Computers-STBook.htm

Please send offers to bengy@mac.com

Also for sale, non Atari related, but still interesting (?):

A Hewlett-Packard IPC (Integrated Personal Computer) with all documentation. This is a 68000 based Unix machine, with plasma display and integrated Thinkjet printer. It also comes with an external Hard disk.
The computer and integrated printer weigh about 25 pounds (1985 idea of a portable), the hard disk probably 10 pounds (maybe 15), and the documentation (21 2 inch binders), probably another 30to 50 pounds). (Also in Montreal)

Bengy

423. Need Thomas Huth e-mail

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 21:34:52 UTC
From: ptonthat@club-internet.fr
Message-ID: <93andskdc1@front7.grolier.fr>
Source record: 52039

Bonjour :-)

I would like to have Thomas HUTH e-mail, the author of X-SOUND.
There's no such informations in his archive.

Thanks

Pierre TONTHAT
http://rajah.atari.org

424. Re: FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 22:28:11 UTC
From: bgarvey355@aol.com
Message-ID: <20010107172811.05067.00000348@ng-ff1.aol.com>
Source record: 52041

Why is everytime something good is being 'given' away, it is out of my reach
:-(

Sitting in the US whishing I was in the UK,
BG

425. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 22:50:17 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3A58F2A9.8ADA863F@netzero.net>
Source record: 52042

That was my Milan FS here in the USA. I bought it from Woller Systeme in Germany via Credit Card. Took a longtime to ship but I did get it in one piece but with dead RAM, dislogded heat sink, wrong power supply. The math you discussed here is a bit off. I have not checked current conversion rates but here's the way it stood when I purchased the Milan in 12-99. Milan was 1,500 DM which at the time was $.53 US Dollar to DM which works out to $795 US. Shipping I was charged was around $160 UPS Air. I did purchase other hardware and software which added to the weight. So anyone in the USA who wants a Milan can have one for roughly $1,000 US Dollars depending on currency rates at the time of transaction.

Obviously everything is in German and if something is wrong (like my RAM, wrong power supply, no heat sink) or worse being dead you are on your own. I resolved all hardware errors on my own in about a week. One thing I did learn was that the Milan is extremly fussy about RAM.

Dennis Vermeire wrote:

> From: baldrick@dilbert.netset.com (Dan Ackerman)
> Date: 2 Jan 2001 19:50:03 -0500
>
> Hi Dan,
>
> > 2. Milan - COMPLETELY AND ALMOST TOTALLY IMPOSSIBLE TO GET IN
> >NORTH AMERICA!!!!
> > - The same rant that I've seen elsewhere, why can't I
> >just buy a barebones mother board with drivers? I can scavenge enough
> >parts from our junk room at work to flesh it out very happily.
>
> Just suppose that...
> For people living in Belgium, Holland but especially Germany getting hold of
> a Milan or Milan DIY kit is relatively easy... most of us here have personal
> contact with each other by means of PM or IRC... in certain cases I imagine
> one could even use the word "friendship", personally I spend more time here
> with you guys then have with my best friends... and although most of us will
> probably never meet each other in real life, you've all become a part of my
> life... :-)
>
> Considering the reliability of certain dealers and the difficulty of getting
> the payment across, well, why not use our international contacts?
> If someone living i.e the States would like a Milan, why not simply ask one
> of the people here in which he probably puts more trust? I know I would...
>
> It's still risky ofcourse, but at least you'll know that the hardware will be
> bought by someone who knows all about it and can check it out before sending

> it of to the other side of the world. Federal Express will deliver goods COD,
> the risk of not getting payed are minimal, in the worst scenario, the goods
> are simply returned to the sender... If a bright light tries to swindle us,
> his practices will be exposed here, that's probably enough to cut him of from
> the Atari community forever.
> If both parties agree then there's no need for money to change hands at all,
> in the US a lot of goods are much cheaper than in Europe... If I would like
> for example a $800 SLR camera with zoomlens and you would like a 800$ Milan,
> then it's simply a question of swapping stuff. And we'll both save some $500
> with this transaction...
>
> > So far the only Milan I've heard of for sale in the USA was used
> >and going for $1000. That's just a litle expensive for a 68040 machine to
> >me, especially used.
> Which in my book is equal to daylight robbery...
> A brandnew Milan without Germax VAT (tax) costs roughly $600 , first class
> delivery with Federal Express costs $95... I suppose you would have to pay a
> certain amount of import tax and State tax, but it'll never be as high as
> $300, I estimate something in the region of 15%....
> BTW a Milan DIY kit cost $400 without German tax, since it's only a small and
> light box, shipping costs will be much smaller.
>
> The proposed scheme will not be attractive to everyone, I was merely playing
> with a thought, call it an exercise if you like... but at least it offers an
> alternative... others here are welcome to improve and fine tune it :-)
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
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> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

426. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 23:33:48 UTC
From: Thomas Baade <t34@epost.de>
Message-ID: <3A58FCDC.BD1A9626@epost.de>
Source record: 52043

Hi Didier,

> Are you sure ?
> I have found genmouse 2.6 on the belgium ftp:

somone ask me a long time ago about it.
Maybe he give it to a good friend :)

Greetings, T34

Do you know what they call a quarter-pounder with cheese in Paris?

427. FS. UK. SLM 605 laser printer.

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 23:40:54 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <ja766.14037$nu5.116564@NewsReader>
Source record: 52045

Hello.

I have two Atari SLM 605 laser printers for sale.

One works OK, the other has a paper jam problem.

Asking £120 for both plus carriage.

Barrie at Keychange.

428. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 23:41:15 UTC
From: Thomas Baade <t34@epost.de>
Message-ID: <3A58FE9B.F1C54D6B@epost.de>
Source record: 52044

Oh boy - it needs some minutes till i understand the joke.
You aktually talk about *my* program. I did not recognize it as 'genmouse' :)

But where are the sources. I'll be shure i send the sources away.

Anyway, my link gives you the full package.

Greetings, T34

429. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 23:47:05 UTC
From: Thomas Baade <t34@epost.de>
Message-ID: <3A58FFF9.2FCC44BE@epost.de>
Source record: 52046

> Hi everyone!

Hi Jonathan,

> Changing the mode through Genmouse from MS to Logitec seems to make no difference.

I think you did not understand the package at this point. All changes in
genmouse will be done at the moment. But to change the mode, you have to save
the driver and start it manually.

T34

430. Re: FS: 2 ST-Books and IPC

Newsgroup: comp.sys.atari.st
Date: 2001-01-07 23:58:51 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B67E509F.6AED%bengy@mac.com>
Source record: 52047

in article B67E2EC7.6AE6%bengy@mac.com, Bengy at bengy@mac.com wrote on 1/7/01 2:33 PM:

> Hi all,
> Me and my Father have two ST-Books that are being seriously neglected, so
> we're contemplating letting them go if it's financially worth it.
> They are stock 1 meg machines, and are both located in Montreal, Quebec
> (Canada)

Oops this isn't very clear. By "seriously neglected" I meant that they are not being used at all, thus going to waste. (they are not being physically abused, just emotionally :-)

Bengy

431. FS. ST to SVGA adaptors.

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 00:12:26 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <VD766.14046$nu5.117268@NewsReader>
Source record: 52049

Hello.

I have decided to supply my hi res mono Atari ST to SVGA monitor adaptor on its' own.

"Big deal" you may say.

The reason I resisted demands for it in the past was that many of the VGA and SVGA monitors, available then, simply were not good enough for musicians running Cubase or Notator etc. who were and still are my customer base.

With the current, wide availability of used digital 15" and 17" SVGA monitors, most of which, BUT NOT ALL, work well with the ST, I now feel able to supply the adaptor.

Unless given a monitor please buy the adaptor before buying a monitor then you can test it.

The adaptor can include a flying cable for sound from the STFM, the pings and dings can be of use.

Price is £13 inc P & P in the UK.

Barrie at Keychange Music Services.

432. Re: Boxkite problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 00:51:14 UTC
From: sidcelery@cix.co.uk
Message-ID: <93b2u2$kn4$2@plutonium.compulink.co.uk>
Source record: 52050

On 3 Jan 2001 19:10:44 +, "Martin Byttebier" wrote:
>on Wed 03-01-2001 16:20 Raoul Teulings wrote:
>
>> Hi Lonny,
>> Do you have a translation in English for Boxkite 2.15? I use a
>> registered 2.13 version and want to upgrade if that is of any
>> use.
> The English Boxkite 2.15 in on the web page of the programmer. It's
> also on the Belgian ftp-server.

And, of course, your existing key can be entered into the new version.

rgds
H

433. Re: What do I need to use a Zip or Jaz

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 00:51:16 UTC
From: sidcelery@cix.co.uk
Message-ID: <93b2u4$kn4$3@plutonium.compulink.co.uk>
Source record: 52051

```
On 3 Jan 2001 22:26:19 G, xlator@cix.compulink.co.uk wrote:
> julianlb@hgs.co.uk said:
>> I need to ask my new year's daft question, I have a spare SCSI Zip
>> and Jaz drive and would like to hook them up to my TT, when I do
>> the formatting software (AHDI 5 & 6) complains.
>>
>> Obviously I need something more up to date, any suggestions?
>
> According to the acknowledged expert, Dr. Uwe Seimet, you should
> never format a hard disk (unless some sectors have been damaged) -
> partitioning is enough. Most people agree that his HDDRIVER is
> *the* hard disk driver for the Atari and clones platform. V8 has
> just been released in Germany and is bilingual English/German.
> However the English manual will be available only from Atari
> Workshop in the UK (RSN!).

I know... I'm still waiting...

rgds
H
```

434. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 03:17:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978938934-32543AEicMi@gmx.net>
Source record: 52072

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 06 Jan 2001 18:41:00 -0000

Hi Lyndon,

>Actually I've just put start.set in the start folder and it works, but
>you're supposed to put all defaults in one place to be "elegant"
>according to the hyp file which I understand.
You're not supposed to put these files in the START folder...
Open your HOME folder and create a new one in there, call the new folder
DEFAULTS, that's the place where the START.SET should end up....

Once SMU is running it'll create some additional files which will all end
up in the GEMSYS/HOME/DEFAULTS folder... the complete picture looks like
this:
START.HST
START.INF
START.LNK
START.SET

>I must be doing something stupid.
Not really, the installation of SMU defeats all logic hence the
installation program that unfortunately isn't very logical either... :-/

Cheers from Belgium
Dennis
--

```
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/ __ \ / __ \ / __ \
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

435. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 03:18:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <978938932-32027AEicMi@gmx.net>
Source record: 52071

Hi Neil,

>Thanks for the tip! I have been looking at scanners made by Epson and
>Mustek recently in the hope of getting an old one that would work with
>existing Atari scanning software! No joy yet.
All Epson scanners produced since 1989 work perfectly with GTLOOK II and
the GDPS compatible Epson SCSI driver. (both these drivers are freeware)
All Mustek SCSI scanners up to the still available models ScanExpress SP
and the Paragon 1200 SP Pro work perfectly with the NOVA Mustek driver
(this is a commercial driver).
So I don't see what the problem is...

>Does anyone know what the "Transparency" modules do on these scanners?
>Can it be utilised by Atari s/w?
It's main use is to scan slides and negative film... I have bought one
for the Epson scanner a while ago and I'm very pleased with the results.
The Atari software works like usual, it doesn't make any difference what
the source of scanning is. Once scanned the pics need to be filtered
because they have a strong blue tone and are rather harch, but nothing
that Photoline can't handle...
I've read some articles about the transparency module for the Mustek, and
these were not very positive... perhaps someone here can fill you in on
this...

PS: the Mustek also works on a Milan with a SCSI card, the Epson drivers
refuse....

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

436. Re: egaSTE LocalTalk port

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 03:30:39 UTC
From: **** **** <***@***.com>
Message-ID: <zva66.30181$NL3.3477748@typhoon.southeast.rr.com>
Source record: 52059

Chris wrote in message <3A571594.299968A6@mrgs.cix.co.uk>...

>Are we talking serial (as in modem) or LAN port on the Falcon? ATM I use
>the LAN port on the Falcon with Connect to the serial port on my Mac
>with Black Night and transfer files between the two. I'd love to get
>StinG working through AppleTalk so I can have the Falcon online as well
>as the Mac.

I've discussed the possibility of such with a few friends before. Sadly, none of us actually own an ST... the focus of our somewhat comical debate was whether netatalk could be could be made to run through the rs422 port on an SGI. The SGI's rs422 isn't mini8 like the Mac's... though that would hardly be a problem. The biggest difficulty would be in matching the signal levels and impedance and such. Might require a non-standard transformer, and none of us were expert enough to say one way or the other.

Providing that it is truly localtalk compatible, it might be worth your while to grab a phonenet adapter for the thing, and try to compile netatalk for the Falcon. Would require a bit of code monkeying, to be sure.

Thanks,
John

437. Re: set date and time??

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 03:55:29 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a593a31$1_1@athena.netset.com>
Source record: 52060

In article <93bfm1ilp1@localhost.localdomain>,
Mark Friedman <fried@dragon.achilles.net> wrote:
>Hi there, my TT has started to give me the wrong date and time. Can anyone
>tell me where the date and time are coming from. Is there a timer on the hard drive, or is there an internal clock on the computer itself?
>Perhaps there is a small battery that needs replacing?
>Thanks for any info.

There is a small batter behind the internal hard drive. You can
replace it wit a mac battery but you will need to make a new holder for
it. I bought a AA battery holder and cut the middle out and taped it up,
then spliced the end wires to the original batteries cable. First one ran
for 3 years. Should really be better, but then again it was a radio shack
battery ;)

Dan

438. Re: CT2 linux boot was Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 04:05:42 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A593C7C.5423119F@idirect.com>
Source record: 52062

merci beaucoup Didier

Didier MEQUIGNON wrote:
> On 7 Jan 2001 04:12:16 G, Ken Macdonald wrote:
> Hi Ken,
> I have found ataboot and the kernel 2.1.120 for the CT2 at this adress:
> http://www.geocities.com/SiliconValley/Bay/1209/linux.html
> I use Debian 2.2 but the kernel 2.2.x of this distribution causes problems
> with Xfree, so I use the 'old' kernel 2.1.120.
> Regards,
> Didier.
> --
> Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
> E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
> Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
> Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

439. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 04:06:15 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A593CB7.6EA17A96@ihug.co.nz>
Source record: 52061

Hi there,

Artur Stachon wrote:
>
> cool to see how much more can you squeeze from 16Mhz Atari Falcon. Its
> pretty amazing sometimes. Here I have one question - if you buy Magic
> and Nvdi and all those cheesey programs won't they slow your Falcon too
> much ?

No they don't slow your Falcon down. MagiC is a multi-tasking kernel
that will run a single program quicker than single-TOS. Of course you
can do 'real' multi-tasking as well (something Macs are only starting
to cotton onto...). NVDI replaces the TOS screen graphics routines with
MUCH faster routines, and adds Truetype fonts, useful printer drivers, as
long as your software supports GDOS (MOST do), so it actually makes your
Falcon 'faster' by accelerating the screen updates - less time spent on
CPU is the result...

> Then you'll need to upgrade to 14mb Ram which in "real world" would cost
> you what, $20 ? But for Atari $100+ then if you need some kind of
> accelerator its another $300+ and if you sum it all up it comes to a
> nice Macintosh G4.

There is no point trying to upgrade your Falcon to the utter max if you
want G4 level performance. Memory is useful (and cheap, get an empty
72-pin or 30-pin SIMM adaptor and populate it yourself with SIMM's that
I have seen sold for $5 here in NZ...). A G4 mac would be nice for Mac
stuff (obviously) but I like my Falcon software because its unique to the
Falcon...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

440. Re: set date and time??

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 04:18:51 UTC
From: Don <dons@qnet.com>
Message-ID: <3A593FAB.5F620FCE@qnet.com>
Source record: 52063

Sounds like your battery has died. Its located behind hard drive on the right side of the TT. You should be able to open the hard drive
cover and see the battery. The battery can be bought at any electronics supply house like Radio Shack.

Don

Mark Friedman wrote:

> Hi there, my TT has started to give me the wrong date and time. Can anyone
> tell me where the date and time are coming from. Is there a timer on the hard drive, or is there an internal clock on the computer itself?
> Perhaps there is a small battery that needs replacing?
> Thanks for any info.

441. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 04:24:56 UTC
From: wongck@letterbox.com
Message-ID: <93bfe2ese1@mailint03.im.hou.compaq.com>
Source record: 52064

In article <93a8bg$8pm$4@snipp.uninett.no>, Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>If cost and speed is all you care about, why even consider a Mac? A
>bog-standard PC beats a Mac in all areas - it's faster, cheaper and

Yohooooooo....
PC prices drops again today. Up to 25% for PC!
Same for the Macs, a G4 is 36% off.

rgds

442. set date and time??

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 04:28:49 UTC
From: fried@dragon.achilles.net
Message-ID: <93bfm1ilp1@localhost.localdomain>
Source record: 52058

Hi there, my TT has started to give me the wrong date and time. Can anyone
tell me where the date and time are coming from. Is there a timer on the hard drive, or is there an internal clock on the computer itself?
Perhaps there is a small battery that needs replacing?
Thanks for any info.

443. Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 04:49:28 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <sFb66.50014$xW4.399481@news-server.bigpond.net.au>
Source record: 52065

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:uR436.23229$WC3.2270312@nnrp4.clara.net...
>
> "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> news:978072516-134252AEicMi@cwcom.net...
> > From: phantomm@eastky.net (Phantomm)
> > Date: 27 Dec 2000 03:12:48 GMT
>
> > >And has anyone tried using anyother 3rd party hardware board with the
> > >CT2B, like the Expose or etc?
> > A very good question. The makers of the Eclipse graphics card reckon
that
> > that will run with a CT2B once it (the graphics card adaptor) is fitted
> > with the appopriate through connectors.
>
> I've seen an Expose refuse to work with CT2
> and an Eclipse refuse to work with an
> Eagle Sonic accelerator.

Steve's Expose card causes the machine, to lock up randomly, this was setup
by Rudolph too. Pulled it out and now it works heaps better. I think it was
because the expose card had a thru arangement and the distance from the
board to CPU was too great...

Mark

444. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 04:53:20 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5947BE.398066CE@ihug.co.nz>
Source record: 52066

Hi there,

Lonny Pursell wrote:
>
> On Thu, 4 Jan 2001, Odd Skancke wrote:
>
> > Only one big problem .. what CPU is Fredi gonna use in this machine? An
> > "old" ColdFire solution is gonna make me NOT buy such a machine, because
> > it lacks both FPU and PMMU. And without at least a PMMU, it is not, in my
> > opinion, an option as a processor in a desktop system. This is because I'm
> > using a MiNT-setup and have discovered the usefulness of Memory
> > Protection, and I'm not going to stop using MiNT!
>
> This is also my concern. Pity the website, or articles do not
> give clear indication about the exact CPU arrangement. It happens
> to effect how one might react, or at least it does me.

According to a snippet I'd seen on the net, the 'new' Coldfire chip does
full 68k emulation on-chip, but what that means to a desktop designer is
yet to be seen...

I still think its RUDE that Medusa need 500 confirmed buyers to continue
past the 'vapour' stage...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

445. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 04:58:15 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5948E6.DF768F3A@ihug.co.nz>
Source record: 52067

Hi there,

Odd Skancke wrote:
>
> On Sun, 7 Jan 2001, 'Oli wrote:
>
> > In article <Pine.MNT.4.10.10101071724360.160-100000@mail.online.no>,
> > oskancke@online.no wrote:
> > > > How about Crusoe - hehe.
> > >
> > > Now thats an interesting thought! Transmeta claims that their new
> > > code-morhping can emulate any CPU instruction set. Having a
> > 060-Crusoe
> > > running at 700Mhz would make me go mad... but I can only dream :)
> > >
> > The Crusoe 500 fells like a Pentium 166 - 200 MHz doing x86, I imagine
> > doing 68k emu it would feel even slower

IBM think the Crusoe isn't going anywhere, because they've removed the
chip from a laptop they'd already been placing it in. The reasons are
that the chip underperformed, and that battery life didn't meet the
expectations, and therefore there were no real gains to using the Crusoe
in that laptop...

All the work to get an 'Atari' running out of a Crusoe might not be worth
it if the chip doesn't perform...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

446. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 05:01:06 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A594990.A3BFA4F5@ihug.co.nz>
Source record: 52068

Hi there,

Michael Schwingen wrote:
>
> But only if Transmeta supplied the code-morphing software for the target CPU
> - the VLIW RISC instruction set of the crusoe is not documented, and so you
> canï¿½t even write your own CPU emulation code without Transmeta.
>
> cu
> Michael

Yes, its the same old story...pay your multi-trillion licensing fee, and
we will
give you the goods!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

447. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 05:18:39 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A594DAD.E72D8814@ihug.co.nz>
Source record: 52069

Hi there,

Dennis Vermeire wrote:
>
> - Although nothing has been outlined yet, Freddi doesn't expect any serious
> problems, designing a new computer is dead easy, he's convinced that he can
> do this in a couple of weeks. He expects the Pegasus (project name) to be
> available in april.

...could he cure world poverty while he's at it? That might make him more
friends, and it might be easier than the project he speaks of...

> - He's going for the Coldfire simply because this is the successor of the
> 68060 and three times faster (are you reading this Sven Karlsson?).

3 times the clock, not 3 times the 'feel'. It is yet to be seen WHAT this
new machine will actually run like. As a good idea maybe Freddi SHOULD
actually show working machines to a more and more pessimistic public...

> - He realises that the Coldfire lacks an MMU and FPU, but since these are
> missing on several other TOS machines also this is not a problem.

Its like supplying a new car without wheels...looks cool, but doesn't go
anywhere particularly fast!

> - He's aiming for USB 2.0. There's no need for additional Firewire since USB
> 2.0 can handle 60MB/sec.

You mean an Atari clone will be the first on earth to have USB 2? Now
thats something we'll never read about!

> - The standard OS will be TOS 3.06, because he knows it very well.
> ..... etc ;-/

Gee Dennis, I guess I'm as excited as you at the 'prospect' of owning
this new machine. Shame the only time I could use it is when I'm asleep
and experiencing REM!

> Cheers from Belgium
> Dennis

Kind regards from New Zealand,

Chris Wilkinson, in pleasant 20C Christchurch.
/|\ ATARI Falcon030 owner.

448. Modifying a Megafile30 to a bigger HD (IDE?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 07:11:40 UTC
From: Guillaume LE TETU <Guillaume.Letetu-Renexter@renault.com>
Message-ID: <3A59682C.A5CDD58F@renault.com>
Source record: 52070

I recently disassemblied a megafile30 and a I saw there were 2 main
parts inside, a controller and the harddisk himself (30 meg). The
harddisk is connected to the controller by two cables, one of them seems
to be an ide cable. Is It possible to replace the harddisk part with a
standard ide drive (bigger), using only the "ide" connector and the
power supply of the actual one ?

Thanks,

Guillaume.

449. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 09:05:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979021720-77196AEicMi@cwcom.net>
Source record: 51896

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Sun, 7 Jan 2001 11:29:00 +0100

>DC>I don't understand what you mean about deletion, is it something
>that
>DC>we should be aware of when using Optimizer?
>Not at all. He just had made a mistake in a dialog box; he had denied
>twice where a single denial would have been correct.

Ah, I understand - nothing to worry about and nothing for me to do, just
the way I like it ;-)

>But as there is no complain, the soft should be working properly all
>over the world. Any comments, complains, suggestions, corrections are
>welcome.

HPOptimizer works perfectly! :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

450. Re: Modifying a Megafile30 to a bigger HD (IDE?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 09:28:11 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <LKf66.50387$xW4.403102@news-server.bigpond.net.au>
Source record: 52077

from memory they use MFM hard drives, the way you can tell is if theres 2 ribbon cables as well as a 4 wired power cable.. 1 ribbon cable is the size of a floppy drive data cable and the 2nd ribbon cable is half the size... In this case you can only install a larger MFM drive if you can find one..

Or the other option is if its SCSI, it will have a 50 pin data cable and a 4 wire power cable.. in this case you can install anydrive as large as you want provided you set it up right and format it etc..

"Guillaume LE TETU" <Guillaume.Letetu-Renexter@renault.com> wrote in message news:3A59682C.A5CDD58F@renault.com...
>
> I recently disassemblied a megafile30 and a I saw there were 2 main
> parts inside, a controller and the harddisk himself (30 meg). The
> harddisk is connected to the controller by two cables, one of them seems
> to be an ide cable. Is It possible to replace the harddisk part with a
> standard ide drive (bigger), using only the "ide" connector and the
> power supply of the actual one ?
>
> Thanks,
>
> Guillaume.

451. Re: FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 09:29:42 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <aMf66.50390$xW4.402565@news-server.bigpond.net.au>
Source record: 52076

well I'm down under, nothing even comes down here, were lucky to get sunlight :)

"BGarvey355" <bgarvey355@aol.com> wrote in message news:20010107172811.05067.00000348@ng-ff1.aol.com...
> Why is everytime something good is being 'given' away, it is out of my reach
> :-(
>
> Sitting in the US whishing I was in the UK,
> BG

452. Atari assemblers

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 09:33:43 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <93denkmlp1@newsg3.svr.pol.co.uk>
Source record: 52118

Does anyone know where I can download an assembler that I can use on my ST, I am doing 68k asm programming as part of my degree and I thought it would be useful to practice on my ST.

DjS

453. Re: Falcon Tos

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 10:03:28 UTC
From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Message-ID: <93c39f$6rv$1@nnrp1.deja.com>
Source record: 52078

In article <93550hrrm1@localhost.localdomain>,
fried@dragon.achilles.net (Mark Friedman) wrote:
> Hi there, I've just got a Falcon from 1993, with Tos 4.02. I know that
> the last tos for Falcons was 4.04. Can I update my TOS without buying
> the chips. Is there a big advantage to TOS 4.4?
You don't need to change your TOS because all patches exist to correct
the pb. For serial, you need to use hsmodem or something like that. For
hd partition bug, you need to use a good soft for hd (c�cile, hddriver).
You cannot upgrade really the tos: to do this, you need to change the
chip or try a new tos in a file like the TOS 4.92.

```
> PS I really want to use Cubase or other HD recording programs on this
> Falcon, I don't know if the TOS makes a difference in this respect.
Use a basic tos for cubase with minimal patches: no magic, no outside,
etc.

--
Sacha Hnatiuk
Alternate e-mail:
shnatiuk@wyde.com
sacha.hnatiuk@online.fr
centek@online.fr

Sent via Deja.com
http://www.deja.com/
```

454. help

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 10:12:24 UTC
From: Keith <keith@lever.freeserve.co.uk>
Message-ID: <93c7hqdfe1@newsg4.svr.pol.co.uk>
Source record: 52079

Hi there Ian,

We will all try and help you, but if there is anything we can't answer, then
the newsgroup for Atari is comp.sys.atari.st and your bound to get the
help you need there.

All the best,

Keith.

-----Original Message-----
From: Ian Millar <ian@ettrickgraphics.co.uk>
To: atari_users@egroups.com <atari_users@egroups.com>
Date: 06 January 2001 15:35
Subject: [atari_users] New member

>Hi All,
>
>Just to introduce myself:
>
>Name: Ian Millar
>Location: Hawick, Scottish Borders
>Hardware used: Atari ST, 50megHDD
>Hobbies: Computers, play guitar in a blues band, short wave
>listening, photography, bit of astronomy.
>
>Have just installed my old trusty ST into my parents house, it has
>been 'sleeping' since about '96 due to lack of space, but have
>persuaded my parents to put it in their spare room on the pretence
>that they will learn how to use a computer, but really it is for me
>when visiting them :-)
>
>First got into computers via the Sinclair ZX81, then the Spectrum,
>then I got married, no extra money so the computer hobby went down
>the tubes, back into computers in '93 (after the divorce) via the
>Atari ST that I bought from a mate on the recommendation of my
>computer guru Colin, collected the hardware for it, new monitor, 2nd
>floppy, hard drive etc. Got a nice shiny new PC (75mhz, well it was
>fast then!!) in '95 and used both ST and PC for a while until I
>started my own small DTP, Digital Imaging, Web Design business
>in '98, and sadly due to lack of space (two scanners and two printers
>on the desk) had to put the ST out to grass, where it was until
>recently.
>
>I now want to set up the ST at my parents so they can use the
>internet, and send e-mails etc. I have downloaded what I think was

>the correct software, unzipped them onto dd disks, and on having
>dinner (and a few glasses of wine) at mum and dads tomorrow will
>hopefully at least get them sending e-mails, (on second thoughts will
>maybe set it up PRE wine).
>
>If I get stuck I hope some nice kind sole on this group will be able
>to help me.
>
>What's the situation re new games and software for the ST, can you
>still get it, with the demise of ST Format I lost track of mail order
>companies, can somebody maybe give me an update of what has been
>happening ST (or Atari)wise from about the time ST Format folded.
>
>Happy New Year to all group members
>
>Ian Millar
>
>
>
>
>
>
>
>Gordy's Kingdom of Madness. http://www.telsa1.freeserve.co.uk/
>
>

455. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 11:16:27 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A59A18B.D3FDC3F0@patent.gov.uk>
Source record: 52081

Hi Dennis,

As usual you give forth with pearls of wisdom!!!

Dennis Vermeire wrote:
>
> From: rking@zetnet.co.uk (Bob King)
> Date: 02 Jan 2001 23:59:59 GMT
>
> Hi Bob,
>
> >Isn't it sad that so many of the Atari/Falcon etc programs that we rate
> >so highly are incapable of giving output to the latest printers. How
> >humiliating it is to have to grub about in the second hand market for a
> >printer/scanner or some other accessory that will work with our Atari.
> >Shouldn't this be telling us something.
> It's telling us that we have to keep our eyes open and walk on eggshells
> when we consider buying new hardware for our beloved machine...

Dennis diplomatic speak for 'it's your own stupid fault for not doing
your homework'. Damit he's right!!

> Remember the good old days when printers featured useless things like
> dispwitches and real buttons? you're lucky if there's an of/off switch
> on those blasted things these days...
>
> Just try to change the page lenght, font size, character code, etc... on a
> modern printer... all this was possible a couple of years ago, but to save
> a couple of cents the manufacturers thrown out the dip switches and various
> setting buttons. When buying a new printer they throw a Windows driver at
> you and that's it... some manufacturers are still aware that there's a
> minority that works with a Mac, so the top models usally come with a driver
> for these computers also. If you're the persistant type that likes to work
> with BeOS, Linux, Warp or god spare us an Atari, you're out of luck...

It's the market driven economy again. The punters mostly use PCs with
one or other version of Windows
and they want cheap and easy, boil in the bag products. So naturally,
fiddly things like dip switches are out and software drivers are in. If
I were a PC user I wouldn't want it any other way.

>
> Last year I bought an Epson 850, which more or less can be configured by
> the user without needing drivers, it wasn't a touch of luck, I've been busy
> comparing printer specs from different manufacturers, until I finally found
> what I was looking for. I don't care how good HP printers are... without a

> PC/Mac the user can't even calibrate the heads...

Do I take it that the Epson 850 would be OK. Can I send the heavy mob
round your gaff it it doesn't deliver?

>
> Programs that come with their own drivers should be avoided at all costs,
> if there's one good thing about Windows then it's the printerdriver. All
> programs use it...

> We've got something similar: NVDI and SpeedoGDOS. I for one will not invest
> in a modern Atari program that doesn't allow the use of this system. And
> anyone claiming differently needs to visit his doctor. You're very fond of
> DA's Layout but can't use it anymore because the programmer(s) left out the
> option to use SpeedoGDOS...

At least one of you read my moans!!

> there must be hundreds of sad examples like this.

Is the 'sad example' DA's Layout or Bob King????

All the best from drying out Wales

Bob King.

456. Re: IDE HD Questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 11:18:32 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <93c7esonf1@newsg3.svr.pol.co.uk>
Source record: 52080

Hi,

The main problem is if the power supply is hefty enough to actually spin up
the drive.

Tim

Jerry Martin wrote in message ...
>Hello!
>
>On 5 Jan 2001 14:56:37 -, Lyndon Amsdon wrote:
>> Contact Chris Crosskey at ASP in the UK for 2.5" to 3.5" drive
>> adaptors and he stocks all the various power connectors too.
>
>Does anyone know what's the current contact for Chris? I tried his address
>chrisc@zetnet.co.uk but the mail was returned! =(
>
>Or if anyone knows what kind of power connector (or more importantly where
I am
>going to connect this to the falcon motherboard/PSU) to use I could
probably
>try to source it here in Ireland. Especially with our horrific exchange
rate
>with the UK! (25% markup on all prices... *ouch*!)
>
>Cheers,
>
>Jerry
>
>
>
>Jerry Martin---
> jtmartin@eircom.net
> Atari mICQ support site: http://icqinfo.atari.org
>---
> 14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
>---

457. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 11:49:57 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A59A965.B5AB086F@patent.gov.uk>
Source record: 52082

Hi Dennis,

More pearls from you I see!!

For what it's worth, I totally agree with you. There has to be some reason for a present ST/Falcon/TT user to:
a. upgrade
b. upgrade to an Atari 'compatible' and not a PC or Mac.

If he/she/it is content to play classic games which rely on game play and intelligence rather than ever faster moving cars/monsters/over-endowed males/females and/or keep the simplest of databases, write the simplest of letters and electronically communicate via text only, then there is no need to upgrade at all. A 800XL kept me going at work for 4 years.
The incentive comes when you are presented with data, usually multimedia based, that is either reproducable by the Atari, but at a snails pace, or not reproducable at all. The solution is thus two pronged. Completely new programming to correct the second fault and a faster machine to correct the first. What we Atarians have without doubt, is the best look and feel, ie interface of any computer platform (including the latest Mac), whether it be in the shape of Thing or Jinnee or whatever. I like to think it's the attitude to computers embodied in such interfaces that defines all that is good about the Atarian world and not the hardware. A user doesn't see the hardware, just the interface.
Basically then, I think that any way foreward must sadly be without the constraint of backwards compatibility. There may be game players out there who can keep up with a pac-man sprite on a 800Mhz driven machine, but for those brave souls they can always play 'run across the Free-Way' blindfold, instead.

Bob king.

458. Re: Happy 2001!

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 13:30:43 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978960732.21173.0.nnrp-04.9e98a620@news.demon.co.uk>
Source record: 52083

Until about the 28th of December (when it snowed) we had 104 continues days
of rain in the UK.

Mark.

"william wong" <wongck@letterbox.com> wrote in message
news:92rb1kktj2@mailint03.im.hou.compaq.com...
> In article <1emj4h6.o26zx2yd4uioN%northstar2010@yahoo.no>,
northstar2010@yahoo.no (Hallvard Tangeraas) wrote:
> >10 minutes into the 2001 here in Oslo, Norway and a
> >chilling -18 degrees C!!!!
> >(almost makes me wonder if it's the North Pole I'm at!).
> >Happy New Year to every Atarian at every corner of the globe!
>
> Oh how I wish it is that temperature over here in Singapore.
> It's been a warm 26+C here due to the rain, it was clear
> hot sunny day @ 30+C in the morning.
>
> William

459. FS: 520ST

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 14:20:41 UTC
From: Craig_B_Ziemer <cziemer@agere.com>
Message-ID: <3A59CCB9.4F32C2C4@agere.com>
Source record: 52084

I have a 520ST, color monitor, dual floppy drives, and a lot
of software for sale. Everything works. Please make me a
reasonable offer and take this stuff off my hands.

C. Ziemer
cziemer@lucent.com
Reading, PA

460. Re: FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 14:49:07 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978965437.23121.0.nnrp-04.9e98a620@news.demon.co.uk>
Source record: 52085

I just can't take on anymore stuff, I store it all at my brothers flat but there is simply no more room (in the spare room),my brother has been driving around with a couple of hundred of them in his car boot for months now (he is really getting annoyed).

I have been trying to get shot of a big pile of ST Formats and others as they are simply in the way, so if anyone is picking up the STE from South London then maybe they could spend 30 minute longer coming to Tunbridge Wells and picking up lots of mags (free).

Sorry to cut in on your 'sale' there.

Mark.

"The Original David" <drishani@bigpond.net.au> wrote in message news:aMf66.50390$xW4.402565@news-server.bigpond.net.au...
> well I'm down under, nothing even comes down here, were lucky to get
> sunlight :)
>
> "BGarvey355" <bgarvey355@aol.com> wrote in message
> news:20010107172811.05067.00000348@ng-ff1.aol.com...
> > Why is everytime something good is being 'given' away, it is out of my
> reach
> > :-(
> >
> > Sitting in the US whishing I was in the UK,
> > BG
>
>

461. Re: Modifying a Megafile30 to a bigger HD (IDE?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 15:07:03 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978966513.23633.0.nnrp-04.9e98a620@news.demon.co.uk>
Source record: 52086

Well you can install just about any SCSI drive as long as it is 50 pin
Ribbon and a power you have and not MFM (as David mentioned), IDE will not
work without a new controller.

My brother Supra 30MB drive, using the controller he had 2 SCSI Hard disks
(the 30Mb and a 400mb), a SCSI CD-ROM and a SCSI DAT drive on it and it all
worked with no problems.

The speed difference between the 30mb and the 400mb was massive along with
the size increase the playing around was well worth it.

Mark.

"The Original David" <drishani@bigpond.net.au> wrote in message
news:LKf66.50387$xW4.403102@news-server.bigpond.net.au...
> from memory they use MFM hard drives, the way you can tell is if theres 2
> ribbon cables as well as a 4 wired power cable.. 1 ribbon cable is the
size
> of a floppy drive data cable and the 2nd ribbon cable is half the size...
In
> this case you can only install a larger MFM drive if you can find one..
>
> Or the other option is if its SCSI, it will have a 50 pin data cable and a
4
> wire power cable.. in this case you can install anydrive as large as you
> want provided you set it up right and format it etc..
>
>
> "Guillaume LE TETU" <Guillaume.Letetu-Renexter@renault.com> wrote in
message
> news:3A59682C.A5CDD58F@renault.com...
> >
> > I recently disassemblied a megafile30 and a I saw there were 2 main
> > parts inside, a controller and the harddisk himself (30 meg). The
> > harddisk is connected to the controller by two cables, one of them seems
> > to be an ide cable. Is It possible to replace the harddisk part with a
> > standard ide drive (bigger), using only the "ide" connector and the
> > power supply of the actual one ?
> >
> > Thanks,
> >
> > Guillaume.
>
>

462. Programming tools

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 15:16:22 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <93cldbkch1@news5.svr.pol.co.uk>
Source record: 52087

Hi guys,

Any ideas where I might be able to pick up a copy of GFA basic or any basic programming language for Gem capable of running on a Falcon

Tim

463. PC-diskette on Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 15:27:34 UTC
From: Bas Schellevis <V.J.B.Schellevis@Netvance.nl>
Message-ID: <3A59DC66.8546C9B2@Netvance.nl>
Source record: 52089

Help!

We are using an Atari 1040ST for a special purpose (as a control-device for a responsesystem). The results are stored on a 720 Kb pc-formatted diskette and then read on Windows 95. So far no problems. I upgraded a pc to Windows 2000 and now I cann't read the disk anymore. Windows 98 also seems to have this problem.

This is what happens on Win 2K and Win 98;

Format disk in Windows (720Kb DS/DD), Ok
Write files in Windows on floppy, Ok
Read disk on Atari, Ok
Write files on Atari, Ok
Read disk in Windows, *not ok*, 0 Bytes!

How do I read/write Atari-disks on a pc?

Thanx,

Bas Schellevis

464. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 15:30:52 UTC
From: bindon@madasafish.com
Message-ID: <t5jn9ctnk3p0ed@corp.supernews.com>
Source record: 52088

On 7 Jan 2001 21:09:51 G, Edward S. Baiz Jr. wrote:

>What model is what, the adapter?? There is only one adapter. He used to
>have two kinds, but now only sells one kind. No, the adapter does not come
>with a PS2 to Serial adapter. However, the Logitech mouse had one included
>and that is what I am using to get it to work with the adapter. Oh, where
>you talking about what model the mouse was?? If so, the Logitech is model #
>MCV46 and is a MouseMan.

Yes, I was talking about the model of the mouse. I bought a Pilot
Mouse which is the cheap end of Logitechs range and that came with a
stylish molded adaptor for converting PS2 to serial for computers with
a serial mouse port. It refuses to work at all, tried everything. I
would check the Logitech cataloge to see which price range your mouse
and what it looks like but , but I put the cataloge in the loft/attic.

Oh well.... :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

465. Re: FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 15:30:55 UTC
From: bindon@madasafish.com
Message-ID: <t5jn9f6jq5joef@corp.supernews.com>
Source record: 52090

On 7 Jan 2001 22:28:11 G, BGarvey355 wrote:
>Why is everytime something good is being 'given' away, it is out of my reach
>:-(
>
>Sitting in the US whishing I was in the UK,

Hey, just imagine paying 85p (1.3 US dollars) for a litre of Petrol
and having most new computer stuff at awfully high prices and you'll
feel back home again!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

466. DOOM on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 16:16:01 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978970650.25546.0.nnrp-04.9e98a620@news.demon.co.uk>
Source record: 52092

I have found the site with the Atari conversions of Doom, Heretic, etc but I can't get the thing to work. I get 2 bombs no matter what I try.

I am trying it on a TT with 4MB ST RAM and 14MB FastRAM, I have tried it in a all colour resolutions, in both TOS and Magic 6.

When running the GTP program I have put in;

nothing
doom1.wad
-file doom1.wad

And a few others (xbios modes, etc)

Anyone have any ideas?
Do I need Linux or Mint?

Mark.

467. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 16:18:54 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a59e86e$0$174@news.zetnet.co.uk>
Source record: 52091

On 5 Jan 2001 10:30:06 G, Derryck Croker wrote:
|From: jlog@zetnet.co.uk (JI Logan)
|Date: 04 Jan 2001 12:38:55 GMT
|
|>I recently heard of the Xerox/Tektronic solid ink printers - some
|>kind of wax which is sprayed onto the paper. Colour prints as fast
|>as monochrome. Anyone know of Atari drivers for it?
|
|Not as such, you know what I'm going to suggest next :-)

Yep. However, I just downloaded some info regarding them and they
are expensive (2000 UKP approx) and large and won't fit in the slot
on my desk where the laser sits at present. Think I'll not bother
this time round.
--
JI Logan

468. Hard Drives for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 16:22:12 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <93cpf8omd1@nnrp1.deja.com>
Source record: 52094

Please help..

I finally have run out of room on my hard drive.
I've been looking for a new one.. but I forgot What types of hard
drives will work on the TT.

Will a SCSI Ultra 50 pin work?
SCSI 2, Fast Scsi??
Can I use 68 to 50 pin adaptors? ? ?

Thanks,
Rob M
rob@atari-users.net

Sent via Deja.com
http://www.deja.com/

469. Re: DOOM on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 16:22:17 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <93cpesdpl06$1@news.t-online.com>
Source record: 52093

Can you please post the URL of the site with the conversions ?
Greetings and thanks, Mirko

> I have found the site with the Atari conversions of Doom, Heretic, etc but
I
> can't get the thing to work. I get 2 bombs no matter what I try.
> I am trying it on a TT with 4MB ST RAM and 14MB FastRAM, I have tried it
in
> a all colour resolutions, in both TOS and Magic 6.

470. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 16:56:40 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A59F148.8DD5B880@patent.gov.uk>
Source record: 52095

Roger Cain wrote:
>
> "Bob King" <rking@zetnet.co.uk> wrote in message news:3a55032a$0
>
> > I have a HP510 which is now failing to pick up the paper unless I can
> > flick the sheet at exactly the correct moment. I think the rollers need
> > roughening, but the contraption to do that has gone astray.
>
> Wipe over the rollers and any other frictional bits with cotton wool
> moistened with meths. The "dressing" on the paper tends to give the rollers
> a "glaze".

Hi Roger,

sorry for the delay, only just seen your hint. Will give it a try.

Bob

471. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 17:15:29 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101081710380.87-100000@TT030>
Source record: 52117

On Sun, 7 Jan 2001, Steve Sweet wrote:

Hey Steve,

> Well its obvious that your money laundering or summat else evil, why else
> would you want to send money abroad.

Now that you mention it, the look could of been interpreted that way.

> Youve probably got the FBI camped outside right now, have you checked out
> that Winebago opposite your house, the one with the satellite dishes and
> cameras on the roof.

I purposely did not tell the bank what it was for. Would make
for a rather silly news story about a die-hard Atari user
wrongly accused of who knows what. lol.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

472. Re: set date and time??

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 17:19:02 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a59f686$0$180@news.zetnet.co.uk>
Source record: 52096

On 7 Jan 2001 22:55:29 -, Dan Ackerman wrote:
|In article <93bfm1ilp1@localhost.localdomain>,
|Mark Friedman <fried@dragon.achilles.net> wrote:
|>Hi there, my TT has started to give me the wrong date and time. Can anyone
|>tell me where the date and time are coming from. Is there a timer on the hard drive, or
is there a|n internal clock on the computer itself?
|>Perhaps there is a small battery that needs replacing?
|>Thanks for any info.
|
|
| There is a small batter behind the internal hard drive. You can
|replace it wit a mac battery but you will need to make a new holder for
|it. I bought a AA battery holder and cut the middle out and taped it up,
|then spliced the end wires to the original batteries cable. First one ran
|for 3 years. Should really be better, but then again it was a radio shack
|battery ;)

Just make sure the voltage is correct. Some TTs had 6v batteries,
some had 3.6v.
--
JI Logan

473. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 17:54:28 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <93cusk$a4f$1@wanadoo.fr>
Source record: 52097

On 8 Jan 2001 00:41:15 +, Thomas Baade wrote:
>Oh boy - it needs some minutes till i understand the joke.
>You aktually talk about *my* program. I did not recognize it as 'genmouse' :)

Oh ! Sorry :-))
Thanks a lot for your great program !
Your name was into the rsc ;-) I was tired...

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

474. Re: DOOM on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 18:00:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5a00a4b21cd2@online.be>
Source record: 52098

on Mon 08-01-2001 16:16 Mark wrote:

>I have found the site with the Atari conversions of Doom, Heretic, etc but I
>can't get the thing to work. I get 2 bombs no matter what I try.
>
>I am trying it on a TT with 4MB ST RAM and 14MB FastRAM, I have tried it in
>a all colour resolutions, in both TOS and Magic 6.
>
>When running the GTP program I have put in;
>
>nothing
>doom1.wad
>-file doom1.wad
>
>And a few others (xbios modes, etc)
>
>Anyone have any ideas?
>Do I need Linux or Mint?

First you need to RTFM:-) It's all explained
On my Hades is use this in the parameter box:

-zoomscreen -video vdi
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

475. Re: DOOM on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 18:02:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5a00a4b21cd3@online.be>
Source record: 52099

on Mon 08-01-2001 17:22 Mirko wrote:

>Can you please post the URL of the site with the conversions ?
>Greetings and thanks, Mirko
>
I don't have the URL right now but you can find then in the UTSI pages.
Follow the games link.
For URL of the UTSI see my signature.

HTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

476. Re: PC-diskette on Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 18:48:22 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <3a5a0a40$0$64238$1a0eedbc@dreader2.news.xs4all.nl>
Source record: 52101

have no problem with PC formatted disks written with files on Atari and reread with W98. Old 'real' Atari disks I read and write with something called 'Gemxplor.exe' that comes from the site of the Gemulator.

--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

Bas Schellevis <V.J.B.Schellevis@Netvance.nl> schreef in berichtnieuws 3A59DC66.8546C9B2@Netvance.nl...
> Help!
>
> We are using an Atari 1040ST for a special purpose (as a
> control-device for a responsesystem). The results are stored
> on a 720 Kb pc-formatted diskette and then read on Windows
> 95. So far no problems. I upgraded a pc to Windows 2000 and
> now I cann't read the disk anymore. Windows 98 also seems to
> have this problem.
>
> This is what happens on Win 2K and Win 98;
>
> Format disk in Windows (720Kb DS/DD), Ok
> Write files in Windows on floppy, Ok
> Read disk on Atari, Ok
> Write files on Atari, Ok
> Read disk in Windows, *not ok*, 0 Bytes!
>
> How do I read/write Atari-disks on a pc?
>
> Thanx,
>
> Bas Schellevis

477. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:05:27 UTC
From: bindon@madasafish.com
Message-ID: <t5k3rn7c5bl207@corp.supernews.com>
Source record: 52110

```
On 8 Jan 2001 04:17:58 +, Dennis Vermeire wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sat, 06 Jan 2001 18:41:00 -0000

Hi Dennis,

>Once SMU is running it'll create some additional files which will all end
>up in the GEMSYS/HOME/DEFAULTS folder... the complete picture looks like
>this:
>START.HST
>START.INF
>START.LNK
>START.SET

Well SMU was running fine when the set file was in the START folder,
but I know this isn't the best place for it. I set in magx.inf
#_ENV HOME=C:\USER which is what it says in the docs and then created
C:\USER and C:\USER\DEFUALTS. I put the set file in both USER folder
and DEFAULTS but it doesn't pick it up from either of those locations.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

478. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:05:30 UTC
From: bindon@madasafish.com
Message-ID: <t5k3rq5ctdnj09@corp.supernews.com>
Source record: 52111

On 7 Jan 2001 08:18:04 G, Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sat, 06 Jan 2001 18:41:00 -0000

Hi Derryck

>>in the magxdesk.inf file.
>
>You do mean magx.inf, don't you?

Yeah.. that's the one!

>>Actually I've just put start.set in the start folder and it works,
>
>Mine's in a USER\DEFAULTS directory.

That's what I'm trying to get it to pick it up from. See my reply to
Dennis.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

479. Re: Floppy disk copy protection

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:29:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059940-322700AEicMi@madasafish.com>
Source record: 51915

Hi Hallvard

>PS. Believe me, this is ONLY for my own use. I have no plans to spread
>copies of the software. The disks are original, have been paid for, and
>I want to protect my investment.

Your reputation precedes you, i have no doubt its for personal use.

I would personaly try a image copy with eCopy and play with that.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

480. Re: set date and time??

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:33:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059944-323305AEicMi@madasafish.com>
Source record: 51916

Hi Mark

>Hi there, my TT has started to give me the wrong date and time.

Its probably the internal battery pushing up daisies, but there's another possibility, do you have an external Hard drive and does it have an ICD adaptor. Its time for the batteries on these to die, they are all quite old now..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

481. Re: (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:38:37 UTC
From: vdjole@EUnet.yu
Message-ID: <93d4vtjee1@SOLAIR2.EUnet.yu>
Source record: 52113

On 6 Jan 2001 10:18:40 G, Derryck Croker wrote:

>TeX is available for the Atari, but I can't comment on it as I've never had
>cause to use it! :-)

Yes, TeX runs fine. There is a "Lindner TeX" package with a shell
program integrating an editor of user's choice, TeX compiler itself,
DVI driver (i.e. viewing/printing) and Metafont (producing fonts at
required sizes). There are provisions for grouping files into "projects",
automatically going from TeX into editor at source line where error
was reported, and for automatically creating missing font sizes.
The port uses TeX V3.1415 and Metafont 2.72, and there are versions for
MC68000, 68020 and 68020+FPU, with standard and "BigTeX" memory
allocations.

I use(d) it occasionally with LaTeX 2.09 though newer macro packages could
be used, too- but, e.g. Latex 2epsilon was too slow. With LaTeX 2.09
compiling speed was similar to that on a VAX 11/780, Metafont was
noticeably slower, but DVI viewing was much faster than on a VAX and,
in fact, quite comfortable. Unfortunately noone bothered to compile a
version for MC68000+FPU (like tha machine I have) which would improve
speed significantly.

cu.

482. Re: Happy 2001!

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:38:40 UTC
From: vdjole@EUnet.yu
Message-ID: <93d500jee2@SOLAIR2.EUnet.yu>
Source record: 52112

On 8 Jan 2001 13:30:43 -, "Mark" wrote:
>Until about the 28th of December (when it snowed) we had 104 continues days
>of rain in the UK.
>[...]
>> In article <1emj4h6.o26zx2yd4uioN%northstar2010@yahoo.no>,
>northstar2010@yahoo.no (Hallvard Tangeraas) wrote:
>> >10 minutes into the 2001 here in Oslo, Norway and a
>> >chilling -18 degrees C!!!!

How about this: +13 degrees C at 20h yesterday evening, more than 20C
and sunshine in the afternoon- in Belgrade, Yugoslavia...

And Happy 2001 to you all, wherever you may be...

483. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:40:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059948-324152AEicMi@madasafish.com>
Source record: 51917

Hi derryck

>>I've set Magxdesk up as an AVserver and also set my $HOME directory up

>Get hold of Alexander Barton's AVServer prog and use that instead,
>pointing your magx.inf file to that instead of Magxdesk.

What he really needs is Mr. Jinnee and a line

#_ENV AVSERVER=JINNEE

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

484. Re: FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:42:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059954-325218AEicMi@madasafish.com>
Source record: 51918

Hi BG

>Sitting in the US whishing I was in the UK,

Arent you all now 'W' is holding the button.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

485. Re: FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:44:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059956-325931AEicMi@madasafish.com>
Source record: 51919

Hi Al

>I've a 520 STE 2 meg plus mono monitor I need shot of so anyone around
>London/south who can collect can have it gratis!

What postal district in SE, i'm sure i could shift it at out CCC club
meet if no-one else wants it.!

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

486. Re: FS: 2 ST-Books and IPC

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:46:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059960-326610AEicMi@madasafish.com>
Source record: 51920

Hi Bengy

>
>Oops this isn't very clear. By "seriously neglected" I meant that they
>are not being used at all, thus going to waste. (they are not being
>physically abused, just emotionally :-)

I think someone should call social services. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

487. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:49:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059964-327432AEicMi@madasafish.com>
Source record: 51921

Hi Lyndon

>>>Magic and NVDI do slow the processer down a bit, but you wouldn't
>>>notice it.

>>No they dont, In actual fact Magic and NVDI make the system faster
>>overall, by providing optimised assembler routines to replace klunky C
>>coding.

>Well, I know Gembench is pretty useless, but it does only get 85% for
>the CPU speed. Overall though (including graphics) it is a lot faster!
>

Bummer dude, mine reports %500 odd for CPU, about the same for memory
access and 1000's of % for floating point.

Did you have your machine switched on?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

488. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:51:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059970-328577AEicMi@madasafish.com>
Source record: 51922

Hi David

>> Cheesey programs? ever looked at what's available for the Mac?

>Dennis, did you say this?

If it was offensive then he's bound to have been the one that said it.:-)

>Anyway, the Mac has best of class software for all major software
>categories and many quality programs for less common applications, at
>least here in the USA.

And a bargain at $500 a piece.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

489. Re: Hard Drives for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 19:57:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059974-329440AEicMi@madasafish.com>
Source record: 51923

Hi Rob

>I finally have run out of room on my hard drive.
>I've been looking for a new one.. but I forgot What types of hard drives
>will work on the TT.

>
>Will a SCSI Ultra 50 pin work?
>SCSI 2, Fast Scsi??
>Can I use 68 to 50 pin adaptors? ? ?

Just about anything except differential SCSI will work with the TT, some drives will need HDDRIVER to wake it up in order to provide some protocols that are neccessary for newer drives.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

490. Re: First Wird Plus

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 20:01:01 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a5a1c7d$0$174@news.zetnet.co.uk>
Source record: 52114

>There is a utility called WP2RTF which can convert files on the PC. It runs
>with a configuration file similar to the 1stWord printer config file. Indeed

This has been updated by WPLS2RTF v2.01 which comes with options to use
in DOS SRC TOS and UNIX. There doesn't appear to be any reference in the
files to printing. I've no idea where I got the program from, I think it
came off a cover disk years ago.

If anyone wants a copy let me know and I'll e-mail the files.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

491. Re: Games: Random??

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 20:25:44 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a5a2248$1_1@athena.netset.com>
Source record: 52115

In article <978976504-61850AEicMi@madasafish.com>,
Steve Sweet <steve_sweet@madasafish.com> wrote:
>Hi Dan
>
>>
>> If you do have a working system clock that keeps time whether your
>>system is on or off, then you have a very odd set of coincidences going
>>on if you are seeing consistently the same performance across a wide
>>range of programs.
>
>So if you start the game a 6 o clock you'l beat the bad guys, but if you
>start at 5 past 6 youre dead!!. interesting. :-)
>

IT may sound funny, but you are not that far from correct. About
a decade ago when my main machine was a ST there were several of us that
swapped good civilization system clock times. Start at the right time and
get a good continent with no one else on it :)

Dan Ackerman
aka baldrick

492. Re: Floppy disk copy protection

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 20:55:08 UTC
From: bindon@madasafish.com
Message-ID: <t5ka9c7kqbl53f@corp.supernews.com>
Source record: 52116

On 8 Jan 2001 18:29:35 G, Hallvard Tangeraas wrote:

<Anyway, the situation is this: I've bought a commercial program which
>uses a "key disk", and I'm afraid of using the original disk for this
>every time, so I want to make a backup copy.

Have you tried making a image of the disk? Use one of the ones
available like MSA. I try to keep a image of my games but only a few
are actually possible as some of them use unique filing systems.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

493. Re: DOOM on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 22:31:31 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <7dr66.51008$xW4.409259@news-server.bigpond.net.au>
Source record: 52119

try, http://www.multimania.com/pmandin/index_e.html, works fine on all my Falcon's. Very slow on a stock one. I hope one day Patrice will use the DSP as well.

Mark

"Mirko" <remove_mirko@mouseattack.de> wrote in message news:93cpesdpl06$1@news.t-online.com...
> Can you please post the URL of the site with the conversions ?
> Greetings and thanks, Mirko
>
>
> > I have found the site with the Atari conversions of Doom, Heretic, etc but
> I
> > can't get the thing to work. I get 2 bombs no matter what I try.
> > I am trying it on a TT with 4MB ST RAM and 14MB FastRAM, I have tried it
> in
> > a all colour resolutions, in both TOS and Magic 6.

494. Re: help

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 22:34:49 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <Air66.162454$eT4.12040362@nnrp3.clara.net>
Source record: 52120

"Keith" <keith@lever.freeserve.co.uk> wrote in message
news:93c7hqdfe1@newsg4.svr.pol.co.uk...
> Hi there Ian,
>
> We will all try and help you, but if there is anything we can't answer,
then
> the newsgroup for Atari is comp.sys.atari.st and your bound to get the
> help you need there.

There is also MyAtari magazine, which
should fill some of the void left by the
printed magazines.

http://www.myatari.net

Shiuming Lai

495. Re: Atari assemblers

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 22:37:36 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <dlr66.162464$eT4.12040346@nnrp3.clara.net>
Source record: 52121

"DjS" <djs@thesoundlab.co.uk> wrote in message
news:93denkmlp1@newsg3.svr.pol.co.uk...

Does anyone know where I can download an assembler that I can use on my ST,
I
am doing 68k asm programming as part of my degree and I thought it would be
useful to practice on my ST.

DjS

You should have been born a bit earlier and
gone to Manchester University pre-1995,
when it had the famous Atari Lab, an assortment
of 48 various STs for exactly this purpose
(teaching 68K assembler). They have now
replaced the worn-out Ataris with PCs, but
are teaching MIPS rather than x86.

Those were the days.

Shiuming Lai

496. Need a HD formatter!!!

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 23:11:02 UTC
From: firest@williams-net.com
Message-ID: <t5ki862ru8f31e@corp.supernews.com>
Source record: 52122

Anybody,
Where can I get a hard drive formatter????? I have 2 scsi hard drives that used to be in PC computers that I want to format and make use of on my atari 1040st. I have an 80meg but it is almost full. Does anyone know what the maximum partition size is for a 1040 st????? I am running TOS versio 1.04 if that helps!!!! Any help on this matter would greatly be appreciated. You can e-mail me at firest@williams-net.com or just post your answer on this news group and I will hopefully find it since I check news goups 2 to 3 times a week. Thanks and LONG LIVE ATARI!!!!!

Thanks,
Carey

497. tos 0.90 on disk

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 23:18:17 UTC
From: cp <christian.baillies@ntlworld.com>
Message-ID: <TSr66.64697$ca6.1175804@news6-win.server.ntlworld.com>
Source record: 52123

Does anyone know where I could find this?

I need it for an original ST, for some reason it was never upgraded. I'd like to keep it original for my collection.

498. Re: Atari assemblers

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 23:34:59 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3a5a4ea3@news.victoria.tc.ca>
Source record: 52124

DjS (djs@thesoundlab.co.uk) wrote:

: Does anyone know where I can download an assembler that I can use on my ST, I
: am doing 68k asm programming as part of my degree and I thought it would be
: useful to practice on my ST.

www.umich.edu /~archive/atari

ftp.funet.fi /pub/atari

they both have programmer sections, i've seen at least one assembler
mentioned (never used them myself).

499. Re: Hard Drives for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 23:45:58 UTC
From: atarigalen@my-deja.com
Message-ID: <93djfk$h9n$1@nnrp1.deja.com>
Source record: 52125

In article <93cpf8omd1@nnrp1.deja.com>,
Rob <rmahlert@delphi.com> wrote:
> Please help..
>
> I finally have run out of room on my hard drive.
> I've been looking for a new one.. but I forgot What types of hard
> drives will work on the TT.
>
> Will a SCSI Ultra 50 pin work?
> SCSI 2, Fast Scsi??
> Can I use 68 to 50 pin adaptors? ? ?
>
Although I haven't tried myself, all of the above should work, although since you won't benefit from the changes, simple narrow SCSI is probably your cheapest choice. There is a little question of startup commands, however, so Western Digital and IBM drives are usually frowned upon.

Others may have better information than I, but I personally would have no concern placing a 50 pin SCSI 2 drive in my computer.

Galen

Sent via Deja.com
http://www.deja.com/

500. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-08 23:53:52 UTC
From: atarigalen@my-deja.com
Message-ID: <93djuchnj1@nnrp1.deja.com>
Source record: 52126

In article <978938932-32027AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> All Epson scanners produced since 1989 work perfectly with GTLOOK II
> and the GDPS compatible Epson SCSI driver. (both these drivers are
> freeware)

Very good to know (I didn't, by the way).

Galen

Sent via Deja.com
http://www.deja.com/

501. Re: egaSTE LocalTalk port

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 00:00:12 UTC
From: atarigalen@my-deja.com
Message-ID: <93dka9htl1@nnrp1.deja.com>
Source record: 52128

In article <3A571594.299968A6@mrgs.cix.co.uk>,
mrg@mrgs.cix.co.uk wrote:
> atarigalen@my-deja.com wrote:
> > Not really. The serial network port is simply a serial port, and
> > AppleTalk was never written for the Atari. That said, you can use
> > the port under STing (so I've heard) to set up a network of sorts.
>
> Are we talking serial (as in modem) or LAN port on the Falcon? ATM I
> use the LAN port on the Falcon with Connect to the serial port on my
> Mac with Black Night and transfer files between the two. I'd love to
> get StinG working through AppleTalk so I can have the Falcon online
> as well as the Mac.

To clarify, the "LAN" port on the Falcon is just a serial port. It
works identically to the Serial port save for the pinout.

Actually, the "LAN" port IS the Serial port. Both connect to the same
point on the hardware, so you can use one or the other, but I rather
doubt you could use both simultaneously.

Galen

Sent via Deja.com
http://www.deja.com/

502. Re: STE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 00:03:13 UTC
From: atarigalen@my-deja.com
Message-ID: <93dkfs$i6a$1@nnrp1.deja.com>
Source record: 52127

In article <0006.3a592801@fmlynet.org>,
"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:

> I suspected that AppleTalk might never have been ported. I wonder
> what sort of serial port it is though? I get the impression it might
> be an RS-422 port like that traditionally on the Macintosh. Perhaps
> it's RS-485 though.

It is RS-422.

> I'm guessing it's a serial port with 'multi-drop' support then
> (several computers hanging off the same wire). Or is some kind of
> external adaptor needed?

I don't know what 'multi-drop' means, so I can't help there. No
external adapter is needed as far as I know. In fact, I've
occasionally run a Macintosh external modem off that port. Just plug
and play!

Galen

Sent via Deja.com
http://www.deja.com/

503. Re: STE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 00:07:15 UTC
From: atarigalen@my-deja.com
Message-ID: <93dkne$i9k$1@nnrp1.deja.com>
Source record: 52129

In article <0004.3a592801@fmlynet.org>,
"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Is the connector and pinout the same as that of the Mac? If it were I
> guess I could use a regular Apple serial cable, (otherwise I might
> have to break out the soldering iron ;o)

I believe it is. IIRC however, there are two types of Apple cables
that can plug into that port, and I'm not 100% sure I used the serial
one.

> I never did have a really solid grasp on how LocalTalk is used for
> TCP/IP (on Macs), I get a vague impression that IP is tunnelled
> through AppleTalk, but I could easily be wrong.

I have no idea.

> I have a suspicion that it might be more simple (if a little less
> fast) to set up a SLIP or PPP link to the Mac, and have that
> running as a router. Come to think of it, this might even work with
> ST, STFM etc. that lack the LAN port.

Yep. SLIP is generally recommended, though I don't know why.

Galen

Sent via Deja.com
http://www.deja.com/

504. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 00:30:10 UTC
From: atarigalen@my-deja.com
Message-ID: <93dm2jjbv1@nnrp1.deja.com>
Source record: 52130

In article <978800778-48020AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> From: atarigalen@my-deja.com
> Date: Thu, 04 Jan 2001 03:48:07 GMT
>
> Hi Galen,
>
> >OK. How exactly do you order it for US delivery.
> Get in touch with a German Milan dealer that accepts credit cards and
> ships wordwide... do not worry to much about the language barrier,
> just write in plain English...
> In my experience German dealers understand English very well,
> especially when it concerns ordering goods, when it's about
> complaining or asking difficult questions then usually they don't
> understand you. But this is a worldwide phenomena... ;-)

ROTFL!

Galen

> Personally I can recommend Seidel Software Service, goods are
> expedited quickly and the payment was always exact to the last
> cent...
> mailto:info@seidel.online.de
>
Thanks for the recommendation. There are several items I need that do
not appear to be obtainable on this continent.

Galen

Sent via Deja.com
http://www.deja.com/

505. Re: CD burning and MP3 to wave file converter

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 00:43:12 UTC
From: atarigalen@my-deja.com
Message-ID: <93dmqv$k4e$1@nnrp1.deja.com>
Source record: 52131

In article <t5cnptso73jmd3@corp.supernews.com>,
firest@williams-net.com (Carey Christenson) wrote:
> Anybody,
>
> Does anybody know of a program that will burn cd`s on a 1040st with
> 2.5 megs?

CD Writer will. The downside is that you have to have a SCSI or IDE
adapter and the software isn't that cheap. Still, it works great.

http://www.cyberus.ca/~anodyne/cdwsuite/main.htm

Galen

Sent via Deja.com
http://www.deja.com/

506. Re: set date and time??

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 01:33:31 UTC
From: Fat Harry <dot@dot.com>
Message-ID: <gcqk5tsegauc4m4cn4gsbjfutsfkjopji7@4ax.com>
Source record: 52132

On 7 Jan 2001 22:55:29 -0500, baldrick@dilbert.netset.com (Dan Ackerman) wrote:

<snip)
>
> There is a small batter behind the internal hard drive.
<snip>

Sounds a bit fishy. LOL

Harry

507. The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 01:53:00 UTC
From: Fat Harry <dot@dot.com>
Message-ID: <2kqk5tkfioq4oq3epoh1hgetdk7r9n44k9@4ax.com>
Source record: 52134

Enough said.

Harry

-= Posted on a real computer =-

508. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 02:31:07 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3A5A77EB.FAF86039@netzero.net>
Source record: 52135

Happy New Year to you too.

Fat Harry wrote:

> Enough said.
>
> Harry
>
> -= Posted on a real computer =-

509. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 03:43:40 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <MNv66.51369$xW4.411184@news-server.bigpond.net.au>
Source record: 52136

Have to try that, didn't know there you could get a flame in space tho.
Being a Vacuum and all.

Mark

"Fat Harry" <dot@dot.com> wrote in message
news:2kqk5tkfioq4oq3epoh1hgetdk7r9n44k9@4ax.com...
> Enough said.
>
> Harry
>
>
> -= Posted on a real computer =-

510. AFSTS Tutorial

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 04:17:01 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <93e3bqtif1@nnrp1.deja.com>
Source record: 52138

Due to a request from an Atari-Midi member, I created a tutorial for
AFSTS (Algorithmic Film Sound Track System) It is now on my site on the
AFSTS page. Just go past the download section.

http://sites.netscape.net/timconrardy/afsts.htm

I woild welcome any comments on this unique software.

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

511. Re: PC-diskette on Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 04:17:12 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <a8nk5tc4cq7s65p69vkh84vp8va1nspc3k@4ax.com>
Source record: 52137

This probably won't help, but I ran into a very similar problem when transferring files between my ST and a PC.

I know how to do it, and it's always worked before, but this one particular time it was driving me crazy.

I could format the disk on the PC, copy files to it, read them on the Atari, copy files from the Atari, put it in the PC, nada. No files, disk unreadable. Put it back in the Atari and there they were. Back in the PC, they were gone. Tried several cycles, same thing, nada.

Made me crazy until - I ran a virus checker on my ST.

Yup, I had a bootsector virus on the Atari which was modifying the floppy bootsector so the IBM system wouldn't recognize it, but the Atari was perfectly happy to read the disk (and re-infect itself).

Cleaned the virus out and everything worked just fine again.

You might want to try running a virus scan on the Atari just for fun.

BobR

On Mon, 08 Jan 2001 16:27:34 +0100, Bas Schellevis
<V.J.B.Schellevis@Netvance.nl> wrote:

>Help!
>
>We are using an Atari 1040ST for a special purpose (as a
>control-device for a responsesystem). The results are stored
>on a 720 Kb pc-formatted diskette and then read on Windows
>95. So far no problems. I upgraded a pc to Windows 2000 and
>now I cann't read the disk anymore. Windows 98 also seems to
>have this problem.
>
>This is what happens on Win 2K and Win 98;
>
>Format disk in Windows (720Kb DS/DD), Ok
>Write files in Windows on floppy, Ok
>Read disk on Atari, Ok
>Write files on Atari, Ok
>Read disk in Windows, *not ok*, 0 Bytes!
>
>How do I read/write Atari-disks on a pc?
>
>Thanx,
>

>Bas Schellevis

512. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 06:14:07 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5AAC2D.EEE30835@ihug.co.nz>
Source record: 52139

Hi there,

Bob King wrote:
>
> If he/she/it is content to play classic games which rely on game play
> and intelligence rather than ever faster moving
> cars/monsters/over-endowed males/females and/or keep the simplest of
^^^^^^^^^^^^ ^^^^^^^

...not that a good sesh with Lara goes astray now and then! ;^)

I agree wholeheartedly (on another subject!), that there is no point in upgrading to do the same as you did before. My main motivation for buying a Hades/Milan/PPC etc... would be the speed, as I'm heavily into GEM/TOS apps like POV-ray.

Then again with Freddi holding the Atari world to ransom by expecting pre-orders of a dreamlike number, a G3/G4 Mac or Pentium III/Athlon system will be faster again for POV-ray stuff, so that might be the way I eventually go. The failure of most 060 clones, and prohibitive cost of the working ones probably will see to that I think.

Medusa really are dreaming to think XTOS will take off when conditional support is required. Do they even have a working proto? I doubt it. Best advice to Medusa from me is to show us all that they are not bluffing by showing THE REAL THING at the next show...that'll silence me anyway! Until then I remain a critic...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

513. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 06:21:39 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5AADF1.7BF98AD6@ihug.co.nz>
Source record: 52140

Hi there,

Mark Bedingfield wrote:
>
> Have to try that, didn't know there you could get a flame in space tho.
> Being a Vacuum and all.

Oh enough already! Its far too flameful to read!! <arfarf!> ;^)

> > -= Posted on a real computer =-

Meaning it could have been typed on a ZX81 for all we know!

Still I'd have thought a ZX81 owner would gnow better! ;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

514. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 06:27:37 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5AAF58.8DF70411@ihug.co.nz>
Source record: 52141

Hi there,

Fat Harry wrote:
>
> -= Posted on a real computer =-

Congratulations, you've done well. Next week try using a
non-real computer...its easier than Windows often...

BTW, are you the one and lonely Harry Palms are you?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

515. AUSTRALIA Only

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 06:32:30 UTC
From: tellme@bigfoot.com
Message-ID: <3a5ab0c5$0$11966$7f31c96c@news01.syd.optusnet.com.au>
Source record: 52143

WANTED: Atari STe with/without monitor as long as
it's in working order. Will consider other 32bit Ataris.

Ph:(07) 4927 8959 or email me
tellme@ bigfoot.com

Mike

516. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 06:36:13 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5AB15B.C2119A85@ihug.co.nz>
Source record: 52142

Hi there,

Hallvard Tangeraas wrote:
>
> Steve Sweet <steve_sweet@madasafish.com> wrote:
>
> > >Too many Atari users want something for nothing.
> >
> > Or will slag off the platform when they cant get it, still everything is
> > free in the PC world isnt it!!!. :-/
>
> ...as most PC users define software as "free" as they steal it instead
> of paying for it.

They do pay for it eventually by having to contend with Windoze trashing
their disk, or some other fatal OS related balls-up...

Its bad enough just working with Windoze usually...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

517. Re: Floppy disk copy protection

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 06:40:20 UTC
From: tellme@bigfoot.com
Message-ID: <3a5ab29b$0$11966$7f31c96c@news01.syd.optusnet.com.au>
Source record: 52144

In article <1emxked.flu6h3nzkaxaN%northstar2010@yahoo.no>, northstar2010@yahoo.no (Hallvard Tangeraas) wrote:
>I bet just the subject line causes some concern!
>
>Anyway, the situation is this: I've bought a commercial program which
>uses a "key disk", and I'm afraid of using the original disk for this
>every time, so I want to make a backup copy.
>
>Actually, the key disk is supposed to let me install one copy on my
>harddisk and let it run without having to insert the key disk, but the
>previous owner has lost it as far as I know, so I'll need to insert the
>key disk in any case.
>
>Now, does anyone have any suggestions as to how I can make a backup of
>this disk? Of course, the best thing would be to remove the copy
>protection altogether, so I wouldn't have to worry about these things
>and could install it on my harddisk without any problems whatsoever, but
>I'd have no idea where to begin, so I'll settle for a way to be able to
>copy the master disk.
>
>PS. Believe me, this is ONLY for my own use. I have no plans to spread
>copies of the software. The disks are original, have been paid for, and
>I want to protect my investment.
>
>
>Hallvard

You could try asking a cracker (be nice!) to 'fix' the problem :)

<http://members.tripod.com/~supremacy_atari/index.html>

Cheers

Mike

518. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 07:08:11 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A5AB8DB.77BCC830@siemens.at>
Source record: 52145

Dennis Vermeire wrote:
> All Epson scanners produced since 1989 work perfectly with GTLOOK II and
> the GDPS compatible Epson SCSI driver. (both these drivers are freeware)

Really ? GTLOOK II was quite expensive when I bought it ages ago
(7 years ?). Do you know what the most recent version is and where
to get it ?

> >Does anyone know what the "Transparency" modules do on these scanners?
> >Can it be utilised by Atari s/w?
> It's main use is to scan slides and negative film... I have bought one
> for the Epson scanner a while ago and I'm very pleased with the results.

What model do you have ? I have a 8000 and I would like to be able
to scan slides too but I don't think there is a module available for
that model.

Gerhard

519. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 08:36:34 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A5ACD92.6979277A@jps.net>
Source record: 51897

Probably GER2ENG.PRG

atarigalen@my-deja.com wrote:

> BTW, of which keyboard driver do you speak?

520. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 08:45:36 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <93ej29gs1@news1.skynet.be>
Source record: 51898

```
> Q: How fast is a Coldfire "Atari" compared to a Hades060?
> A: About three times faster.

From Motorola:

- 060 66mhz: 100mips
- Coldfire 180mhz: 180mips

Three time faster? mmhhh.... (I know, the ram and the bus are differents,
but 3 times is a big lie)

Cheers from Belgium :-)
Zorro
```

521. Re: CT2 linux boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 08:51:41 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A5AD11D.D8C31DA6@jps.net>
Source record: 51899

Rodolphe also sent me an archive of ataboot sources that some people
were requesting on comp.os.linux.m68k if anyone is interested in them.

> Didier MEQUIGNON wrote:
> > I have found ataboot and the kernel 2.1.120 for the CT2 at this adress:
> > http://www.geocities.com/SiliconValley/Bay/1209/linux.html
> > I use Debian 2.2 but the kernel 2.2.x of this distribution causes problems
> > with Xfree, so I use the 'old' kernel 2.1.120.

522. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 09:01:24 UTC
From: Bruno Begni <bruno.begni@rero.vsnet.ch>
Message-ID: <3A5AD364.D7E141F8@rero.vsnet.ch>
Source record: 51900

Janka Gerhard a ï¿½crit :
>
> Really ? GTLOOK II was quite expensive when I bought it ages ago
> (7 years ?). Do you know what the most recent version is and where
> to get it ?
>

and the GDPS compatible Epson SCSI driver too ?
Thanks.

--
****
Bruno Bï¿½gni
Email:bruno.begni@rero.vsnet.ch
http://www.rero.ch/reroweb/RERO-Personnes/Begni/home.htm
****

523. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 09:03:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979051414-675384AEicMi@cwcom.net>
Source record: 51910

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Sun, 07 Jan 2001 12:22:08 -0000

>I find with SMU that you have to do what works for SMU!!.
>
>Ive been playing with this recently in order to add the DHST protocol to
>my system. And i find that if start.set is in a place other than SMU's
>directory the DHST dont work, which is weird as $home is where SMU saves
>its history files???.

Hmm, I've got all the Start files in the user\defaults directory - and
everything works just fine, including the history feature!

The only thing I haven't been able to do is add a seperator between the
Documents and Folders items.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

524. Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 09:19:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979051416-675904AEicMi@cwcom.net>
Source record: 51911

From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Date: Thu, 04 Jan 2001 09:39:43 GMT

>>all the Centurbo stuff.
>I 'm the only person who can say that is the last version of CENTurbo
>II pack: the last version is on centek website (centek.online.fr) but
>only the french binary is on it. I will try to correct this: i have the
>english version too.

Have you been able to put the English version of the CT2 stuff on your website yet, it still looks like only the French version is available.

Can you also say what the status of Sandrine is please, is it available to buy anywhere (I use another scanner driver so this is just a general question). If it isn't, are there any plans to release it as PD or a similar scheme?

Cheers.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

525. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 09:34:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979051418-676404AEicMi@cwcom.net>
Source record: 51912

From: atarigalen@my-deja.com
Date: Mon, 08 Jan 2001 23:53:52 GMT

>> All Epson scanners produced since 1989 work perfectly with GTLOOK II
>Very good to know (I didn't, by the way).

It's downloadable from my website, MISC section, URL in sig.

--


```
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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

526. Re: Atari assemblers

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 09:38:35 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979033203.20358.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 51901

Try,

http://www.dhs.nu/

They normally have lots of stuff.

Mark.

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:dlr66.162464$eT4.12040346@nnrp3.clara.net...
>
> "DjS" <djs@thesoundlab.co.uk> wrote in message
> news:93denkmlp1@newsg3.svr.pol.co.uk...
>
> Does anyone know where I can download an assembler that I can use on my
ST,
> I
> am doing 68k asm programming as part of my degree and I thought it would
be
> useful to practice on my ST.
>
> DjS
>
>
> You should have been born a bit earlier and
> gone to Manchester University pre-1995,
> when it had the famous Atari Lab, an assortment
> of 48 various STs for exactly this purpose
> (teaching 68K assembler). They have now
> replaced the worn-out Ataris with PCs, but
> are teaching MIPS rather than x86.
>
> Those were the days.
>
> Shiuming Lai
>
>

527. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 09:45:12 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <93g3rq$3pa$1@news8.svr.pol.co.uk>
Source record: 51942

In message <2kqk5tkfioq4oq3epoh1hgetdk7r9n44k9@4ax.com>, Fat Harry wrote:
> Enough said.
>
> Harry
>
>
> -=3N Posted on a real computer =3N-

If you are posting on an Atari why slag them off?

DjS

528. Re: AUSTRALIA Only

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 10:14:25 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <5wB66.51909$xW4.415460@news-server.bigpond.net.au>
Source record: 51902

ive got a TT030, im in Perth

<tellme@ bigfoot.com> wrote in message
news:3a5ab0c5$0$11966$7f31c96c@news01.syd.optusnet.com.au...
> WANTED: Atari STe with/without monitor as long as
> it's in working order. Will consider other 32bit Ataris.
>
> Ph:(07) 4927 8959 or email me
> tellme@ bigfoot.com
>
> Mike

529. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 10:15:04 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <IwB66.51910$xW4.415482@news-server.bigpond.net.au>
Source record: 51903

you fat cunt, don't come into an atari newsgroup saying that, I'll stick your fucking real computer up your fat arse and see how good it posts messages then.

fucking cocksucker

"Fat Harry" <dot@dot.com> wrote in message news:2kqk5tkfioq4oq3epoh1hgetdk7r9n44k9@4ax.com...
> Enough said.
>
> Harry
>
>
> -= Posted on a real computer =-

530. how to play with barbarian from palace software on WinSTon ?

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 10:54:00 UTC
From: MHT <mht@altern.org>
Message-ID: <93eqirbde1@laposte.ilog.fr>
Source record: 51905

Hello,

I'm using the atari st emulator WinSTon on my PC to play to barbarian
from palace software, and my question is :
how to play ? I mean I can launch the demo, but I can't find how to
launch the game in 1 or 2 player mode...
Maybe it's a WinSTon limitation ? (I tried all the keys I think...)

MHT.

531. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 11:09:43 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A5AF177.940D6291@patent.gov.uk>
Source record: 51904

Janka Gerhard wrote:
>
> Dennis Vermeire wrote:
> > All Epson scanners produced since 1989 work perfectly with GTLOOK II and
> > the GDPS compatible Epson SCSI driver. (both these drivers are freeware)
>
> Really ? GTLOOK II was quite expensive when I bought it ages ago
> (7 years ?). Do you know what the most recent version is and where
> to get it ?

> Gerhard

Hi Gerhard,

GTLOOKII is no longer being developed and is now free ware and is at:

http://www.cix.co.uk/~derryck/html/misc.htm

Bob King

532. Re: PC-diskette on Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 12:49:52 UTC
From: idr@ax9.hep.ucl.ac.uk
Message-ID: <slrn95m20g.9i1.idr@ax9.hep.ucl.ac.uk>
Source record: 51906

On Mon, 08 Jan 2001 23:17:12 -0500, Bob Retelle <bobr1@provide.net>
wrote in <a8nk5tc4cq7s65p69vkh84vp8va1nspc3k@4ax.com>:
>This probably won't help, but I ran into a very similar problem when
>transferring files between my ST and a PC.

>I know how to do it, and it's always worked before, but this one
>particular time it was driving me crazy.

>I could format the disk on the PC, copy files to it, read them on the
>Atari, copy files from the Atari, put it in the PC, nada. No files,
>disk unreadable. Put it back in the Atari and there they were. Back
>in the PC, they were gone. Tried several cycles, same thing, nada.

>Made me crazy until - I ran a virus checker on my ST.

>Yup, I had a bootsector virus on the Atari which was modifying the
>floppy bootsector so the IBM system wouldn't recognize it, but the
>Atari was perfectly happy to read the disk (and re-infect itself).

>Cleaned the virus out and everything worked just fine again.

Yup, had exactly that experience myself, more years ago than I
care to remember. Turned out that all the Ataris, except one, in the
UniZH Chem Dept were infected. (The secretary was concerned that the
Professor would be angry that her machine had spread the virus; I snuck
into his office, found that 2 of the 4 diskettes there were infected, and
told her not to worry...)

>You might want to try running a virus scan on the Atari just for fun.

Good advice. I'm pretty sure a virus-checker for this virus was
on the simtel site, wherever that may be these days.

--
Ivan Reid, Physics & Astronomy, University College London. idr@hep.ucl.ac.uk
KotPT -- "for stupidity above and beyond the call of duty".

533. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 12:53:46 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A5B09DA.B955B426@siemens.at>
Source record: 51907

Bob King wrote:
> GTLOOKII is no longer being developed and is now free ware and is at:
>
> http://www.cix.co.uk/~derryck/html/misc.htm

Although I always was satisfied with the program I'll surely check
whether there is any additional functionality available in that version.

Many thanks
Gerhard

534. Re: FS. UK. SLM 605 laser printer.

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 13:18:31 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <HcE66.52315$xW4.418326@news-server.bigpond.net.au>
Source record: 51908

referring to the atari laser printers,
I'm a laser printer and photo copier technician in Australia, and I'm just wondering, what engine are they based on, is it canon, xerox or what ? I cant find any technical info on these printers and there of great interest to me.

thanks..

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message news:ja766.14037$nu5.116564@NewsReader...
> Hello.
>
> I have two Atari SLM 605 laser printers for sale.
>
> One works OK, the other has a paper jam problem.
>
> Asking £120 for both plus carriage.
>
> Barrie at Keychange.
>
>

535. Re: FS. UK. SLM 605 laser printer.

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 15:16:41 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <93fa0pdod1@nnrp1.phx.gblx.net>
Source record: 51909

The Original David <drishani@bigpond.net.au> writes:
: referring to the atari laser printers,
: I'm a laser printer and photo copier technician in Australia, and I'm just
: wondering, what engine are they based on, is it canon, xerox or what ? I
: cant find any technical info on these printers and there of great interest
: to me.

TEC LB 1305. The SLM804 was a TEC LB 1301. Tokyo Electric Company Laser
Brain, is what some people think the letters stand for. Each of these
engines went into many different house brands.
---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

536. Re: CT2 linux boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 15:50:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979194934-102969AEicMi@cwcom.net>
Source record: 51834

From: John Kolak <jkolak@jps.net>
Date: Tue, 09 Jan 2001 00:51:41 -0800

>Rodolphe also sent me an archive of ataboot sources that some people
>were requesting on comp.os.linux.m68k if anyone is interested in them.
>
>> Didier MEQUIGNON wrote:
>> > I have found ataboot and the kernel 2.1.120 for the CT2 at this adress:
>> > http://www.geocities.com/SiliconValley/Bay/1209/linux.html

These files also seem to exist on www.online.centek.fr as well BTW.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

537. Re: FS. UK. SLM 605 laser printer.

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 16:38:36 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <979058332-863552AEicMi@xs4all.nl>
Source record: 51913

L.S.,

What has happened to the MagicOs.de site? It
seems to be gone...

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

538. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 16:54:05 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <93ffnbtvg1@nnrp1.deja.com>
Source record: 51914

In article <3A4A09EF.1330D9A1@it.kth.se>,
Sven Karlsson <svenka@it.kth.se> wrote:
> Hi Dennis,
>
> > No way... Mac PPC's with a 603/200Mhz can barely emulate an 68040.
It's only
> > faster when the PPC is actually used, since there isn't any software
you'll
> > have to run the card in the other mode => 68030. Who on earth do you
expect
>
> Your statement is true if you are thinking about the old emulation
that
> Apple did. This engine emulate a 68040 much the same way as ST
emulators
> emulate the 68000.
>
> I have made my own engine that analyze the 680x0 machine code and
> rewrite it into PPC code before it actually is run. The net speed of
the
> code after the analyzer has run is equal to a 100MHz 060 on the 200MHz
> 603e.
>
> Best regards
> Sven Karlsson / Istari Software
>

Correct me if I am wrong, but the early DEC Alphas had some sort of
conversion software available to them while running under NT. Sounds
like it kind of does the same thing.

Mike

Sent via Deja.com
http://www.deja.com/

539. Re: Floppy disk copy protection

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 18:17:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <93fkjbgmn1@plutonium.compulink.co.uk>
Source record: 51924

In message <1emxked.flu6h3nzkaxaN%northstar2010@yahoo.no>, northstar2010@yahoo.no said:

>Anyway, the situation is this: I've bought a commercial program which
>uses a "key disk", and I'm afraid of using the original disk for this
>every time, so I want to make a backup copy.
>
>Actually, the key disk is supposed to let me install one copy on my
>harddisk and let it run without having to insert the key disk, but the
>previous owner has lost it as far as I know, so I'll need to insert the
>key disk in any case.
>
>Now, does anyone have any suggestions as to how I can make a backup of
>this disk?

It rather depends on how it is protected. I understand that some
software manufacturers actually burned a tiny hole in the floppy at a
given location and the program then checked that it was still there
(presumably by trying to record a byte or two at that position) before
it would run. With that type you would have to disassemble the program
to remove the protection, I guess. But if it allows one installation on
a hard disk, it's unlikely to be of that type. I can only assume that
when run for coping, some changes are written to the original disk so
that one cannot use it a second time. BTW, what do you mean that 'the
previous owner lost it...' - the hard disk? Or does it actually permit
one *floppy* copy to be made?

> Of course, the best thing would be to remove the copy
>protection altogether, so I wouldn't have to worry about these things
>and could install it on my harddisk without any problems whatsoever, but
>I'd have no idea where to begin, so I'll settle for a way to be able to
>copy the master disk.

Many crackers do just this, though it has obvious commercial dangers of
unauthorised distribution. I'm not a programmer so can't help, sorry.

540. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 18:52:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979146436-82753AEicMi@madasafish.com>
Source record: 51991

Hi Dude

>And i find that if start.set is in a place other than SMU's
>>directory the DHST dont work, which is weird as $home is where SMU
>>saves >its history files???.

>Hmm, I've got all the Start files in the user\defaults directory - and
>everything works just fine, including the history feature!

I spent some time on this, and the way i manifested itself is that if you change the location of start.set, the history is wiped, but any new docs would write a new history. I was moving the files around expecting the Hist to carry over, in practise it dont....

>The only thing I haven't been able to do is add a seperator between the
>Documents and Folders items.

Hm! here's the top of my .SET, note the /seperator before the script starts.

****

```
/appline
/small
/backwind
/tosmultistart
/pop_display 200
/pop_drag 400
/noquitalert
/wmclosed
#/shutdown c:\gemsys\gemdesk\shutdown.prg
#/shutdown_timeout 4000
/savelinks
/documents
/documents_max 200
/documents_maxperapp 40
#/vaprotostatus
#/magxfadeout
#/avignore
#/avnoacc
#/avnotos
/nowindow
#/magxignore
/separator
```

****
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

541. Re: FS. UK. SLM 605 laser printer.

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 18:53:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979146438-83433AEicMi@madasafish.com>
Source record: 51993

Hi Raoul

>
>What has happened to the MagicOs.de site? It seems to be gone...

It was there last night..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

542. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 18:55:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979146442-84001AEicMi@madasafish.com>
Source record: 51994

Hi Hallvard

Complete this partial well known phrase or saying.

>> Or will slag off the platform when they cant get it, still everything
>> is free in the PC world isnt it!!!. :-/

>...as most PC users define software as "free" as they steal it instead
>of paying for it.

Correct!!. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

543. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 19:05:03 UTC
From: itsux@xs4all.nl
Message-ID: <Xns90248BB25renerenekintcom@127.0.0.1>
Source record: 51925

```
>> Cheesey programs? ever looked at what's available for the Mac?
>
>Dennis, did you say this? Anyway, the Mac has best of class software
>for all major software categories and many quality programs for less
>common applications, at least here in the USA.
>
```

Well, try to run old games from System 6 times on emulators right now, or even on Spectre on your ST, and you'll see that even Mac software was not designed very well back in ye'old days (remember that we are talking 80's now!). Most will capture the system, assume a fixed resolution, or refuse to run at all.

Mac software nowadays is a different story...maybe. Although in my opinion Mac needs a pre-emptive multitasking system (which will show faults in the current software for sure....).

544. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 19:23:06 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <QAJ66.163427$eT4.12268624@nnrp3.clara.net>
Source record: 51926

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:92m743gnh6@plutonium.compulink.co.uk...
> I see Bob. I didn't appreciate the distinction you've made.
> This is the first time I've ever owned a CD player, so perhaps I can
> be forgiven <g>

Wow, I thought I was late getting my
first CD player in 1998.

Shiuming Lai

545. Re: (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 20:14:25 UTC
From: publish@welshnet.co.uk
Message-ID: <3a5b6365.5426874@news.cis.dfn.de>
Source record: 51927

On Sat, 07 Jan 2001 14:36:54 , "Andy Ball"
<Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:

> MK> I've used a Falcon and 15" SVGA monitor and Laserjet 4
> > for the last few years and it's been top notch.
>
>Sounds great! Out of interest, what resolution do you run your 15" monitor at?
> Does it have a visible diagonal of about 13.5"?

800 X 608 - 16 colours. Doing text in 256 or TC is like wading in
treacle!

Visible diagonal is a touch under 13.5".

> MK> I actually purchased for 3 pounds a full copy of
> > Pressworks for the PC this week so that I could load
> > my old Timeworks DTP documents into it.
>
>Does your version of Pressworks run under GEM or MS-Windows?

Win 98. I've just had a thought, later versions of Pressworks might
have some further output options, so it may be possible to export old
ST Timeworks DTP files via Pressworks into HTML or something else?

> MK> TeX was available for the ST, I almost installed it,
> > but never had the time to learn it, so didn't bother
> > in the end.
>
>I can certainly relate to not having the time to learn it. I might make the
>time to learn Texinfo, which can produce TeX source as it's output. The basic
>idea of Texinfo is that you produce both on-line and printed documentation from
>the same source file.

Time is the problem. Always has been and always will be!

> MK> It's when we all fall for the marketing hype/con trick
> > that causes the problems!
>
>I'm immune to marketing, at least so far as computers are concerned.

Me too!

;-)

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

546. Re: (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 20:14:30 UTC
From: publish@welshnet.co.uk
Message-ID: <3a5b66c1.6286704@news.cis.dfn.de>
Source record: 51928

On Sat, 07 Jan 2001 14:36:54 , "Andy Ball"
<Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:

>I readily agree that colour (used properly) can be very useful, but I think
>it's fair to say that there will continue to be people who's DTP requirement
>doesn't include colour. Even in a colour publication, there are likely to be
>tasks that don't involve colour.

I would think that for most tasks where you provide hard copy artwork
from laser or inkjet printers to a commercial offset printer or
photocopier, and the publication doesn't include colour work then
Atari generated stuff is perfect. B/W artwork or line art is easily
reproduced, just watch out that any fills etc are tweaked for
reproduction (ie made coarser).

Using Papyrus and NVDI output to the Laserjet 4 at 600dpi I have
always been impressed with the quality. However Calamus 1.09 output at
small point sizes (below 12 point) was always very poor at 300dpi and
not a lot better at 600dpi. It was quite acceptable at 1200dpi, but
that equated to 600dpi output from NVDI in my experience.

So have a look at the printer that you will output to. I've no real
experience of later versions of Calamus, so my comments may not be
valid. But unless I'm mistaken the basic Calamus CFN font format is
devoid of hinting, and that will effect quality, especially at small
point sizes on low res devices.

If work includes spot colour then again it can be done on an Atari.
But, if we get into colour photos and clip art life can get tricky.
I'm not saying certain programs on the Atari can't do it, more that
you will have to find a printer/bureau able to handle your artwork!

There used to be a handful of bureaus in the UK that could handle
Calamus files, but if you went the Calamus route you would be better
off using that PostScript module as that is what all bureaus accept
nowadays.

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

547. Re: PC-diskette on Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:07:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979146444-84725AEicMi@madasafish.com>
Source record: 51992

Hi Dudes

>>You might want to try running a virus scan on the Atari just for fun.

> Good advice. I'm pretty sure a virus-checker for this virus was on
>the simtel site, wherever that may be these days.

Lets not forget UVK is available for nowt from lots of places.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

548. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:10:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979146448-85321AEicMi@madasafish.com>
Source record: 51995

Hi Chris and Co.

>> -= Posted on a real computer =-

>Congratulations, you've done well. Next week try using a non-real
>computer...its easier than Windows often...

>BTW, are you the one and lonely Harry Palms are you?

And we all know what causes Hairy palms dont we guys.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

549. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:13:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979146450-85889AEicMi@madasafish.com>
Source record: 51797

Hi Hallvard

>Youve probably got the FBI camped outside right now, have you checked
>out that Winebago opposite your house, the one with the satellite
>dishes and cameras on the roof.

>Watched too much telly again Steve? ;-)

Nah!, looked out of my own window, whilst licking a toad.

8-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

550. Re: set date and time??

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:16:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979146454-86466AEicMi@madasafish.com>
Source record: 51796

Hi Harry

>Sounds a bit fishy. LOL

Very good.

>Harry

Now, concentrate on this ink blot and tell me how you feel.

No, i didnt say feel yourself and make blots!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

551. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:23:38 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <NcM66.27406$0d.1893980@nnrp4.clara.net>
Source record: 51937

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:978590086-80605AEicMi@cwcom.net...
> From: Steve Sweet <steve_sweet@madasafish.com>
> Date: Mon, 01 Jan 2001 21:37:38 -0000

> >If you recall there's usually an event going on for rancid old gits in
> >the room next door, complete with a resusitation team and Francis Chapel
> >on hand just in case.
>
> It's high time that that dancing class was livened up! ;-)

You could do a roaring trade in Ecstasy pills.

Shiuming Lai

552. Re: Atari assemblers

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:23:58 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a5b816e$0$175@news.zetnet.co.uk>
Source record: 51929

On 8 Jan 2001 09:33:43 G, DjS wrote:

|Does anyone know where I can download an assembler that I can use on my ST, I
|am doing 68k asm programming as part of my degree and I thought it would be
|useful to practice on my ST.

I have Devpac TT which anyone is welcome to if they pay the postage.
This has been superceeded by Devpac 3.
--
JI Logan

553. Re: (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:23:58 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a5b816e$1$175@news.zetnet.co.uk>
Source record: 51930

On 9 Jan 2001 20:14:30 G, Mike Kerslake wrote:

| . . . .
|Using Papyrus and NVDI output to the Laserjet 4 at 600dpi I have
|always been impressed with the quality. However Calamus 1.09 output at
|small point sizes (below 12 point) was always very poor at 300dpi and
|not a lot better at 600dpi. It was quite acceptable at 1200dpi, but
|that equated to 600dpi output from NVDI in my experience.

I got so fed up with the poor output of Calamus compared with
Papyrus that I stopped using it.
--
JI Logan

554. Re: FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:32:07 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <PcM66.27407$0d.1893667@nnrp4.clara.net>
Source record: 51938

"BGarvey355" <bgarvey355@aol.com> wrote in message
news:20010107172811.05067.00000348@ng-ff1.aol.com...
> Why is everytime something good is being 'given' away, it is out of my
reach
> :-(
>
> Sitting in the US whishing I was in the UK,

Once you get a taste of our weather
you'll be wishing yourself back to the US.

Shiuming Lai

555. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:51:33 UTC
From: bindon@madasafish.com
Message-ID: <t5n1v5jbv2ur62@corp.supernews.com>
Source record: 51931

On 8 Jan 2001 19:40:30 -, Steve Sweet wrote:
>Hi derryck
>
>>>I've set Magxdesk up as an AVserver and also set my $HOME directory up
>
>>Get hold of Alexander Barton's AVServer prog and use that instead,
>>pointing your magx.inf file to that instead of Magxdesk.
>
>What he really needs is Mr. Jinnee and a line
>
>#_ENV AVSERVER=JINNEE

Yep, and I'll have it along with quite a lot of new ASH software on
Thursday with my new Falcon. Have to get the soldering iron out to
fix the phantom accelerator in it.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

556. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 21:51:36 UTC
From: bindon@madasafish.com
Message-ID: <t5n1v8r9e4jh64@corp.supernews.com>
Source record: 51932

On 9 Jan 2001 09:03:04 G, Derryck Croker wrote:
>From: Steve Sweet <steve_sweet@madasafish.com>
>Date: Sun, 07 Jan 2001 12:22:08 -0000
>
>>I find with SMU that you have to do what works for SMU!!.
>>
>>Ive been playing with this recently in order to add the DHST protocol to
>>my system. And i find that if start.set is in a place other than SMU's
>>directory the DHST dont work, which is weird as $home is where SMU saves
>>its history files???.
>
>Hmm, I've got all the Start files in the user\defaults directory - and
>everything works just fine, including the history feature!
>
>The only thing I haven't been able to do is add a seperator between the
>Documents and Folders items.

I've put the file in various places nested in folders etc. but neither
will work, apart from the START folder. On a similar note, is there
any way to close windows down onto appline?

Magxdesk just closes them into those little boxes. Otherwise I'm not
really that impressed with appline, I'm probably missing a good
feature of it though. I'd rather use the built in one, when you click
on the menu bar at top right of magxdesk.

Oh yeah, is there any way to stop windows opening up all the way to
the bottom of the screen? Is there a piece of software to keep SMU
and appline visible; just leaving the last few pixels at the bottom
free?

Thanks

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

557. Re: Need a HD formatter!!!

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 22:18:15 UTC
From: ebaiz@skyenet.net
Message-ID: <H6M66.3054$Zf.21493@newsfeed.slurp.net>
Source record: 51933

On 8 Jan 2001 23:11:02 -, Carey Christenson wrote:
>
>Anybody,
> Where can I get a hard drive formatter????? I have 2 scsi hard
>drives that used to be in PC computers that I want to format and make
>use of on my atari 1040st. I have an 80meg but it is almost full.
>Does anyone know what the maximum partition size is for a 1040 st?????
>I am running TOS versio 1.04 if that helps!!!! Any help on this
>matter would greatly be appreciated. You can e-mail me at
>firest@williams-net.com or just post your answer on this news group
>and I will hopefully find it since I check news goups 2 to 3 times a
>week. Thanks and LONG LIVE ATARI!!!!!

HDDriver does a good job. I used it to format a Mac Jaz cart. I believe
with TOS 1.04 the max size of a partition allowed is 32 meg. It is much
higher if you use Magic or Big DOS.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

558. Re: tos 0.90 on disk

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 22:18:17 UTC
From: ebaiz@skyenet.net
Message-ID: <J6M66.3055$Zf.21493@newsfeed.slurp.net>
Source record: 51934

```
On 8 Jan 2001 23:18:17 -, "cp" wrote:
>Does anyone know where I could find this?
>
>I need it for an original ST, for some reason it was never upgraded. I'd
>like to keep it original for my collection.

When I bought my ST, a disk with TOS 1.0 was included and works fine.

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

559. Re: The Atari sucks harder than a guy openi

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 22:18:18 UTC
From: ebaiz@skyenet.net
Message-ID: <K6M66.3056$Zf.21493@newsfeed.slurp.net>
Source record: 51935

```
On 9 Jan 2001 01:53:00 +, Fat Harry wrote:
>Enough said.
>
>Harry
>
>
>-= Posted on a real computer =-

Oh Yeah??? Just computer is that???

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

560. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 22:21:37 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <QcM66.27408$0d.1893939@nnrp4.clara.net>
Source record: 51939

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:977583498-44187AEicMi@gmx.net...
> From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
> Date: 20 Dec 2000 18:31:26 +0100
>
> Hi Michael,
>
> >The 500 minimum buyers they want is more than the total number of Milans
> >sold so far. And these *are* still being sold *now*.
> Unless Milan gets his act together these numbers probably will not rise
> significantly... Milan makes me think of Atari, great at R&D but lousy at
> marketing.

Hmm, I think the opposite - but not
"lousy" - just that Milan's marketing
was better than its R&D. In terms
of hardware it is nothing more than
what was already done several years
earlier with Medusa T40/60 then Hades.
Where Milan did really well was creating
an image and market awareness (never
mind if you could/can actually buy it).
People talked about it.

> In Germany which is the Milan *home-market* after all, it's quiet
difficult
> to get hold of a Milan, only a handfull of dealers sell them. Supporting
> the local dealers sounds very nice on paper, in practice it must be clear
> by now that it doesn't work... why on earth can't the public buy the Milan
> straight from the manufacturer? it should have been possible from day one
> to order a Milan and it's peripheals online from the Milan website and UPS
> delivering the goods within a week.

Apple Computer cut the throats of many retailers
by selling direct. It effectively said, "Stuff you"
to those who stood by during the hard years
continuing to sell Apple gear.

I suppose in the small Atari market, having a
dealer network allows some others to earn
their bread and butter, while also giving the
impression of being a bigger company.

> AFAIK the Milan can be bought in an assembled computer version or in a DIY
> kit package. Getting hold of that DIY kit is virtually impossible, there
> isn't one dealer in Germany able or willing to sell this.... why?

Profit margins in the computer retail
industry are now below 5%. You and I
wouldn't get out of bed for that money.
The value is in services, including the
building of machines.

> That kit
> is considerably cheaper and many people have got spare HD's, CD-R's, RAM
or
> can get them cheaper from a third party, that kit is 600DM cheaper opposed
> to the assembled version, 600DM could make *all* the difference...

Although there are some enthusiasts with
the appropriate technical ability, generally,
selling components to consumers is a liability.
Many people who don't know which end to
hold a screwdriver try to save money by doing
it themselves, then cause a whole lot of trouble
for the dealer which basically eats into that
pathetic <5% margin and turns the sale into a
subsidy.

> So let's hear it guys... who's interested in a DIY kit at the above quoted
> price? the kit contains all necessary cables, screws, processor, TOS,
> suitable drivers and graphic card.

This kit has been available from Atari Workshop
since dot, when it can actually get hold of stock.

> All that needs to be done is to plonk
> the whole lot in an ATX tower,

Then change the COM/LPT back-plate
and PSU for AT, change the power
switch to a mechanically-latching rather
than momentary/electronically-latched
ATX type, remove the plastic hood from
one DB9 connector because it's obstructed
by the silly placement of the motherboard
power connectors (after stretching it
near breaking point because it's too
short, even when using the *exact* same
Suntek cases advertised by Milan), stretch
all the other motherboard-to-back ribbon
cables because they're all too short, and
plug in a motherboard-to-PS/2 plate
for the mouse because it's a hybrid AT/ATX.

Shiuming Lai

561. XMEN_MGR

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 22:21:54 UTC
From: ebaiz@skyenet.net
Message-ID: <6aM66.3060$Zf.21493@newsfeed.slurp.net>
Source record: 51936

Hello all,

I found out that I needed this program in the Start folder of Magic before I could run Newsie 0.96 on my Hades. The program was included with my version of Magic. I guess this was built in, but Newsie will not run without it. Newsie 0.96 locked up the computer if I tried to access some parts of the program. Glad I got it solved.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

562. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 22:24:43 UTC
From: 'Oli <reiknir@my-deja.com>
Message-ID: <93g335dlc1@nnrp1.deja.com>
Source record: 51940

In article <Pine.MNT.4.10.10101072144190.190-100000@mail.online.no>,
oskancke@online.no wrote:
> On Sun, 7 Jan 2001, 'Oli wrote:
>
> > In article
<Pine.MNT.4.10.10101071724360.160-100000@mail.online.no>,
> > oskancke@online.no wrote:
> > > > How about Crusoe - hehe.
> > >
> > > Now thats an interesting thought! Transmeta claims that their
new
> > > code-morhping can emulate any CPU instruction set. Having a
> > 060-Crusoe
> > > running at 700Mhz would make me go mad... but I can only dream
:)
> > >
> > The Crusoe 500 fells like a Pentium 166 - 200 MHz doing x86, I
imagine
> > doing 68k emu it would feel even slower
>
> Really? Thats bad news .. in a way. I thought the code-morphing was
> faster than that. Btw, how did you find that out? Did you run any
CPU
> benchmarks?
>

No, just used one for a week, it was not a integer/FP mismatch like
with Winchip/Cyrix it just felt slooooow,

I think Sony is making a big mistake by using this chip in some of
thei Viao's

--
'Olafur Gunnlaugsson - oli@oli.is
http://olafur.net (English)
http://oli.is (Icelandic)

Sent via Deja.com
http://www.deja.com/

563. Re: tos 0.90 on disk

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 22:43:16 UTC
From: cp <christian.baillies@ntlworld.com>
Message-ID: <3sM66.17245$O83.47650@news6-win.server.ntlworld.com>
Source record: 51943

Is the disk a special format or could I use any TOS image and boot it?

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:J6M66.3055$Zf.21493@newsfeed.slurp.net...
> On 8 Jan 2001 23:18:17 -, "cp" wrote:
> >Does anyone know where I could find this?
> >
> >I need it for an original ST, for some reason it was never upgraded. I'd
> >like to keep it original for my collection.
>
> When I bought my ST, a disk with TOS 1.0 was included and works fine.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

564. Re: AUSTRALIA Only

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 22:52:00 UTC
From: Gerry van den Berk <gerryvdb@tnet.com.au>
Message-ID: <LoM66.21$6D5.4341@nsw.nnrp.telstra.net>
Source record: 51941

The Original David wrote in message
<5wB66.51909$xW4.415460@news-server.bigpond.net.au>...
>ive got a TT030, im in Perth
>

What are they worth in Australia (never having seen one)?

Regards,

Gerry.

565. Re: FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 22:56:17 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a5b9711$0$173@news.zetnet.co.uk>
Source record: 51944

On 8 Jan 2001 15:30:55 -, Lyndon Amsdon wrote:
>On 7 Jan 2001 22:28:11 G, BGarvey355 wrote:
>>Why is everytime something good is being 'given' away, it is out of my reach
>>:-(
>>
>>Sitting in the US whishing I was in the UK,
>
>Hey, just imagine paying 85p (1.3 US dollars) for a litre of Petrol
>and having most new computer stuff at awfully high prices and you'll
>feel back home again!

Too true! Over here the routine is to price the same in pounds as you guys
pay in dollars, if it's a 1,000 US dollars then it's 1,000 pounds over
here!

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

566. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 23:13:23 UTC
From: Gerry van den Berk <gerryvdb@tnet.com.au>
Message-ID: <OIM66.27$6D5.5181@nsw.nnrp.telstra.net>
Source record: 51945

The Original David wrote in message ...
>you fat cunt, don't come into an atari newsgroup saying that, I'll stick
>your fucking real computer up your fat arse and see how good it posts
>messages then.
>
>fucking cocksucker
>

My my, who's the touchy fellow today?

Atari's are just old shit to most people, something you throw in the dumpster or smash up for fun. Pull those keys off, rip out the ports with a pair of pliers, pry the case apart and slam a screwdriver through the heart of the CPU... yeah!

Just joking ofcourse, but it took you this long to realize that didn't it?

Regards,

Gerry.

567. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-09 23:18:27 UTC
From: Remi Villatel <maxilys@normandnet.fr>
Message-ID: <3A5B9C43.A67BC46F@normandnet.fr>
Source record: 51946

Zorro a ï¿½crit :

> > Q: How fast is a Coldfire "Atari" compared to a Hades060?
> > A: About three times faster.

> From Motorola:
>
> - 060 66mhz: 100mips
> - Coldfire 180mhz: 180mips
>
> Three time faster? mmhhh.... (I know, the ram and the bus are differents,
> but 3 times is a big lie)

<ironically>

The 68060 in the Hades works at 60 MHz, the CF works at 180 MHz... That's not
about 3 times faster, that's _exactly_ 3 times faster...

That's not a lie, that's a problem of semantics.

</ironically>

See ya,

==========
Remi Villatel
maxilys@normandnet.fr
==========

568. Re: Need a HD formatter!!!

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 00:20:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <93g9ta$r4h$1@plutonium.compulink.co.uk>
Source record: 51947

In message <t5ki862ru8f31e@corp.supernews.com>, firest@williams-net.com said:

> Where can I get a hard drive formatter????? I have 2 scsi hard
>drives that used to be in PC computers that I want to format and make
>use of on my atari 1040st. I have an 80meg but it is almost full.

DON'T FORMAT your PC SCSI drives - just partition them and the Atari
will see them. According to the acknowledged expert, the only ties
drives need formatting is when they have damaged sectors. Formatting
uses the embedded software of te drive and so is platform-independent.
It's only when you partition and install the file system that you need
Atari-specific programs. The best by far is HDDRIVER, though it's
commercial. It has special provisions for TOS 1.04.

>Does anyone know what the maximum partition size is for a 1040 st?????
>I am running TOS versio 1.04 if that helps!!!!

512 MB for TOS 1.04 per partition, and up to 14 partitions IIRC.

Regards, /Peter/

569. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 00:47:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979110768-183583AEicMi@gmx.net>
Source record: 51965

From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Date: 7 Jan 2001 20:07:50 +0100

Hi Michael,

>>strenghten my suspicions that the Pegasus project is nothing more then
>>an early april fools joke...
>
>Especially since not even Intel has USB 2.0 in their current chipsets -
>there ist just first demonstration silicon of USB 2.0 out, so designing
>an USB 2.0 port on a motherboard at this time seems a bit difficult ;-)
That's what I was hinting at... and writing drivers for a non existing
item should prove to be even more difficult.
BTW: what's the status on AGP 2.0 and PCI 2.0?

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

570. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 00:51:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979110766-182943AEicMi@gmx.net>
Source record: 51966

From: Bob King <robert.king@patent.gov.uk>
Date: Mon, 08 Jan 2001 11:16:27 +0000

Hi Bob,

>It's the market driven economy again. The punters mostly use PCs with
>one or other version of Windows and they want cheap and easy, boil in the
>bag products. So naturally, fiddly things like dip switches are out and
>software drivers are in. If I were a PC user I wouldn't want it any other
>way.
If I was a PC user, which I am not, and unless someone performs a lobotomy
on me, never will be, I still would not want stuff here that needs to be
configured by means of crappy software.
If you buy a software controlled printer or scanner, then you should ask
the personal written guarantee of Bill Gates, that he will not fiddle to
much with his wonderfull OS in the coming years. Chances on new compatible
drivers from the manufacturer are extremely small, they don't support "old
gear", that's common factory police...
Ever seen a monitor with only a on/off button? there's one in my office and
the W95 drivers supplied with that thing don't like W98 or WME... it's used
as a very stupid looking and expensive paperweight now. Philips never ever
bothered to update the drivers... the monitor is only three years old.

>Do I take it that the Epson 850 would be OK.
Yes, before I bought it I made sure it was compatible with our programs.
And as explained I also wanted a printer which lets the user configure it
without needing a Mac/PC in the neighbourhood...
NVDI supports it all the way, resolutions up to 1440*720 are possible. It
gives beautifull results with Imagecopy and the Epson driver of Calamus
supports it also, though only up to 720*720.
Apps that use custom printer drivers pose no problem either... even your
beloved DA's Layout has a suitable driver... the results weren't, much to
shout about but that's probably my fault.. I haven't got the faintest idea
how to operate that program...
So I you can locate one, buy it, steal it, borrow it.... whatever ;-)

Beware of the Epson 860 and 870 models, the numbering suggests that these
are the successors of the 850 model, they're *not*, and will not give you
the same functionality. The 850 was the top of the range model and it's
successor is the Epson 900, I haven't got a clue about it's compatibility
status and it's rather expensive.

>Can I send the heavy mob round your gaff it it doesn't deliver?
Those poor unfortunate bastards.... can you imagine the agony and pain that
will fall upon them once that some higly trained combat camels attack them?
these vicious animals show no mercy...

>All the best from drying out Wales
Not according to the ESA satellite, go get your umbrella...., there's a
super duper giant black thingy coming your way <grin> :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

571. ULTRA FALCON HAPPINESS!

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 01:04:16 UTC
From: Video61@webtv.net
Message-ID: <586-3A5BB510-18@storefull-177.iap.bryant.webtv.net>
Source record: 51948

i just got one today, and it is amazing.
i always knew that jack was a idiot, that is why i never signed on to the ST. not that the ST line was bad, it was, and still is good, but he had no business sense. but after booting up this stock falcon with 4 megs, and a 75 meg internal hard drive i have know decided he was not a idiot, but a retard, this was way ahead of its time!
i understand that wizztronics has the rights to this, what is a matter with them, this should sell in small quantities, and will be a good nitch machine with all of the upgrades out there for it,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

572. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 01:04:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979110772-184063AEicMi@gmx.net>
Source record: 51964

From: Fred Horvat <fmh@netzero.net>
Date: Sun, 07 Jan 2001 17:50:17 -0500

Hi Fred,

>That was my Milan FS here in the USA. I bought it from Woller Systeme in
>Germany via Credit Card. Took a longtime to ship but I did get it in one
>piece but with dead RAM, dislogded heat sink, wrong power supply.
That's an example of what Woller Systeme calls "service"...

>The math you discussed here is a bit off. I have not checked current
>conversion rates but here's the way it stood when I purchased the Milan in
>12-99. Milan was 1,500 DM which at the time was $.53 US Dollar to DM which
>works out to $795 US.
The value of the dollar has increased since then.. today 1.500DM works out
at roughly $710.

>Shipping I was charged was around $160 UPS Air. I did purchase other
>hardware and software which added to the weight. So anyone in the USA who
>wants a Milan can have one for roughly $1,000 US Dollars depending on
>currency rates at the time of transaction.
I've checked it again today.. first class air shipping (guaranteed delivery
in maximum 72Hrs) with Federal Express costs $93.50
So a Milan040, delivered at your doorpost, *now* would cost roughly $800...

What's bugging me is the fact that you've payed German value added tax on
the Milan... perhaps Mr. Woller would care to shed some light on this?
On goods sold for use outside the EEC countries that tax is not mandatory
and should be deducted at purchase. Woller should *NOT* have credited it.
I'm not sure but I think the German VAT is 15% or 17.5% ? anyway you can
work out the amount yourself.... I would say get in touch with Mr.Woller,
and try to recuperate a nice bonus...

Time for some new maths....
A standard Milan 040 with German added value tax deducted costs 1275 DM,
that's roughly $600, adding the shipping costs my little calculator shows
that $700 will do nicely. But I suppose that you'll have to pay something
like 8% state tax on the $600, so let's agree on $750 as grand total.

>Obviously everything is in German and if something is wrong (like my RAM,
>wrong power supply, no heat sink) or worse being dead you are on your own.
>I resolved all hardware errors on my own in about a week. One thing I did
>learn was that the Milan is extremly fussy about RAM.
Perhaps Mr.Woller could shed a light on this as well?
If you ask me he shipped you a Milan which has been thrown together without
going through the necessary 24Hr burn in test, to put it bluntly, your Milan

has never been tested at all before shipment... and if anyone tries telling
you different then the only option open is to blame the gremlins :-/

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

573. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 01:42:59 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <D6P66.52891$xW4.422430@news-server.bigpond.net.au>
Source record: 51949

"Remi Villatel" <maxilys@normandnet.fr> wrote in message
news:3A5B9C43.A67BC46F@normandnet.fr...
> Zorro a crit :
>
> > > Q: How fast is a Coldfire "Atari" compared to a Hades060?
> > > A: About three times faster.
>
> > From Motorola:
> >
> > - 060 66mhz: 100mips
> > - Coldfire 180mhz: 180mips
> >
> > Three time faster? mmhhh.... (I know, the ram and the bus are
differents,
> > but 3 times is a big lie)
>
> <ironically>
>
> The 68060 in the Hades works at 60 MHz, the CF works at 180 MHz... That's
not
> about 3 times faster, that's _exactly_ 3 times faster...
>
> That's not a lie, that's a problem of semantics.

You should never indicate computer speed's in Megahertz unless you are using the same chip as a referance. If this were the case then some fool would think that a 486 DX2/66 is faster than a Hades060.

Mark

574. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 01:50:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979110764-182440AEicMi@gmx.net>
Source record: 51962

From: David Smith <david@suscom.net>
Date: Sun, 07 Jan 2001 11:05:48 -0500

Hi David,

>> Cheesey programs? ever looked at what's available for the Mac?
>
>Dennis, did you say this?
Yes... I take it you disagree? I thought I was rather polite to that
brainwashed nitwit.

>Anyway, the Mac has best of class software for all major software
>categories and many quality programs for less common applications, at
>least here in the USA.
Really?
- As far as DTP goes, nothing will beat Calamus
- Show me one decent Mac wordprocessor and I'll give you my kingdom...
- How about some software that can burn a *real* audio CD?
- etc...

Oh, and I can run these three applications at once, while playing a game of
mastermind and posting this... how's that for starters?
Once an Apple is capable of doing this, I might change my mind about the
"cheesey" bit, but will certainly not forget that it took them eight years
to catch up.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

575. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 02:00:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979110774-184700AEicMi@gmx.net>
Source record: 51963

From: J Wilkinson <jwandjw@ihug.co.nz>
Date: Mon, 08 Jan 2001 18:18:39 +1300

Hi Chris,

>Gee Dennis, I guess I'm as excited as you at the 'prospect' of owning
>this new machine. Shame the only time I could use it is when I'm asleep
>and experiencing REM!
Well, let's give Medusa the benefit of doubt.
That German STC magazine isn't the most reliable source and since there
hasn't been an official statement yet...
I think the final specifications of the "Pegasus" will undergo some heavy
changes...
Remember the MilanII specifications? I would be perfectly happy if they
announce something along similar lines. At least it would be feasable, and
who knows... supposing they can come to some kind of agreement we might even
see a Pegasus with MilanII specifications that runs on a PPC driven by the
Tempest engine... now that would something to get exited about ;-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

576. How to connect Maxtor external HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 02:13:03 UTC
From: wongck@letterbox.com
Message-ID: <93ggepfnt1@mailint03.im.hou.compaq.com>
Source record: 51951

Hi,
I managed to borrow a Maxtor 1394 external storage. How can I attach this to
my falcon?

rgds

577. Re: set date and time??

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 02:58:07 UTC
From: fried@dragon.achilles.net
Message-ID: <93gj3v$t7f$1@localhost.localdomain>
Source record: 51950

Thanks to all who repied to my post. Indeed, it seems it was the internal battery. I took one out of my Mega Ste, it looks the same and is the same vaoltage, and put it into my TT. Now I'll order a replacement from Best Electronics (plug,plug)
Another problem solved by a great newsgroup! (brass fanfare)

Fat Harry (dot@dot.com) wrote:
: On 7 Jan 2001 22:55:29 -0500, baldrick@dilbert.netset.com (Dan
: Ackerman) wrote:

: <snip)
: >
: > There is a small batter behind the internal hard drive.
: <snip>

: Sounds a bit fishy. LOL

: Harry

578. Re: I'm Still Here (if anyone cares)

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 03:21:00 UTC
From: nurmix@spam-free.com
Message-ID: <3a5bd443.9067173@news-server.socal.rr.com>
Source record: 51952

On 16 Dec 2000 18:13:18 GMT, paul.williamson@zetnet.co.uk (Paul Williamson) wrote:

>I've got one of those now, and I not at all impressed with some of the >software, especially Outlook Express for mail and news. Give me Newsie >or Okami any day :-))

I agree. I think Outlook Express is crap! I refuse to use it.

>I have got the free version of Free Agent, but I think you will find that >the commercial version offers some features you are likely to want. (I >can't remember what they are, but I know they come for free with Newsie.)

The free version of Agent is ok for now, but I'm looking into the commercial one.

>If like me you dislike OE, try Pegasus for e-mail. It's available for >free from somewhere. If you need the details e-mail me privately or I'll >get shouted at for going too far off-topic :-))

Actually, I use a shareware e-mail program called "AK-Mail". It's written by a German programmer, who, I've been told, dabbled in a bit of ST software years ago. It cost me $40USD, but it's well worth it. It does everything I need. You can check it out at:

http://www.akmail.com/

Paul Nurminen - El Segundo, CA (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, warped humor

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

579. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 03:25:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <93gkn1$481$2@plutonium.compulink.co.uk>
Source record: 51954

On 4 Jan 2001 17:51:36 +, Raoul Teulings wrote:
>> Oh, I have Diamond Edge Version 1.10
> Me too...Does anyone know more about this Diamond Edge version
> 2.04?

Diamond Edge v2.04 and Diamond Back v3.60 are the latest (last)
versions I know of. Both offered a brand new windowed interface and
Edge offered a couple of utilities - a Disk Editor and a File Compare
program.

The Disk Editor could cope with up to 32k sectors (as compared to the
512byte sectors that TOS 1.0 offered to give 16Mb max partitions.

Does this mean that Edge can handle 1Gb partitions too?

rgds
H

580. Re: CAB 2.7 vs. 2.8 Question

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 03:25:23 UTC
From: sidcelery@cix.co.uk
Message-ID: <93gkn3$481$3@plutonium.compulink.co.uk>
Source record: 51956

On 4 Jan 2001 16:42:26 G, Jerry Martin wrote:
>On 4 Jan 2001 07:55:16 G, John Garone wrote:
>> On 4 Jan 2001 04:37:22 G, atarigalen@my-deja.com wrote:
>>> I find myself wondering how the English speaking 2.8 users
>>> obtained their copy. So, how did you?
> ASH supply the German version of 2.8. You use the english resource
> file from 2.7 as there were no changes to the interface
>
>>> What exactly was improved in 2.8 over 2.7 again? I'm afraid I've
>>> forgotten.
>
> Mostly bugfixes, but here are the new things from 2.7c (which was
> the last English Version)(not much!LOL)

I wouldn't ever be disparaging of bugfixes, Jerry!

> - The module for loading JPEGs has been replaced with JPEG_PNG.OVL
> which will load PNG-graphics in CAB.
> - The c't CD ROM from Heise-Verlags (only of interest to German
> users) had a change in the format of theindex file, so CAB has been
> modified to work with newer CDs.

Does the JPG/PNG OVL use the falcon's DSP now?

rgds
H

581. Re: XMEN_MGR - What's it for?

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 03:25:26 UTC
From: sidcelery@cix.co.uk
Message-ID: <93gkn6$481$4@plutonium.compulink.co.uk>
Source record: 51955

On 4 Jan 2001 23:33:35 G, xlator@cix.compulink.co.uk wrote:
>In message <930mdj$9pg$3@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:
>> XMEN_MGR extends the system to support the sub-menus used by
>> StartMeUp and various HiSoft utilities.
>>
>> Add it to the location specified by #_APP in Magx.inf - that is,
>> Magic's autostart folder, which is usually C:\AUTO\APPS or
>> C:\GEMSYS\MAGIC\START
>>
>> It installs the functions menu_popup() menu_attach() menu_istart()
>> and menu_settings().
>>
>> appl_getinfo() returns a "1" for the corresponding sub-functions
>> when XMEN_MGR is installed.
> This is no longer supplied with MagiC 6 (tho' it was with 5) - have
> the functions been built in?

I think they are now built-in. I've disabled it and after an initial
question mark I haven't had a problem without it.

I think the original questioner wasn't using v6, so the answer was
appropriate.

rgds
H

582. Re: Resource Manager *TYPO!*>>ResourceM

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 03:25:29 UTC
From: sidcelery@cix.co.uk
Message-ID: <93gkn9$481$5@plutonium.compulink.co.uk>
Source record: 51957

On 6 Jan 2001 17:55:12 +, Dennis Vermeire wrote:
>From: Joakim H�gberg <gokmase@my-deja.com>
>Hi Joakim,
>> If you are after the icon editing capabilities, you might want to
>> check out Interface, another resource editor. The user interface
>> of the latter is perhaps not as user friendly as ResourceMasters,
>> but it is known to be a really solid running application. This
>> program just recently was changed from commercial application to
>> freeware. Download it at this site: http://www.hadley.de/hauptseite.htm
>
> Due to a silly dispute it's not there anymore. Anyone wanting a copy of
> Interface should write a mail to mailto:gerd_hoeller@t-online.de , he'll
> then mail you the latest version 2.33, the status of Interface remains
> freeware but the program may not be put on any website or ftp...

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Hi Dennis,
Does this version still have the same limit on Resource sizes? It's
annoying when I want to combine icon resources for MagxDesk...

rgds
H
```

583. Re: Resource Manager 2.11e registration

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 03:25:31 UTC
From: sidcelery@cix.co.uk
Message-ID: <93gknb$481$6@plutonium.compulink.co.uk>
Source record: 51958

On 6 Jan 2001 21:54:22 G, Derryck Croker wrote:
>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Fri, 05 Jan 2001 23:28:50 +0100 (MET)
>
>>>On the subject of Interface it is apparently now available as freeware
>>>from the authours site.
>>
>>Interface *IS NOT* freeware, and AFAIK it isn't available anymore.
>>Besides it was not on the authors page but on a page of a German chap
>>who claims he has gotten the exclusive permission of Olaf Meisiek to put
>>it on his page for download. However if you write to that chap, I can't
>
>I can now exclusively reveal that I've got Olaf's permission to release
>the English resource file for Interface. However, it is NOT yet available
>for download because I have to check to see if I have the correct version.

Good work Derryck and thanks to Olaf.

rgds
H (with a purchased copy of v2.3...)

584. deskicon.rsc

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 03:30:11 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <7HQ66.52992$xW4.422995@news-server.bigpond.net.au>
Source record: 51953

Could someone tell me where to find a copy of the standard TOS 2.06
Deskicon.rsc file. Cant seem to find it for love nor money.

Mark

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

585. atari-computer.de is offline

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 04:23:43 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <93go4a$tt8$1@nnrp1.deja.com>
Source record: 51959

Hi all,

if you haven't read it already: atari-computer.de is offline. This affects everything that's being hosted by them including magicos.de. I also think that email accounts will become unavailable soon.

If you enter atari-computer.de you will see a page telling you that they are no longer hosted by TAFEU e.K. for a "certain" reason. They also advise to contact the Webmaster of atari-computer.de (Matthias Faust). However, he hasn't answer a single mail since months.

Uh, I think these are bad news since a lot of pages were hosted there :-(

Greetings,
Matthias

Sent via Deja.com
http://www.deja.com/

586. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 05:25:25 UTC
From: blubereit@aol.com
Message-ID: <20010110002525.03721.00000610@ng-bh1.aol.com>
Source record: 51960

The Milan was, as the Calamus-Litho-Guy ad always buggy, the Hades(from the xtos)
people not, it was superb but f****** expensiv.
Anyhow, a new machine with god grafic and sound (DSP) would help alot.

587. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 05:38:57 UTC
From: blubereit@aol.com
Message-ID: <20010110003857.03721.00000611@ng-bh1.aol.com>
Source record: 51961

Hallo,
Ii¿½m an Atar - Fan sitting in front of an 7600 Mac.. funny isnt it,
try to run Magic Mac and NVDI on an Mac, it ist pure speed and
you can use the very efficent Atari Software too.
I have joust updated my Calamus to Calamus2000. Its brings its own RIP
(raster image processor) and is more powerful than quark Xpress.
check www.calamus.net (sorry they are all german swinehunds like me;))
Or super Avantvektor Pro to generate vektor grafix or to trace. Wouldnt fint
stuff like that on the mac.
In the colonies they tink the atari is a game machine and thats it.
Its wrong.
If yore not a musican forget the atari hardware- enjoy the soft

588. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 07:52:34 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A5C14C2.D3B547D9@siemens.at>
Source record: 51967

Bob King wrote:
> GTLOOKII is no longer being developed and is now free ware and is at:
>
> http://www.cix.co.uk/~derryck/html/misc.htm

I downloaded it yesterday, but when I started it, it didn't find my
scanner while my old 2.0 has no problems. Since there was only the
.prg file could it be a problem that it doesn't work with the .par
file from my original which is the german version ?

Thanks for any help
Gerhard

589. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 09:34:18 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <u0W66.53562$xW4.427848@news-server.bigpond.net.au>
Source record: 51968

```
nah, not touchy, just jump on the opportunity to abuse an idiot..

"Gerry van den Berk" <gerryvdb@tnet.com.au> wrote in message
news:OIM66.27$6D5.5181@nsw.nnrp.telstra.net...
>
> The Original David wrote in message ...
> >you fat cunt, don't come into an atari newsgroup saying that, I'll stick
> >your fucking real computer up your fat arse and see how good it posts
> >messages then.
> >
> >fucking cocksucker
> >
>
> My my, who's the touchy fellow today?
>
> Atari's are just old shit to most people, something you throw in the
> dumpster or smash up for fun. Pull those keys off, rip out the ports with
a
> pair of pliers, pry the case apart and slam a screwdriver through the
heart
> of the CPU... yeah!
>
>
>
>
> Just joking ofcourse, but it took you this long to realize that didn't it?
>
> Regards,
>
> Gerry.
>
>
>
>
```

590. Re: I'm Still Here (if anyone cares)

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 10:13:17 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Yq4MrJA9WDX6EwYL@steverosie.demon.co.uk>
Source record: 51969

In article <3a5bd443.9067173@news-server.socal.rr.com>, Paul Nurminen
<nurmix@spam-free.com> writes
>On 16 Dec 2000 18:13:18 GMT, paul.williamson@zetnet.co.uk (Paul
>Williamson) wrote:
>
>
>>I've got one of those now, and I not at all impressed with some of the
>>software, especially Outlook Express for mail and news. Give me Newsie
>>or Okami any day :-))

Hiya

Yep Newsie is the best I've come across: email, newsgroups, ftp, and
text browsing in 1 application, good idea.

But on the pc Outlook Express and Outlook both I have found wanting and
are a security risk. I mean when does read me run!

I use Turnpike which I have found to be bomb proof, I don't think any
virus can spawn using it's address book. I think they wrote it so that
that they didn't know how to access it through a back door.

Well i paid ï¿½30 GBP for it, but Demon customers can use it free (yep
figures they brought it out after I bought it). But I think it's worth
every penny. Once set up it is faster for mail collection than oe or
outlook 2k!

Just my penneth worth:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

591. Re: atari-computer.de is offline

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 10:53:10 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979124078.10410.0.nnrp-10.9e98a620@news.demon.co.uk>
Source record: 51970

If anyone wants an Atari Web Site hosted for them for free then contact my brother.

atarihosting@recycledsteel.co.uk

All you need is a Domain Name (he can supply them for £5 or something or it can be sub-hosted), he will give you pretty much unlimited space on a NT (ASP) server (or maybe Linux you will have to ask him). Only thing is NO WAREZ, PORN, or similar stuff.

As for anyone with a .de name I do not know how/if that will work but ask him if you are interested.

Mark.

"Matthias Jaap" <mjaap@atari-computer.de> wrote in message news:93go4a$tt8$1@nnrp1.deja.com...
> Hi all,
>
> if you haven't read it already: atari-computer.de is offline. This
> affects everything that's being hosted by them including magicos.de. I
> also think that email accounts will become unavailable soon.
>
> If you enter atari-computer.de you will see a page telling you that
> they are no longer hosted by TAFEU e.K. for a "certain" reason. They
> also advise to contact the Webmaster of atari-computer.de (Matthias
> Faust). However, he hasn't answer a single mail since months.
>
> Uh, I think these are bad news since a lot of pages were hosted there :-
> (
>
> Greetings,
> Matthias
>
>
> Sent via Deja.com
> http://www.deja.com/
>

592. Re: Programming tools

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 14:05:26 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <93hq6unof1@nnrp1.deja.com>
Source record: 51971

Hi,

> Hi guys,
>
> Any ideas where I might be able to pick up a copy of GFA basic or any
basic
> programming language for Gem capable of running on a Falcon
>

I'm not sure about GFA, but you can still buy copies of
Hisoft Basic which is more than cabable of creating
GEM programs. The guy you need to talk to is Matthew Bacon.
He can supply you with Hisoft Basic and he is also the author of
Enchant, a set of routines to make GEM programming easier.

Take a look at http://www.cadenza-software.co.uk

Hope this helps.

Regards,

Ben Hills.

Sent via Deja.com
http://www.deja.com/

593. Atari CDRoms?

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 15:21:58 UTC
From: sonicmig@my-deja.com
Message-ID: <93huma$s70$1@nnrp1.deja.com>
Source record: 51972

Hi,

Can anyone tell me if its possible to get a CD full of atari games?
I'd be interested in PD games, but what I'd love is say a cd full of
pompey pirates menus...

Cheers,
Simon.
sisonic@sonicmig.com

Sent via Deja.com
http://www.deja.com/

594. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 15:33:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979146534-113968AEicMi@gmx.net>
Source record: 51981

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Tue, 09 Jan 2001 08:08:11 +0100

Hi Gerhard,

>> It's main use is to scan slides and negative film... I have bought one
>> for the Epson scanner a while ago and I'm very pleased with the
>results.
>
>What model do you have ? I have a 8000 and I would like to be able
>to scan slides too but I don't think there is a module available for
>that model.
I have the 1200 model, the module costs 189DM including a useless CD which you can use as a frisbee... IIRC than there was a module available for the 8000, but it costed a small fortune... it'll be lots cheaper to buy the 1200 with slide-module.

Epson also made the GT-7000 which is basically a revamped 1200. That 7000 model was also sold with a slide-module. I saw it for sale for DM299 a few weeks ago at the German based Computer Profis shop, so if you hurry up and are lucky, they may still have some left....
http://www.de.insight.com (great for other hardware to)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

595. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 15:34:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979146154-37747AEicMi@gmx.net>
Source record: 51976

From: Bruno Begni <bruno.begni@rero.vsnet.ch>
Date: Tue, 09 Jan 2001 10:01:24 +0100

Hi Bruno,

>> Really ? GTLOOK II was quite expensive when I bought it ages ago
>> (7 years ?). Do you know what the most recent version is and where
>> to get it ?
>
>and the GDPS compatible Epson SCSI driver too ?
AFAIK only from some selected Maus BBS's... I'll translate the complete
program and docs.. when the package is ready look for an announcement here
stating it's available from Derryks website (see sig) in the meanwhile take
a look in your mailbox... :-)

The driver works with all Atari's and clones except for the Falcon, I've no
idea why it doesn't like a Falcon. Since it's a GDPS driver working with it
is much more comfy then with GTLOOK, you can scan straight into Photoline,
papillon, OCR, Calamus... etc

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

596. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 15:35:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979146152-37199AEicMi@gmx.net>
Source record: 51977

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 08 Jan 2001 19:05:27 -0000

Hi Lyndon,

>Well SMU was running fine when the set file was in the START folder,
>but I know this isn't the best place for it. I set in magx.inf
>#_ENV HOME=C:\USER which is what it says in the docs and then created
>C:\USER and C:\USER\DEFUALTS. I put the set file in both USER folder
>and DEFAULTS but it doesn't pick it up from either of those locations.
Give me the benefit of the doubt please.... :-/
Rename the folder USER to HOME, and don't forget to cahnge the ENV line in
magx.inf accordingly, I've come across other programs that only want to dump
their files in the HOME folder, and for some reason don't like USER...
BTW: whe seem to have different docs...

<SNIP>
Copy Start Me Up! to your MagiC APPS/START folder.
Alternatively Start Me Up! can be launched manually from the desktop
etc. The configuration file START.SET sets all the options and is
searched for in the $HOME/DEFAULTS and $HOME directories.

$HOME is an environmental variable and if you don't know what this is
forget we mentioned it unless you run into problems!
<SNAP>

The above quote comes from the Start Me Up hyp file....

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

597. Re: I'm Still Here (if anyone cares)

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 15:47:44 UTC
From: Gerry van den Berk <gerryvdb@tnet.com.au>
Message-ID: <oh%66.37$4N5.9564@nsw.nnrp.telstra.net>
Source record: 51973

Steve Stupple wrote in message ...
>In article <3a5bd443.9067173@news-server.socal.rr.com>, Paul Nurminen
><nurmix@spam-free.com> writes
>>On 16 Dec 2000 18:13:18 GMT, paul.williamson@zetnet.co.uk (Paul
>>Williamson) wrote:
>>
>>
>>>>I've got one of those now, and I not at all impressed with some of the
>>>>software, especially Outlook Express for mail and news. Give me Newsie
>>>>or Okami any day :-))
>
>Hiya
>
>Yep Newsie is the best I've come across: email, newsgroups, ftp, and
>text browsing in 1 application, good idea.
>
>But on the pc Outlook Express and Outlook both I have found wanting and
>are a security risk. I mean when does read me run!

I like Explorer/OE, and security probably isn't any better on anything for the Atari, but because almost everyone uses Explorer/OE, that combo is going to be targeted.

>
>I use Turnpike which I have found to be bomb proof, I don't think any
>virus can spawn using it's address book. I think they wrote it so that
>that they didn't know how to access it through a back door.

See above.

>Well i paid £30 GBP for it, but Demon customers can use it free (yep
>figures they brought it out after I bought it). But I think it's worth
>every penny. Once set up it is faster for mail collection than oe or
>outlook 2k!
>

Not to be picky, but how much faster could it possibly be? Outlook express ain't no slouch where it comes to checking email, at least not on my network/setup.

Regards,

Clockmeister.

598. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 15:55:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979146530-113055AEicMi@gmx.net>
Source record: 51978

From: "Shiuming Lai" <lais@zetnet.co.uk>
Date: Tue, 9 Jan 2001 22:21:37 -0000

Hi Shiuming,

>>it should have been possible from day one to order a Milan and it's
>>peripheals online from the Milan website and UPS delivering the goods
>>within a week.
>
>Apple Computer cut the throats of many retailers by selling direct. It
>effectively said, "Stuff you" to those who stood by during the hard years
>continuing to sell Apple gear.
I wasn't comparing Milan with Apple...
Like it or not but it's about time we face it.... there are hardly any
Atari dealers left, and on top of this some can't be trusted !!
It seems to me that if the traditional channels are drying up, it's about
time to try a new approach, the customers still have a choice, personally
I would buy from a reputed dealer, but I can imagine living somewhere at
the other side of the world where this just isn't possible. I can also
imagine people who put more trust in buying their gear straight from the
manufacturer.

>I suppose in the small Atari market, having a dealer network allows some
>others to earn their bread and butter, while also giving the impression
>of being a bigger company.
The problem is that there isn't a dealer network anymore, how many dealers
are left in the UK... I wouldn't call this a network, one could call it a
network with big holes but I suppose this would be regarded as being
sarcastic. :-/

>Profit margins in the computer retail industry are now below 5%. You and
>I wouldn't get out of bed for that money. The value is in services,
>including the building of machines.
5% ? Why is there such a big difference in price between a British "build"
Milan and a German one... what service? the docs and software are still in
German, and the assembly of the computer is reflected in the price. If the
computer is assembled correctly, service should be minimal.

>This kit has been available from Atari Workshop since dot, when it can
>actually get hold of stock.
Great.... but isn't it a pity hardly anyone knows this. The website hasn't
been updated since dot either...
In the good old days when there were printed magazines we could look at the
adds for more information, price and availability. Most of us depend on the
internet now for info, if a firm/dealer doesn't bother updating his pages
regularly we get the impression that the products we're looking for are not

sold/available by that dealer.

>> All that needs to be done is to plonk
>> the whole lot in an ATX tower,
>
>Then change the COM/LPT back-plate and PSU for AT, change the power
>switch to a mechanically-latching rather than momentary/electronically-
>latched ATX type, remove the plastic hood from one DB9 connector because
>it's obstructed by the silly placement of the motherboardpower connectors
>(after stretching it near breaking point because it's too short, even
>when using the *exact* same Suntek cases advertised by Milan), stretch
>all the other motherboard-to-back ribbon cables because they're all too
>short, and plug in a motherboard-to-PS/2 plate for the mouse because it's
>a hybrid AT/ATX.
Perhaps....
But certainly *not* when installing the board in a Suntek 7896A or 6896A
model tower... costing a bit more ,but of a better overall quality are the
tower models from FUM DA, these will accept the Milan motherboards without
the need for any modifications, (you can order a mixed tower from them,
meaning ATX case with an AT PSU...)
see...http://www.fumda.de

>>That kit is considerably cheaper and many people have got spare HD's,
>>CD>R's, RAM or can get them cheaper from a third party, that kit is
>>600DM cheaper opposed to the assembled version, 600DM could make *all*
>>the difference...
>
>Although there are some enthusiasts with the appropriate technical
>ability, generally, selling components to consumers is a liability.
>Many people who don't know which end to hold a screwdriver try to save
>money by doing it themselves, then cause a whole lot of trouble
>for the dealer which basically eats into that pathetic 5% margin and
>turns the sale into a subsidy.
Right I agree... someone who never seen the inside of a computer should
stay away from the kit... however there are enough people out there that
know what they are doing, and even if they don't then there's always help
around the corner in the form of a club, friends with technical abilities
or if worse come to worse... here.

I've no idea about how large/small the typical profitmargin is, but I have
strong doubts about that 5%. I've yet got to see the first product which
only cost a fraction more then in Germany... surely German dealers need to
earn their bread and butter as well? taking extra shipping costs and even
the fluctuating exchange rates in account there's still a very wide gap
between the German retail price and prices in other countries... and those
German dealers give service also...

Now that I've climbed on my high horse....
I'm fedup with hearing the very lame excuses that hardware/software costs
more abroad because of the service given. English docs and translations are
usally reflected in the price, which is normal, but what isn't normal is that

for example MagiC 6.0 users are waiting nearly two years for version 6.10 to become available in English, not to mention all the CAB 2.7 users waiting for an English version 2.8 to appear.
Where's the service there? I find it only normal that someone who bought a program is given the oppurtunity to upgrade when the next version comes along... and I'm not even going to mention Texel 1.6 users. People who would like the latest version have no other option then to order it at full price from ASH or a dealer on the continent... so much for service, I would think again before ordering anything from such a dealer/distributor/whatever.

Cheers from belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

599. Re: Games: Random??

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 15:57:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979146538-114491AEicMi@gmx.net>
Source record: 51982

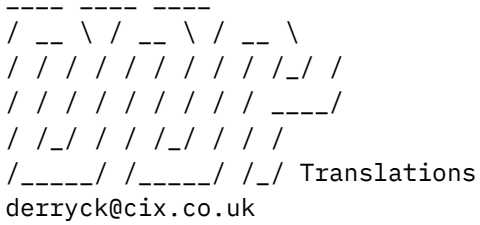
From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 8 Jan 2001 15:25:44 -0500

Hi Dan,

>IT may sound funny, but you are not that far from correct. About
>a decade ago when my main machine was a ST there were several of us that
>swapped good civilization system clock times. Start at the right time
>and get a good continent with no one else on it :)
Those were the days... :-)
I remember playing some adventures which were *very* time critical, if you
weren't on the right spot at the right time, then there was simply no way
to finish the game.
Maupiti Island, Colonels Bequest and Cruise for a corps spring to mind.

BTW: the best way to win civilization is simply too choose the most
difficult game level, select "the Romans" and after three moves destroy
the "Greeks" which puts you in control of whole Europe for at least 1000
years. In the mean time build castles and go hunting through the woods for
treasure and wisdom... when the Germans turn up close a pact and destroy
them in the year 500, it never fails, you always end the game succesfully
in time, after a while it even becomes boring :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

600. Re: Programming tools

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 16:34:41 UTC
From: Paul Lefebvre <bob@hotmail.com>
Message-ID: <d8076.693$1K1.4341@newsr1.maine.rr.com>
Source record: 51974

Check out:

http://www.bright.net/~atari/html/gfabasic.htm

and

http://www.geocities.com/SiliconValley/Park/9967/atariarc.html

-- Paul

tim anderson wrote in message <93cldbkch1@news5.svr.pol.co.uk>...
>Hi guys,
>
>Any ideas where I might be able to pick up a copy of GFA basic or any basic
>programming language for Gem capable of running on a Falcon
>
>Tim
>
>
>

601. Re: ULTRA FALCON HAPPINESS!

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 16:48:21 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <93i3oi$1fd$1@nnrp1.deja.com>
Source record: 51975

In article <586-3A5BB510-18@storefull-177.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:
> i just got one today, and it is amazing.
> i always knew that jack was a idiot, that is why i never signed on to
> the ST. not that the ST line was bad, it was, and still is good, but
he
> had no business sense. but after booting up this stock falcon with 4
> megs, and a 75 meg internal hard drive i have know decided he was not
a
> idiot, but a retard, this was way ahead of its time!
> i understand that wizztronics has the rights to this, what is a
matter
> with them, this should sell in small quantities, and will be a good
> nitch machine with all of the upgrades out there for it,
> thanks,

No legal documents have been seen by the public (and neither of their accelerators either:) Actually I did see a "Hawk 030 Prototype:) From the horses mouth, the source code was found while pilfering around the Atari warehouse during closeout......Finders keepers?
I think there are still paranoid (or consciousness?) people around (aka but it was commercial software just 15 years ago...). If, for whatever reason, a group or person wanted to "modify" TOS 4.04 and sell the ROMs (in the US), they likely would see no recourse from Hasbro, Wizztronics, or Bill Clinton. Why one would purchase the ROM is a different matter (unless it provides 68060 or PPC support:).
Milan might bitch, but they did their deal overseas, AFAIK, not with the US affiliate. That works for them.
The Falcon is one bad little machine. Wizztronics has made some decent hardware as well. It's god awfully slow in stock form, but has features that abound. Can't forget all those cool demos as well;) It really is a love affair, and will cost you about the same in the long run:)

Mikey

Word to the wise......
(Not being involved with the ST line may have left you a little in the dark concerning hardware modifications. There are many for the Falcon. Most are decent products, but almost all depend on some sort of "hack" to install. Be very very careful and think through what you want to do).

> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE

> Stacy MN 55079
>
>

Sent via Deja.com
http://www.deja.com/

602. Re: Atari CDRoms?

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:11:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <979147888-889937AEicMi@xs4all.nl>
Source record: 51989

Hi Simon,

Check out Seidel Software Service at
http://www.seidel-soft.de They have some CD's
with (shareware) Atari games. You can by VISA at
them which is very convenient. Ther should be
more firms to sell you a CD full of games but
they slipped my mind.

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

603. Re: tos 0.90 on disk

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:12:20 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93i55k$8qf$1@draco.stochastik.rwth-aachen.de>
Source record: 51979

In article <3sM66.17245$O83.47650@news6-win.server.ntlworld.com>,
cp <christian.baillies@ntlworld.com> wrote:
>Is the disk a special format or could I use any TOS image and boot it?

Not sure if the boot code for TOS 1.00 was the same as for TOS 4.0x -
however, you need a TOS image that is compatible with the boot code (which
is in sector 0 of the disk), *and* that is meant to run in RAM - you can't
dump a ROM TOS and expect it to run in RAM.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

604. Re: How to connect Maxtor external HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:12:48 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979146856.11620.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 51980

I found a CD some time ago in a boot sale that simply said ST Software, it turned out to have all the PP, FOF and another (I forget) on it along with emulators.

I do not think it was commercial (it was a CD-R and was scribbled on in pen).

I am also sure that a number of people want to make a CD with everything on it but never get around to doing it.

Mark.

"william wong" <wongck@letterbox.com> wrote in message news:93ggepfnt1@mailint03.im.hou.compaq.com...
> Hi,
> I managed to borrow a Maxtor 1394 external storage. How can I attach this to
> my falcon?
>
> rgds

605. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:23:41 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93i5qt$8t5$1@draco.stochastik.rwth-aachen.de>
Source record: 51983

In article <QcM66.27408$0d.1893939@nnrp4.clara.net>,
Shiuming Lai <lais@zetnet.co.uk> wrote:
>
>Hmm, I think the opposite - but not
>"lousy" - just that Milan's marketing
>was better than its R&D. In terms
>of hardware it is nothing more than
>what was already done several years
>earlier with Medusa T40/60 then Hades.

Actually, I think the Milan hardware *was* a step further than the Hades: it has a PCI bus that *works* according to the specs even when using multiple PCI slots, it has a complete ISA BUS, a full parallel port, DMA-capable IDE, and is a much more streamlined design, focused not so much on absolute compatibility (which the hades also lacks, eg. on the SCSI bus), but on a machine that has the necessary stuff on board to make it a good compromise between features that everyone needs and an affordable price.

Agreed, there were bugs in the beginning, in both hardware and software, but the hades had these, too - ask a long-time hades owner how many hardware upgrades he went through.

>cables because they're all too short, and
>plug in a motherboard-to-PS/2 plate
>for the mouse because it's a hybrid AT/ATX.

Hybrid?

The Milan 1 is a pure AT design, nothing ATX-like - when we started designing it, ATX cases were quite expensive, and offered no advantages besides the minor inconveniences with the connectors - however, *I* would not have been willing to shell out an extra 100DM to avoid these.

Nowadays, any new design would of course be ATX, and use DIMMs instead of SIMMs - that's exactly what the Milan 2 prototype looks like ;-)

(and no, this does not mean there will be a Milan 2 - I say "looks" just because it exists, there are no plans to revive that design and take it to production).

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

606. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:24:45 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B681E916.8703%nameerf@flash.net>
Source record: 51984

in article 979110764-182440AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 1/9/01 5:50 PM:

> Oh, and I can run these three applications at once, while playing a game of
> mastermind and posting this... how's that for starters?
> Once an Apple is capable of doing this, I might change my mind about the
> "cheesey" bit, but will certainly not forget that it took them eight years
> to catch up.

I've heard over and over recently that Mac's can't multitask. Could someone explain this to me? My iMac seems to be able to without any problems. It may be co-operative (which I've heard Mac's have been able to do for many years), but it's still multitasking, isn't it? I mean, for all intents and purposes, I can see very little difference, at least from a user's perspective, between co-operative and pre-emptive. For example, using Geneva on my Falcon, the difference between co-operative mode (normal Geneva setup) and pre-emptive mode (running Geneva with Mint) is almost imperceptible, except for the slightly lower stability of the Mint setup, a slight speed increase, and the ability to use long filenames. I'm able to run a number of programs together on my Mac, and they are all still plugging away in the background. If this isn't multitasking, am I just imagining they're running? When I'm running Geneva in it's normal setup, am I not multitasking?

Mike Freeman
nameerf@flash.net

607. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:28:06 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93i636$8vu$1@draco.stochastik.rwth-aachen.de>
Source record: 51985

In article <979110772-184063AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>The value of the dollar has increased since then.. today 1.500DM works out
>at roughly $710.

But since some key components for the mainboard are imported from the US,
the cost of production has also gone up accordingly.

I don't know about the current retail prices (since I only do development).

>So a Milan040, delivered at your doorpost, *now* would cost roughly $800...
>
>What's bugging me is the fact that you've payed German value added tax on
>the Milan... perhaps Mr. Woller would care to shed some light on this?
>On goods sold for use outside the EEC countries that tax is not mandatory
>and should be deducted at purchase. Woller should *NOT* have credited it.
>I'm not sure but I think the German VAT is 15% or 17.5% ? anyway you can

16% currently.

>A standard Milan 040 with German added value tax deducted costs 1275 DM,

Huh? AFAIK, complete machines started at 1500DM including VAT, but I might
be wrong here.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

608. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:29:30 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93i65q$90q$1@draco.stochastik.rwth-aachen.de>
Source record: 51986

In article <979110768-183583AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>That's what I was hinting at... and writing drivers for a non existing
>item should prove to be even more difficult.
>BTW: what's the status on AGP 2.0 and PCI 2.0?

Not sure about AGP 2.0 (IIRC, it exists). PCI 2.0 is outdated (even the
Milan 1 has PCI 2.1), the current PCI spec is 2.2

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

609. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:31:13 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93i691$924$1@draco.stochastik.rwth-aachen.de>
Source record: 51988

In article <3A5B9C43.A67BC46F@normandnet.fr>,
Remi Villatel <maxilys@normandnet.fr> wrote:

><ironically>
>
>The 68060 in the Hades works at 60 MHz, the CF works at 180 MHz... That's not
>about 3 times faster, that's _exactly_ 3 times faster...
>
>That's not a lie, that's a problem of semantics.
>
></ironically>

No, it stays wrong. "Faster" is not correlated with clock speed.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

610. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:32:38 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93i6bm$92u$1@draco.stochastik.rwth-aachen.de>
Source record: 51987

In article <D6P66.52891$xW4.422430@news-server.bigpond.net.au>,
Mark Bedingfield <mark@baypc.com.au> wrote:
>You should never indicate computer speed's in Megahertz unless you are using
>the same chip as a referance. If this were the case then some fool would
>think that a 486 DX2/66 is faster than a Hades060.

Even with thew same CPU, MHz is meaningless - a Milan with a 25MHz 68040
will have a different performance than a Hades with the same CPU and clock,
due to different memory interfaces (the Hades should be a bit faster).

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

611. Atari version of Westfront PC planned

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 17:45:08 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <93i734lgh4@usenet.nau.edu>
Source record: 51990

Subj: <version> version of Westfront PC planned :)

Text:

As some of you may know, I have been working on porting my
game, Westfront PC: The Trials of Guilder, to Atari 400/800 format, as
well as others. Currently, my game is only available for the following
platform:

IBM PC/Windows 9x/Me/NT/2000/Whistler

I wish to port Westfront PC: The Trials of Guilder to multiple
formats, including the Apple II/IIe, Atari 400/800, Spectrum, DEC
Rainbow, TRS-80, CP/M, Unix/Linux, Macintosh, Commodore Amiga, as well as
(it was originally coded on) the Commodore 64/128.

Users of the Atari 520 ST and 1040 ST may be interested in a port to their
16-bit GEM system as well. Please contact me if interested. All will be
based on the old Commodore 64 version.

For more information, please visit my website at:

http://www.geocities.com/dunric/westfront.html

Thanks! :)

Regards,

Paul Panks (a/k/a "Dunric")
dunric@yahoo.com
ICQ# 12234336
http://www.geocities.com/dunric/westfront.html

--
--
****

Few cats act their age, while most just cough up fur balls.

****

612. CAB.OVL 1.4102

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 18:18:36 UTC
From: atlan@foni.net
Message-ID: <93i91s$mi9$1@olaf.komtel.net>
Source record: 51798

Hi,

I love Dan's CAB.OVL, because it has a very good cookie support. But after being offline for some months, it's not possible to start the 'download' or 'autosurf' modules of CAB with the actual CAB.OVL (any 1.4x version).
I use STinG 1.26 with MagiC 6 on my Falcon030, the only accessories I use are ST-Guide and COPS.
Download and autosurf work fine with the CAB.OVL from Olivier Booklage or when using IConnect and the original CAB.OVL from ASH.
But I want:

1. to use STinG

and

2. to have a very good cookie support and further development like with Dan's OVL. :-)

Any help would be appreciated.

Thanks in advance.

Ciao, Eick

--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

613. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 18:34:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979162472-531009AEicMi@madasafish.com>
Source record: 51805

Hi Shiuming

>>>If you recall there's usually an event going on for rancid old gits in
>>>the room next door, complete with a resusitation team and Francis
>>>Chapel on hand just in case.

>> It's high time that that dancing class was livened up! ;-)

>You could do a roaring trade in Ecstasy pills.

Got it covered, whats your price, trade, we could scratch backs. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

614. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 18:36:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979162476-531630AEicMi@madasafish.com>
Source record: 51806

Hi Shiuming

>Wow, I thought I was late getting my first CD player in 1998.

I thought it was pubic hair you were late getting in 1988.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

615. Re: FREE 520 STE & monitor!

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 18:39:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979162478-532189AEicMi@madasafish.com>
Source record: 51807

Hi Shiuming

>> Sitting in the US whishing I was in the UK,

>Once you get a taste of our weather you'll be wishing yourself back to
>the US.

Tell that to the Asylum seeking window washers in S.E.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

616. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 18:46:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979162482-532793AEicMi@madasafish.com>
Source record: 51808

Hi Dennis

>there's a super duper giant black thingy coming your way <grin> :-)

S'ok, it'l qualify for amnesty on thoses grounds alone here, and in the
mean time we'l give it a 5 bedroom house and a grant for furniture and
carpets.
Hm!, thats not very fair, tell you what we'l also pay to have its
relatives flown over first class.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

617. Re: Modifying a Megafile30 to a bigger HD (IDE?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 19:34:19 UTC
From: Felix Helmig <Helmig@felixsmail.com>
Message-ID: <3A5CB93B.511D320F@felixsmail.com>
Source record: 51799

The Original David schrieb:

> from memory they use MFM hard drives,

AFAIK the Megafile 30 used RLL hard drives, which uses the same bus (definitly neither IDE nor SCSI) as MFM, but higher formatted. The bus is called SH-503 or something like that...

IMHO you can't use an IDE drive in the Megafile 30.

AFAIR the original Megafile 20 used a SCSI drive (because of that, many Mac users bought one, stripped the ACSI-to-SCSI-Converter off, and connected it to their Macs ;-).

Fritz

618. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 21:03:41 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <93iin6geb1@nnrp1.deja.com>
Source record: 51800

In article <MNv66.51369$xW4.411184@news-server.bigpond.net.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
> Have to try that, didn't know there you could get a flame in space
tho.
> Being a Vacuum and all.
>
> Mark
>
> "Fat Harry" <dot@dot.com> wrote in message
> news:2kqk5tkfioq4oq3epoh1hgetdk7r9n44k9@4ax.com...
> > Enough said.
> >
> > Harry
> >

Interesting problem. I wonder if the internal pressure exerted on the cabin hatch would be greater than the outside force on it if opened during mid-orbit? I assume he means the shuttle is still accelerating, and in somewhat of an atmosphere. Even if the door only opened for a split second, it would be far easier to fit an ST through the opening than a full tower PC.

Of course a decent Windows 2000 machine could easily, and accidentally, blow the explosive bolts on the hatch, killing all those inside, which makes the computations mute.

Remember, the Lunar Rover had a 68060 inside:)

Mikey

Sent via Deja.com
http://www.deja.com/

619. Re: CAB.OVL 1.4102

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 21:17:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200101102217.a6515@ki.maus.de>
Source record: 51824

Hi,

I didn't get any response to my last message, but I still have the same problems with CAB.OVL 1.4102, so I'll try again:

In Msg 200101061717.a5935@ki.maus.de, Eick Wagner (Eick_Wagner@ki.maus.de) wrote:

>Hi,
>
>I love Dan's CAB.OVL, because it has a very good cookie support. But
>after being offline for some months, it's not possible to start
>the 'download' or 'autosurf' modules of CAB with the actual CAB.OVL (any
>1.4x version).
>I use STinG 1.26 with MagiC 6 on my Falcon030, the only accessories I
>use are ST-Guide and COPS.
>Download and autosurf work fine with the CAB.OVL from Olivier Booklage
>or when using IConnect and the original CAB.OVL from ASH.
>But I want:
>
>1. to use STinG
>
>and
>
>2. to have a very good cookie support and further development like with
>Dan's OVL. :-)
>
>Any help would be appreciated.
>
>Thanks in advance.

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

620. Re: tos 0.90 on disk

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 21:19:23 UTC
From: ebaiz@skyenet.net
Message-ID: <vl476.234$_y3.1184@newsfeed.slurp.net>
Source record: 51801

On 9 Jan 2001 22:43:16 -, "cp" wrote:
>Is the disk a special format or could I use any TOS image and boot it?

From my experience you just cannot copy the image to another disk and boot it. I tried that and it did not work. The only way to make a copy of the disk image file and have it boot is to do it is to boot up the TOS disk, then do a disk copy while under this TOS. I can send you a copy if so wish. Just give email me your address.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

621. Re: CAB.OVL 1.4102

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 21:19:26 UTC
From: ebaiz@skyenet.net
Message-ID: <yl476.235$_y3.1184@newsfeed.slurp.net>
Source record: 51802

On 10 Jan 2001 18:18:36 , Eick Wagner wrote:
>Hi,
>
>I love Dan's CAB.OVL, because it has a very good cookie support. But after being
>offline for some months, it's not possible to start the 'download' or 'autosurf'
>modules of CAB with the actual CAB.OVL (any 1.4x version).
>I use STinG 1.26 with MagiC 6 on my Falcon030, the only accessories I use are
>ST-Guide and COPS.
>Download and autosurf work fine with the CAB.OVL from Olivier Booklage or when
>using IConnect and the original CAB.OVL from ASH.
>But I want:

It probably is a conflict between Sting 1.26 and the latest Cab OVL file.
This same thing happened some time ago with STiK2 and a particular version
of the Cab.ovl file. The download module could not be activated unless I
used a previous version of the ovl file. Dan later fixed the problem. 1.402
works fine for me when using STiK2. Try using it instead of STing and see
if that fixes your problem.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

622. Re: How to connect Maxtor external HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 22:02:36 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <l0576.28819$0d.2237909@nnrp4.clara.net>
Source record: 51803

"william wong" <wongck@letterbox.com> wrote in message
news:93ggepfnt1@mailint03.im.hou.compaq.com...
> Hi,
> I managed to borrow a Maxtor 1394 external storage. How can I attach this
to
> my falcon?

If you open it up more than likely
you'll find an EIDE device attached
to a 1394 host adaptor. Pull that off
and connect it directly to your Falcon.

Shiuming Lai

623. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 22:13:27 UTC
From: 'Oli <reiknir@my-deja.com>
Message-ID: <93impt$ke6$1@nnrp1.deja.com>
Source record: 51804

In article <93ae6jcpc1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:
> In article <933mdipgd1@nnrp1.deja.com>, 'Oli
<reiknir@my-deja.com> wrote:
> >
> >The specs are loosly :
> >ATX motherboard with an 180MHz MCF5407 Motorola coldfire chip
> >delivering about 290 MiPS (versus 0,8 MiPS with the original ST,
>
> But only when running native Coldfire code. When running 68k code,
the
> performance will be quite a bit lower!

The incompabilities, speed & the difficulties of getting this chip to
run 68k code have been exaggerated somewhat in this sterling forum.

This chip is used by the embedded industry to run legacy code if there
where major rewrites of software to do, the developers would have
moved their code to other platforms long ago

--
'Olafur Gunnlaugsson - oli@oli.is
http://olafur.net (English)
http://oli.is (Icelandic)

Sent via Deja.com
http://www.deja.com/

624. Re: ULTRA FALCON HAPPINESS!

Newsgroup: comp.sys.atari.st
Date: 2001-01-10 22:52:34 UTC
From: Video61@webtv.net
Message-ID: <20807-3A5CE7B2-43@storefull-171.iap.bryant.webtv.net>
Source record: 51809

you are right mike, its a love affair, i have not been able to touch it
yet today, and i am drooling!
i should have been more involved with the ST, but jack was so darn bad.
he fired our dealer rep in the spring of 85, and i decided that he was
not to be trusted. we did not have any dealer rep in our area for almost
5 years, it left us totally in dark. now i am creeping slowly into it.
i only want easy plug in upgrades, i am not looking for blazing speed,
i hope that there are some easy plugins that do not compromise hardware,
or compatibilities.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

625. Re: Modifying a Megafile30 to a bigger HD (IDE?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 00:06:09 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <93itdh$5e4$1@plutonium.compulink.co.uk>
Source record: 51810

In message <3A59682C.A5CDD58F@renault.com>, Guillaume.Letetu-Renexter@renault.com said:

>I recently disassemblied a megafile30 and a I saw there were 2 main
>parts inside, a controller and the harddisk himself (30 meg). The
>harddisk is connected to the controller by two cables, one of them seems
>to be an ide cable. Is It possible to replace the harddisk part with a
>standard ide drive (bigger), using only the "ide" connector and the
>power supply of the actual one ?

I think you'll find that most Megafiles used the now obsolete RLL
encoding drives. The exception is the Megafile 44, which used a SCSI
SyQuest AFAIK. There was no IDE at the time, IIRC.

Regards, /Peter/

626. Re: How to connect Maxtor external HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 00:17:54 UTC
From: atarigalen@my-deja.com
Message-ID: <93iu3a$r67$1@nnrp1.deja.com>
Source record: 51811

In article <93ggepfnt1@mailint03.im.hou.compaq.com>,
wongck@letterbox.com (william wong) wrote:
> Hi,
> I managed to borrow a Maxtor 1394 external storage. How can I attach
this to
> my falcon?
>
Plug it in. You will need a SCSI II to whatever the Maxtor is cable,
and possibly and external terminator.

Galen

Sent via Deja.com
http://www.deja.com/

627. Re: HP950C FS

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 00:26:34 UTC
From: atarigalen@my-deja.com
Message-ID: <93iujhrlm1@nnrp1.deja.com>
Source record: 51812

In article <979110766-182943AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> >Do I take it that the Epson 850 would be OK.
> Yes, before I bought it I made sure it was compatible with our
> programs.
> And as explained I also wanted a printer which lets the user
> configure it without needing a Mac/PC in the neighbourhood...
> NVDI supports it all the way, resolutions up to 1440*720 are
> possible. It gives beautifull results with Imagecopy and the Epson
> driver of Calamus supports it also, though only up to 720*720.
> Apps that use custom printer drivers pose no problem either... even
> your beloved DA's Layout has a suitable driver... the results
> weren't, much to shout about but that's probably my fault.. I haven't
> got the faintest idea how to operate that program...
> So I you can locate one, buy it, steal it, borrow it.... whatever ;-)
>
> Beware of the Epson 860 and 870 models, the numbering suggests that
> these are the successors of the 850 model, they're *not*, and will
> not give you the same functionality. The 850 was the top of the range
> model and it's successor is the Epson 900, I haven't got a clue about
> it's compatibility status and it's rather expensive.
>
The Epson 850 was the greatest of the ESC P2 printers. Of current
models, only the 740 is still ESC P2. Modern Epson printers (including
the 900) are ESC Raster and operate somewhat differently, although
there have been posts on this group stating that NVDI 5 drives them
correctly.

Galen

Sent via Deja.com
http://www.deja.com/

628. Re: How to connect Maxtor external HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 01:35:43 UTC
From: wongck@letterbox.com
Message-ID: <93j2kp$1r2$1@mailint03.im.hou.compaq.com>
Source record: 51813

In article <l0576.28819$0d.2237909@nnrp4.clara.net>, "Shiuming Lai" <lais@zetnet.co.uk>
wrote:
>> I managed to borrow a Maxtor 1394 external storage. How can I attach this
>to
>> my falcon?
>
>If you open it up more than likely
>you'll find an EIDE device attached
>to a 1394 host adaptor. Pull that off
>and connect it directly to your Falcon.

Funny... I know know that it is a EIDE HDD inside. Since I borrowed the drive
from a friend (mac user), he does want it back in _one_ piece, and I still
want him as a friend.

I borrowed it for a few days to transfer some data from it (mp3 files mostly
) but I guess there is no choice now but to use good old serial port
between his mac & falc....
oh, just thinking of the painful slow speed is killing me.... even @ 240Kbps

rgds

629. Re: How to connect Maxtor external HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 01:42:19 UTC
From: wongck@letterbox.com
Message-ID: <93j315$1r2$2@mailint03.im.hou.compaq.com>
Source record: 51814

In article <93iu3a$r67$1@nnrp1.deja.com>, atarigalen@my-deja.com wrote:
>> I managed to borrow a Maxtor 1394 external storage. How can I attach
>this to
>> my falcon?
>>
>Plug it in. You will need a SCSI II to whatever the Maxtor is cable,
>and possibly and external terminator.
>

Not as easy as you think... the Maxtor 1394 is a firewire device. There is no firewire port on my falcon. Anyway I think investing in a firewire to SCSI convertor is not a solution as I did afterall borrowed the drive and only be using it a couple of days for some file transfer.

Thanks anyway.

Rgds

630. Re: Resource Manager 2.11e registration

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 01:47:15 UTC
From: wongck@letterbox.com
Message-ID: <93j3ad$21c$1@mailint03.im.hou.compaq.com>
Source record: 51815

I just downloaded Interface, and it seems to be password protected.
I don't read german so i have no idea what the web pages are saying.
Any ideas how to unzip it?

rgds

631. Motorola unveils MPC7450 PowerPC Microprocessor

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 01:54:57 UTC
From: wongck@letterbox.com
Message-ID: <93j3os$28d$1@mailint03.im.hou.compaq.com>
Source record: 51816

I wonder if the Tempest is compatible with this new monster.
@733 MHz it will sure blow away any Atari compatible out there.

rgds

632. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 02:11:53 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5D1668.D6D7BBBC@ihug.co.nz>
Source record: 51817

Hi there,

Steve Sweet wrote:
>
> Hi Chris and Co.
>
> >> -= Posted on a real computer =-
>
> >Congratulations, you've done well. Next week try using a non-real
> >computer...its easier than Windows often...
>
> >BTW, are you the one and lonely Harry Palms are you?
>
> And we all know what causes Hairy palms dont we guys.

Yes, Fat Harry would seem to know the answer to that better than
the rest of us!! hehe... ;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

633. Re: Motorola unveils MPC7450 PowerPC Microprocessor

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 02:15:37 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6826584.8A62%nameerf@flash.net>
Source record: 51818

in article 93j3os$28d$1@mailint03.im.hou.compaq.com, william wong at wongck@letterbox.com wrote on 1/10/01 5:54 PM:

> I wonder if the Tempest is compatible with this new monster.
> @733 MHz it will sure blow away any Atari compatible out there.

Unfortunately, the processor Tempest is going to use is different than the normal PPC. It combines a 603e core with additional circuits for memory handling, PCI, etc. This means that in order to use newer G3/G4 CPU's, Tempest would have to be redesigned with these extra circuits added outside the processor. In other words, it would be extremely expensive, much more than the average Atari consumer would probably be willing to pay.

Mike Freeman
nameerf@flash.net

634. MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 02:18:27 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B682662E.8A63%nameerf@flash.net>
Source record: 51820

Is it just my imagination, or have MagicOS.de and Place2Be disappeared? I know there was some discussion here about Place2Be, but that was at least a week or two ago, I think. And now MagicOS shows and "Error 302" page with a picture of some seagulls and something in German. Any idea if these pages are coming back? They were two of my favorite Atari news/resource sites! Thanks!

Mike Freeman
nameerf@flash.net

635. Re: Modifying a Megafile30 to a bigger HD (IDE?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 02:21:06 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A5D1892.48DA9967@jps.net>
Source record: 51822

Right. IDE made its debut on the Atari platform in the Falcon.

xlator@cix.compulink.co.uk wrote:

> I think you'll find that most Megafiles used the now obsolete RLL
> encoding drives. The exception is the Megafile 44, which used a SCSI
> SyQuest AFAIK. There was no IDE at the time, IIRC.
>
> Regards, /Peter/

636. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 02:21:50 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5D18BD.D8F6EB2C@ihug.co.nz>
Source record: 51819

Hi there,

Dennis Vermeire wrote:
>
> From: J Wilkinson <jwandjw@ihug.co.nz>
> Date: Mon, 08 Jan 2001 18:18:39 +1300
>
> Hi Chris,
>
> >Gee Dennis, I guess I'm as excited as you at the 'prospect' of owning
> >this new machine. Shame the only time I could use it is when I'm asleep
> >and experiencing REM!
> Well, let's give Medusa the benefit of doubt.

True, they have at least been able to put a working sale item into the
homes of a number of Atari users with the T40/T60, albeit at scary price...

> Remember the MilanII specifications? I would be perfectly happy if they
> announce something along similar lines. At least it would be feasable, and
> who knows... supposing they can come to some kind of agreement we might even
> see a Pegasus with MilanII specifications that runs on a PPC driven by the
> Tempest engine... now that would something to get exited about ;-)

It would be nice. I'm not going to hold my breath or get too excited until
they ACTUALLY SHOW A WORKING ONE to Joe Public. Until then I remain hugely
sceptical about the entire project. I liken it to a PC shop saying they can
sell a 1000MHz Athlon, but that you cannot test the machine, or even see it,
until you have forked out money...rude!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

637. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 02:22:16 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a5d18d8$1_1@athena.netset.com>
Source record: 51821

In article <979146530-113055AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: "Shiuming Lai" <lais@zetnet.co.uk>
>Date: Tue, 9 Jan 2001 22:21:37 -0000
>
>Hi Shiuming,
>
>>>it should have been possible from day one to order a Milan and it's
>>>peripheals online from the Milan website and UPS delivering the goods
>>>within a week.
>>
>>Apple Computer cut the throats of many retailers by selling direct. It
>>effectively said, "Stuff you" to those who stood by during the hard years
>>continuing to sell Apple gear.
>I wasn't comparing Milan with Apple...
>Like it or not but it's about time we face it.... there are hardly any
>Atari dealers left, and on top of this some can't be trusted !!
>It seems to me that if the traditional channels are drying up, it's about
>time to try a new approach, the customers still have a choice, personally
>I would buy from a reputed dealer, but I can imagine living somewhere at
>the other side of the world where this just isn't possible. I can also
>imagine people who put more trust in buying their gear straight from the
>manufacturer.

Actually if you look at it. As far as I can think of Milan is
about the only product in our market you can't get directly from the
manufacturer. Mario sells his products directly as well as through
distributors. Hades come directly or through dealers (at least I think
there are dealers that will still order you one). Centurbo again was
available directly or through distributors. I wonder how many years back
you have to go before you can find another major atari hardware project
that was only available from distributors?

But it's not just our market that is that way. Apple went this
way years ago and IBM and other major manufacturers have done it for years
as well. Heck you could even buy an atari machine directly from Atari US
when they were operation. It wasn't the cheapest route, but you could do
it.

The way most people get around the dealer problem is they set a
price their product can sell for bare minimum. If you get caught not
selling at that price level or higher they cut you off the dealer list.
So say they have a product they want to sell to distributors for $400,
they give it a 25% mark up and make the enforced minimum retail $499. (hey
it's almost 25% and you know it 99 is much cheaper than $100 ;). Finally

they sell on their web site for $499 or $500 for the product. Dealer still gets a discounted price and can make a few bucks, and people with no local dealer have an option to buy directly.

>>I wouldn't get out of bed for that money. The value is in services,
>>including the building of machines.
>5% ? Why is there such a big difference in price between a British "build"
>Milan and a German one... what service? the docs and software are still in
>German, and the assembly of the computer is reflected in the price. If the
>computer is assembled correctly, service should be minimal.

Unless the UK is different from the US, I have to agree with the 5%. If you are in any sort of competitive market you can't expect much more, unless you can start to order in large quantities, where you get a bigger discount from the manufacturer. The work around for the 5% comes in value added deals. Say you are building machines, they need a hard drive for them. You can find 4 gig IDE for $20 on closeout or 30 gig for $99. Which do you buy? Which do you charge for? Don't get me wrong it's not necessarily a rip off for most people that would never have access to a cheaper drive and no real base of experience for putting a machine together. But it does enable a distributor to take components they are making 5% on and leverage it with items they are making %50 markup on.

The only things I can think of that have real profit margins on them are new software. In the PC world I've seen this run %50 - %100 markup (how do you think they can afford to mark the last ones down so cheap) and certain boutique items. HP printers used to have a very lucrative markup, but then you had to qualify to sell them.

>
>>This kit has been available from Atari Workshop since dot, when it can
>>actually get hold of stock.
>Great.... but isn't it a pity hardly anyone knows this. The website hasn't
>been updated since dot either...
>In the good old days when there were printed magazines we could look at the
>adds for more information, price and availability. Most of us depend on the
>internet now for info, if a firm/dealer doesn't bother updating his pages
>regularly we get the impression that the products we're looking for are not
>sold/available by that dealer.

Most of the stores are that way. I was quite happy today when trolling around to come across Anodynes web page which had been updated last month :) Sad in a way, but it was the first commercial web site for the atari I saw today that had been updated in the last 6 months.

I guess I also saw that Draconis was updated, but I saw that back before germany went offline ;)

>Now that I've climbed on my high horse....
>I'm fedup with hearing the very lame excuses that hardware/software costs
>more abroad because of the service given. English docs and translations are
>usally reflected in the price, which is normal, but what isn't normal is that

>for example MagiC 6.0 users are waiting nearly two years for version 6.10 to
>become available in English, not to mention all the CAB 2.7 users waiting for
>an English version 2.8 to appear.

' Well maybe you should set up a commercial account with PayPal and
become an international online Atari dealer :) To be honest part of the
problems with the dealers is the distributor market fell apart years ago.
It makes it less enticing to carry a wide range of atari software titles
when you have to deal with 3 dozen companies to get 3 dozen products.

Dan Ackerman
aka baldrick

638. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 03:33:35 UTC
From: Fat Harry <dot@dot.com>
Message-ID: <cp9q5t40pv29596skivicl4st7m94cp19l@4ax.com>
Source record: 51823

On Tue, 09 Jan 2001 21:10:18 -0000, Steve Sweet
<steve_sweet@madasafish.com> wrote:

<snip>
>And we all know what causes Hairy palms dont we guys

Get a real computer you TOSser.

Harry

-= Posted using decent software on a real computer =-

639. Re: Games: Random??

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 04:08:08 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a5d31a8$1_1@athena.netset.com>
Source record: 51825

In article <979146538-114491AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 8 Jan 2001 15:25:44 -0500
>
>Hi Dan,
>
>>IT may sound funny, but you are not that far from correct. About
>>a decade ago when my main machine was a ST there were several of us that
>>swapped good civilization system clock times. Start at the right time
>>and get a good continent with no one else on it :)
>Those were the days... :-)
>
>BTW: the best way to win civilization is simply too choose the most
>difficult game level, select "the Romans" and after three moves destroy
>the "Greeks" which puts you in control of whole Europe for at least 1000
>years. In the mean time build castles and go hunting through the woods for
>treasure and wisdom... when the Germans turn up close a pact and destroy
>them in the year 500, it never fails, you always end the game succesfully
>in time, after a while it even becomes boring :-)
>

I still enjoy this style of game, but none of them have the
staying power for me that Civilization did. I probably spent weeks of my
life playing that game ;) I find that whenever I play with a new one I
have a small amount of time before all disimilarities between it and Civ
fade away and I get bored with it.

In away it's kind of like Seven Cities of Gold, a really great 8
bit game. Wasted alot of time on that. But all the pseudo updates and
clones haven't interested me. But if you were to come over and hook an 8
bit up and give me the chance I'm up for a couple of wasted evenings
playing 7 cities of gold again ;)

Dan Ackerman
aka baldrick

>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / ____/

> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

640. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 05:05:27 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <rab76.54687$xW4.437005@news-server.bigpond.net.au>
Source record: 51826

"Fat Harry" <dot@dot.com> wrote in message
news:cp9q5t40pv29596skivicl4st7m94cp19l@4ax.com...
> On Tue, 09 Jan 2001 21:10:18 -0000, Steve Sweet
> <steve_sweet@madasafish.com> wrote:
>
> <snip>
> >And we all know what causes Hairy palms dont we guys
>
> Get a real computer you TOSser.

What about Magicer's, Spareminter's, Oases's, Naeser's, Multitoser's, Linux's, SMS2er's, Omener's, Unix's, NetBSDer's, Geneva's and Minix's and ..... Or is it just the platform that pisses you off. WOW, platform phobia. If it is, did you dross post your bait into apple, amiga, ibm, acorn etc news group's too? Now we know where you got your Hairy Hand's, this is killing me.....hahahahahahahaha, (rolling on floor). I wonder what a real computer is? Probably a Vic 20... I didn't know you could use e-mail on a Vic 20....

Mark

PS which version of TOS offend's you? How would you describe you relationship with your mum? Did you have a happy childhood?

641. Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 06:25:54 UTC
From: AtariVision@mail.com
Message-ID: <93jjlechu1@nnrp1.deja.com>
Source record: 51828

I need to put a larger hd in my falcon, and I can get my hands on a toshiba 10gig for 150 new (the laptop kind) Will this work for the Falcon? How about a 6 if not the 10?

You may email me at atarivision@mail.com if you would please, to let me know what I need to do.

Thanks in advance!

Clint Thompson
AtariVision

Sent via Deja.com
http://www.deja.com/

642. Tempest project?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 06:28:53 UTC
From: atarivision@my-deja.com
Message-ID: <93jjr1$cj9$1@nnrp1.deja.com>
Source record: 51827

Where can I find the site to this project upgrade for the Falcon?

Is it not a 200Mhz raw upgrade ? (well, pretty much) that's what I
remember....

Info would be appreciated!

Thanks,
Clint Thompson
AtariVision

Sent via Deja.com
http://www.deja.com/

643. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 06:49:20 UTC
From: **** **** <***@***.com>
Message-ID: <QHc76.22562$gg.2744782@typhoon.southeast.rr.com>
Source record: 51830

Fat Harry wrote in message ...
>On Tue, 09 Jan 2001 21:10:18 -0000, Steve Sweet
><steve_sweet@madasafish.com> wrote:
>
><snip>
>>And we all know what causes Hairy palms dont we guys
>
>Get a real computer you TOSser.

Funny, but what is it about you that makes me think you are a loser? Or that you probably fall far short of the category some call computer literacy? If I delve into the posting headers far enough, will I find out that you use AOL?

You must know next to nothing about computers, or you'd be so much slower to insult even one that you consider undesirable. Either that, or you are a Grade A asshole.

John Oyler
http://aIIethernet.tripod.com/

644. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 06:50:35 UTC
From: **** **** <***@***.com>
Message-ID: <%Ic76.22579$gg.2745913@typhoon.southeast.rr.com>
Source record: 51831

Mark Bedingfield wrote in message ...

>What about Magicer's, Spareminter's, Oases's, Naeser's, Multitoser's,
>Linux's, SMS2er's, Omener's, Unix's, NetBSDer's, Geneva's and Minix's and
>........ Or is it just the platform that pisses you off. WOW, platform
>phobia. If it is, did you dross post your bait into apple, amiga, ibm,
acorn
>etc news group's too? Now we know where you got your Hairy Hand's, this is
>killing me........hahahahahahahaha, (rolling on floor). I wonder what a
real
>computer is? Probably a Vic 20... I didn't know you could use e-mail on a
>Vic 20....

Mark, this is your one and only warning. Do not insult the Vic20 again.

John

645. Mice from where?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 07:01:41 UTC
From: Tapani Rauha <trauha@saunalahti.fi>
Message-ID: <93jll7$l0v$1@tron.sci.fi>
Source record: 51829

As a new guy to this group, could ya all help some? Where to buy a mouse
(non serial) that is atari or atari compatible?
Thanks
--
Tapani Rauha

646. Re: Resource Manager 2.11e registration

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 07:17:24 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A5D5E04.FE651CC3@siemens.at>
Source record: 51832

william wong wrote:
>
> I just downloaded Interface, and it seems to be password protected.
> I don't read german so i have no idea what the web pages are saying.
> Any ideas how to unzip it?
>
> rgds

I got a password yesterday but it didn't work. I'll tell you if I
get one that's working.

Gerhard

647. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 07:36:45 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A5D628D.99BB2830@siemens.at>
Source record: 51833

AtariVision@mail.com wrote:
>
> I need to put a larger hd in my falcon, and I can get my hands on a
> toshiba 10gig for 150 new (the laptop kind) Will this work for the
> Falcon? How about a 6 if not the 10?
>
> You may email me at atarivision@mail.com if you would please, to let
> me know what I need to do.

I use a 20GB IDE HD in my Falcon. Of course without bigdos and with only TOS partitions you could use only 9GB (partitions C to P with 1GB each) without problems. BTW, without HDDRIVER version 7.6 or higher you can only use up to 8GB.

Gerhard

648. Re: Resource Manager 2.11e registration

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 08:59:59 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A5D760F.1A444801@siemens.at>
Source record: 51835

Janka Gerhard wrote:
>
> william wong wrote:
> >
> > I just downloaded Interface, and it seems to be password protected.
> > I don't read german so i have no idea what the web pages are saying.
> > Any ideas how to unzip it?
> >
> > rgds
>
> I got a password yesterday but it didn't work. I'll tell you if I
> get one that's working.

I got a version now that I could unzip. The distributor (Gerd Hï¿½ller,
gerd_hoeller@t-online.de) made it available to me. The whole point
is that Interface is NOT FREEWARE (unauthorized copying is forbidden)
and although they charge no money for it you can only get it legally
by requesting the password (or password free copy) from the above
mentioned address. That way they know everybody who wants to have the
program. What they want to do with this information I can only imagine
but since they give the program for free I think it's only fair to
give them that information in return.

Gerhard

649. Re: How to connect Maxtor external HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 09:42:01 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979206210.3693.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 51836

That was really out of place, sorry it should have been a few postings up.

Mark.

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:979146856.11620.0.nnrp-14.9e98a620@news.demon.co.uk...
> I found a CD some time ago in a boot sale that simply said ST Software, it
> turned out to have all the PP, FOF and another (I forget) on it along with
> emulators.
>
> I do not think it was commercial (it was a CD-R and was scribbled on in
> pen).
>
> I am also sure that a number of people want to make a CD with everything
on
> it but never get around to doing it.
>
> Mark.
>
>
> "william wong" <wongck@letterbox.com> wrote in message
> news:93ggepfnt1@mailint03.im.hou.compaq.com...
> > Hi,
> > I managed to borrow a Maxtor 1394 external storage. How can I attach
this
> to
> > my falcon?
> >
> > rgds
>
>

650. Re: Atari CDRoms?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 09:44:06 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979206332.3755.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 51837

I found a CD some time ago in a boot sale that simply said ST Software, it turned out to have all the PP, FOF and another (I forget) on it along with emulators.

I do not think it was commercial (it was a CD-R and was scribbled on in pen).

I am also sure that a number of people want to make a CD with everything on it but never get around to doing it.

It should be noted that these are illegal.

Mark.

<sonicmig@my-deja.com> wrote in message news:93huma$s70$1@nnrp1.deja.com...
> Hi,
>
> Can anyone tell me if its possible to get a CD full of atari games?
> I'd be interested in PD games, but what I'd love is say a cd full of
> pompey pirates menus...
>
> Cheers,
> Simon.
> sisonic@sonicmig.com
>
>
> Sent via Deja.com
> http://www.deja.com/

651. Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 10:00:00 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979207287.4222.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 51838

I have installed STinG (1.26 I think), I have set-up the script file and all seems OK, it dials, connects I get an IP address and everything.

When I try and PING something I get nothing, when I try resolving an address it says it can't. Anyone know what is going wrong?

The only part I am not sure about if the 'Formal Domain Name' or whatever it is, should this be the DNS server name? This should not make a difference to pinging actual IP address but it still does not work (must admit I was guessing the address).

The 'obtain an address' is selected but does not help.

Any ideas?

Mark.

652. Re: tos 0.90 on disk

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 10:19:39 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <93k1fu$1i2f$1@news.comnet.co.nz>
Source record: 51839

"cp" <christian.baillies@ntlworld.com> wrote ...
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote ...
> > On 8 Jan 2001 23:18:17 -, "cp" wrote:
> > >Does anyone know where I could find this?
> > >
> > >I need it for an original ST, for some reason it was never
upgraded. I'd
> > >like to keep it original for my collection.
> >
> > When I bought my ST, a disk with TOS 1.0 was included and works
fine.
>
> Is the disk a special format or could I use any TOS image and boot it?

Here's a few of my recollections about "Disc TOS"

I recieved a copy as a thank-you from someone about ten years ago who was happy about a utility I'd written for their ST. (I hadn't seen or used disc-loaded 1.0 before that - I knew about it, but was only familiar with the 1.0 and 1.2 ROM versions up to that point)

The version I got was on a simple single-sided ST disc, and was copyable from the desktop.

It used a boot-loader routine that was contained in the boot sector of the floppy disc, and would only work if it was loaded at boot time. The TOS.IMG file that was on that disc was 206-odd thousand bytes long. (It needed to be shrunk before it would fit into the 192k [196608 bytes] allocated for it in the ROM memory map of the 1986 1040ST)

It appeared to work quite well on my Mega 4, completely replacing the builtin TOS 1.2, until the next reboot/restart. It seems to work on other STs, but I cannot comment on how well it would work on STes or MegaSTEs. It will NOT work on my TT (I only tried to see if it would load/work as a matter of curiousity)

When the application/utility software queried the TOS version, it was 1.0 (same as the 1.0 ROMs) - and had a date of something like May/June 1985, and, I think, was an American version with the wierd month/day/year dates displayed in the desktop windows, instead of the saner day/month/year used in the rest of the world.

The only other giveaways software-wise were the GEMDOS version 0.13 instead of 0.19 found in both the 1.0 and 1.2 ROMs, and GEM version 1.0 instead of (1.10? 1.20?) in the 1.0 ROM version.

Alas, I no longer seem to recall where it is - or if I still have it

--

Quote for the month:

"Geez Wayne!"
("A Week Of It", SPTV, circa 1980)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

653. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 10:29:13 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979209039.4949.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 51840

The trouble is the Atari (TOS) community is spread over many countries and probably only reaches 4 figures, there is no money here so no one wants to develop. I work with PCs every day, I hate them, the only computers I have at home are Atari's and I do not want to see a PC when I go home. I think using a 80x86 chip would destroy my escape from the PC world.

Coldfire is really for embedded applications not like the PPC which is designed for desktop stuff (I know that is not good argument), I am also sure that the G3s and G4s have good 68K emulation software and can do it quicker than a Coldfire, the G3 is also going to be braking the 1Ghz line very soon (not the G4 for some reason).

I would rather use a MAC or maybe one of the below could be adapted;

http://www.bvmltd.co.uk/vmeprods.html#VMEbus

http://www.gcrellon.co.uk/micro/SysSolutions/frames2.html

Most of these have all that is needed including Flash memory, SCSI, serial, parallel, etc. only problem is price - I have requested some information but I do not think they are cheap.

There are also other clones out there not to mention any names.

Elliot...

"Dan" <aahuls@xs4all.nl> wrote in message
news:978566594-274191AEicMi@xs4all.nl...
> >From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> >Date: Wed, 03 Jan 2001 21:45:42 GMT
> >
> >On 2 Jan 2001 10:22:09 +, Uwe Seimet wrote:
> >>Dan wrote:
> >>>
> >>> Hello,
> >>> In the German Atari mag "STC" of December 2000 there is an >
> >interview with F.Aschwanden from Medusa Systems about the new >
> >"Coldfire Atari". My STC mag has not arrived yet so I can't check >
> >the following, but it seems that 200 definite preorders are >
> >enough to start the building of the new machine. I will let you >
> >know more when my STC is here. This article is the greatest
> >nonsense I've ever read.
> >
> >Ok??? Just what was said that makes you say this.... ??? Edward S.
> >Baiz Jr.
> > (Gamer)
>

> Hello,
> Here are the details of the interview in STC with F.Aschwanden of
> Medusa Systems.
>
> Indeed, 200 definite preorders required & support from
> programmers.
> Project name : Pegasus
> Speed : 3x Hades 060
> AGP 2.0
> PCI 2.0
> USB 2.0
>
> First TOS 3.06 later Magic and Linux
> Standard Atari Midi Ports
> RAGE-PRO-PCI (driver already available, other cards possible)
> No sound card. Possible though with existing sound
> cards/Adaptors
> Price approx between DM 1500 and DM 2000 incl. keyboard, mouse,
> grafics and RAM
> Completely programmable
> Can be finished in April 2001
>
> Looks wonderfull to me ! One for me please !
> Cheers Dan
>
>

654. Re: Atari CDRoms?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 10:34:17 UTC
From: sonicmig@my-deja.com
Message-ID: <93k279nqh1@nnrp1.deja.com>
Source record: 51841

This sounds great - if anyone does know of / have a similar CD - please email me - simon@sonicmig.com

Cheers guys!

Simon.

In article <979206332.3755.0.nnrp-14.9e98a620@news.demon.co.uk>, "Mark" <mark@recycledsteel.co.uk> wrote:
> I found a CD some time ago in a boot sale that simply said ST Software, it
> turned out to have all the PP, FOF and another (I forget) on it along with
> emulators.
>
> I do not think it was commercial (it was a CD-R and was scribbled on in
> pen).
>
> I am also sure that a number of people want to make a CD with everything on
> it but never get around to doing it.
>
> It should be noted that these are illegal.
>
> Mark.
>
> <sonicmig@my-deja.com> wrote in message news:93huma$s70$1@nnrp1.deja.com...
> > Hi,
> >
> > Can anyone tell me if its possible to get a CD full of atari games?
> > I'd be interested in PD games, but what I'd love is say a cd full of
> > pompey pirates menus...
> >
> > Cheers,
> > Simon.
> > sisonic@sonicmig.com
> >
> >
> > Sent via Deja.com
> > http://www.deja.com/
>
>

Sent via Deja.com
http://www.deja.com/

655. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 10:39:56 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <93lfnb$g5a$1@newsg3.svr.pol.co.uk>
Source record: 51875

In message <3A5E05E8.4BEAC8E2@intergate.bc.ca>, Artur Stachon wrote:
> what are you doing with 45g hd on falcon ? Does it boot fast or it takes
> 5 min to boot ?
> From my experience my friend has 30gb hd on athlon 862mhz and because it
> has so many tracks and sectors to read at the boot, it takes longer than
> smaller hd (FAT table)

The problem lies in the way the x86 CPUs work, everyone blames intel and thier idea that a 16 bit processor should be backward 8 bit compatable and so on to the modern 32 bit ones. Something Motorola decided against thankfully.

DjS

656. Re: Mice from where?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 10:47:58 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Qdg76.743$IX3.20783@NewsReader>
Source record: 51842

Hello.

Keychange Music have Atari mice in stock.

Barrie at Keychange.

barrie@keychange.co.uk

"Tapani Rauha" <trauha@saunalahti.fi> wrote in message
news:93jll7$l0v$1@tron.sci.fi...
> As a new guy to this group, could ya all help some? Where to buy a mouse
> (non serial) that is atari or atari compatible?
> Thanks
> --
> Tapani Rauha
>
>

657. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 10:51:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979212802-079787AEicMi@cwcom.net>
Source record: 51848

Hi Steve,

>>Get hold of Alexander Barton's AVServer prog and use that instead,
>>pointing your magx.inf file to that instead of Magxdesk.
>
>What he really needs is Mr. Jinnee and a line
>
>#_ENV AVSERVER=JINNEE

How I agree,and it's a pleasure working with a modern desktop. AFAIK there's been no development on Thing for some time now, so if anyone needs support for modern features...

The one thing I'd like though is some way to save files to the desktop, as if it were another drive. That's about the only Windows feature that's a useful one to add IMHO.

--

____ ____ ____
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

658. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 11:03:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979212804-080267AEicMi@cwcom.net>
Source record: 51849

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Tue, 09 Jan 2001 18:52:46 -0000

>>The only thing I haven't been able to do is add a seperator between the
>>Documents and Folders items.
>
>Hm! here's the top of my .SET, note the /seperator before the script
>starts.

That's done it, although it doesn't seem logical! I can also see that my SMU
popup reverses the order of the Documents and Folders to that in my .set
file!

Cheers! :-)

--

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/_____/ /_____/ /_/ Translations
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

659. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 11:07:00 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <93k448$s3j$1@lola.hrz.fh-lausitz.de>
Source record: 51843

no problem
45g now inside my falcon and it works great

--

MfG Mathias

<AtariVision@mail.com> schrieb im Newsbeitrag
news:93jjlechu1@nnrp1.deja.com...
> I need to put a larger hd in my falcon, and I can get my hands on a
> toshiba 10gig for 150 new (the laptop kind) Will this work for the
> Falcon? How about a 6 if not the 10?
>
> You may email me at atarivision@mail.com if you would please, to let
> me know what I need to do.
>
> Thanks in advance!
>
> Clint Thompson
> AtariVision
>
>
> Sent via Deja.com
> http://www.deja.com/

660. [HELP] Installation instructions for PC-Speed

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 11:12:25 UTC
From: french-lines@usa.net
Message-ID: <93k4el$pb8$1@nnrp1.deja.com>
Source record: 51844

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com
http://www.deja.com/

661. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 11:13:13 UTC
From: epkerha@epk.ericsson.se
Message-ID: <93k4g9mpl1@newstoo.ericsson.se>
Source record: 51845

```
In article <2kqk5tkfioq4oq3epoh1hgetdk7r9n44k9@4ax.com>,
Fat Harry <dot@dot.com> writes:
> Enough said.
>
> Harry
>
>
> -= Posted on a real computer =-

What is a real computer ????

/Erik Hall
```

662. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 11:26:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979212806-080731AEicMi@cwcom.net>
Source record: 51847

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Wed, 10 Jan 2001 08:52:34 +0100

>> GTLOOKII is no longer being developed and is now free ware and is at:
>>
>> http://www.cix.co.uk/~derryck/html/misc.htm

>I downloaded it yesterday, but when I started it, it didn't find my
>scanner while my old 2.0 has no problems. Since there was only the
>.prg file could it be a problem that it doesn't work with the .par
>file from my original which is the german version ?

I'm afraid that I don't know the answer - hopefully Bob will come along
with some words of wisdom.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

663. CT60 new prices

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 11:58:39 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <Pdh76.635$LZ6.2609189@nnrp1.proxad.net>
Source record: 51846

New better CT60 prices on my WEB site !!

I currently work on the SDRAM controller...

Regards

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

664. Re: Interface (was Resource Manager 2.11e registration)

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 12:41:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979280730-110211AEicMi@cwcom.net>
Source record: 51889

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Thu, 11 Jan 2001 09:59:59 +0100

>> I got a password yesterday but it didn't work. I'll tell you if I
>> get one that's working.
>
>I got a version now that I could unzip. The distributor (Gerd Hï¿½ller,
>gerd_hoeller@t-online.de) made it available to me. The whole point

It seems that the version of Interface that was originally available for
download from http://www.hadley.de/hauptseite.htm has been superceded by
V2.33. The unlocking code for the version previously there does not work with
this one. There's what appears to be an email address on the page of
passwort@hadley.de, to which address I have applied for a code.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

665. Re: Mice from where?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 13:13:42 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <IC2IBKAGGbX6EwYi@steverosie.demon.co.uk>
Source record: 51850

In article <93jll7$l0v$1@tron.sci.fi>, Tapani Rauha
<trauha@saunalahti.fi> writes
>As a new guy to this group, could ya all help some? Where to buy a mouse
>(non serial) that is atari or atari compatible?
>Thanks
>--
>Tapani Rauha
>
>

Hiya

I can still get new Atari/Amiga compatible mice.

steve@the-asx.co.uk

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

666. Re: STE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 13:43:21 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a5db879$1_1@athena.netset.com>
Source record: 51851

In article <93dkfs$i6a$1@nnrp1.deja.com>, <atarigalen@my-deja.com> wrote:
>In article <0006.3a592801@fmlynet.org>,
> "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
>
>> I suspected that AppleTalk might never have been ported. I wonder
>> what sort of serial port it is though? I get the impression it might
>> be an RS-422 port like that traditionally on the Macintosh. Perhaps
>> it's RS-485 though.
>
>It is RS-422.
>
>> I'm guessing it's a serial port with 'multi-drop' support then
>> (several computers hanging off the same wire). Or is some kind of
>> external adaptor needed?
>
>I don't know what 'multi-drop' means, so I can't help there. No
>external adapter is needed as far as I know. In fact, I've
>occasionally run a Macintosh external modem off that port. Just plug
>and play!

I think what he is talking about is with the LocalTalk adaptors.
These are litle boxes on the mac that plug into this port and then you run
phone line between the boxes. Similar in principal to running a Coax
network as far as wiring goes. Termintaors on the ends and all in one
chain etc. I have some of these boxes but have never got them
experimented with. Main reason being how this port shares the fast serial
port so it's an either or proposition. I'm sure I'll get around to it
some day when there are 5 other people left using these boxes ;)

Dan Ackerman
aka baldrick

>
>Galen
>
>
>Sent via Deja.com
>http://www.deja.com/

667. Gemulator boot query?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 14:00:40 UTC
From: Norm
Message-ID: <3a5da24f.1886192@news.zetnet.co.uk>
Source record: 51852

I have gemulator on a ZIP disc set as drive Z on my PC.
I set gemulator to boot from Z.
It still seems to want ACC and I think AUTO folder the PC partition C.
I thought it only needed NEWDESK.INF on C.

Could anyone give me the correct place for ACCs and AUTO inorder to
boot from Z.
(I much prefer to ATARI stuff as separate as possible from Window
sphagetti)

Thanks
Norm

(Please do not reply by email)

668. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 15:09:57 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-131CD7.10095511012001@bigmomma.idirect.com>
Source record: 51853

In article <cp9q5t40pv29596skivicl4st7m94cp19l@4ax.com>, Fat Harry
<dot@dot.com> wrote:

> On Tue, 09 Jan 2001 21:10:18 -0000, Steve Sweet
> <steve_sweet@madasafish.com> wrote:
>
> <snip>
> >And we all know what causes Hairy palms dont we guys
>
> Get a real computer you TOSser.

look like sincrap tryin' ta act like sock puppet, tryin' ta get
attention, any attention.

>
> Harry
>
>
> -= Posted using decent software on a real computer =-

oh, dis guy is in denial. him have anger problems based around da
fact he get BSOD....

669. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 15:42:50 UTC
From: bindon@madasafish.com
Message-ID: <t5rl3qrocbjr22@corp.supernews.com>
Source record: 51854

On 10 Jan 2001 16:35:14 , Dennis Vermeire wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Mon, 08 Jan 2001 19:05:27 -0000

Hi Dennis

>Rename the folder USER to HOME, and don't forget to cahnge the ENV line in
>magx.inf accordingly, I've come across other programs that only want to dump
>their files in the HOME folder, and for some reason don't like USER...
>BTW: whe seem to have different docs...

Just tried it, no go :(Put the set file in both home and
home/defaults. Didn't pick it up in either.

>The above quote comes from the Start Me Up hyp file....

Just checked that and I have the same one. Maybe I was looking in SMU
setup hyp file. Maybe I should try the latest version of SMU as I'm
using the one of the AC CDROM...

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

670. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 16:20:00 UTC
From: bindon@madasafish.com
Message-ID: <t5rn9gs7jvs71b@corp.supernews.com>
Source record: 51855

```
On 11 Jan 2001 06:25:54 , AtariVision@mail.com wrote:
>I need to put a larger hd in my falcon, and I can get my hands on a
>toshiba 10gig for 150 new (the laptop kind) Will this work for the
>Falcon? How about a 6 if not the 10?
>
>You may email me at atarivision@mail.com if you would please, to let
>me know what I need to do.

Wow! Forget 2.5" drive, get a 3.5" one and remove a tiny bit of the
shielding. It'll be cheaper, faster and bigger!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

671. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 16:56:13 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93kojd$t9k$1@draco.stochastik.rwth-aachen.de>
Source record: 51856

In article <979209039.4949.0.nnrp-14.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> wrote:
>I would rather use a MAC or maybe one of the below could be adapted;
>
>http://www.bvmltd.co.uk/vmeprods.html#VMEbus
>
>http://www.gcrellon.co.uk/micro/SysSolutions/frames2.html
>
>Most of these have all that is needed including Flash memory, SCSI, serial,
>parallel, etc. only problem is price - I have requested some information but
>I do not think they are cheap.

I guess you really do not want to pay for these boards as a hobby machine.
Apart from that, it should be possible to run TOS on one of these boards
with similar efforts as were needed for Milan or Hades.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

672. Re: MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 17:44:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5e028c24affb0@online.be>
Source record: 51863

on Thu 11-01-2001 02:18 Michael and Nicole Freeman wrote:

>Is it just my imagination, or have MagicOS.de and Place2Be disappeared?

Unfortunately, YES. at least until they find another host to hold there
pages.
The problem is that the server http://www.atari-computer.de which hosted
lots of Atari related pages has stopped all its activity.
I guess MagicOS, Place2Be will soon appears again.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

673. Re: Resource Manager 2.11e registration

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 18:01:49 UTC
From: vdjole@EUnet.yu
Message-ID: <93ksed$690$1@SOLAIR2.EUnet.yu>
Source record: 51857

On 6 Jan 2001 21:54:22 G, Derryck Croker wrote:

>I downloaded Interface this evening, so it is still available FWIW.

Ok, so where EXACTLY is it (what is the complete URL)? I tried to find it
at URL indicated here earlier but couldn't...

674. Re: CT2 linux boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 18:27:03 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A5DFAF7.D4D833F7@jps.net>
Source record: 51858

Derryck Croker wrote:
>
> From: John Kolak <jkolak@jps.net>
> Date: Tue, 09 Jan 2001 00:51:41 -0800
>
> >Rodolphe also sent me an archive of ataboot sources that some people
> >were requesting on comp.os.linux.m68k if anyone is interested in them.
> >
> >> Didier MEQUIGNON wrote:
> >> > I have found ataboot and the kernel 2.1.120 for the CT2 at this adress:
> >> > http://www.geocities.com/SiliconValley/Bay/1209/linux.html
>
> These files also seem to exist on www.online.centek.fr as well BTW.

The link was broken at the time I had to go to Rodolphe for them.
Perhaps it is working now. Seems there was also an issue that the kernal
on the centek site was outdated and no longer working right, and the
linux.os people needed sources which were not on centek.

675. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 19:00:15 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <93kvrvjmp1@sun27.hrz.tu-darmstadt.de>
Source record: 51861

Hi!

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> Well, let's give Medusa the benefit of doubt.
> That German STC magazine isn't the most reliable source and since there
> hasn't been an official statement yet...

Well, the official website for the project is http://www.xtos.de/
(German only), and on it they claim that the developers would never
publish any rumours, assumptions or theories. Just facts and definite
decisions.

Given that, and assuming Fredi's one of the developers (hehe), the
interview is either a complete fake, or what he really believes in ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

676. Re: Tempest project?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 19:04:48 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <93l048isf1@nnrp1.deja.com>
Source record: 51859

In article <93jjr1$cj9$1@nnrp1.deja.com>,
atarivision@my-deja.com wrote:
> Where can I find the site to this project upgrade for the Falcon?

Check out http://fmax.atari.org

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com
http://www.deja.com/

677. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 19:13:10 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <93l0k6jmp2@sun27.hrz.tu-darmstadt.de>
Source record: 51862

Hi!

Steve Sweet <steve_sweet@madasafish.com> wrote:
> It seems that Y2K001 is gonna bite some somftware that the Millenium bug
> didnt. My version of Look 'n See now complains [...]

As other already explained, this is just because your version is a beta.

> Do you have contact with the author still?.

In the german MausNet newsgroup maus.computer.atari.software, this was
discussed as well. Reiner Rosin is currently moving, so he can't publish
a fixed version without expiry date now. But he promised to do so ASAP.

For those of you who understand german:

http://www.deja.com/=dnc/[ST_rn=ps]/getdoc.xp?AN=713962581
http://www.deja.com/=dnc/[ST_rn=ps]/getdoc.xp?AN=713962410

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

678. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 19:13:44 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A5E05E8.4BEAC8E2@intergate.bc.ca>
Source record: 51860

what are you doing with 45g hd on falcon ? Does it boot fast or it takes
5 min to boot ?
From my experience my friend has 30gb hd on athlon 862mhz and because it
has so many tracks and sectors to read at the boot, it takes longer than
smaller hd (FAT table)
So I cannot imagine booting 45g (IDE) on a 16mhz Falcon, must be damn slow
!
Artur

Mathias wrote:

> no problem
> 45g now inside my falcon and it works great
>
> --
>
> MfG Mathias
>
> <AtariVision@mail.com> schrieb im Newsbeitrag
> news:93jjlechu1@nnrp1.deja.com...
> > I need to put a larger hd in my falcon, and I can get my hands on a
> > toshiba 10gig for 150 new (the laptop kind) Will this work for the
> > Falcon? How about a 6 if not the 10?
> >
> > You may email me at atarivision@mail.com if you would please, to let
> > me know what I need to do.
> >
> > Thanks in advance!
> >
> > Clint Thompson
> > AtariVision
> >
> >
> > Sent via Deja.com
> > http://www.deja.com/

679. Re: CAB.OVL 1.4102

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 20:03:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5e124630fb610@online.be>
Source record: 51865

on Wed 10-01-2001 21:19 Edward S. Baiz Jr. wrote:

>On 10 Jan 2001 18:18:36 , Eick Wagner wrote:
>>Hi,
>>
>>I love Dan's CAB.OVL, because it has a very good cookie support. But after being
>>offline for some months, it's not possible to start the 'download' or 'autosurf'
>>modules of CAB with the actual CAB.OVL (any 1.4x version).
>>I use STinG 1.26 with MagiC 6 on my Falcon030, the only accessories I use are
>>ST-Guide and COPS.
>>Download and autosurf work fine with the CAB.OVL from Olivier Booklage or when
>>using IConnect and the original CAB.OVL from ASH.
>>But I want:
>
>It probably is a conflict between Sting 1.26 and the latest Cab OVL file.
>This same thing happened some time ago with STiK2 and a particular version
>of the Cab.ovl file. The download module could not be activated unless I
>used a previous version of the ovl file. Dan later fixed the problem. 1.402
>works fine for me when using STiK2. Try using it instead of STing and see
>if that fixes your problem.

I don't think STing has something to do with the problem Eick is facing
at. I tried the "autosurf" with Sting (latest version) and the latest
public release of Dan's ovl. I autodownloaded the whole freeMiNT portal
site without any problem. The whole thing came in smoothly.
I don't use MagiC however but freeMiNT/N_AES but this won't make any
differents I suppose.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

680. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 20:12:29 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <93l43d$h3m$1@snipp.uninett.no>
Source record: 51866

```
Artur Stachon <astachon@intergate.bc.ca> wrote:
> what are you doing with 45g hd on falcon ? Does it boot fast or it takes
> 5 min to boot ?

The size of the disk doesn't affect booting (or speed in general) at all,
unless you run a filesystem-check of some sort at every boot.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

681. Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 20:39:18 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <979242016-364375AEicMi@frisurf.no>
Source record: 51864

Hello!

Does anyone know if there exists a program for Atari
that makes it possible to read a 1.4 disc-adabter with
the memorycard from a camera incerted?

-

Norvald

e-n-bor@frisurf.no

<Atari Falcon>

682. [update] Atari Icon Library

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 20:50:01 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <93l69k$p9n$1@nnrp1.deja.com>
Source record: 51867

Hi all,

Following additions have been made to Atari Icon Library:

Archive 85 - 15 document icons by Scrow
Archive 86 - 22 QNX icons by Scrow
Archive 87 - 103 Glyph icons by Scrow (all are 16x16 in 256
colours)
Archive 88 - Icon set "Junje" by Scrow. 98 in 32x32 size, and 98 in
16x16 size
Archive 89 - OpenStep icons by Scrow, 24 in 48x48 size and 26 in
32x32 size
Archive 90 - 28 halloween icons by IconStreet
Archive 91 - Icon set with 49 OSx icons by IconStreet
Archive 92 - Icon set "SoftD" with 78 icons in 32x32 and 64 in
16x16, all by Scrow
Archive 93 - Icon set with 50 icons, house of @REGis from
IconStreet
Archive 94 - Icon set "preemo" by Scrow. 66 icons in 32x32 size and
66 in 16x16

Have fun with these new sets, and don&#65533;t hesitate to write back and
suggest new additions or perhaps send in some new icons to add :) This
time all icons are converted by me

URL: http://gokmase.atari.org

/Joakim

--

WWW: http://gokmase.atari.org

Sent via Deja.com
http://www.deja.com/

683. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 21:00:51 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101112157160.108-100000@mail.online.no>
Source record: 51868

On Thu, 11 Jan 2001, Lyndon Amsdon wrote:

> On 10 Jan 2001 16:35:14 , Dennis Vermeire wrote:
> >From: bindon@madasafish.com (Lyndon Amsdon)
> >Date: Mon, 08 Jan 2001 19:05:27 -0000
>
> Hi Dennis
>
> >Rename the folder USER to HOME, and don't forget to cahnge the ENV line in
> >magx.inf accordingly, I've come across other programs that only want to dump
> >their files in the HOME folder, and for some reason don't like USER...
> >BTW: whe seem to have different docs...
>
> Just tried it, no go :(Put the set file in both home and
> home/defaults. Didn't pick it up in either.
>

Hmm... whats meant by "Rename the folder USER to HOME"? I dont think the
folder (the path, that is) that this environment points to has anything to
do with the problem. What I think is the problem, is the name of the
environment variable itself, which should be HOME, and not USER. So, I
would think that perhaps help to just rename USER to HOME. Ofcourse, the
path pointed to by HOME has to exist :-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

684. Re: MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 21:01:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200101112201.a7937@wun.maus.de>
Source record: 51882

Hallo Mike!

MANF>Any idea if these pages are coming back? They were two of my
MANF>favorite Atari news/resource sites!

place2be is very likely to come back soon. Jan is doing some redesign and will
upload the pages as soon as these changes are done.

MagiCOS.de is another thing. It seems that the webhoster has vanished :-(

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

685. Re: MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 21:23:37 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <93l88b$r90$1@nnrp1.deja.com>
Source record: 51869

> The problem is that the server http://www.atari-computer.de which
hosted
> lots of Atari related pages has stopped all its activity.
> I guess MagicOS, Place2Be will soon appears again.

Place2be is not hosted by atari-computer.de anymore. I've seen the test
pages and the p2b will be better than ever.

Greetings,
Matthias

Atari Up-to-Date list - http://www.atariuptodate.de

Sent via Deja.com
http://www.deja.com/

686. FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 21:40:47 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A5E285F.FA769952@intergate.bc.ca>
Source record: 51870

Is there any utility program on Falcon that would let me have a picture
in the background ?

687. Re: I'm Still Here (if anyone cares)

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 21:49:03 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <eGIFFKAPpiX6EwrC@my-ste.demon.co.uk>
Source record: 51873

In article <Yq4MrJA9WDX6EwYL@steverosie.demon.co.uk>, Steve Stupple
<Steve@atari.org> writes

>I use Turnpike which I have found to be bomb proof, I don't think any
>virus can spawn using it's address book. I think they wrote it so that
>that they didn't know how to access it through a back door.

It uses it's own address book, rather than the Windows address book, and
as Turnpikes address book is only accessible to Turnpike, no viruses
have yet been able to access it. On top of that, Turnpike won't run
scripts when viewing HTML news/mail messages, so there's little chance
of getting a virus that way without deliberately infecting yourself.

>Well i paid ï¿½30 GBP for it, but Demon customers can use it free (yep
>figures they brought it out after I bought it). But I think it's worth
>every penny.

When I bought mine 4 months ago it was ï¿½15.00 + VAT, ï¿½17.63 inc. and
definitely worth every penny.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

688. Re: Tempest project?

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 22:01:24 UTC
From: ebaiz@skyenet.net
Message-ID: <U2q76.1194$_y3.6392@newsfeed.slurp.net>
Source record: 51871

On 11 Jan 2001 06:28:53 , atarivision@my-deja.com wrote:
>Where can I find the site to this project upgrade for the Falcon?
>
>Is it not a 200Mhz raw upgrade ? (well, pretty much) that's what I
>remember....
>
>Info would be appreciated!

Try this site:

http://www.uni-mainz.de/~heuno000/FMAX/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

689. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 22:01:26 UTC
From: ebaiz@skyenet.net
Message-ID: <W2q76.1195$_y3.6392@newsfeed.slurp.net>
Source record: 51872

On 11 Jan 2001 20:39:18 , E Norvald Bordal wrote:
>Hello!
>
>Does anyone know if there exists a program for Atari
>that makes it possible to read a 1.4 disc-adabter with
>the memorycard from a camera incerted?
>
http://dursoft.atari-computer.de/

Try the above site. It contains info on Photo-tip which is what I use. It
is compatible with alot of cameras.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

690. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 23:15:20 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <c8r76.55944$xW4.447263@news-server.bigpond.net.au>
Source record: 51874

"**** ****" <***@***.com> wrote in message
news:%Ic76.22579$gg.2745913@typhoon.southeast.rr.com...
-snip-

> >computer is? Probably a Vic 20... I didn't know you could use e-mail on a
> >Vic 20....
>
>
> Mark, this is your one and only warning. Do not insult the Vic20 again.

I appologise, I didn't realise anyone on this NG ever used one. Most of the people I know went to the Omeba (pardon me, if I insulted anyone there), not the ST? I am an 8-bitter of old, 800XL being my first PC, back in 1983. Showing my age now.....

Mark

691. . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 23:35:32 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a5ea47f@fmlynet.org>
Source record: 51886

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hi Galen!

Multi-drop basically means (in this context) that the same set of wires can run between multiple pieces of equipment - I was thinking of multiple TTs or Mega STEs. I get the impression that Apple's LocalTalk worked by virtue of RS422 multi-drop.

G> IIRC however, there are two types of Apple cables that
> can plug into that port, and I'm not 100% sure I used
> the serial one.

I'm guessing they're both serial, but they may be wired differently for LocalTalk and regular RS422.

G> Yep. SLIP is generally recommended, though I don't
> know why.

I understand it's a more simple protocol than PPP, I imagine it's a lot more simple than all of AppleTalk.

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

692. . . DTP (was HP950C)

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 23:35:32 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a5ea47f@fmlynet.org>
Source record: 51887

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Mike!

MK> 800 X 608 - 16 colours. Doing text in 256 or TC is
> like wading in treacle! Visible diagonal is a touch
> under 13.5".

That's about 96 DPI. I may have asked you this already, but does text look smaller on screen than on paper? (Note: I'll be quite happy to put up with that if someone buys me a 15" monitor and a Falcon to go with it ;o) I can easily believe that text is significantly slower in deep colour.

MK> I've just had a thought, later versions of Pressworks
> might have some further output options, so it may be
> possible to export old ST Timeworks DTP files via
> Pressworks into HTML or something else?

Hopefully not HTML. Don't get me wrong, I /like/ HTML, but I've yet to find a program that automatically generates sane HTML from another format.

Bore Da,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

693. . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 23:35:32 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3a5ea47f@fmlynet.org>
Source record: 51888

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Dan!

DA> I think what he is talking about is with the LocalTalk
> adaptors. These are litle boxes on the mac that plug
> into this port and then you run phone line between the
> boxes. Similar in principal to running a Coax network
> as far as wiring goes. Termintaors on the ends and all
> in one chain etc.

Those are indeed what I had in mind - well, sort of. The ones we used on Macintosh didn't use phone wire, but some sort of cable with a mini-DIN at each end (can't remember the pin count, let alone the pinout). I think these were just called 'LocalTalk cables'. Each machine added to the LocalTalk network would need a LocalTalk adaptor, and all but one would also need a 'LocalTalk cable'(?) You're probably right about each end being terminated. I feel an ASCII illustration coming on...

```
*T-----T-----T-----T* * = Terminator
[Mac] [Mac] [Mac] [Mac] T = LocalTalk adaptor
----- = LocalTalk cable (?)
```

DA> I have some of these boxes but have never got them
> experimented with. Main reason being how this port
> shares the fast serial port so it's an either or
> proposition.

It's odd that Atari chose to share the UART this way (did each port have seperate line drivers?) Is this true of all the RS-422 equipped Ataris or just the Falcon? I can believe that most people would never have cause to use it, but I can't help thinking it's a port with potential.

DA> I'm sure I'll get around to it some day when there
> are 5 other people left using these boxes ;)

I hope I'm one of them! I should probably try to find out some more about how people use LocalTalk (+ AppleTalk?) for TCP/IP. I don't know how many people this might be relevent to (how many of you are lucky enough to have a fleet of TTs, or even MegaSTEs? =o) but people are referring to the RS-422 port as a 'LAN' port (I have a vague recollection that Atari may have called it that too). I wonder if Atari (or a third party) ever 'followed through' by producing software (and hardware?) to build a LAN of suitably equipped Ataris.

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

694. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-11 23:48:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979323176-565206AEicMi@madasafish.com>
Source record: 51762

Yo!, Dezzaa

>>>The only thing I haven't been able to do is add a seperator between
>>>the Documents and Folders items.

>>Hm! here's the top of my .SET, note the /seperator before the script
>>starts.

>That's done it,

Nobody saw me do it, so you cant prove a thing!!!.

Oh!, ah!, Dude, glad to be able to help.

>although it doesn't seem logical!

There's a lot that dont make sense with SMU!!.

>I can also see that my SMU popup reverses the order of the Documents and
>Folders to that in my .set file!

Eh!, you been drinking aunties special coffee again. Ive just checked all
my dropdowns whilst viewing the .set file, everything is in exact same
order!!.
Could you explain in more detail and i'l check it here.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

695. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 00:27:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979323178-565846AEicMi@madasafish.com>
Source record: 51763

Hi fat barstard

><snip>
>>And we all know what causes Hairy palms dont we guys

>Get a real computer you TOSser.

I have about 9 real computers, but i chose to reply on this one, its an
imaginary one. Latest version of everything.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

696. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 01:06:35 UTC
From: atarigalen@my-deja.com
Message-ID: <93llan$77n$1@nnrp1.deja.com>
Source record: 51876

In article <W2q76.1195$_y3.6392@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
> http://dursoft.atari-computer.de/
>
> Try the above site. It contains info on Photo-tip which is what I
> use. It is compatible with alot of cameras.
>
Unfortunately, atari-computer.de has been dead for over a week.

While we're on the subject, however, what camera do you use with Photo-Tip and how is it connected to your Atari?

Galen

Sent via Deja.com
http://www.deja.com/

697. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 01:09:43 UTC
From: atarigalen@my-deja.com
Message-ID: <93llgi$7da$1@nnrp1.deja.com>
Source record: 51877

In article <3A5E285F.FA769952@intergate.bc.ca>,
astachon@intergate.bc.ca wrote:
> Is there any utility program on Falcon that would let me have a
> picture in the background ?
>
There may well be such a program, but may I suggest looking into
alternative desktops? NeoDesk, Jinnee, and Thing are examples of
programs that do much more than just allow for a picture. Thing is
even shareware.

Galen

Sent via Deja.com
http://www.deja.com/

698. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 01:17:22 UTC
From: **** **** <***@***.com>
Message-ID: <CWs76.31654$gg.3397131@typhoon.southeast.rr.com>
Source record: 51878

Mark Bedingfield wrote in message ...

>> Mark, this is your one and only warning. Do not insult the Vic20 again.
>
>I appologise, I didn't realise anyone on this NG ever used one. Most of the
>people I know went to the Omeba (pardon me, if I insulted anyone there),
not
>the ST? I am an 8-bitter of old, 800XL being my first PC, back in 1983.
>Showing my age now.....

Haha. Mostly I'm just kidding around. But yes, I do own a vic20, and an amiga2000. In addition to my 7 or so classic macs, my NeXT, my 3 Apple II's, my dozen or so PC's... and hopefully, someday, my Atari 68k computer. It's the last of the major 68k computers for me to have, and it will be fun to see if I can have it speaking netatalk on the localtalk port. Wouldn't mind owning one of the atari 8bits either, should I have the opportunity.

John

699. Re: How to connect Maxtor external HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 01:32:24 UTC
From: atarigalen@my-deja.com
Message-ID: <93lmr9$8jk$1@nnrp1.deja.com>
Source record: 51879

In article <93j315$1r2$2@mailint03.im.hou.compaq.com>,
wongck@letterbox.com (william wong) wrote:
> In article <93iu3a$r67$1@nnrp1.deja.com>, atarigalen@my-deja.com
wrote:
>>> I managed to borrow a Maxtor 1394 external storage. How can I attach
>>>this to my falcon?

>>Plug it in. You will need a SCSI II to whatever the Maxtor is cable,
>>and possibly and external terminator.

> Not as easy as you think... the Maxtor 1394 is a firewire device.
> There is no firewire port on my falcon. Anyway I think investing in a
> firewire to SCSI convertor is not a solution as I did afterall
> borrowed the drive and only be using it a couple of days for some
> file transfer.
>
Well, not cheap. Nonetheless, it should be easy. I've only seen one
firewire to SCSI convertor, but it was hardware only with no software
drivers and consequently I'd suspect it would work on an Atari.

Of course, given the Falcon's maximum data throughput of roughly
2Mb/sec on the SCSI port, a firewire drive would be a ridiculous amount
of overkill.

Galen

Sent via Deja.com
http://www.deja.com/

700. I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 02:21:22 UTC
From: Fat Harry <dot@dot.com>
Message-ID: <doms5t8k4v2rphlvp6o30nupurlhtd1csn@4ax.com>
Source record: 51880

That's the end of the experiment. One of your fellow group members wanted to get back at some of the annoying people in here. Via proxy of course. That proxy being me.

Most replies consisted of a knee-jerk "fuck off out this group" response. I was hoping for some slightly better defence of the Atari platform. I see the ever popular Outllook Express is in use by most of you. Never knew MS had recompiled it for the Atari ;-)

You would be wrong to assume I hate the Atari platform. I learnt to program on the Atari 800. Had a program published in Atari User magazine, written using my 800XL.

I remember the time when Dixons had the 800XL and 1050 drive together at some stupid price (I think it was ï¿½130). I owned a 520ST (720KB drive) and learnt assembly using HiSoft's Devpac.

My favorite all time Atari expression is "Pseudo colour cycling". I must admit that the 8bit was an amazing system. When you can perform smooth scrolling in one line of BASIC code and then see the ST's first efforts. Thank goodness for the Carebears!

I now use PCs of course. Love 'em or hate 'em you can't escape them. The world's an imperfect place. If it's round, then where are all the corners?

Goodbye...

Harry

701. Geneva/Neodesk&Environmental Settings

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 03:49:08 UTC
From: audi100cd@my-deja.com
Message-ID: <93luri$f68$1@nnrp1.deja.com>
Source record: 51881

I'm running Geneva with Neodesk and cannot get the env settings to work with for example: Olga and Aniplayer as plugin for CAB or clicking on a html link in MyMail to send to CAB,the messages I get are talking about "no pipes" etc...which I know from Multitos,but not in Geneva which is co-operative multitasking,not pre-emptive..I use Geneva because Cubase Audio works under it,in fact i can play back audio direct from disk whilst surfing the net and running other apps,and without errors which a friend of mine can't successfully do on his MacG3...but I digress...does anybody use Geneva and has successfully set up the env variables to get Olga working properly,I'd love to run Everest and CAB to create web pages on my CT II Falcon here .Neodesk supports the Av protocol but the linking between the programs is not happening,the task lisk shows Olga activates and is running but thats it...I hope some of this makes sense,this is my first venture into a discussion group online,much respect to those programmers of Atari software...thanks for any helpl

Sent via Deja.com
http://www.deja.com/

702. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 04:14:40 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B683D2EA.8CB0%nameerf@flash.net>
Source record: 51883

I know this guy's probably never going to see this, and he's too afraid to use his real E-mail address, but I've just gotta say something about this. Maybe the "fellow group member" will see it...

in article doms5t8k4v2rphlvp6o30nupurlhtd1csn@4ax.com, Fat Harry at dot@dot.com wrote on 1/11/01 6:21 PM:

> That's the end of the experiment. One of your fellow group members
> wanted to get back at some of the annoying people in here. Via proxy
> of course. That proxy being me.

Not a very scientific experiment. Too many unchecked variables - see below.

> Most replies consisted of a knee-jerk "fuck off out this group"
> response. I was hoping for some slightly better defence of the Atari
> platform. I see the ever popular Outllook Express is in use by most
> of you. Never knew MS had recompiled it for the Atari ;-)

Point 1: It was your typical "idiot trying to piss people off" post.

Point 2: Rational people either ignor these or joke at them, as seen more than anything else, at least here in the newsgroup. Probably 90% of us didn't feel it was worth their time to respond to such stupidity. I didn't until I read that one of our "fellow group members" was involved.

Point 3: Per point 2, most reply posts were *not* the knee-jerk kind. Those who did reply that way are probably just tired of these kinds of idiocies.

Point 4: So what that people use Outlook? I am pretty sure that a good number of us, dare I say most of us, have PC's or Mac's as well as Atari's simply because Atari's aren't exactly the world's best internet machines.

> You would be wrong to assume I hate the Atari platform. I learnt to
> program on the Atari 800. Had a program published in Atari User
> magazine, written using my 800XL.

We only assumed you hated the Atari platform because of what was said. I believe anyone who really cares about this platform and group wouldn't pull such an immature, unnecessary, and destructive stunt like this one.

> I remember the time when Dixons had the 800XL and 1050 drive together
> at some stupid price (I think it was ï¿½130). I owned a 520ST (720KB
> drive) and learnt assembly using HiSoft's Devpac.
>
> My favorite all time Atari expression is "Pseudo colour cycling". I
> must admit that the 8bit was an amazing system. When you can perform
> smooth scrolling in one line of BASIC code and then see the ST's first
> efforts. Thank goodness for the Carebears!

>
> I now use PCs of course. Love 'em or hate 'em you can't escape them.
> The world's an imperfect place. If it's round, then where are all the
> corners?

Well, why not grab one of the many Atari emulators and breathe a little life into that PC? Maybe get reconnected to the group again? Maybe try your hand at programming again for the ST? God knows we can use all the programmers that are out there as possible!

> Goodbye...

I can forgive this stunt, I guess. But why not get back into your real joy and get either an emulator, or a cheap used Atari, or even better, a new clone? Then maybe you could actually accomplish something productive rather than spurring on the wrath of the faithful few.

Mike Freeman
nameerf@flash.net

703. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 04:43:12 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5E8B5F.312B3C5C@ihug.co.nz>
Source record: 51884

Hi there,

Fat Harry wrote:
>
> That's the end of the experiment. One of your fellow group members
> wanted to get back at some of the annoying people in here. Via proxy
> of course. That proxy being me.
>
> Most replies consisted of a knee-jerk "fuck off out this group"
> response. I was hoping for some slightly better defence of the Atari
> platform. I see the ever popular Outllook Express is in use by most
> of you. Never knew MS had recompiled it for the Atari ;-)

Why did you allow your account to used via proxy? If you're silly
enough to do that then you SHOULD be accountable for the actions
of those connecting via your proxy...and of course you should expect
that kind of response to come from such a stupid post...

The newsreader choice is entirely upto the user. Using Outlook is
no indication of how vehemently we will defend the Atari platform.
It could have been Newsie on an Atari just as easily (or maybe MORE
easily!) as Outlook on a PC or Mac...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

704. magicpc

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 05:07:24 UTC
From: Unknown User <Ataricoltr@dreamsoft.com>
Message-ID: <274t5tklvvn8ts0jggnstcstmdu2870vti@4ax.com>
Source record: 51885

Any English full versions available?

705. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 06:35:42 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <979281772-421308AEicMi@xs4all.nl>
Source record: 51894

>While we're on the subject, however, what
>camera do you use with Photo- Tip and how is it
>connected to your Atari?
It is not my intention to interrupt but I think
it can be of a help if everyone who uses
anything connected to their Atari responds when
a certain subject is been asked: you can get a
good overview from what is possible and how the
practice of it is.

I, for instance, use the Olympus Camedia 2020
with Durs Locher (excellent) program on a Atari
TT. Connected to one of the serial ports it
works fine. The program has a lot of capacities:

you can foresee your pictures in thumbnails
which reduces the time spent on downloading. It
gives a very good screenview: it has a nice
interface and Durs is planning to put more
graphical tools in the program so that you don't

have to go to Photoline for instance to rework
your photographes. (Which does not say that
Photoline and Phototip isn't a excellent
combination). Sadly we can't reach Durs now but
it is a great program.
It is still a great joy to see that your ST or
TT can cope with the rest and use items that
like to be only for a PC or Mac..
(If I spoke for my turn, please correct me)

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x
Portfolio, 1 x Jaguar, 1 x Lynx.

706. Re: CT2 linux boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 08:06:05 UTC
From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Message-ID: <93mdtb$qk8$1@nnrp1.deja.com>
Source record: 51890

In article <3A5DFAF7.D4D833F7@jps.net>,
John Kolak <jkolak@jps.net> wrote:
> Derryck Croker wrote:
> The link was broken at the time I had to go to Rodolphe for them.
> Perhaps it is working now. Seems there was also an issue that the
kernal
> on the centek site was outdated and no longer working right, and the
> linux.os people needed sources which were not on centek.

We had must to delete the file on our web site because of maintain
code. Since, we received mail to delete this file because we were not
available to have it on our web site.

BTW, if you want to ask something about Centek or report bugs on
software supported, ask us and not Rodolphe that was out from Centek
since 1 year.

--
Sacha Hnatiuk
Alternate e-mail:
shnatiuk@wyde.com
sacha.hnatiuk@online.fr
centek@online.fr

Sent via Deja.com
http://www.deja.com/

707. Wanted : Atari ST Zool, Ultima 5

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 09:28:02 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <93mj5u$f6t$1@nnrp1.phx.gblx.net>
Source record: 51891

If anyone has Atari ST Zool, or Ultima 5, complete and boxed, please e-mail me. I will pay a good price. Also if anyone happens to have Mr Do's Run Run, I have the box and docs, but lost the disk, if you have an original disk I will pay good money for it. Thanks! -Satcom2

708. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 10:00:20 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A5ED5B4.C1F565BA@ooc.de>
Source record: 51893

Artur Stachon wrote:

> what are you doing with 45g hd on falcon ? Does it boot fast or it takes
> 5 min to boot ?

The size of the drive has no influence at all on the speed of the boot
process.

> From my experience my friend has 30gb hd on athlon 862mhz and because it
> has so many tracks and sectors to read at the boot, it takes longer than
> smaller hd (FAT table)

Sure, these checks take some time, but there is no need to run
filesystem checks with each boot process. Actually, I don't know any
operating system that runs a check each time, unless it was configured
to do so.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

709. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 10:01:03 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A5ED5DF.C9183EAA@ooc.de>
Source record: 51892

DjS wrote:
>
> In message <3A5E05E8.4BEAC8E2@intergate.bc.ca>, Artur Stachon wrote:
> > what are you doing with 45g hd on falcon ? Does it boot fast or it takes
> > 5 min to boot ?
> > From my experience my friend has 30gb hd on athlon 862mhz and because it
> > has so many tracks and sectors to read at the boot, it takes longer than
> > smaller hd (FAT table)
>
> The problem lies in the way the x86 CPUs work, everyone blames intel and thier
> idea that a 16 bit processor should be backward 8 bit compatable and so on to
> the modern 32 bit ones. Something Motorola decided against thankfully.

This answer is complete nonsense.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

710. Re: Interface (was Resource Manager 2.11e registration)

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 10:27:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979295502-040287AEicMi@cwcom.net>
Source record: 51747

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: 11 Jan 2001 18:01:49 GMT

>>I downloaded Interface this evening, so it is still available FWIW.
>
>Ok, so where EXACTLY is it (what is the complete URL)? I tried to find it
>at URL indicated here earlier but couldn't...

I'll requote the main URL:

http://www.hadley.de/hauptseite.htm

Then follow the GFA-Basic link and then the Software link.

I received an email from Hadley which quoted the same password that I had
for the earlier version - but it does not work with the version that's
there now. I'm sure that the problem will soon be sorted.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

711. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 10:30:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979295504-040807AEicMi@cwcom.net>
Source record: 51746

From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Date: 11 Jan 2001 19:13:10 GMT

>> Do you have contact with the author still?.
>
>In the german MausNet newsgroup maus.computer.atari.software, this was
>discussed as well. Reiner Rosin is currently moving, so he can't publish
>a fixed version without expiry date now. But he promised to do so ASAP.

I'm hoping that he will contact Peter West, who has been trying to contact
him about translating this new version. This sounds like the perfect
opportunity to me :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

712. Selling my Atari Falcon 030, 2 GB HD +++

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 11:28:37 UTC
From: ?yvind S?nsteb? <osoenst@online.no>
Message-ID: <rRB76.124$bA4.752@news1.oke.nextra.no>
Source record: 51895

Hi!

I am going to sell my Atari Falcon 030.
What do you guys I will get for this Atari? I am hoping to get more than
5000 NOK.

With the Atari, I got a printer, some books, programs (like Cubase),
start-up disks etc. and I got a red box from Steinberg (produced by
SoundPool), a Falcon Digital Interface.

I bought this Atari because I wanted to make music with it, and I managed to
make a lot music with it. The reason I am selling it, is because I want to
make music with a normal PC.

Anyone is willing to help me? Or is anyone interested?
Please contact me!

Frode S?nsteb?
http://mp3.com/admixture

713. Re: CT2 linux boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 12:55:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979371494-73729AEicMi@cwcom.net>
Source record: 51791

From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Date: Fri, 12 Jan 2001 08:06:05 GMT

>BTW, if you want to ask something about Centek or report bugs on
>software supported, ask us and not Rodolphe that was out from Centek
>since 1 year.

I asked before about Sandrine, is this still commercial software?

--

____ ____ ____
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/ / / / / / / / / /_/ /
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

714. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 13:55:14 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a5f0cc2$1_2@athena.netset.com>
Source record: 51749

lots of clips in here to deal with more than 80 char lines.

In article <0002.3a5ea47f@fmlynet.org>,
Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>
>Hello Dan!
>
> DA> I think what he is talking about is with the LocalTalk
> > adaptors. These are litle boxes on the mac that plug
> > into this port and then you run phone line between the
> > boxes. Similar in principal to running a Coax network
> > as far as wiring goes. Termintaors on the ends and all
> > in one chain etc.
>
>Those are indeed what I had in mind - well, sort of. The ones we used on
>end (can't remember the pin count, let alone the pinout). I think these were
>just called 'LocalTalk cables'. Each machine added to the LocalTalk network
>would need a LocalTalk adaptor, and all but one would also need a 'LocalTalk
>cable'(?) You're probably right about each end being terminated. I feel an
>ASCII illustration coming on...
>
> *T-----T-----T-----T* * = Terminator
> [Mac] [Mac] [Mac] [Mac] T = LocalTalk adaptor
> ----- = LocalTalk cable (?)

Yes that's the ones. Early versions used phone cable later
versions used shielded cable with a mini din on each end with 4 wires
inside. There are actually really early versions of these things that
had a 9 pin serial adaptor on them to connect it to Mac Plus etc.

>
> DA> I have some of these boxes but have never got them
> > experimented with. Main reason being how this port
> > shares the fast serial port so it's an either or
> > proposition.
>the Falcon? I can believe that most people would never have cause to use it,
>but I can't help thinking it's a port with potential.
>

They did on the Falcon and TT. I'm not certain about the MegaSTe.
It does have some potential if you have a need for a network of a machine
and can't easily put it up on ethernet (sound familiar to any platform ;)

However to really make use of it you need someway to hook this network
into a machine that can hook into another network wether that is ethernet
LAN or up to the internet.

> DA> I'm sure I'll get around to it some day when there
> > are 5 other people left using these boxes ;)
>
>TTs, or even MegaSTEs? =o) but people are referring to the RS-422 port as a
>'LAN' port (I have a vague recollection that Atari may have called it that
>too). I wonder if Atari (or a third party) ever 'followed through' by
>producing software (and hardware?) to build a LAN of suitably equipped Ataris.
>

I know of no atari products that did anything with these ports.
The one that always got me was why no one produced drivers for peripherals
to these ports. There were Mac hand scanners etc that plugged into one of
these ports on the mac.

As to localtalk or appletalk support for these devices. I don't think
that would be neccessary. You should be able to run PPP across them
straight out of the box. It's possible that you need to do a rebroadcast
of the packets back onto the chain so that would take a small amount of
work. But I'm not certain that would be necessary. Wouldn't if you only
had 2 machines ;)

With the 9 pin adaptors you could probably hook up ST's as well.
I'm not certain that it would be any faster than a midi network on them
though as I think the MIDI ports run at a higher rate than the 19200
available on the serial port of an ST. If you go this route though you
would have to have the phone line connectors for all the machines, unless
you had a TT or something acting as a go between routine phoneline
messages out onto the mini din cable network.

Dan Ackerman
aka baldrick

715. SCSII harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 14:33:06 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <3A5F15A2.9CFBDCD7@uci.agh.edu.pl>
Source record: 51748

My friend have a hard disk Western Digital WDE 4360. This is a ultra fast wide SCSII-3 disk. And the questions is. Is it posibility to good work with falcon?

best regards

Piotr Mietniowski

716. Re: Selling my Atari Falcon 030, 2 GB HD +++

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 14:40:21 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <93n4uj$1a9$04$1@news.t-online.com>
Source record: 51750

> I bought this Atari because I wanted to make music with it, and I managed
to
> make a lot music with it. The reason I am selling it, is because I want to
> make music with a normal PC.

I can give you one important advice:

Never give an Atari away for a PC !
And never try to make music with a "normal" PC...its horrible.
Once, i did the same.... now i use again a 1040ST (!!!) for making music. It runs the sequencer software and it works and works and works and no timing problems and no crashes an so on. Ok, I use PC's too (for analog recordings), but all timing critical things are done by the Atari (e.g the st genaretes the midi-master clock - a pc isn't able to do this cause theres no real realtime-OS for a PC available).

Greets, Mirko

717. Re: PC serial mouse

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 14:49:58 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <93n5bqllj1@news6.svr.pol.co.uk>
Source record: 51751

Hi,

Stupid question but if it isn't working still and you have got the control
panel running as a cpx, try disabling the modem CPX, This made it so that
mine started working.

Tim

Didier MEQUIGNON wrote in message <93cusk$a4f$1@wanadoo.fr>...
>On 8 Jan 2001 00:41:15 +, Thomas Baade wrote:
>>Oh boy - it needs some minutes till i understand the joke.
>>You aktually talk about *my* program. I did not recognize it as 'genmouse'
:)
>
>Oh ! Sorry :-))
>Thanks a lot for your great program !
>Your name was into the rsc ;-) I was tired...
>
>Regards,
>
>Didier.
>
>
>--
>Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
>E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
>Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
>Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

718. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 16:34:34 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <F8G76.50$Ld6.10588@nsw.nnrp.telstra.net>
Source record: 51752

```
**** **** <***@***.com> wrote in message ...
>Mark Bedingfield wrote in message ...
>
>>> Mark, this is your one and only warning. Do not insult the Vic20 again.
>>
>>I appologise, I didn't realise anyone on this NG ever used one. Most of
the
>>people I know went to the Omeba (pardon me, if I insulted anyone there),
>not
>>the ST? I am an 8-bitter of old, 800XL being my first PC, back in 1983.
>>Showing my age now.....
>
>
>Haha. Mostly I'm just kidding around. But yes, I do own a vic20, and an
>amiga2000. In addition to my 7 or so classic macs, my NeXT, my 3 Apple
II's,
>my dozen or so PC's... and hopefully, someday, my Atari 68k computer. It's
>the last of the major 68k computers for me to have, and it will be fun to
>see if I can have it speaking netatalk on the localtalk port. Wouldn't mind
>owning one of the atari 8bits either, should I have the opportunity.
>

Unless you're seriously into MIDI, an ST will fail to impress an Amiga user.
(Not as if Amiga can't do MIDI quite well anyway, with a cheap adapter)
```

719. Re: PC-diskette on Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 16:41:45 UTC
From: Bas Schellevis <V.J.B.Schellevis@Netvance.nl>
Message-ID: <3A5F33C9.B3DE533C@Netvance.nl>
Source record: 51753

Thanx everyone for helping, I found the UVK, scanned a non readable floppy and .... a virus! Cleaning didn't solve the problem but formatting did.

Bas.

720. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 17:04:15 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93ndef$4t1$1@draco.stochastik.rwth-aachen.de>
Source record: 51754

In article <93lfnb$g5a$1@newsg3.svr.pol.co.uk>,
DjS <djs@thesoundlab.co.uk> wrote:
>
>The problem lies in the way the x86 CPUs work, everyone blames intel and thier
>idea that a 16 bit processor should be backward 8 bit compatable and so on to
>the modern 32 bit ones. Something Motorola decided against thankfully.

That is nonsense.

Use a real operating system and a real filesystem (eg. NTFS, ext2, UFS,
reiserfs) and you will not notice performance differences between eg. an
Intel CPU and a comparable RISC CPU.

FAT is fine for floppies. The problems when using FAT on big harddisks
are not caused by Intel but by the OS makers who decided to use FAT for
something which it is not very suitable for.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

721. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 17:06:24 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93ndig$4ul$1@draco.stochastik.rwth-aachen.de>
Source record: 51755

In article <3A5ED5B4.C1F565BA@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
>Artur Stachon wrote:

>Sure, these checks take some time, but there is no need to run
>filesystem checks with each boot process. Actually, I don't know any

If you use FAT32 on a single 45GB partition, you will have huge FAT tables -
so either this takes away RAM, or needs additional disk accesses when
booting. Both *may* produce noticeable delays if you do not have enough RAM.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

722. CT2B latest Flash and software in English

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 17:41:13 UTC
From: phantomm@eastky.net
Message-ID: <93nfjp$3dj$1@nd.eastky.net>
Source record: 51756

I've recently checked Centeks Web Site for the English version of the 1.41 Flash and other software updates. No luck.

Can someone at Centek please keep we English CT2B owners uptodate with English releases of Flash upgrades and etc?

It would be most appreciated.

phantomm@eastky.net

723. USA WTB SCANX PRO Latest version

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 17:43:45 UTC
From: phantomm@eastky.net
Message-ID: <93nfoh$3dj$2@nd.eastky.net>
Source record: 51757

Hi,

Does anyone in the USA have the Atari version of SCAN X PRO for sale or trade?
I'd be interested in a used version as long as it is original and is uptodate.

phantomm@eastky.net

724. Reach For the Skies

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 18:00:01 UTC
From: phantomm@eastky.net
Message-ID: <93ngn1$3dj$3@nd.eastky.net>
Source record: 51758

I bought the Atari ST game Reach For the Skies new a few years ago.
Instead of the Atari reference sheet which suppose to have the keyboard
command layout and loading instructions, I got an AMIGA keyboard layout and
loading instructions.

Does anyone have the Atari keyboard layout with loading instructions?

I would like to know if there are any special commands or loading instructions
that the manual doesn't cover.

There is a Hard Drive installation program on my original disks, I use it to
install it on the Falcons hard drive.

Also, anyone know if this game will work on the Falcon?

I tried it just using the ST LOW compatibility mode and had some random crashes.
Their Finest Hour, which is a similar game works just fine like that.
(CONTROL KEY BOOT)

If I need to use Backwards, wasn't it released as FREEWARE?
If so where can the latest version be found.

Thanks,
phantomm@eastky.net

725. USA:WTB Jinnee latest version

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 18:02:42 UTC
From: phantomm@eastky.net
Message-ID: <93ngs2$3dj$4@nd.eastky.net>
Source record: 51761

Anyone in the US have the Desktop system JINNEE for sale/trade?

Will accept a used version as long as it is original and is fairly uptodate.

phantomm@eastky.net

726. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 18:20:13 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <UXH76.170243$eT4.13153906@nnrp3.clara.net>
Source record: 51760

"Fat Harry" <dot@dot.com> wrote in message
news:doms5t8k4v2rphlvp6o30nupurlhtd1csn@4ax.com...
> I remember the time when Dixons had the 800XL and 1050 drive together
> at some stupid price (I think it was £130).

Yes, I got this very bundle. It's still here
and still works.

Shiuming Lai

727. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 18:22:55 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <93nhif$2kfr$1@news4.isdnet.net>
Source record: 51759

<atarigalen@my-deja.com> a &#65533;crit dans le message news:
93llgi$7da$1@nnrp1.deja.com...
> In article <3A5E285F.FA769952@intergate.bc.ca>,
> astachon@intergate.bc.ca wrote:
> > Is there any utility program on Falcon that would let me have a
> > picture in the background ?

Yes a lot.
in single tos pickdesk from didier m&#65533;quignon (freeware)
and special support for speed resolution card and centurbo 2.

```
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/

IF you use desk modern such jeenee, thing, neodesk, all you need is include.
I remenber too a prog from canada for ste who do that and increase the
refresh speed ste=tt for the screen but never import in france :-(((

oop, i reply before read all :-)
> >bye
> There may well be such a program, but may I suggest looking into
> alternative desktops? NeoDesk, Jinnee, and Thing are examples of
> programs that do much more than just allow for a picture. Thing is
> even shareware.
>
> Galen
>
>
> Sent via Deja.com
> http://www.deja.com/
```

728. ST 1040

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 19:14:12 UTC
From: JKD <kduivis@xs4all.nl>
Message-ID: <93nl9ekes1@news1.xs4all.nl>
Source record: 51764

Got myself a ST1040, try to make some music with this machine
Unfortunatly there is no handbook available
Is there anyone who know where I can find this or information likewise
That is handbook 1040 and/or music whit 1040

Thanks

--
JK D te 1505
Netherlands

729. Re: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 19:29:16 UTC
From: **** **** <***@***.com>
Message-ID: <gWI76.39184$gg.4252901@typhoon.southeast.rr.com>
Source record: 51765

Clockmeister wrote in message ...

>>Haha. Mostly I'm just kidding around. But yes, I do own a vic20, and an
>>amiga2000. In addition to my 7 or so classic macs, my NeXT, my 3 Apple
>II's,
>>my dozen or so PC's... and hopefully, someday, my Atari 68k computer. It's
>>the last of the major 68k computers for me to have, and it will be fun to
>>see if I can have it speaking netatalk on the localtalk port. Wouldn't
mind
>>owning one of the atari 8bits either, should I have the opportunity.
>>
>
>Unless you're seriously into MIDI, an ST will fail to impress an Amiga
user.
>(Not as if Amiga can't do MIDI quite well anyway, with a cheap adapter)

All computers impress me. Most amazing machine that humanity has ever
invented, and like so few made today, the atari has a personality. I
appreciate that. Lord knows I won't be playing quake3 on it, but the amiga
can't make that claim either.

John

730. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 19:39:32 UTC
From: **** **** <***@***.com>
Message-ID: <U3J76.39347$gg.4259555@typhoon.southeast.rr.com>
Source record: 51766

Andy Ball wrote in message <0002.3a5ea47f@fmlynet.org>...
>FamilyNet HQ: Telnet:\\www.family-bbs.net

>Those are indeed what I had in mind - well, sort of. The ones we used on
>Macintosh didn't use phone wire, but some sort of cable with a mini-DIN at
each
>end (can't remember the pin count, let alone the pinout). I think these
were
>just called 'LocalTalk cables'. Each machine added to the LocalTalk network
>would need a LocalTalk adaptor, and all but one would also need a
'LocalTalk
>cable'(?) You're probably right about each end being terminated. I feel an
>ASCII illustration coming on...

Those were the original Apple localtalk adapters. Mini3 plugs, if I remember
correctly. For classic macs, the phonenet style adapters are recommended,
and have the added advantage of using standard telephone wire. Makes it
easier to network 2 macs not in the same room. Farallon made the things,
though belkin and a few others made knock-offs.

> *T-----T-----T-----T* * = Terminator
> [Mac] [Mac] [Mac] [Mac] T = LocalTalk adaptor
> ----- = LocalTalk cable (?)
>
> DA> I have some of these boxes but have never got them
> > experimented with. Main reason being how this port
> > shares the fast serial port so it's an either or
> > proposition.
>
>It's odd that Atari chose to share the UART this way (did each port have
>seperate line drivers?) Is this true of all the RS-422 equipped Ataris or
just
>the Falcon? I can believe that most people would never have cause to use
it,
>but I can't help thinking it's a port with potential.

I would think that atari reasoned that people who would actually network the
things wouldn't need a serial port also. Then again, I don't know what atari
peripheals actually used the serial port.

> DA> I'm sure I'll get around to it some day when there
> > are 5 other people left using these boxes ;)
>
>I hope I'm one of them! I should probably try to find out some more about
how
>people use LocalTalk (+ AppleTalk?) for TCP/IP. I don't know how many

people
>this might be relevent to (how many of you are lucky enough to have a fleet
of
>TTs, or even MegaSTEs? =o) but people are referring to the RS-422 port as a
>'LAN' port (I have a vague recollection that Atari may have called it that
>too). I wonder if Atari (or a third party) ever 'followed through' by
>producing software (and hardware?) to build a LAN of suitably equipped
Ataris.

With localtalk, getting tcp to run over it is nothing easy to do at all.
Basically, ip packets are encapsulated in appletalk, so the atari would have
to understand both. PC's running linux that are lucky enough to have a
localtalk card (yes a few were made), can talk appletalk over them fairly
well, and finally are able to do tcpip over them, though I'm not fortunate
enough to get it to work on my own setup.

And if you think a fleet of TTs networked together is strange, then you have
no idea. Should I ever have the opportunity, I wish to network an SGI or
two, a dozen or so macs, and a few ataris using localtalk/phonenet. SGI's
are equipped with rs422s on some models, and there are hacks to get them
speaking netatalk (unix appletalk protocol) over it in a way that macs can
understand. If there is a spot in heaven reserved for the person who created
the craziest computer network ever, I intend to take it.

Thanks,
John

731. Re: Selling my Atari Falcon 030, 2 GB H

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 20:03:05 UTC
From: mille@ebox.REMOVE.tninet.se
Message-ID: <ZpJ76.5723$Qb7.802176@newsb.telia.net>
Source record: 51767

On 12 Jan 2001 15:40:21 , "Mirko" wrote:

[..] snip

>> The reason I am selling it, is because I want to
>> make music with a normal PC.
>
>I can give you one important advice:
>Never give an Atari away for a PC !
>And never try to make music with a "normal" PC...its horrible.
>Once, i did the same.... now i use again a 1040ST (!!!)

[..] snip

>Greets, Mirko

Same day I read this I've got a telephone call from a music school
in Stockholm. A nice lady asked how to transfer MIDI-files from
720k Atari disks to a PC. I told her and I'm going to help her to
transfer some of them, aswell. The interesting part under the
tel session was that she said they're going to use the Atari again
'course it's "realible and stable". Nice words indeed from them,
using Mac and PCs for music production.

Mille Babic

732. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 20:07:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979381348-364765AEicMi@madasafish.com>
Source record: 51646

Hi Artur

>Is there any utility program on Falcon that would let me have a picture
>in the background ?

There is a utility prg around called deskpic that will acheive this. I'm sure this will jog someone's grey cells and a URL will be along shortly, the wrong type of leaves permitting!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

733. Re: MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 20:41:40 UTC
From: mille@ebox.REMOVE.tninet.se
Message-ID: <8_J76.5732$Qb7.803996@newsb.telia.net>
Source record: 51768

```
On 11 Jan 2001 18:44:24 , "Martin \"Nightowl\" Byttebier" wrote:
>on Thu 11-01-2001 02:18 Michael and Nicole Freeman wrote:
>
>>Is it just my imagination, or have MagicOS.de and Place2Be disappeared?
>
>Unfortunately, YES. at least until they find another host to hold there
>pages.
>The problem is that the server http://www.atari-computer.de which hosted
>lots of Atari related pages has stopped all its activity.
>I guess MagicOS, Place2Be will soon appears again.
>
>TTFN
>Martin

The positive thing in all of this is that the e-mail accounts working
well. Like mine mille@atari-computer.de

Mille Babic

>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.
```

734. NG Max Files Available

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 21:04:13 UTC
From: swampfox1@earthlink.net
Message-ID: <hjK76.226$DW5.3061@newsread2.prod.itd.earthlink.net>
Source record: 51769

Hi All,
I'm looking for stats to compare regarding the current maximum
number of files available to download from this newsgroup, if all the
files uploaded are there and which ISP/NG servers are being used for
access.
For me it was about 800 Christmas '99 and dropped overnight to 300.
I'm at around 400 max today (Newsie set for 999/9999/Earthlink's NG).
So any input is appreciated!
John G.

735. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 21:37:12 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a5f794c16ae401@online.be>
Source record: 51770
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ez_edit.zip (336.722 bytes)
(Nice French editor with powerful options)

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/dump16.zip (21.999 bytes)
(DUMP is a simple player for 4/6/8 channel .mod files for Falcon)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/vw68000.zip (569.356 bytes)
ftp://chapelie.rma.ac.be/atari/graph-tools/vw68020.zip (546.199 bytes)
((Nview + Nconvert: multi-formatviewer/converter)

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/joe/joe148de.zip (306.837 bytes) (German version)
ftp://chapelie.rma.ac.be/atari/html-edit/joe/joe148fr.zip (308.378 bytes) (Version
Franï¿½ais)
ftp://chapelie.rma.ac.be/atari/html-edit/joe/joe148sv.zip (305.760 bytes) (Swedish
version)
ftp://chapelie.rma.ac.be/atari/html-edit/joe/joe148uk.zip (307.171 bytes) (English
version)
ftp://chapelie.rma.ac.be/atari/html-edit/joe/joe148fx.zip (130.371 bytes) (fixed prg. for
all versions)
(Joe is a text editor specialized for HTML quick 'n' easy coding, for
creation of webpages.)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/cabovl/cab_ovl-14102.zip (48.645 bytes)
(Cab overlay for Stik/STing/Gluestik)
```

midi
ftp://chapelie.rma.ac.be/atari/midi/gmid2mod.zip (96.724 bytes)
(GMid2mod converts simply MIDI file to soundtrack modules.
GMid2Mod est un programme de conversion simple des fichiers MIDI en
modules soundtrack.)

ftp://chapelie.rma.ac.be/atari/midi/musicedd.zip (544.679 bytes)
(Notation prg with midi in/output. German language)

mint
ftp://chapelie.rma.ac.be/atari/mint/misc/wakegem.tar.gz (3.773 bytes)

telecomm
ftp://chapelie.rma.ac.be/atari/telecomm/Zuul205.zip (84.098 bytes)
(An application which announced and logged phone calls,
with fax recognizing. German language)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/printing/idealist/idea3961.zip (468.662 bytes)
(German version.)

ftp://chapelie.rma.ac.be/atari/utilities/printing/idealist/ide3961e.zip (398.992 bytes)
(English version. IdeaList is a versatile tool used to print out ASCII files
and files in First Word Plus format or RTF.)

ftp://chapelie.rma.ac.be/atari/utilities/myjester.zip (32.154 bytes)
(Shakespeare insult generator)
ftp://chapelie.rma.ac.be/atari/utilities/myjest_c.zip (17.758 bytes)
(Colored rsc for myjester)

ftp://chapelie.rma.ac.be/atari/utilities/mouse26beta.lzh (52.581 bytes)
(Genmouse v2.6b. Connects a pc-mouse to the Atari serial port)

ftp://chapelie.rma.ac.be/atari/utilities/mouse26s.lzh (246.578 bytes)
(sources of Gemmouse v2.6b)

ftp://chapelie.rma.ac.be/atari/utilities/charview.zip (133.900 bytes)
(Font viewer, configuration/editor prog. for KEYTABLS.SYS
Visualisateur de Caractï¿½res. French/German version)

ftp://chapelie.rma.ac.be/atari/utilities/fahrenhe.lzh (31.166 bytes)
(Fahrenheit converts between Celsius, Fahrenheit, Kelvin
and Rankine)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

736. Falcon clock patch

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 21:44:51 UTC
From: bindon@madasafish.com
Message-ID: <t5uumjmemkor90@corp.supernews.com>
Source record: 51771

Hi

I'm a bit unsure what I have on my newly aquired Falcon :)

I have the Phantom accelerator but there seems to be the possibilty of
a clock patch already installed.

The tell tale signs seem to be pin the track cut from pin 110 of
the SDMA. A small wire is connected from the pin 110 and connected
to pin 8 of 74**08 chip. Then pins 9 and 10 are bridged together
and also wired up to the track that was once connected to pin 110
of the SDMA. Summing that up it's basically intercepting the track
(that goes to pin 110) with an AND gate.

Sounds like a simple buffer to me, or is it something Atari fitted to
make the computer work. If I removed it would the computer fail? The
phantom has a clock modification with it which I'd rather use.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

737. Re: CAB.OVL 1.4102

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 22:16:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200101122316.a6856@ki.maus.de>
Source record: 51683

In Msg 3a5e124630fb610@online.be, Martin \"Nightowl\" Byttebier
(tos4ever@online.be) wrote:

>I don't think STing has something to do with the problem Eick is facing
>at. I tried the "autosurf" with Sting (latest version) and the latest
>public release of Dan's ovl. I autodownloaded the whole freeMiNT portal
>site without any problem. The whole thing came in smoothly. I don't use
>MagiC however but freeMiNT/N_AES but this won't make any differents I
>suppose.

Dan gave me a hint to solve my problem: I deleted the variable NNTP_SERVER in
my STinG configuration files. Now everything works fine again! :-)

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

738. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 22:28:50 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a5f8522.0@energise.enta.net>
Source record: 51772

The exact set-up that will work depends on the isp but here are a few things
I have learned from trial and error. Personally, I prefer to edit the
default.cfg and dial.scr files to tweak my set-up but if you prefer the
dialer dialog I will refer to that:

1. Under "Addressing", enter the Primary (and Secondary) ip addresses in
the field "Name Server", this field has scroll buttons. The ip addresses
are the dotted decimal ip numbers given in the info from your isp.
eg. 123.456.765.321

2. Fully Qualified Domain Name is left blank for the isps that I use.

3. Most isps also auto-assign an ip address to your Atari when you dial-in
so check the box labelled "Request Name Servers from Remote".

I use Freeola and I have just added the STiNG script files to my humble
web-site. If all else fails then have a look at those as examples and look
at the info on www.Freeola.com and compare it to your own isp.

Regards,

Peter

http://www.peterslegg.scubadivers.co.uk

On 11 Jan 2001 10:00:00 , "Mark" wrote:
>I have installed STinG (1.26 I think), I have set-up the script file and all
>seems OK, it dials, connects I get an IP address and everything.
>
>When I try and PING something I get nothing, when I try resolving an address
>it says it can't. Anyone know what is going wrong?
>
>The only part I am not sure about if the 'Formal Domain Name' or whatever it
>is, should this be the DNS server name? This should not make a difference
>to pinging actual IP address but it still does not work (must admit I was
>guessing the address).
>
>The 'obtain an address' is selected but does not help.
>
>Any ideas?
>
>Mark.
>
>
>.

```
---------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
---------------------------------------------------------------------
---------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---------------------------------------------------------------------
```

739. on & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 23:48:48 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a5ff611@fmlynet.org>
Source record: 51788

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Rene!

R> ...in my opinion Mac needs a pre-emptive multitasking
> system (which will show faults in the current software
> for sure....).

Take your pick, MacOS X, NetBSD, Linux... <grin> I have found the Mac quite comfortable for several projects, but I'll readily agree that regular (pre X) MacOS didn't multitask the way I was used to. I do like Macs though.

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

740. on & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 23:48:48 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a5ff611@fmlynet.org>
Source record: 51789

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Mike!

MF> I've heard over and over recently that Mac's can't
> multitask. Could someone explain this to me? My iMac
> seems to be able to without any problems. It may be
> co-operative (which I've heard Mac's have been able
> to do for many years), but it's still multitasking,
> isn't it?

Yes, I think MacOS has traditionally used cooperative multi
-tasking, at least since the days of MultiFinder. I suspect
this is less crippling for MacOS apps than DOS ones (and perhaps Windows ones?)
because MacOS apps spend more time in the operating system, and are used to
being event driven. (hopefully there are some programmers in here who can
explain this better ;o)

I think pre-emptive multitasking should be more smooth in theory, but I wonder
if half the problem isn't programmers' assumptions and design philosophies.
I'm more used to system software where multitasking is a given, so it irked me
at first to be presented with dialogue boxes that demand your immediate
attention, and won't let you do anything else until you've pacified them.
Hopefully this attitude is less common these days though.

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

741. Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 23:49:31 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <93o514kcl1@news8.svr.pol.co.uk>
Source record: 51783

Hi Guys,

What software would you recommend for somebody to use for accountancy on the Atari Falcon?

Tim

742. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-12 23:53:58 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <93o59f$4c5$1@news7.svr.pol.co.uk>
Source record: 51784

Hi,

I currently use a program ccalled DESKPIC.

It uses 256 colour GIF files for the imagses and tiles these accross the backdrop.
The only problem with this program is that it is sooooo slow.

I have a 14mb Falcon with a hard disc and it take about 50 seconds for it to boot!!! about 5 for software and 45 to sort out the GIF. Go figure.

Tim

le passionn&#65533; <jpgui@noos.fr> wrote in message
news:93nhif$2kfr$1@news4.isdnet.net...
>
> <atarigalen@my-deja.com> a &#65533;crit dans le message news:
> 93llgi$7da$1@nnrp1.deja.com...
> > In article <3A5E285F.FA769952@intergate.bc.ca>,
> > astachon@intergate.bc.ca wrote:
> > > Is there any utility program on Falcon that would let me have a
> > > picture in the background ?
>
> Yes a lot.
> in single tos pickdesk from didier m&#65533;quignon (freeware)
> and special support for speed resolution card and centurbo 2.
>
> Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
> E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
>
>
> IF you use desk modern such jeenee, thing, neodesk, all you need is
include.
> I remenber too a prog from canada for ste who do that and increase the
> refresh speed ste=tt for the screen but never import in france :-(((
>
> oop, i reply before read all :-)
> > >bye
> > There may well be such a program, but may I suggest looking into
> > alternative desktops? NeoDesk, Jinnee, and Thing are examples of
> > programs that do much more than just allow for a picture. Thing is
> > even shareware.
> >
> > Galen
> >

> >
> > Sent via Deja.com
> > http://www.deja.com/
>
>

743. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 00:54:54 UTC
From: ebaiz@skyenet.net
Message-ID: <yHN76.255$d25.1728@newsfeed.slurp.net>
Source record: 51773

On 12 Jan 2001 01:06:35 , atarigalen@my-deja.com wrote:
>In article <W2q76.1195$_y3.6392@newsfeed.slurp.net>,
> ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
>> http://dursoft.atari-computer.de/
>>
>> Try the above site. It contains info on Photo-tip which is what I
>> use. It is compatible with alot of cameras.
>>
>Unfortunately, atari-computer.de has been dead for over a week.

Hmmmm??? I was on there not too long ago.

>
>While we're on the subject, however, what camera do you use with Photo-
>Tip and how is it connected to your Atari?
>
>Galen

Actually, the camera I use is not connected to the Atari. I use a Sony
camera that puts the picture on 3.5 inch disk. I just take the disk out of
the camera and insert it in the Hades and off I go....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

744. Re: Falcon clock patch

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 01:03:50 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a5fa976$1_2@athena.netset.com>
Source record: 51774

In article <t5uumjmemkor90@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>Hi
>
>I'm a bit unsure what I have on my newly aquired Falcon :)
>
>I have the Phantom accelerator but there seems to be the possibilty of
>a clock patch already installed.
>
>The tell tale signs seem to be pin the track cut from pin 110 of
>the SDMA. A small wire is connected from the pin 110 and connected
>to pin 8 of 74**08 chip. Then pins 9 and 10 are bridged together
>and also wired up to the track that was once connected to pin 110
>of the SDMA. Summing that up it's basically intercepting the track
>(that goes to pin 110) with an AND gate.
>
>Sounds like a simple buffer to me, or is it something Atari fitted to
>make the computer work. If I removed it would the computer fail? The
>phantom has a clock modification with it which I'd rather use.
>
>Lyndon Amsdon

I could be wrong. It's been years since I've played with the guts
of a Falcon. But it sounds somewhat like the Bass mod for the sound
system that was atari prescribed. I wouldn't remove it unless you
discovered that you needed to.

But I could be wrong. I'm just reading news waiting for friends
to come over to go out to dinner :)

Dan Ackerman
aka baldrick

745. Re: SCSII harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 02:22:43 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <pGP76.2072$K12.6144@nntpserver.swip.net>
Source record: 51778

"Piotr Mietniowski" <mietniow@uci.agh.edu.pl> skrev i meddelandet
news:3A5F15A2.9CFBDCD7@uci.agh.edu.pl...
> My friend have a hard disk Western Digital WDE 4360. This is a ultra
> fast wide SCSII-3 disk. And the questions is. Is it posibility to good
> work with falcon?

I suppose it would be ok. WD IDE-drives have been hard to use on the Falcon,
but I don't think they are when it comes to SCSI. You need an adapter if
it's a Wide-disk though...
If you find out that it works, please let me know, so I can add it to the
list of compatible HD's I have on my website.

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

746. Re: egaSTE LocalTalk port

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 02:29:29 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <93oei9dcl1@dos.canit.se>
Source record: 51776

**** **** <***@***.com> skrev:
: Chris wrote in message <3A571594.299968A6@mrgs.cix.co.uk>...

:>Are we talking serial (as in modem) or LAN port on the Falcon? ATM I use
:>the LAN port on the Falcon with Connect to the serial port on my Mac
:>with Black Night and transfer files between the two. I'd love to get
:>StinG working through AppleTalk so I can have the Falcon online as well
:>as the Mac.

: I've discussed the possibility of such with a few friends before. Sadly,
: none of us actually own an ST... the focus of our somewhat comical debate
: was whether netatalk could be could be made to run through the rs422 port on
: an SGI. The SGI's rs422 isn't mini8 like the Mac's... though that would
: hardly be a problem. The biggest difficulty would be in matching the signal
: levels and impedance and such. Might require a non-standard transformer, and
: none of us were expert enough to say one way or the other.

: Providing that it is truly localtalk compatible, it might be worth your
: while to grab a phonenet adapter for the thing, and try to compile netatalk
: for the Falcon. Would require a bit of code monkeying, to be sure.

Keep in mind that Localtalk refuses to work even on a Mac running a
multitasking system. It uses some really tight control of the ports in
order to attain the Localtalk 230 kbps speed. Of course, the serial
interfaces of the Falcon or SGI could be a better implementation, not
requiring the same minute control.
Another alternative might be IP over Localtalk, but I wouldn't know if
that runs some encapsulation in order to transfer the IP on the bus
structure.
On a similar note, I was in an electronics shop today and found a rather
unexpected Amiga 500 expansion called Doubletalk, which claimed to be
Appletalk compatible. So it should be feasible even on a multitasking
system.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

747. Re: Falcon clock patch

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 02:30:09 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <qGP76.2073$K12.6144@nntpserver.swip.net>
Source record: 51777

> I have the Phantom accelerator but there seems to be the possibilty of
> a clock patch already installed.
>
> The tell tale signs seem to be pin the track cut from pin 110 of
> the SDMA. A small wire is connected from the pin 110 and connected
> to pin 8 of 74**08 chip. Then pins 9 and 10 are bridged together
> and also wired up to the track that was once connected to pin 110
> of the SDMA. Summing that up it's basically intercepting the track
> (that goes to pin 110) with an AND gate.
>
> Sounds like a simple buffer to me, or is it something Atari fitted to
> make the computer work. If I removed it would the computer fail? The
> phantom has a clock modification with it which I'd rather use.

Hi,
The CPU-clock modification is in fact nothing but a buffer that cleans up
the clock pulses, which originally are anything but the clean square wave
they should have been... :(
Check out the CPU-clock modifications on my website and see which one it is.
Then you'll know how to set it back to it's normal, unmodified state again.

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

748. Re: Falcon clock patch

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 02:31:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <93oelf$89a$1@snipp.uninett.no>
Source record: 51775

Dan Ackerman <baldrick@dilbert.netset.com> wrote:

>>The tell tale signs seem to be pin the track cut from pin 110 of
>>the SDMA. A small wire is connected from the pin 110 and connected
>>to pin 8 of 74**08 chip. Then pins 9 and 10 are bridged together
>>and also wired up to the track that was once connected to pin 110
>>of the SDMA. Summing that up it's basically intercepting the track

Yes, that's a kind of DMA patch. I haven't seen this version before, but
it's definitely a DMA clock patch.

>>Sounds like a simple buffer to me, or is it something Atari fitted to
>>make the computer work. If I removed it would the computer fail? The

It's not an original Atari mod.

>>phantom has a clock modification with it which I'd rather use.

If SCSI and DMA sound works fine you shouldn't mess with the patch,
because it's not always trivial to get it working perfectly. However, if
you have SCSI/sound-problems, fix the cut track and install the Phantom
clock patch. Accelerated Falcons usually require a different patch than
standard.

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

749. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 03:24:06 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <93ohomdcl2@dos.canit.se>
Source record: 51779

Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> skrev:
: FamilyNet HQ: Telnet:\\www.family-bbs.net

: DA> I think what he is talking about is with the LocalTalk
: > adaptors. These are litle boxes on the mac that plug
: > into this port and then you run phone line between the
: > boxes. Similar in principal to running a Coax network
: > as far as wiring goes. Termintaors on the ends and all
: > in one chain etc.

: Those are indeed what I had in mind - well, sort of. The ones we used on
: Macintosh didn't use phone wire, but some sort of cable with a mini-DIN at each
: end (can't remember the pin count, let alone the pinout). I think these were
: just called 'LocalTalk cables'. Each machine added to the LocalTalk network
: would need a LocalTalk adaptor, and all but one would also need a 'LocalTalk
: cable'(?) You're probably right about each end being terminated. I feel an
: ASCII illustration coming on...

Dan is probably thinking of the alternative PhoneNet wiring, wheras you
(and I) are thinking of the mini-DIN 3 wiring which Apple favoured.

: *T-----T-----T-----T* * = Terminator
: [Mac] [Mac] [Mac] [Mac] T = LocalTalk adaptor
: ----- = LocalTalk cable (?)

The terminators are integrated into the Localtalk "transceivers", though
they were required on PhoneNet.

: DA> I have some of these boxes but have never got them
: > experimented with. Main reason being how this port
: > shares the fast serial port so it's an either or
: > proposition.

: It's odd that Atari chose to share the UART this way (did each port have
: seperate line drivers?) Is this true of all the RS-422 equipped Ataris or just
: the Falcon? I can believe that most people would never have cause to use it,
: but I can't help thinking it's a port with potential.

I've got a little device here which connects a Localtalk node or network
to ethernet. That's potential for you.

: DA> I'm sure I'll get around to it some day when there
: > are 5 other people left using these boxes ;)

: I hope I'm one of them! I should probably try to find out some more about how
: people use LocalTalk (+ AppleTalk?) for TCP/IP. I don't know how many people
: this might be relevent to (how many of you are lucky enough to have a fleet of

: TTs, or even MegaSTEs? =o) but people are referring to the RS-422 port as a
: 'LAN' port (I have a vague recollection that Atari may have called it that
: too). I wonder if Atari (or a third party) ever 'followed through' by
: producing software (and hardware?) to build a LAN of suitably equipped Ataris.

No. They didn't.

--
/Iggy, the irregular regular

750. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 03:29:28 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <93oi2odcl3@dos.canit.se>
Source record: 51781

Dan Ackerman <baldrick@dilbert.netset.com> skrev:

: However to really make use of it you need someway to hook this network
: into a machine that can hook into another network wether that is ethernet
: LAN or up to the internet.

Such boxes have existed, and then we also have the routing/masquerading
capabilities of STiNG/MiNT or IPNetRoter on the Mac.

:> DA> I'm sure I'll get around to it some day when there
:> > are 5 other people left using these boxes ;)
:>
:>TTs, or even MegaSTEs? =o) but people are referring to the RS-422 port as a
:>'LAN' port (I have a vague recollection that Atari may have called it that
:>too). I wonder if Atari (or a third party) ever 'followed through' by
:>producing software (and hardware?) to build a LAN of suitably equipped Ataris.

: I know of no atari products that did anything with these ports.
: The one that always got me was why no one produced drivers for peripherals
: to these ports. There were Mac hand scanners etc that plugged into one of
: these ports on the mac.

Seem rather silly when there were absoilutely fine parallel ports, which
are sorely lacked on the Mac.

: As to localtalk or appletalk support for these devices. I don't think
: that would be neccessary. You should be able to run PPP across them
: straight out of the box. It's possible that you need to do a rebroadcast
: of the packets back onto the chain so that would take a small amount of
: work. But I'm not certain that would be necessary. Wouldn't if you only
: had 2 machines ;)

PPP is by definition a Point-to-Point Protocol, so running it over a
network with >2 nodes seems nigh-on impossible. One would have to settle
for another protocol.

: With the 9 pin adaptors you could probably hook up ST's as well.
: I'm not certain that it would be any faster than a midi network on them
: though as I think the MIDI ports run at a higher rate than the 19200
: available on the serial port of an ST. If you go this route though you
: would have to have the phone line connectors for all the machines, unless
: you had a TT or something acting as a go between routine phoneline
: messages out onto the mini din cable network.

MIDI runs at 31250 bps.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

751. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 03:35:01 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <93oid5dcl4@dos.canit.se>
Source record: 51782

J Wilkinson <jwandjw@ihug.co.nz> skrev:

: The newsreader choice is entirely upto the user. Using Outlook is
: no indication of how vehemently we will defend the Atari platform.
: It could have been Newsie on an Atari just as easily (or maybe MORE
: easily!) as Outlook on a PC or Mac...

Just as easily, eh? Then tell me why so few here seem to be using Newsie,
or Okami, or Oasis, etc? Why is everyone using Outlook? Becuase it runs so
painlessly on their Ataris?

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

752. Re: MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 03:37:17 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <93oihddcl5@dos.canit.se>
Source record: 51780

"Martin \"Nightowl\" Byttebier" <tos4ever@online.be> skrev:

: The problem is that the server http://www.atari-computer.de which hosted
: lots of Atari related pages has stopped all its activity.

Really? Does this mean that ST Computer has ceased publishing, too?

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

753. Re: Selling my Atari Falcon 030, 2 GB H

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 04:55:09 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <93on3c$q02$1@nnrp1.deja.com>
Source record: 51785

> >> The reason I am selling it, is because I want to
> >> make music with a normal PC.
> >
> >I can give you one important advice:
> >Never give an Atari away for a PC !
> >And never try to make music with a "normal" PC...its horrible.
> >Once, i did the same.... now i use again a 1040ST (!!!)
>
> >Greets, Mirko
>
> Same day I read this I've got a telephone call from a music school
> in Stockholm. A nice lady asked how to transfer MIDI-files from
> 720k Atari disks to a PC. I told her and I'm going to help her to
> transfer some of them, aswell. The interesting part under the
> tel session was that she said they're going to use the Atari again
> 'course it's "realible and stable". Nice words indeed from them,
> using Mac and PCs for music production.
>
> Mille Babic

As you can see from the above, an Atari is GREAT for Midi. Another reason to keep the Falcon: Now there is so much great Midi software available. For example Algo-comp tools like Tunesmith, M, RealTime, MidiDraw, MidiJoy, Music Mouse, Sequencers like Omega KCS , Master Tracks Pro, Tiger Cub, Edit Track, plus plenty of Patch editors: ALL the caged Artist series, CZ android. And much more. Just check out my site.

Also we have a growing Atari-Midi list with nothing but musicians talking about Atari. We just had a BIG Falcon/CAF discussion. You are welcome to look at the messages.

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

754. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 05:23:33 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5FE653.A522428A@ihug.co.nz>
Source record: 51786

Hi there,

Iggy Drougge wrote:
>
> J Wilkinson <jwandjw@ihug.co.nz> skrev:
>
> : The newsreader choice is entirely upto the user. Using Outlook is
> : no indication of how vehemently we will defend the Atari platform.
> : It could have been Newsie on an Atari just as easily (or maybe MORE
> : easily!) as Outlook on a PC or Mac...
>
> Just as easily, eh? Then tell me why so few here seem to be using Newsie,
> or Okami, or Oasis, etc? Why is everyone using Outlook? Becuase it runs so
> painlessly on their Ataris?

I think most people here would own a Mac or PC as well as their Atari. Often those PC's or Mac's are sold with a net connection, which is convenient for them. They could still use their Atari with its specific newsreaders if they wished...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

755. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 05:55:09 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5FEDB9.8F11962E@ihug.co.nz>
Source record: 51787

Hi there,

timothy wrote:
>
> Hi,
>
> I currently use a program ccalled DESKPIC.
>
> It uses 256 colour GIF files for the imagses and tiles these accross the
> backdrop.
> The only problem with this program is that it is sooooo slow.
>
> I have a 14mb Falcon with a hard disc and it take about 50 seconds for it to
> boot!!! about 5 for software and 45 to sort out the GIF. Go figure.

Hi Tim,

I use Deskpic 5 too, but you can make it load MUCH faster by doing the
following...

Boot up as normal, get to the desktop. Then open the Deskpic DA, click
on 'Speichern' on the right hand side (under 'laden'). This lets you
save the current screen in what I think is deskpic own internal format.
Select somewhere to save it and call it <picture>.GFB. The suffix MUST
be .GFB. Click 'Sichern' on the bottom of the Deskpic dialog to save the
setting, and reboot. You will notice the image loads MUCH faster.

I use 800x592 resolution in 256 colours, and I have scanned 800x600 JPEG
pictures to use as desktop pictures. They take about 3-4 seconds to load
when I save them as a GFB...

If you have JPEG's, load them into GEM-view 3.x with octree palette and
Floyd-Steinberg on, when GEM-view finishes loading save the picture as a
256 colour X-IMG, then load the saved picture into deskpic. Dont close the
picture loaded in GEM-view or exit GEM-view through this time. At this point
the colour palette goes silly, but click OK in deskpic to close the DA, and
make sure the image you need in GEM-view is the top window. Open the deskpic
DA again and do the save GFB thing. I can send you a picture of my desktop
if you wish, to see how cool it looks.

Email me direct if you have trouble with doing this and I'll see if I
can help
make sense of my rushed instructions here!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

756. CA,US Atari-friendly ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 07:47:38 UTC
From: puffpuffin@aol.com
Message-ID: <20010113024738.17944.00002553@ng-cg1.aol.com>
Source record: 51790

Hi,

I'd like any recommendations of any Atari-friendly ISPs in the US (particularly in California). Basically, I'd like an ISP that isn't hard to set up with STinG. There are so many that it's hard to choose one. I'm thinking of sticking with one of the larger ISPs like PacBell or Earthlink. I'd also prefer one with no sign-up fee.

Any recommendations?

Thanks, Phil

757. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 09:25:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979377472-269277AEicMi@cwcom.net>
Source record: 51794

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Thu, 11 Jan 2001 23:48:20 -0000

>>I can also see that my SMU popup reverses the order of the Documents and
>>Folders to that in my .set file!
>
>Eh!, you been drinking aunties special coffee again. Ive just checked all

I don't drink that stuff! :-)

/menu Folders
[...]
/documents
[...]

Is listed in the SMU PopUp as
Documents
Folders

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

758. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 09:32:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979377474-269769AEicMi@cwcom.net>
Source record: 51793

From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Date: 12 Jan 2001 22:28:50 GMT

>1. Under "Addressing", enter the Primary (and Secondary) ip addresses
[...]
>3. Most isps also auto-assign an ip address to your Atari when you dial-in
> so check the box labelled "Request Name Servers from Remote".

These two items are mutually exclusive BTW.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

759. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 09:50:05 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a6024cd$0$180@news.zetnet.co.uk>
Source record: 51792

On 13 Jan 2001 03:35:01 , Iggy Drougge wrote:

| . . .
|Just as easily, eh? Then tell me why so few here seem to be using Newsie,
|or Okami, or Oasis, etc? Why is everyone using Outlook? Becuase it runs so
|painlessly on their Ataris?

Not everyone is using Outlook.
--
JI Logan

760. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 10:55:26 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <979383392-587939AEicMi@xs4all.nl>
Source record: 51795

Hi,

My impression is that NEON, the 3D program, does
not like NVDI and/or MagiC. Does anyone else has
the same experience and knows what can be done
about it? I like NEON very much and was vry
useul in the past before I installed some other
programs and I do have to use it now. I also use
Cybersculpt en Xenomorph but on the TT with a
graphic card (NOVA) they work allright though in
a very small screen and NEON doesn't. (And being
over 40 my eyes....)

Thanks in advance,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

761. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 13:17:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979403444-67759AEicMi@gmx.net>
Source record: 51652

From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Date: 10 Jan 2001 18:28:06 +0100

Hi Michael,

>>A standard Milan 040 with German added value tax deducted costs 1275 DM,
>
>Huh? AFAIK, complete machines started at 1500DM including VAT, but I might
>be wrong here.
Yes I know, 1500DM minus German VAT works out to be in the region of 1295DM.
NON EEC residents don't have to pay VAT, hence me asking why Woller credit it
to US residents...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

762. Re: Games: Random??

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 13:17:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979403450-69160AEicMi@gmx.net>
Source record: 51650

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 10 Jan 2001 23:08:08 -0500

Hi Dan,

>I still enjoy this style of game, but none of them have the
>staying power for me that Civilization did. I probably spent weeks of my
>life playing that game ;) I find that whenever I play with a new one I
>have a small amount of time before all disimilarities between it and Civ
>fade away and I get bored with it.
Same feelings here, although I remember "Rings of Medusa" and "Patrizier"
keeping me on my toes for months also. Both these games were German, I've no
idea if they ever were translated. Especially Rings of Medusa was one of my
favourites... Railroad Tycoon and Pirates were also nice contenders, but none
of these had the same "magic" as Civilization...
Sim City was about the only game with that style of play I didn't like.

>But if you were to come over and hook an 8
>bit up and give me the chance I'm up for a couple of wasted evenings
>playing 7 cities of gold again ;)
No problem, when I'm in your neighbourhood I'll just drop by. Could take some
time though... :-/

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

763. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 13:21:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979403448-68700AEicMi@gmx.net>
Source record: 51651

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 10 Jan 2001 21:22:16 -0500

Hi Dan,

>Well maybe you should set up a commercial account with PayPal and
>become an international online Atari dealer :)
LOL... :-)
But you did touch a sore point... there are no international online Atari dealers, well actually there is one, but I'm not really sure if this is a proper dealer or just a scheme to make easy money, has anyone here ever done business with them ? http://www.bitpower.de , the site can only be accessed with a browser capable of handling JavaScript and among the products sold is the Milan II....

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

764. Re: tos 0.90 on disk

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 13:23:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979403446-68220AEicMi@gmx.net>
Source record: 51653

From: "G Swaine" <g.swaine@the.gluepot.com>
Date: Thu, 11 Jan 2001 23:19:39 +1300

Hi,

>Alas, I no longer seem to recall where it is - or if I still have it
I still have it. It came with my first 520ST that had no TOS on board, once loaded I was left with about 265Kb RAM to work with... I bought the ST in june 1985 and had to wait until early february 1986, before obtaining a proper TOS in ROM from Atari.
The disk is of the Single Sided type and there's nothing special about it except that it contains a small program in the bootsector (some stupid viruskillers recognise this as a unknown virus!!).

The best way to copy it is with a copier that copies the entire disk, including the bootsector. If anyone wants a copy I'll give it the MSA treatment which copies the bootsector also...
I've got a Fench and American version....

Oh... just to keep it legal anyone wanting to use this program should remove his TOS based ROM first :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

765. . . . Message formats

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 13:34:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a60bae7@fmlynet.org>
Source record: 51672

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hi Dan!

DA> lots of clips in here to deal with more than 80 char
> lines.

I almost always manually end lines at or before column 70 (more usually 60 these days). Unfortunately the BBS I use to access this group seems to be messing around with my posts. Needless to say it's something I'll have to investigate. My subject lines are also being chewed up.

AB> FamilyNet HQ: Telnet:\\www.family-bbs.net

(the BBS is inserting this incorrectly formatted URL too)

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

766. . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 13:34:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a60bae7@fmlynet.org>
Source record: 51673

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Dan!

DA> ...It does have some potential if you have a need for
> a network of a machine and can't easily put it up on
> ethernet (sound familiar to any platform ;)

I'm thinking that a network of TTs (cue commedy dream shimmer effect) could be built using this port without going to the expense of adding an ethernet card to each one. A natural progression of that might be to have one TT with a (VME?) network card that could act as a router if the rest of the machines needed Internet connectivity.

DA> However to really make use of it you need someway to
> hook this network into a machine that can hook into
> another network wether that is ethernet LAN or up to
> the internet.

<grin> I wrote my previous paragraph without having read that, it sounds as though we're thinking along similar lines!

DA> The one that always got me was why no one produced
> drivers for peripherals to these ports. There were
> Mac hand scanners etc that plugged into one of these
> ports on the mac.

Perhaps they assumed everyone had their network plugged in there! <grin>

DA> As to localtalk or appletalk support for these
> devices. I don't think that would be neccessary.
> You should be able to run PPP across them straight
> out of the box.

I agree that AppleTalk shouldn't be necessary, and would probably be tough to implement anyway. The only advantage might be to have TTs and Macs on the same LocalTalk network, but it might be more simple to have separate nets with appropriate protocols for the TTs and Macs (perhaps with both nets being routed onto the same ethernet).

I think PPP is just point-to-point, but I was wondering last night about a star configuration with the Atari machines hanging off something like a terminal server. One of the advantages of this would be that it could work with STs that lack the 'LAN port'.

At first the terminal server could be plugged into a SPARCstation or something whilst the software was developed, but eventually it might be possible to embed the computer with the terminal server. Such a setup might find applications

other than Atari networking which might justify the development expense.

It would probably just be cheaper to write router software for a TT with an ethernet card though! =o)

DA> With the 9 pin adaptors you could probably hook up
> ST's as well. I'm not certain that it would be any
> faster than a midi network on them though as I think
> the MIDI ports run at a higher rate than the 19200
> available on the serial port of an ST.

I wondered about that too, but I'm reluctant to tie up the MIDI ports. I imagine that many of the STs currently used in industry have survived courtessy of those MIDI ports. That said, if people expressed sufficient interest it might make sense to do an ST equivilent of the 'LAN port' routing software that worked through the MIDI port. The MIDI port should run at 31.25 KBpS (I think), how fast will the TT, Falcon and MegaSTE 'LAN ports' go?

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

767. . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 13:34:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3a60bae7@fmlynet.org>
Source record: 51674

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello John,

J> Those were the original Apple localtalk adapters. Mini3
> plugs, if I remember correctly. For classic macs, the
> phonenet style adapters are recommended, and have the
> added advantage of using standard telephone wire. Makes
> it easier to network 2 macs not in the same room.
> Farallon made the things, though belkin and a few
> others made knock-offs.

That sounds familiar, 'phonenet' definitely rings a bell. Did the phone wires
use RJ-11 connectors, screw terminals or something else?

J> With localtalk, getting tcp to run over it is nothing
> easy to do at all. Basically, ip packets are
> encapsulated in appletalk, so the atari would have to
> understand both.

I had a vague recollection that was how it was done. Perhaps someone can
suggest an alternative protocol that might be appropriate?

J> PC's running linux that are lucky enough to have a
> localtalk card (yes a few were made), can talk
> appletalk over them fairly well, and finally are able
> to do tcpip over them, though I'm not fortunate enough
> to get it to work on my own setup.

I imagine that might be useful to route packets between a Macintosh LocalTalk
network and the outside world. Do you know if this is also possible with a
(suitably equipped) Mac running Linux?

J> And if you think a fleet of TTs networked together is
> strange, then you have no idea.

I'm not saying it's strange, just that for me, at present it's wishful
thinking! =o)

J> Should I ever have the opportunity, I wish to network
> an SGI or two, a dozen or so macs, and a few ataris
> using localtalk/phonenet. SGI's are equipped with
> rs422s on some models, and there are hacks to get them
> speaking netatalk (unix appletalk protocol) over it in
> a way that macs can understand. If there is a spot in
> heaven reserved for the person who created the
> craziest computer network ever, I intend to take it.

You'll have some stiff competition, but it's good that I'm not the only person looney enough to try! Netatalk sounds promising, it suggests that AppleTalk is sufficiently well understood (documented?) to be re-engineered. If no Apple -Talk implementation exists for TOS, I can't help wondering if a protocol might be applied (devised?) that would be more efficient than tunneling IP through AppleTalk. If an appropriate protocol doesn't exist as an open standard, it might be an interesting project to devise one. Hopefully it could be run on your SGI workstations too.

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

768. . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 13:34:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.3a60bae7@fmlynet.org>
Source record: 51675

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello Iggy!

ID> I've got a little device here which connects a
> Localtalk node or network to ethernet. That's
> potential for you.

Excellent! What is it?

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

769. SV: Selling my Atari Falcon 030, 2 GB HD +++

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 14:25:53 UTC
From: ØyvindSØnstebØ <osoenst@online.no>
Message-ID: <GxZ76.1062$wt2.3054@news1.oke.nextra.no>
Source record: 51647

> I can give you one important advice:
>
> Never give an Atari away for a PC !
> And never try to make music with a "normal" PC...its horrible.
> Once, i did the same.... now i use again a 1040ST (!!!) for making music.
It
> runs the sequencer software and it works and works and works and no timing
> problems and no crashes an so on. Ok, I use PC's too (for analog
> recordings), but all timing critical things are done by the Atari (e.g the
> st genaretes the midi-master clock - a pc isn't able to do this cause
theres
> no real realtime-OS for a PC available).

Well, so you think I better syncronise the PC with my Atari Falcon?
I need really some money right now, and my Atari could be a source for
money...

How much do you think it`s worth?

Frode SØnstebØ
http://mp3.com/admixture

770. Re: Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 14:44:12 UTC
From: ebaiz@skyenet.net
Message-ID: <0RZ76.555$d25.3831@newsfeed.slurp.net>
Source record: 51648

On 12 Jan 2001 23:49:31 , "timothy" wrote:
>Hi Guys,
>
>What software would you recommend for somebody to use for accountancy on the
>Atari Falcon?
>
>Tim

I use LDW Power on the Hades for keeping my records, but there is a gent
with the last name of Wong that has an accountancy type program. I do not
have the website address. Try looking for it on Hallavard's site:

http://www.geocities.com/SiliconValley/Bay/8745/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

771. Jumpers on Epson SMD300 floppydrive?

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 15:28:13 UTC
From: Ovikspojken <ovikspojken@telia.com>
Message-ID: <jgq06tg6tdj50vsh8r73gdovbqt1iras9m@4ax.com>
Source record: 51649

Hi
I'd like to move my floppydrive to a PC, from my Falcon.
Do anyone know how to place the jumpers for PC-use?
I had it written down once, but :-(
rgds to all atariowners out there!
Kjell

--< >
From the Republic of Jemtland
ovikspojken@telia.com
oviken@mbox301.swipnet.se
oviken999@hotmail.com
ICQ 3595574

772. Re: I'm Still Here (if anyone cares)

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 15:49:24 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3a606b22518e8e0@ic24.net>
Source record: 51671

Hi Paul,

>Actually, I use a shareware e-mail program called "AK-Mail". It's
>
I use Eudora on the PC - when I have the use of one - and find it good,
with support for PGP if you use this via specific plugins. You can use
it in different modes, a free mode (adverts) or a paid mode (no adverts)
Maybe worth a look if you're looking for something other than Outlook.

http://www.eudora.com/

--
Best Wishes
Sean

773. Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 16:56:03 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <DM%76.134223$w35.22884882@news1.rdc1.nj.home.com>
Source record: 51654

Hello all,

I just got a 20 MB SupraDrive with no software or documentation.
What software is needed to access this drive and where can I get it?
It has one cable about 2 feet long with a 19 pin connector. On the back
it has one 19 pin female and one 25 pin female connector. I assume that
the 19 pin female would be for adding another drive. Is the 25 pin another
printer port? Thanks a lot.

Ralph

774. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 17:22:43 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <_b086.32572$0d.3217814@nnrp4.clara.net>
Source record: 51656

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:978976510-62825AEicMi@madasafish.com...

> That would make NVDI about £300 and MAGIC about £500 wouldnt it if there
> was a realistic cross platform comparison.

Quite. Imagine how many blue LEDs
you could buy for that money.

Shiuming Lai

775. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 17:23:23 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <93q2p2jjm1@newsg1.svr.pol.co.uk>
Source record: 51655

Hi,

Just tried that idea of pressing the 'Speichern' button and it is sorted
now. I think it decompresses the Gif into something more like a bitmap
because the image is now 3x the size.

By the way, I am only using Dekpic V1.05 where did you get V5 and how much
was it?

Tim

J Wilkinson <jwandjw@ihug.co.nz> wrote in message
news:3A5FEDB9.8F11962E@ihug.co.nz...
> Hi there,
>
> timothy wrote:
> >
> > Hi,
> >
> > I currently use a program ccalled DESKPIC.
> >
> > It uses 256 colour GIF files for the imagses and tiles these accross the
> > backdrop.
> > The only problem with this program is that it is sooooo slow.
> >
> > I have a 14mb Falcon with a hard disc and it take about 50 seconds for
it to
> > boot!!! about 5 for software and 45 to sort out the GIF. Go figure.
>
> Hi Tim,
>
> I use Deskpic 5 too, but you can make it load MUCH faster by doing the
> following...
>
> Boot up as normal, get to the desktop. Then open the Deskpic DA, click
> on 'Speichern' on the right hand side (under 'laden'). This lets you
> save the current screen in what I think is deskpic own internal format.
> Select somewhere to save it and call it <picture>.GFB. The suffix MUST
> be .GFB. Click 'Sichern' on the bottom of the Deskpic dialog to save the
> setting, and reboot. You will notice the image loads MUCH faster.
>
> I use 800x592 resolution in 256 colours, and I have scanned 800x600 JPEG
> pictures to use as desktop pictures. They take about 3-4 seconds to load
> when I save them as a GFB...
>

> If you have JPEG's, load them into GEM-view 3.x with octree palette and
> Floyd-Steinberg on, when GEM-view finishes loading save the picture as a
> 256 colour X-IMG, then load the saved picture into deskpic. Dont close the
> picture loaded in GEM-view or exit GEM-view through this time. At this
point
> the colour palette goes silly, but click OK in deskpic to close the DA,
and
> make sure the image you need in GEM-view is the top window. Open the
deskpic
> DA again and do the save GFB thing. I can send you a picture of my desktop
> if you wish, to see how cool it looks.
>
> Email me direct if you have trouble with doing this and I'll see if I
> can help
> make sense of my rushed instructions here!
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

776. On-line with an Ste

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 17:31:21 UTC
From: chris_thorley2603@my-deja.com
Message-ID: <93q3daort1@nnrp1.deja.com>
Source record: 51657

Hi everyone,
bit fed up with being unable to get Atari downloads off my
PC.I would like to get my Ste up and running for downloads,e-mail,etc.I
know you can get an upgrade for the modem port.Anyone know where I can
either buy it or get the instructions to make it.

Also, what is the latest software to enable me to do the above.I am
running a 4MB Ste, Tos2.06 with 250Mb hard disk,CD Rom and Med_Rez
monitor.

Cheers,

Chris.

Sent via Deja.com
http://www.deja.com/

777. IRC problems

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 17:50:18 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a60955a$0$173@news.zetnet.co.uk>
Source record: 51658

Hi all!

Thought I'd forward this onto this newsgroup, although they are mainly talking about a PC virus/worm, I know that some of you use PC's on IRC a lot now! And possibly it may shed some light on the problems many of us are experiencing getting onto IRC?

The following is from: newtochat@egroups.com ("Pete Carr")
Received: by zetnet.co.uk (mbox zetnet.co.uk/jfhaslam)

The last week has seen several hacking attacks against the two major IRC Networks, Dalnet and Undernet. On Dalnet, this has resulted in not being able to log into a Dalnet chat server, or being disconnected frequently. On Undernet, the channel robots, X and W, were hacked into, causing a disruption in the individual chat channels.

Both Dalnet and Undernet are working to restore full functions, and delays will be experienced until such time as both Networks are finished with repairs.

The attacks were what is call a "DoS" Denial of Service attack...In a DoS attack, a small remote control program is loaded into thousands of unsuspecting persons computers, and, at a given time, the program activates and logs into one of the Networks, causing an overflow of connections, and shutting down the Network.

The latest program being used is called remote_server_notif.exe Go to your Explorer and perform a file search for this file. If it is in your computer, delete the file, and clean the Recycle Bin.

Remember not to accept any file from anyone you do not know while in IRC Chat, and be sure and set your DCC Send to Ignore.

For more information, Please visit the Undernet IRC Network Home Page at http://www.undernet.org For an update on their status.

If you have any questions please feel free to reply at any time.

Thanks,

Pete for Chatmag.com

End of Original message

Cheers!

James

```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

778. JPEGD for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 18:10:01 UTC
From: phantomm@eastky.net
Message-ID: <93q5lp$bc6$1@nd.eastky.net>
Source record: 51663

Regarding JPEGD.PRG for FALCON

I know that there are several versions of the JPEGD program that goes into the AUTO folder of the Falcon for speeding up the loading/viewing of JPEG pictures.

I think that BrainStorm were the ones that made these?

Anyone know if the program is still being updated?

If not, which one was the last version by file size and date?

And is the last version the fastest and best to use?

I did find on my hard drive a Jpeg viewer program by BrainStorm, did they have a complete package for modifying/viewing Jpeg and other pic formats?

If so, is there a URL for the complete package?

phantomm@eastky.net

779. Back from the Dead

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 18:12:52 UTC
From: Starlord <starlord@qnet>
Message-ID: <3a60984f@news.qnet.com>
Source record: 51659

I've had a 1040ST for about 2 years that hasn't been used to much (it was given to me), now I got a hard drive for it, I've put it back into use. Putting all my Atari Astronomy files on it to run them. Now I just hope to get my TT and Falcon back to working sometime this year.(TT needs keyboard, Falcon needs power supply).

--
The Year is 2259 ... The Place is Babylon 5

780. Merging R, G, and B

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 18:19:25 UTC
From: phantomm@eastky.net
Message-ID: <93q67d$bc6$2@nd.eastky.net>
Source record: 51662

Using a custom digitiser on a Falcon I can digitise a Picture from TV/VCR or etc and get a RED, GREEN, and BLUE grab of the same picture.

Now is there a small simple program that would MERGE the R, G, and B picture Grabs to form a 256 color picture or better?

And is there a simple program that would do a series of RGB pictures like the above into a common ATARI, PC, or MAC Video format such as MPEG, MOV, FLC, FLH?

Any info on this subject is much appreciated.

phantomm@eastky.net

781. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 18:47:47 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a60a2d3$1_2@athena.netset.com>
Source record: 51660

In article <93oi2odcl3@dos.canit.se>, Iggy Drougge <optimus@canit.se> wrote:
>Dan Ackerman <baldrick@dilbert.netset.com> skrev:
>
>: However to really make use of it you need someway to hook this network
>: into a machine that can hook into another network wether that is ethernet
>: LAN or up to the internet.
>
>Such boxes have existed, and then we also have the routing/masquerading
>capabilities of STiNG/MiNT or IPNetRoter on the Mac.

Yes ethernet does exist for some. But I don't personally have it
setup on my system yet. So it hasn't been a big priority to me yet ;)

>
>:> DA> I'm sure I'll get around to it some day when there
>:> > are 5 other people left using these boxes ;)
>:>
>:>TTs, or even MegaSTEs? =o) but people are referring to the RS-422 port as a
>:>'LAN' port (I have a vague recollection that Atari may have called it that
>:>too). I wonder if Atari (or a third party) ever 'followed through' by
>:>producing software (and hardware?) to build a LAN of suitably equipped Ataris.
>
>: I know of no atari products that did anything with these ports.
>: The one that always got me was why no one produced drivers for peripherals
>: to these ports. There were Mac hand scanners etc that plugged into one of
>: these ports on the mac.
>
>Seem rather silly when there were absoilutely fine parallel ports, which
>are sorely lacked on the Mac.

My point was that there were Mac peripherals that hooked into a
compatible port to what exists on the TT/Falcon. Some of which there were
cartridge port adaptors for. Just thought it was funny that there were no
direct drivers for these devices.

>
>: As to localtalk or appletalk support for these devices. I don't think
>: that would be neccessary. You should be able to run PPP across them
>: straight out of the box. It's possible that you need to do a rebroadcast
>: of the packets back onto the chain so that would take a small amount of
>: work. But I'm not certain that would be necessary. Wouldn't if you only
>: had 2 machines ;)
>
>PPP is by definition a Point-to-Point Protocol, so running it over a
>network with >2 nodes seems nigh-on impossible. One would have to settle

>for another protocol.

You seem to have some slight confusion here. PPP and SLIP are
just encapsulations of data. Running PPP between 2 machines is no problem
at all. If you had a more proper networking setup you wouldn't be
worrying about PPP or Slip at all. But there is nothing to stop their use
with the lack of alternatives. The main reason people avoid using PPP is
that PPPD is more complex to setup on a Linux/Unix box than a SLIP
connection.

Dan Ackerman
aka baldrick

782. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 18:54:40 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a60a470$1_1@athena.netset.com>
Source record: 51661

In article <979403448-68700AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 10 Jan 2001 21:22:16 -0500
>
>Hi Dan,
>
>>Well maybe you should set up a commercial account with PayPal and
>>become an international online Atari dealer :)
>LOL... :-)
>But you did touch a sore point... there are no international online Atari
>dealers, well actually there is one, but I'm not really sure if this is a
>proper dealer or just a scheme to make easy money, has anyone here ever done
>business with them ? http://www.bitpower.de , the site can only be accessed
>with a browser capable of handling JavaScript and among the products sold is
>the Milan II....

So I wonder how many they have sold ;)

Is this a product you plan to offer in your new distribution chain
as well? I would recommend for the atari market that you not only use
Javascript but put alot of Flash modules on your page. Otherwise we won't
take you seriously ;)

Dan Ackerman
aka baldrick

783. Re: On-line with an Ste

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 19:04:05 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <9H186.32788$0d.3259349@nnrp4.clara.net>
Source record: 51664

<chris_thorley2603@my-deja.com> wrote in message
news:93q3daort1@nnrp1.deja.com...
> Hi everyone,
> bit fed up with being unable to get Atari downloads off my
> PC.I would like to get my Ste up and running for downloads,e-mail,etc.I
> know you can get an upgrade for the modem port.

www.atari-workshop.co.uk

Shiuming Lai

784. Atari ST 'Commandments'

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 19:07:03 UTC
From: computerclassics@my-deja.com
Message-ID: <93q90l$t5g$1@nnrp1.deja.com>
Source record: 51665

Hi All,

Does anyone know what the last four 'commandments' were that Jack Tramiel issued regarding the marketing of the Atari ST? I've only been able to uncover the first 6 from the magazines that I have in my collection. I've included the ones that I do have below. Thanks!

Bill Gaskill
www.timeline.99er.net

During Tramiel's early days at Atari he brought out the ST line and surrounded it with a lot of fanfare and marketing hype. Among the most remembered hype was "The Atari Ten Commandments":
1. We shall create a computer that will be a landmark in the history of computers.
2. We shall create a computer that is as smart as the buy who buy it.
3. We shall create a computer that sets a new standard for speed and performance.
4. We shall create a computer that lets consumers choose what is right for them.
5. We shall create a computer that gives consumers power without the price.
6. We shall create a computer that is as powerful in the music studio as it is in the office.
7.
8.
9.
10.

Sent via Deja.com
http://www.deja.com/

785. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 19:13:32 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <0g286.32848$0d.3276970@nnrp4.clara.net>
Source record: 51667

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:979162472-531009AEicMi@madasafish.com...
> >You could do a roaring trade in Ecstasy pills.
>
> Got it covered, whats your price, trade, we could scratch backs. :-)

Ah, mine cost a bit more because they
give off blue light.

Shiuming Lai

786. Re: Jumpers on Epson SMD300 floppydrive?

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 19:35:56 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <Kh286.89$TI3.56@nntpserver.swip.net>
Source record: 51669

"Ovikspojken" <ovikspojken@telia.com> wrote:

> I'd like to move my floppydrive to a PC, from my Falcon.
> Do anyone know how to place the jumpers for PC-use?
> I had it written down once, but :-(
> rgds to all atariowners out there!
> Kjell

Hej Kjell,
You should be able to see some text beside the jumpers on the drive. For use with an Atari, the jumper must be set to DS0 (DS stands for Drive Select) - but for a PC, it should be set to DS1 since the twisted cable for the floppy takes care of the id-numbering then.

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

787. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 19:38:55 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <Lh286.90$TI3.56@nntpserver.swip.net>
Source record: 51668

"Ralph E. Dodd" <redodd@home.com> wrote:

> I just got a 20 MB SupraDrive with no software or documentation.
> What software is needed to access this drive and where can I get it?
> It has one cable about 2 feet long with a 19 pin connector. On the back
> it has one 19 pin female and one 25 pin female connector. I assume that
> the 19 pin female would be for adding another drive. Is the 25 pin
another
> printer port? Thanks a lot.

Hi Ralph,
The Supra is a SCSI device, so the 19-pin cable goes between the Atari's
DMA-port to the 19-pin connector on the drive - while the 25-pin is for
connecting additional SCSI-units.

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

788. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 20:12:06 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a60b696.0@energise.enta.net>
Source record: 51666

On 13 Jan 2001 09:32:14 , Derryck Croker wrote:
>From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
>Date: 12 Jan 2001 22:28:50 GMT
>
>>1. Under "Addressing", enter the Primary (and Secondary) ip addresses
>[...]
>>3. Most isps also auto-assign an ip address to your Atari when you dial-in
>> so check the box labelled "Request Name Servers from Remote".
>
>These two items are mutually exclusive BTW.
>

Hi Derryck,

If they are mutually exclusive then why does the dialog allow both to
be entered ? Wouldn't it be better if the check button greyed out
the input field ?

I have had to alter my set-up recently due to changes at my isp that
they didn't notify to anyone !!!

Although I did once read the STiNG docs I now work by trial and error
and this is very difficult when Tech Support at the isp is for PC/Mac
only. It doesn't help when they deny any changes and then admit to
them 20 days later. Grrr!

I managed to get it to work this way and I tend to leave it well alone
once it works. They had changed the Primary/Seconday ip addresses and
unless the correct ones were entered it did not resolve anything even
with the check box ticked.

I have just removed the two ip addresses from my set-up and it still
works so it looks like the manually entered ones override the check
box.

I think I was consfusing it with the ip entry under Port Parameters.

I am getting very good performance from CAB and a 33k6 modem, about
5600 bytes per second with Dan Ackermans ovl. I don't know what the
theoretical limit is perhaps someone could enlighten me some more.

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

```
------------------------------------------------------------------------
------------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
------------------------------------------------------------------------
```

789. Re: CA,US Atari-friendly ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 20:15:07 UTC
From: swampfox1@earthlink.net
Message-ID: <fH286.3595$ag.120431@newsread2.prod.itd.earthlink.net>
Source record: 51670

On 13 Jan 2001 07:47:38 , PuffPuffin wrote:
>Hi,
>
>I'd like any recommendations of any Atari-friendly ISPs in the US (particularly
>in California). Basically, I'd like an ISP that isn't hard to set up with
>STinG. There are so many that it's hard to choose one. I'm thinking of
>sticking with one of the larger ISPs like PacBell or Earthlink. I'd also
>prefer one with no sign-up fee.
>
>Any recommendations?
>
>Thanks, Phil
>
>.
Earthlink (for me) has been reliable but is'nt "free" (about $20/mo.)
Setting up StinG was straight forward but pay attention to the extra
character(s) needed in the Login script (ELN/username).
John G.

790. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 22:09:14 UTC
From: **** **** <***@***.com>
Message-ID: <em486.15303$JV4.1300327@typhoon.southeast.rr.com>
Source record: 51679

Andy Ball wrote in message <0002.3a60bae7@fmlynet.org>...
>FamilyNet HQ: Telnet:\\www.family-bbs.net

>That sounds familiar, 'phonenet' definitely rings a bell. Did the phone wires
>use RJ-11 connectors, screw terminals or something else?

Rj-11 jacks, and standard 4 conductor phone wire could be used as network cable. Terminators consisted of a 120 ohm resistor crimped into an rj11, outer paitr, if I remember.

> J> With localtalk, getting tcp to run over it is nothing
> > easy to do at all. Basically, ip packets are
> > encapsulated in appletalk, so the atari would have to
> > understand both.
>
>I had a vague recollection that was how it was done. Perhaps someone can
>suggest an alternative protocol that might be appropriate?

Unless there is source code for "atarinet protocol" rotting in some vault somewhere, this seems the most appropriate choice to me.

> J> PC's running linux that are lucky enough to have a
> > localtalk card (yes a few were made), can talk
> > appletalk over them fairly well, and finally are able
> > to do tcpip over them, though I'm not fortunate enough
> > to get it to work on my own setup.
>
>I imagine that might be useful to route packets between a Macintosh LocalTalk
>network and the outside world. Do you know if this is also possible with a
>(suitably equipped) Mac running Linux?

Actually, I think Apple freewared such software, but it runs on MacOS. Linux can do such, and I would think that PPClinux keeps up with everything fairly well. Tentative yes.

>You'll have some stiff competition, but it's good that I'm not the only person
>looney enough to try! Netatalk sounds promising, it suggests that AppleTalk is
>sufficiently well understood (documented?) to be re-engineered. If no Apple
>-Talk implementation exists for TOS, I can't help wondering
>if a protocol might be applied (devised?) that would be more efficient than
>tunneling IP through AppleTalk. If an appropriate protocol doesn't exist

as an
>open standard, it might be an interesting project to devise one. Hopefully
it
>could be run on your SGI workstations too.

Appletalk is sufficiently understood, but don't mistake this to mean
'simple'. I agree with what you say, but any help I give really has to wait
until I actually own an Atari. All my searches have been in vain, up to this
point.

Thanks,
John

791. Re: egaSTE LocalTalk port

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 22:12:43 UTC
From: **** **** <***@***.com>
Message-ID: <vp486.15336$JV4.1302617@typhoon.southeast.rr.com>
Source record: 51680

Iggy Drougge wrote in message <93oei9dcl1@dos.canit.se>...

>Keep in mind that Localtalk refuses to work even on a Mac running a
>multitasking system. It uses some really tight control of the ports in
>order to attain the Localtalk 230 kbps speed. Of course, the serial
>interfaces of the Falcon or SGI could be a better implementation, not
>requiring the same minute control.
>Another alternative might be IP over Localtalk, but I wouldn't know if
>that runs some encapsulation in order to transfer the IP on the bus
>structure.
>On a similar note, I was in an electronics shop today and found a rather
>unexpected Amiga 500 expansion called Doubletalk, which claimed to be
>Appletalk compatible. So it should be feasible even on a multitasking
>system.

I hope you bought that device. I've learned the hard way never to pass up
hardware today, that I may want tomorrow.

As to whether localtalk could work on an atari, no matter what it will be a
challenge.

Thanks,
John

792. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 22:19:33 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <93qjq8$c9b$1@news2.isdnet.net>
Source record: 51676

"J Wilkinson" <jwandjw@ihug.co.nz> a &#65533;crit dans le message news:
3A5FEDB9.8F11962E@ihug.co.nz...
> Hi there,
>
> timothy wrote:
> >
> > Hi,
> >

>>it's always better to create exactely the picture with the same
ref&#65533;rence of your personnal screen.
With atari we are luky we can choose everything.
the screen, the picture, and the palet...and the format, often the img, ximg
native atari format are the best support.
It is true with all the machine, don't forget bigscreen.
> > I currently use a program ccalled DESKPIC.
> >
> > It uses 256 colour GIF files for the imagses and tiles these accross the
> > backdrop.
> > The only problem with this program is that it is sooooo slow.
> >
> > I have a 14mb Falcon with a hard disc and it take about 50 seconds for
it to
> > boot!!! about 5 for software and 45 to sort out the GIF. Go figure.
>
> Hi Tim,
>
> I use Deskpic 5 too, but you can make it load MUCH faster by doing the
> following...
>
> Boot up as normal, get to the desktop. Then open the Deskpic DA, click
> on 'Speichern' on the right hand side (under 'laden'). This lets you
> save the current screen in what I think is deskpic own internal format.
> Select somewhere to save it and call it <picture>.GFB. The suffix MUST
> be .GFB. Click 'Sichern' on the bottom of the Deskpic dialog to save the
> setting, and reboot. You will notice the image loads MUCH faster.
>
> I use 800x592 resolution in 256 colours, and I have scanned 800x600 JPEG
> pictures to use as desktop pictures. They take about 3-4 seconds to load
> when I save them as a GFB...
>
> If you have JPEG's, load them into GEM-view 3.x with octree palette and
> Floyd-Steinberg on, when GEM-view finishes loading save the picture as a

> 256 colour X-IMG, then load the saved picture into deskpic. Dont close the
> picture loaded in GEM-view or exit GEM-view through this time. At this
point
> the colour palette goes silly, but click OK in deskpic to close the DA,
and
> make sure the image you need in GEM-view is the top window. Open the
deskpic
> DA again and do the save GFB thing. I can send you a picture of my desktop
> if you wish, to see how cool it looks.
>
> Email me direct if you have trouble with doing this and I'll see if I
> can help
> make sense of my rushed instructions here!
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

793. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 22:26:47 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <93qk7lcjo1@news2.isdnet.net>
Source record: 51677

"timothy" <tanderson@tanderson22.freeserve.co.uk> a &#65533;crit dans le message
news: 93q2p2jjm1@newsg1.svr.pol.co.uk...
> Hi,
>
> Just tried that idea of pressing the 'Speichern' button and it is sorted
> now. I think it decompresses the Gif into something more like a bitmap
> because the image is now 3x the size.
>
> By the way, I am only using Dekpic V1.05 where did you get V5 and how much
> was it?
>
>I am talking about a french prog english name "pickdesk" and no deskpick.
> > http://perso.wanadoo.fr/didierm/
bye, jp
> J Wilkinson <jwandjw@ihug.co.nz> wrote in message
> news:3A5FEDB9.8F11962E@ihug.co.nz...
> > Hi there,
> >
> > timothy wrote:
> > >
> > > Hi,
> > >
> > > I currently use a program ccalled DESKPIC.
> > >
> > > It uses 256 colour GIF files for the imagses and tiles these accross
the
> > > backdrop.
> > > The only problem with this program is that it is sooooo slow.
> > >
> > > I have a 14mb Falcon with a hard disc and it take about 50 seconds for
> it to
> > > boot!!! about 5 for software and 45 to sort out the GIF. Go figure.
> >
> > Hi Tim,
> >
> > I use Deskpic 5 too, but you can make it load MUCH faster by doing the
> > following...
> >
> > Boot up as normal, get to the desktop. Then open the Deskpic DA, click
> > on 'Speichern' on the right hand side (under 'laden'). This lets you
> > save the current screen in what I think is deskpic own internal format.
> > Select somewhere to save it and call it <picture>.GFB. The suffix MUST
> > be .GFB. Click 'Sichern' on the bottom of the Deskpic dialog to save the

> > setting, and reboot. You will notice the image loads MUCH faster.
> >
> > I use 800x592 resolution in 256 colours, and I have scanned 800x600 JPEG
> > pictures to use as desktop pictures. They take about 3-4 seconds to load
> > when I save them as a GFB...
> >
> > If you have JPEG's, load them into GEM-view 3.x with octree palette and
> > Floyd-Steinberg on, when GEM-view finishes loading save the picture as a
> > 256 colour X-IMG, then load the saved picture into deskpic. Dont close
the
> > picture loaded in GEM-view or exit GEM-view through this time. At this
> point
> > the colour palette goes silly, but click OK in deskpic to close the DA,
> and
> > make sure the image you need in GEM-view is the top window. Open the
> deskpic
> > DA again and do the save GFB thing. I can send you a picture of my
desktop
> > if you wish, to see how cool it looks.
> >
> > Email me direct if you have trouble with doing this and I'll see if I
> > can help
> > make sense of my rushed instructions here!
> >
> > Kind regards,
> >
> > Chris Wilkinson, Christchurch, New Zealand.
> > /|\ ATARI Falcon030 owner.
>
>

794. Re: FALCON BACKGROUND

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 22:29:23 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <93qkcg$1vrg$1@news6.isdnet.net>
Source record: 51678

"Steve Sweet" <steve_sweet@madasafish.com> a &#65533;crit dans le message news:
979381348-364765AEicMi@madasafish.com...
> Hi jp
>
> >Is there any utility program on Falcon that would let me have a picture
> >in the background ?
>
> There is a utility prg around called deskpic that will acheive this. I'm
> sure this will jog someone's grey cells and a URL will be along shortly,
> the wrong type of leaves permitting!!.
>
> ther is too pickdesk a french prog from didier mequignon.
I use this one for several year now and it's just fine.
> http://perso.wanadoo.fr/didierm/

```
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
```

795. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 22:36:27 UTC
From: rking@zetnet.co.uk
Message-ID: <3a60d86b$0$174@news.zetnet.co.uk>
Source record: 51681

On 13 Jan 2001 13:54:40 , Dan Ackerman wrote:
>In article <979403448-68700AEicMi@gmx.net>,
>Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>> the site can only be accessed
>>with a browser capable of handling JavaScript and among the products sold is
>>the Milan II....
>
> So I wonder how many they have sold ;)
>
> Is this a product you plan to offer in your new distribution chain
>as well? I would recommend for the atari market that you not only use
>Javascript but put alot of Flash modules on your page. Otherwise we won't
>take you seriously ;)
>
> Dan Ackerman
> aka baldrick
>
>.

Hi Dan,

with one or two, but no more, Java using pages, I've managed to get a bit further along the path by looking at the source in JOE and cutting and pasting into CAB any URL's I find.

Bob King.

796. F.S> Service Manual for Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 2001-01-13 22:55:54 UTC
From: mikeh1@my-deja.com
Message-ID: <93qmdo$7ck$1@nnrp1.deja.com>
Source record: 51682

Sams Computerfacts Technical Service Data
For Atari 520ST
Features ..
Complete Schematics
Preliminary Service Checks
Troubleshooting Tips
Easy read waveforms
Replacement Parts Lists
Semiconducter Cross Reference

Good Shape
Cost 39.95 in '86

Yours for $25 + shipping

Mike

gato_uno@yahoo.com

Sent via Deja.com
http://www.deja.com/

797. Re: Back from the Dead

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 01:57:08 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <93r11j$f98$1@nnrp1.deja.com>
Source record: 51684

In article <3a60984f@news.qnet.com>,
"Starlord" <starlord@qnet<*>com> wrote:
> I've had a 1040ST for about 2 years that hasn't been used to much (it
> was given to me), now I got a hard drive for it, I've put it back into
> use. Putting all my Atari Astronomy files on it to run them. Now I
> just hope to get my TT and Falcon back to working sometime this
> year.(TT needs keyboard, Falcon needs power supply).
>

Hi Dennis

(I hope that is your name as I remember it)

Welcome back. I remember many a posts a few years ago. Sorry to hear
you have had trouble with your TT keyboard. You can get a new MYLAR for
it from Best Electronics. I think it is only $30.00. If you can find a
Mega keyboard, that makes a good replacement as well. I did that with
my TT and it works fine . I like it BETTER then the TT keyboard.
Several keys on my TT keyboard were going out like the CONTROL key.So
when I got a mega, I switched keyboards.

What Astro-soft do you use on your Atari? I have an old one from Atari
Corp itself..mostly to memorize constellations and stuff.

> --
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

798. Re: Atari ST 'Commandments'

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 02:35:43 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <pap16tk6h6o59l79q6gkca05hnhm9ckhrl@4ax.com>
Source record: 51685

11 - We shall create a computer as innovative and powerful as
anything the world has ever seen, then fail to market it properly and
let it die an ignominious death.

BobR

On Sat, 13 Jan 2001 19:07:03 GMT, computerclassics@my-deja.com wrote:

>Hi All,
>
>Does anyone know what the last four 'commandments' were that Jack
>Tramiel issued regarding the marketing of the Atari ST? I've only been
>able to uncover the first 6 from the magazines that I have in my
>collection. I've included the ones that I do have below. Thanks!
>
> Bill Gaskill
> www.timeline.99er.net
>
>During Tramiel's early days at Atari he brought out the ST line and
>surrounded it with a lot of fanfare and marketing hype. Among the most
>remembered hype was "The Atari Ten Commandments":
>1. We shall create a computer that will be a landmark in the history of
>computers.
>2. We shall create a computer that is as smart as the buy who buy it.
>3. We shall create a computer that sets a new standard for speed and
>performance.
>4. We shall create a computer that lets consumers choose what is right
>for them.
>5. We shall create a computer that gives consumers power without the
>price.
>6. We shall create a computer that is as powerful in the music studio
>as it is in the office.
>7.
>8.
>9.
>10.
>
>
>
>Sent via Deja.com
>http://www.deja.com/

799. ma-ST-o-don't - new ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 02:43:56 UTC
From: Arek Staworzynski <nosty@alpha.net.pl>
Message-ID: <93r3jq$13$1@news.tpi.pl>
Source record: 51686
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

```
New Atari ST games for download:

http://www.atarist.w.pl

nosty
-----------------------------------------------
-= ma-ST-o-don't =- http://www.atarist.w.pl
-----------------------------------------------
```

800. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 09:13:55 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <G7e86.34601$0d.3443926@nnrp4.clara.net>
Source record: 51687

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:979377474-269769AEicMi@cwcom.net...
> From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
> Date: 12 Jan 2001 22:28:50 GMT
>
> >1. Under "Addressing", enter the Primary (and Secondary) ip addresses
> [...]
> >3. Most isps also auto-assign an ip address to your Atari when you
dial-in
> > so check the box labelled "Request Name Servers from Remote".
>
> These two items are mutually exclusive BTW.

The (usually two, hence primary/secondary)
DNS IPs are not the same as the IP assigned
to your machine. They're the addresses of
servers which resolve domain names to IPs,
and are static, as opposed to dynamic.

Shiuming Lai

801. (Atari) Bravo Sierra Computers is moving. Check it out!

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 09:43:54 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0101140109200.7097-100000@shell.pacifier.com>
Source record: 51688
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hello,

I'm Ben Smith of Bravo Sierra Computers and I'm moving to another ISP!
E-Mail me at atari@pacifier.com or atari@benjamin.net or go to my new,
updated Atari WebSite at http://www.pacifier.com/~atari or an easier to
remember http://www.atari.benjamin.net

I've been working hard on my WebSite so check it out!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

802. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 09:57:12 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a6177f8$1_3@athena.netset.com>
Source record: 51689

In article <0001.3a60bae7@fmlynet.org>,
Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
>FamilyNet HQ: Telnet:\\www.family-bbs.net
>worked through the MIDI port. The MIDI port should run at 31.25 KBpS (I
>think), how fast will the TT, Falcon and MegaSTE 'LAN ports' go?

TT 230k

Falcon theoretically 230k more reallistically I think 115k is
pushing it. Depends alot on what else you are doing with your falcon.

MegaSTe? I don't know. I think it uses the same SCC for this
port.

Dan Ackerman
aka baldrick

803. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 10:00:18 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a6178b2$1_3@athena.netset.com>
Source record: 51690

In article <0003.3a60bae7@fmlynet.org>,
Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>
>Hello Iggy!
>
> ID> I've got a little device here which connects a
> > Localtalk node or network to ethernet. That's
> > potential for you.
>
>Excellent! What is it?
>

If you are really desperate for slow ethernet take a look at
Farallon. They've been selling off there old mac/Powerbook adaptors.
They plug into the compatible port. You will need to get an external
power supply for them thought as the included cable hooks into the Mac ADB
port. They had them on sale recenlty on the coroprate web site for $30 US
I think or somewhere in that range.

However 230k ethernet is kind of a questionable statement ;)

Dan Ackerman
aka baldrick

804. ** SIO2PC under 800XLDJ Questions

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 10:37:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a61e229@fmlynet.org>
Source record: 51707

FamilyNet HQ: Telnet:\\www.family-bbs.net

Greetings, I have a few questions about the SIO2PC under the Atari ST program 800XLDJ. What I am planning on doing is getting this program to run under the Atari ST similator "MagicMac". If I can get this working, then Macintosh users will FINALLY have some solution to create virtual drives for their Atari8 computer.

If this doesn't ever work, I'll try APE under SoftPC.

My questions for everyone out there...

1) Have you ever used 800XLDJ? (800XLDJ is basically the ST's answer to the APE interface, providing 8 virtual drives for a true Atari8 computer to access the drives off the ST's hard drive via a SIO2PC (or "SIO2ST" as we like to call it) cable.)
[If you have never used this program, proceed no further, thanks for you time. If you have, please continue on the questions...]

2) What Atari 16/32 bit system did you run this on?

3) What system (Magic, Mint, Linux, regular TOS, etc...) was running on your 16/32 bit system? (Would love to hear from Magic users on this in particular)

4) and other screen accelerators (NVDI, Warp9, Geneva, etc) was running on this system?

5) (Optional) if you have MagicMac or MagicPC and ran this program, what kind of setup did you have?

Many thanks in advance!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

805. Re: MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 11:32:59 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <93s2pc$6ub$1@nnrp1.deja.com>
Source record: 51691

> : The problem is that the server http://www.atari-computer.de which
hosted
> : lots of Atari related pages has stopped all its activity.
>
> Really? Does this mean that ST Computer has ceased publishing, too?

No, it means that your atari computer will stop working ;-) Now what
has the ST Computer got to do with atari-computer.de?

Greetings,
Matthias

Sent via Deja.com
http://www.deja.com/

806. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 13:06:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979477226-062185AEicMi@madasafish.com>
Source record: 51694

Hi Shiuming

>> >You could do a roaring trade in Ecstasy pills.

>> Got it covered, whats your price, trade, we could scratch backs. :-)

>Ah, mine cost a bit more because they give off blue light.

Mine give off rainbows, containing blue light.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

807. Re: Can you Start Me UP

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 13:10:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979477230-062917AEicMi@madasafish.com>
Source record: 51693

Hi Dude

>>Eh!, you been drinking aunties special coffee again. Ive just checked
>all

>I don't drink that stuff! :-)

>/menu Folders
>[...]
>/documents
>[...]
>
>Is listed in the SMU PopUp as
>Documents
>Folders

Ah, so they are not so much reversed as Documents takes priority, i think
thats the way it is, Documents gets in first and everything else gets in
behind it!

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

808. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 13:17:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979477234-063645AEicMi@madasafish.com>
Source record: 51695

Hi Shiuming

>> That would make NVDI about ï¿½300 and MAGIC about ï¿½500 wouldnt it if
>>there was a realistic cross platform comparison.

>Quite. Imagine how many blue LEDs you could buy for that money.

Ive just discovered a LED you dont have, its emits 'chrome' light.

I.E. its appears chrome reflective when activated, quite good, you can
see your face in it!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

809. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 13:23:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979477236-064257AEicMi@madasafish.com>
Source record: 51696

Hi Shiuming

>> I remember the time when Dixons had the 800XL and 1050 drive together
>> at some stupid price (I think it was ï¿½130).

>Yes, I got this very bundle. It's still here and still works.

What colour LEDS??

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

810. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 13:27:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979477240-064845AEicMi@madasafish.com>
Source record: 51698

Hi Shiuming

>> I remember the time when Dixons had the 800XL and 1050 drive together
>> at some stupid price (I think it was ï¿½130).

>Yes, I got this very bundle. It's still here and still works.

Ive got a massive box full of 8 bit stuff, i dont know why i dont sell
it.

2 * Happy drives, 320K 130xe's, 256K 800xl, Rtime8, Spartados cart,
Action cart and toolkit, Assembler cart. Some game carts.

Oops!, blatant ad there!, stop it.

I wonder if the speech synthersizer <sp> would work on't Mega'

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

811. Question about MagicOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 13:27:15 UTC
From: action97-noespam-@hotmail.com
Message-ID: <haa36t8di4q90lm37log2rlgu5nv8m8f7a@4ax.com>
Source record: 51692

Is there any trial version orf MagicOS ?

812. Re: Look 'n See

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 13:36:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979477242-065425AEicMi@madasafish.com>
Source record: 51699

Hi Guys

>Reiner Rosin is currently moving, so he can't publish
>>a fixed version without expiry date now. But he promised to do so ASAP.

>I'm hoping that he will contact Peter West, who has been trying to
>contact him about translating this new version. This sounds like the
>perfect opportunity to me :-)

That would be great, or he could at least remove the time limit and
compile Pete's translation. Ive found no prob's with this beta.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

813. Re: On-line with an Ste

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 13:38:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979477246-066210AEicMi@madasafish.com>
Source record: 51697

Hi Shiuming

>> Hi everyone,

>> bit fed up with being unable to get Atari downloads off my
>> PC.I would like to get my Ste up and running for downloads,e-
>>mail,etc.I know you can get an upgrade for the modem port.

>www.atari-workshop.co.uk

Eeek!!, run and hide. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

814. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 14:10:36 UTC
From: Bruce S <brew@paradisewebdesign.net>
Message-ID: <t63crio7va4bf8@corp.supernews.com>
Source record: 51700

Hi all...

I purchased one fo the Farrallon adapters but could not get my TT to access the LAN port (RS422 port) to access it... I kind of gave up at the time. I tried it using MagiC. I'd like to get it going usign either MagiC or MiNT but buying N.AES is kind of a pain here in the US so I don't really have much use for MiNT w/o a desktop.

Anyway, anyone with suggestions on how to get my TT with MagiC to pipe TCP/IP through the LAN (RS422) port so I can plug my Farrallon adapter into my Ethernet network would be greatly appreciated... GREATLY... I'd be willing to give away a copy of the Paradise Presentations package I'm working on now... maybe make the person a beta tester?

Bruce
http://www.paradisewebdesign.net

"Dan Ackerman" <baldrick@dilbert.netset.com> wrote in message
news:3a6178b2$1_3@athena.netset.com...
> In article <0003.3a60bae7@fmlynet.org>,
> Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
> >FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> >
> >Hello Iggy!
> >
> > ID> I've got a little device here which connects a
> > > Localtalk node or network to ethernet. That's
> > > potential for you.
> >
> >Excellent! What is it?
> >
>
>
> If you are really desperate for slow ethernet take a look at
> Farallon. They've been selling off there old mac/Powerbook adaptors.
> They plug into the compatible port. You will need to get an external
> power supply for them thought as the included cable hooks into the Mac ADB
> port. They had them on sale recenlty on the coroprate web site for $30 US
> I think or somewhere in that range.
>
> However 230k ethernet is kind of a questionable statement ;)
>
> Dan Ackerman
> aka baldrick

>

815. Re: On-line with an Ste

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 14:50:00 UTC
From: ebaiz@skyenet.net
Message-ID: <s0j86.1205$d25.7090@newsfeed.slurp.net>
Source record: 51701

On 13 Jan 2001 17:31:21 , chris_thorley2603@my-deja.com wrote:
>Hi everyone,
> bit fed up with being unable to get Atari downloads off my
>PC.I would like to get my Ste up and running for downloads,e-mail,etc.I
>know you can get an upgrade for the modem port.Anyone know where I can
>either buy it or get the instructions to make it.
>
>Also, what is the latest software to enable me to do the above.I am
>running a 4MB Ste, Tos2.06 with 250Mb hard disk,CD Rom and Med_Rez
>monitor.

Try the sites below for the latest software. If you want to get online and use a graphics browser, Cab is what you will need, but you have to do in mono. That is what I did with my STe and it worked fine. Med color is ok for mail and using the text browser in Newsie. I would also use STiK2 as it is much easier to setup and use.

http://www.netset.com/~baldrick/stik2.html
http://user.tninet.se/~gcc561r/
http://www.tu-darmstadt.de/~aclauss/
http://www.gapcs.fsnet.co.uk/atari/atari.html
http://www.pwp.cz/atack/
http://www.primenet.com/~rojewski/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

816. Re: Jumpers on Epson SMD300 floppydrive?

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 15:03:03 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a61bfa7$0$174@news.zetnet.co.uk>
Source record: 51702

On 13 Jan 2001 16:28:13 , Ovikspojken wrote:

|I'd like to move my floppydrive to a PC, from my Falcon.
|Do anyone know how to place the jumpers for PC-use?

Change from 0 to 1.
--
JI Logan
--
JI Logan
--
JI Logan

817. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 15:12:05 UTC
From: bindon@madasafish.com
Message-ID: <t63ge5jq20729@corp.supernews.com>
Source record: 51703

On 13 Jan 2001 20:38:55 , "Claes Holmerup" wrote:
>"Ralph E. Dodd" <redodd@home.com> wrote:
>
>> I just got a 20 MB SupraDrive with no software or documentation.
>> What software is needed to access this drive and where can I get it?
>> It has one cable about 2 feet long with a 19 pin connector. On the back
>> it has one 19 pin female and one 25 pin female connector. I assume that
>> the 19 pin female would be for adding another drive. Is the 25 pin
>another
>> printer port? Thanks a lot.
>
>Hi Ralph,
>The Supra is a SCSI device, so the 19-pin cable goes between the Atari's
>DMA-port to the 19-pin connector on the drive - while the 25-pin is for
>connecting additional SCSI-units.

....and you'd be best of using AHDI probably as it's quite a small
drive.

818. Re: CAB.OVL 1.4102

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 16:32:21 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a61d495$0$180@news.zetnet.co.uk>
Source record: 51704

On 10 Jan 2001 18:18:36 , Eick Wagner wrote:
>Hi,
>
>I love Dan's CAB.OVL, because it has a very good cookie support. But after being
>offline for some months, it's not possible to start the 'download' or 'autosurf'
>modules of CAB with the actual CAB.OVL (any 1.4x version).
>I use STinG 1.26 with MagiC 6 on my Falcon030, the only accessories I use are
>ST-Guide and COPS.
>Download and autosurf work fine with the CAB.OVL from Olivier Booklage or when
>using IConnect and the original CAB.OVL from ASH.

Hi Eick!

This also happened to me once before. I couldn't get it to work no matter what I did.

Then I tried reinstalling Cab. Figured it couldn't hurt. Problem solved. I can only think that the download module happened to get corrupted or something.

Try it, it may work also for you! I actually installed it on a different partition and recopied the modules directory over (keeping the ovl in there).

I haven't had problems downloading ever since.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```


Cheers!

James


```
_____________________________________________________
| | .____.
```

|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
+---+ _/|| ||_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+---+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
----

819. Re: On-line with an Ste

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 16:40:27 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <t63llt5tsrpdb9@corp.supernews.co.uk>
Source record: 51705

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:s0j86.1205$d25.7090@newsfeed.slurp.net...
>
> If you want to get online and use a graphics browser, Cab is what you
will need, but you have to do in mono. That is what I did with my STe and it
worked fine. Med color is ok for mail and using the text browser in Newsie.
I would also use STiK2 as it
is much easier to setup and use.

Thanks for the replies. Would that be Hi-Rez mono, perchance?

Regards,

Chris.

820. Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 17:15:34 UTC
From: Starlord <starlord@qnet>
Message-ID: <3a61dc60@news.qnet.com>
Source record: 51706

My old Falcon030 is sitting in a box awaiting new life, when I placed an ide hard drive in it the power supply blew, it can't carry the load. So wile I can't do it right now, I can plan on getting a new power supply, maybe within the next 2 or 3 months. Does anyone know who sells them? (if any?) also, I once heard that there was a way to use one of those PC power supplys, Does anyone know the right wire hook up for one of those?

--
The Year is 2259 ... The Place is Babylon 5

821. Re: Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 17:51:49 UTC
From: rsmac@t-online.de
Message-ID: <1en8mqe.58n7o8gajfysN%rsmac@t-online.de>
Source record: 51708

"Starlord" <starlord@qnet<*> wrote:

> My old Falcon030 is sitting in a box awaiting new life, when I placed
> an ide hard drive in it the power supply blew, it can't carry the

Falcon PSU +12 load is 300mA maximum.
Older ide devices kill the 12V regulator.

> load. So wile I can't do it right now, I can plan on getting a new
> power supply, maybe within the next 2 or 3 months. Does anyone know
> who sells them? (if any?) also, I once heard that there was a way to
> use one of those PC power supplys, Does anyone know the right wire
> hook up for one of those?

Try get an psu from best electronic or connect an ps psu.
Anytime the load of the ide device is equal after .)

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

822. Re: MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 19:06:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <93stasgg1@plutonium.compulink.co.uk>
Source record: 51709

In message <200101112201.a7937@wun.maus.de>, Ekkehard_Flessa@wun.maus.de said:

>place2be is very likely to come back soon. Jan is doing some redesign and will
>upload the pages as soon as these changes are done.
>
>MagiCOS.de is another thing. It seems that the webhoster has vanished :-(

According to ATOS the atari.de (?) site was closed due to non-payment.

Regards, /Peter/

823. LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 19:06:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <93staugh1@plutonium.compulink.co.uk>
Source record: 51710

Can anyone tell me just what is physically different on partitions that have LFNs enabled in MagiC (either in MAGX.INF or with VAFATCONF)? And what changes when you use the Temporary enabling in VFATCONF - are the LFNs accepted only while this is on? And shortened again with it off? If so, permanently, or do they return when you switch it on again?

Also, it seems that VFASTCONF doesn't affect a CD-ROM. At least I couldn't disable LFNs on mine by switching it off temporarily. BTW, at first I couldn't see LFNs at all on Z:, but this was due to the use of V2.4 of ExtenDOS. Switching to a newer CD driver brought them up fine, although Thing 1.27 truncated *very* long filenames to 32 characters; I understand that later (beta) versions allow more. I only got the names in their full glory after switching to jinnee, which allows up to 64 characters in file/folder names.

Regards, /Peter/

824. CCAG 2001

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 19:58:36 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3a6204ec$1_3@athena.netset.com>
Source record: 51711

HAPPY NEW YEAR!!!

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE�RE BACK��..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 30th, 2001
9AM till 6PM

National Guard Armory
IT�S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT�S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of
outdoor space is available along with ample parking.

Setup: 29th, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 01/14/2001
User Groups:
Erie PA Atari Group

TI Chips
Cleveland Classic Atari Group

Vendors:
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Fred Wagaman
Alan Hewston
Thomas Mclaren
Andy Frueh
Classic Gamer Magazine
Curt Vendel(Atari Historical Society)
Possible Attendees!!!
Atari7800.com

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room- MAME, etc. We are hoping for some people with arcade systems to bring them.

See ya at the CCAG!

825. FoReM BBS

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 20:50:50 UTC
From: bsaville@my-deja.com
Message-ID: <93t3f8ufv1@nnrp1.deja.com>
Source record: 51712

Does anyone know where I can locate a copy of this software?

Sent via Deja.com
http://www.deja.com/

826. Re: [update] Atari Icon Library

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 21:10:24 UTC
From: swampfox1@earthlink.net
Message-ID: <4Bo86.16457$ag.465272@newsread2.prod.itd.earthlink.net>
Source record: 51713

On 11 Jan 2001 20:50:01 , Joakim H&#65533;gberg wrote:
>Hi all,
>
>
>Following additions have been made to Atari Icon Library:
>
>Archive 85 -

SNIP

>URL: http://gokmase.atari.org
>
>
>/Joakim
>
Could you use a GIF of the Falcon F16 Flight Simulator Loader screen?
(bird and plane)
John G.

827. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 21:11:27 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a6215ff$1_3@athena.netset.com>
Source record: 51714

In article <t63crio7va4bf8@corp.supernews.com>,
Bruce S <brew@paradisewebdesign.net> wrote:
>Hi all...
>
>I purchased one fo the Farrallon adapters but could not get my TT to access
>the LAN port (RS422 port) to access it... I kind of gave up at the time. I
>tried it using MagiC. I'd like to get it going usign either MagiC or MiNT
>but buying N.AES is kind of a pain here in the US so I don't really have
>much use for MiNT w/o a desktop.
>
>Anyway, anyone with suggestions on how to get my TT with MagiC to pipe
>TCP/IP through the LAN (RS422) port so I can plug my Farrallon adapter into
>my Ethernet network would be greatly appreciated... GREATLY... I'd be
>willing to give away a copy of the Paradise Presentations package I'm
>working on now... maybe make the person a beta tester?
>

To get the system to address the port you need to set it up as
such. I think HSmodem will do this. You basically just have to set a bit
to on to redriect serial 2 to the lan port.

As to making the device work that is a different matter. Ask
farallon if they would be willing to open source the specs for the device.
It might happen. Tell them they could probably get rid of the rest of
their stock if they did ;)

Dan Ackerman
aka baldrick

828. Re: Question about MagicOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 21:55:06 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3A62203A.4D38A2E0@netzero.net>
Source record: 51715

I think there used to be a V2 demo for the ST 5 years ago but nothing current.

If you have a Mac or IBM there is always MagiC Mac and MagiC PC demos that you can try.

action97-noespam-@hotmail.com wrote:

> Is there any trial version orf MagicOS ?

829. Re: Question about MagicOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 22:12:17 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <93t899bsr1@news8.svr.pol.co.uk>
Source record: 51725

<action97-noespam-@hotmail.com> wrote in message
news:haa36t8di4q90lm37log2rlgu5nv8m8f7a@4ax.com...
> Is there any trial version orf MagicOS ?

Yes, a few. Look for mpcdemo.exe. I have a copy of v6.1 but there are others
around.

Roger

830. Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 22:58:53 UTC
From: bindon@madasafish.com
Message-ID: <t64bpdt109t6eb@corp.supernews.com>
Source record: 51716

Hi

I,m having a a little problem with Magic 6.10 on my Falcon which is very annoying. The keys work fine under TOS outputting the correct letter into any text editor. Under Magic keys like z and y and swapped over and most of the keys to the right, like the at sign are wrong. I tried running magic under a barebones szstem, HDDriver and Magic, with no shell (using the file selector dialog) and it still gives the same results.

Mazbe I should see what the mapping is like in the NVRAM but it seems verz odd that it does work under TOS and it was working a few dazs a go.

Sorrz for the bad spelling ☹) Damm I can☹t even do a smiley!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

831. WTD: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 23:26:03 UTC
From: mlbrooke@fcmail.com
Message-ID: <3a6234db.514526800@news.xtra.co.nz>
Source record: 51717

Hello all,
I am on the search for an Atari Falcon to buy, I live in New Zealand
but am unable to find one here so I want to see how much it will cost
to get one that is in average condition without monitor.

Thanks

Michael Brooke
mlbrooke@fcmail.com

832. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 23:29:22 UTC
From: sidcelery@cix.co.uk
Message-ID: <93tcoi$8o6$3@plutonium.compulink.co.uk>
Source record: 51718

On 8 Jan 2001 19:51:26 -, Steve Sweet wrote:
>Hi David
>> Anyway, the Mac has best of class software for all major software
>> categories and many quality programs for less common applications,
>> at least here in the USA.
> And a bargain at $500 a piece.

Why would anyone want to move from an Atari to a dead platform like
the Mac?

rds
H

833. Re: Need a HD formatter!!!

Newsgroup: comp.sys.atari.st
Date: 2001-01-14 23:29:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <93tcok$8o6$4@plutonium.compulink.co.uk>
Source record: 51719

On 10 Jan 2001 00:20:58 , xlator@cix.compulink.co.uk wrote:
> firest@williams-net.com said:
>
>> Does anyone know what the maximum partition size is for a
>> 1040st????? I am running TOS versio 1.04 if that helps!!!!
> 512 MB for TOS 1.04 per partition, and up to 14 partitions IIRC.

It depends on the driver. I thought AHDI only allowed 32Mb with TOS
1.04 ...

rgds
H

834. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 01:29:47 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <fos86.61906$xW4.490821@news-server.bigpond.net.au>
Source record: 51720

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:0002.3a5ea47f@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>
> Hello Dan!
>
> DA> I think what he is talking about is with the LocalTalk
> > adaptors. These are litle boxes on the mac that plug
> > into this port and then you run phone line between the
> > boxes. Similar in principal to running a Coax network
> > as far as wiring goes. Termintaors on the ends and all
> > in one chain etc.

Very big snip

> I hope I'm one of them! I should probably try to find out some more about
how
> people use LocalTalk (+ AppleTalk?) for TCP/IP. I don't know how many
people
> this might be relevent to (how many of you are lucky enough to have a
fleet of
> TTs, or even MegaSTEs? =o) but people are referring to the RS-422 port as
a
> 'LAN' port (I have a vague recollection that Atari may have called it that
> too). I wonder if Atari (or a third party) ever 'followed through' by
> producing software (and hardware?) to build a LAN of suitably equipped
Ataris.

I have 2 Falcon's and a MegaSTE, and half a dozen phoneNet adapters, which I
have been dying to try out. I have tried once with Duet, but I don't think
it could cope. Beside's the obvious fact that it only works using 2 Atari's.
My thort was why not use Tcp/Ip? Sting should cope, then as you guy's say
use a single Atari with a Network card as a gateway. My only real problem
is, how do you map drive's using Sting? Is it possible? Any thought's?

Mark Bedingfield

835. Midi thru

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 05:55:33 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <phw86.62393$xW4.492687@news-server.bigpond.net.au>
Source record: 51721

Does anybody know of a program that will shunt midi in data straight into midi out? I remember some thing years ago but can't remember what its called. For the curious I am trying to set up some sort of network using duet and 3 Atari's...

Mark

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

836. TTM194 Monitor Flickering

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 10:08:50 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <t_z86.65888$B11.657881@monolith.news.easynet.net>
Source record: 51722

Hi,

can anyone point me to the cause & a possible repair for my TT's monitor.

When I start the TT up from cold the screen starts jumping left and right in small blocks. Once it has warmed up there are no further glitches.

I thought I better look into iut and possibly have it repaired before the screen fails totally.

Any suggestions greatfully recieved.

Julian

837. Re: SCSII harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 10:41:55 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A62D3F3.600DC707@ooc.de>
Source record: 51723

Piotr Mietniowski wrote:

> My friend have a hard disk Western Digital WDE 4360. This is a ultra
> fast wide SCSII-3 disk. And the questions is. Is it posibility to good
> work with falcon?

This should work with an appropriate wide to narrow adapter that
terminates the unused data lines.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

838. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 11:46:20 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979559290.978.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 51724

It sounds like your Keyboard is set-up for German (under Magic), I have a German TT so TOS is screwed with the 'z' and 'y' (try doing a backslash, 3 keys).

In Magic you can change it to English but I cant find it, I need to know what you do too.

Sorry not much help.

Mark.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:t64bpdt109t6eb@corp.supernews.com...
> Hi
>
> I,m having a a little problem with Magic 6.10 on my Falcon which is
> very annoying. The keys work fine under TOS outputting the correct
> letter into any text editor. Under Magic keys like z and y and
> swapped over and most of the keys to the right, like the at sign
> are wrong. I tried running magic under a barebones szstem, HDDriver
> and Magic, with no shell (using the file selector dialog) and it still
> gives the same results.
>
> Mazbe I should see what the mapping is like in the NVRAM but it seems
> verz odd that it does work under TOS and it was working a few dazs a
> go.
>
> Sorrz for the bad spelling T) Damm I can"t even do a smiley!
>
> Lyndon Amsdon
> --
> +--------------------------+
> | bindon@madasafish.com |
> +--------------------------+

839. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 15:15:22 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A63140A.3E81ACAA@jps.net>
Source record: 51726

Uwe Seimet wrote:
> DjS wrote:
> > The problem lies in the way the x86 CPUs work, everyone blames intel and thier
> > idea that a 16 bit processor should be backward 8 bit compatable and so on to
> > the modern 32 bit ones. Something Motorola decided against thankfully.
>
> This answer is complete nonsense.

This argument was used in the early ST days in reference to certain inefficiencies in the Intel CPU code in order to maintain backwards compatibility, but I have never heard it used in reference to hard drive booting.

John

840. Re: CT2 linux boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 15:23:04 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A6315D8.B7F38772@jps.net>
Source record: 51727

Sacha Hnatiuk wrote:

> BTW, if you want to ask something about Centek or report bugs on
> software supported, ask us and not Rodolphe that was out from Centek
> since 1 year.

It is nice to hear you respond on Centek's behalf. I think it was everyone's understanding that Centek was out of the Atari business, and that we had to go to Rodolphe for Centurbo support. He has been very helpful to me, and just repaired my Centurbo free of charge.

John

841. Re: SV: Selling my Atari Falcon 030, 2 GB HD +++

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 15:44:32 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A631AE0.748F9482@jps.net>
Source record: 51728

The 5000 NOK you originally mentioned is a good price, actually somewhat generous with all the extras you are offering. You might offer it on ebay with a minimum bid of $500. You might also get more by offering the extras separately. But if you need money, you might search for other options as you might later regret selling your Atari.

> Well, so you think I better syncronise the PC with my Atari Falcon?
> I need really some money right now, and my Atari could be a source for
> money...
>
> How much do you think it`s worth?
>
> Frode Sï¿½nstebï¿½
> http://mp3.com/admixture

842. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 15:52:47 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A631CCF.ACC71546@jps.net>
Source record: 51729

Dan Ackerman wrote:
> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> >But you did touch a sore point... there are no international online Atari
> >dealers, well actually there is one, but I'm not really sure if this is a
> >proper dealer or just a scheme to make easy money, has anyone here ever done
> >business with them ? http://www.bitpower.de , the site can only be accessed
> >with a browser capable of handling JavaScript and among the products sold is
> >the Milan II....
>
> So I wonder how many they have sold ;)
>
This is actually a very interesting web site. They have dropped the
link, but you can order online a Milan 040, and there is also a Milan
060 upgrade listed. A Milan motherboard is also offered.

John

843. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 15:58:05 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A631E0D.8E212669@jps.net>
Source record: 51730

Lyndon Amsdon wrote:

> ....and you'd be best of using AHDI probably as it's quite a small
> drive.

There's a Supra Utilities disk. Not sure if it really makes any
difference from using AHDI. Why not HD Driver and get all the modern
support too?

John

844. Removing Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 18:26:34 UTC
From: Freek Munniksma <freek@munniksma.myweb.nl>
Message-ID: <9423tk$71r$1@azure.nl.gxn.net>
Source record: 51613

Hi all,

been on the road again....
Now i&#65533;m back home examining the loot. I bought a Falcon in an original case, but with the top and front covered with a grey steel plate. The original keyboard has been removed. On the left side of the front panel there&#65533;s a switch and three LEDS. The switch isn&#65533;t doing much, the red LED is an on/off indicator and the green LED is an HD active indicator. On the right side is a connector for a standard PC/AT keyboard. The mouse connection is(alas) standard Atari. There&#65533;s a 1 Gb Toshiba IDE drive inside, i got a VGA adapter, a great Agiler mouse and THREE trackballs with it! All this for 160 Euro!

QUESTION 1. Does anybody know the brand or any other info about this Falcon upgrade kit? Could be Dutch or German i think. (Bought it in Holland)

QUESTION 2. Does anybody know how to remove a Falcon 68882 FPU without damaging the FPU or the socket? In DoitF030 i read that you need special tools for this? I&#65533;d like to remove it from my "old" original Falcon and put it in the Falcon-in-case described above.

845. Re: Jumpers on Epson SMD300 floppydrive?

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 19:43:29 UTC
From: Ovikspojken <ovikspojken@telia.com>
Message-ID: <bti66t0lbe3f6366evukua9kq0ecan2a4p@4ax.com>
Source record: 51731

On Sat, 13 Jan 2001 16:28:13 +0100, Ovikspojken
<ovikspojken@telia.com> wrote:

> Hi
>I'd like to move my floppydrive to a PC, from my Falcon.
>Do anyone know how to place the jumpers for PC-use?
>I had it written down once, but :-(
>rgds to all atariowners out there!
>Kjell
>
>--< >
>From the Republic of Jemtland
>ovikspojken@telia.com
>oviken@mbox301.swipnet.se
>oviken999@hotmail.com
>ICQ 3595574

OK, thanks!
The 0 to 1 solved it, after a little fiddling with the jumpers it
worked, but there are 16 pins and 3 jumpers!
Why so many, can it work on f.e. Amiga or Mac also?
Kjell

--< >
From the Republic of Jemtland
ovikspojken@telia.com
oviken@mbox301.swipnet.se
oviken999@hotmail.com
ICQ 3595574

846. Re: Question about MagicOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 19:51:27 UTC
From: action97-noespam-@hotmail.com
Message-ID: <m5l66t0erppl547g01jehjig5d952jvjm8@4ax.com>
Source record: 51732

On Sun, 14 Jan 2001 16:55:06 -0500, Fred Horvat <fmh@netzero.net>
wrote:

>I think there used to be a V2 demo for the ST 5 years ago but nothing
>current.
>
>If you have a Mac or IBM there is always MagiC Mac and MagiC PC demos
>that you can try.

I'm looking for a demo for ST (or TT)..
Do you know where to find that demo (V2)..
Thanks .

847. Re: Falcon & Mac

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 20:06:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979595506-269517AEicMi@madasafish.com>
Source record: 51742

Hi Harry

>Steve Sweet wrote:

No he bloody well didnt.... :-)

> >Hi David
>>> Anyway, the Mac has best of class software for all major software
>>> categories and many quality programs for less common applications,
>>> at least here in the USA. And a bargain at $500 a piece.

>Why would anyone want to move from an Atari to a dead platform like the
>Mac?

Eeek!, the thought...

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

848. wordplus to word converter

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 20:07:45 UTC
From: tonecho <tonecho@newmail.net>
Message-ID: <3a635875$1@news.arrakis.es>
Source record: 51733

Hi all. I need to convert my text files in atari wordplus to a pc with ms word. Is there any utilty or conversor to make this?
Thanks in advance.

849. Re: Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 20:11:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979595510-270093AEicMi@madasafish.com>
Source record: 51741

Hi Starlord

>My old Falcon030 is sitting in a box awaiting new life, when I placed an
>ide hard drive in it the power supply blew, it can't carry the load.

What do you mean blew?, did the fuse fail, and if it did have you tried a replacement. Falcon supplies wont fail with excess load, they'd just go into rejenerative trip mode, and stay like that indefinately with no harm occuring. SO if your PSU failed it wasnt because of the extra load.

I know peop's who have C2's and fat hard drives in their machine with no ill effect.

My mate Shiuming also offers a street blue-lighting service with his falc and other internal extras, and all on the standard PSU. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

850. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 20:15:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a6359482caf830@tripnet.se>
Source record: 51734

On Sat 13-01-2001 03:35 (GMT) Iggy Drougge wrote:

>Just as easily, eh? Then tell me why so few here seem to be using Newsie,
>or Okami, or Oasis, etc? Why is everyone using Outlook? Becuase it runs so
>painlessly on their Ataris?

I most sertainly prefer Okami on the TT compared with OE5 on the pc. My
pc mostly act as a simple gateway to a Telia ADSL line so I can use Okami
on the Atari without adding to my phone bill. CAB v. IE5 is another
story, though...

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

851. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 20:20:35 UTC
From: bindon@madasafish.com
Message-ID: <t66msjphvu4e75@corp.supernews.com>
Source record: 51735

```
On 15 Jan 2001 07:58:05 , John Kolak wrote:
>Lyndon Amsdon wrote:
>
>> ....and you'd be best of using AHDI probably as it's quite a small
>> drive.
>
>There's a Supra Utilities disk. Not sure if it really makes any
>difference from using AHDI. Why not HD Driver and get all the modern
>support too?
```

Yes he could do, but there isn't that much of a benifit over AHDI when a HD is under 100mb. It's simply the fact that AHDI is free, and a lot better insome ways than ICD tools. I've never had the joz of using the Supra Utilities.

```
Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

852. Re: Midi thru

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 20:23:01 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <93vm6r$1bg$1@nnrp1.deja.com>
Source record: 51736

In article <phw86.62393$xW4.492687@news-server.bigpond.net.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
> Does anybody know of a program that will shunt midi in data straight
into
> midi out? I remember some thing years ago but can't remember what its
> called. For the curious I am trying to set up some sort of network
using
> duet and 3 Atari's...
>
> Mark

Hi Mark

Go to the Atari-Midi file section on the link below (in my sig under
Atari-Midi Egrp) and download MIDI THRU.ZIP

Basically does what you are talking about.

Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

853. Re: Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 20:27:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979595512-270737AEicMi@madasafish.com>
Source record: 51740

Hi Robert

>> My old Falcon030 is sitting in a box awaiting new life, when I placed
>> an ide hard drive in it the power supply blew, it can't carry the

>Falcon PSU +12 load is 300mA maximum. Older ide devices kill the 12V
>regulator.

There is no 12V regulator on the Falc supply, regulation is based on the
5V rail, the 12V rail just follows along as it comes from another winding
on the chopper transformer.

If excessive load is placed on the supply the Falc PSU will just trip
until its removed. If anything else happens its because the PSU was
faulty to start with, last straw syndrome. The Falc supply is capable of
very severe overload conditions.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

854. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 20:38:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979595516-271413AEicMi@madasafish.com>
Source record: 51743

Hi Shiuming

>> These two items are mutually exclusive BTW.

>The (usually two, hence primary/secondary) DNS IPs are not the same as
>the IP assigned to your machine.

Hands up all the geeks going to network school. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

855. Colourising

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 20:54:27 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <979592067.27205.0.nnrp-14.9e983130@news.demon.co.uk>
Source record: 51738

Does anyone know of a program that can be used to colour tint grey-scale images?

(only Atari ones can be accepted :-))

Mike Bedford

856. Re: TTM194 Monitor Flickering

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 21:05:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979595520-272105AEicMi@madasafish.com>
Source record: 51744

Hi Julian

>can anyone point me to the cause & a possible repair for my TT's
>monitor.
>
>When I start the TT up from cold the screen starts jumping left and
>right in small blocks. Once it has warmed up there are no further
>glitches.

This could be a problem with the TT itself. The next time your system is cold, switch off the monitor, boot the TT and leave it for the time it would have took to settle down, after an extra period of time for good luck, switch on the monitorm does it exhibit the same problem.

If not its the TT thats problematic, if it does then youve confirmed a monitor fault.
I'd investigate the PSU firstly, wait for it to come up to temperature and to start off, squirt individual capacitors in the PSU with freezer spray, wait a few seconds, if/when the display fault appears youve hit the faulty device. If this doesnt show problems up then go squirting capacitors in the Line output, take note there are lethal voltages present in any section of the monitor, more so in the power supply and the line output. If squirting caps dont isolate the prob then pick on another device type and work on like this. Good luck.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

857. Re: MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 21:07:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979595524-272809AEicMi@madasafish.com>
Source record: 51596

Hi Pete

>>MagiCOS.de is another thing.
>It seems that the webhoster has vanished :-(

>According to ATOS the atari.de (?) site was closed due to non-payment.

It seems that to be in the fashion in the Atari world you must stop
paying your host. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

858. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 21:09:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979595526-273393AEicMi@madasafish.com>
Source record: 51745

Hi Mark

>In Magic you can change it to English but I cant find it, I need to know
>what you do too.

You need the appropriate keytabl.sys file in your extensions folder,
scream me an email address if you cannot locate one.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

859. Re: WTD: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 21:57:00 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <979592234-182447AEicMi@xs4all.nl>
Source record: 51737

>From: mlbrooke@fcmail.com (Michael Brooke)
>Date: Sun, 14 Jan 2001 23:26:03 GMT
>
>Hello all,
>I am on the search for an Atari Falcon to buy, I live in New Zealand
>but am unable to find one here so I want to see how much it will cost
>to get one that is in average condition without monitor.
>
>Thanks
>
>Michael Brooke
>mlbrooke@fcmail.com

Hello,

A bit far away, but my Atari shop in Rotterdam, Holland, still
sells them, I bought my new CLAB FALCON MK II there, maybe you
could order one there. See :
http://www.mabn.nl
(Also in English)

There are also Falcons/4mb/HD and Milans.

Cheers,
Dan

860. Re: Midi thru

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 22:34:40 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <4WK86.63675$xW4.503094@news-server.bigpond.net.au>
Source record: 51739

Thank's Tim

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:93vm6r$1bg$1@nnrp1.deja.com...
> In article <phw86.62393$xW4.492687@news-server.bigpond.net.au>,
> "Mark Bedingfield" <mark@baypc.com.au> wrote:
> > Does anybody know of a program that will shunt midi in data straight
> into
> > midi out? I remember some thing years ago but can't remember what its
> > called. For the curious I am trying to set up some sort of network
> using
> > duet and 3 Atari's...
> >
> > Mark
>
>
> Hi Mark
>
> Go to the Atari-Midi file section on the link below (in my sig under
> Atari-Midi Egrp) and download MIDI THRU.ZIP
>
> Basically does what you are talking about.
>
>
>
> Tim Conrardy
> --
> If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
> --
> Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.egroups.com/group/atari
> tconrardy@hotmail.com
>
>
> Sent via Deja.com
> http://www.deja.com/

861. Re: MagicOS.de and Place2be.de

Newsgroup: comp.sys.atari.st
Date: 2001-01-15 23:45:06 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <940221$c8r$1@nnrp1.deja.com>
Source record: 51597

>
> According to ATOS the atari.de (?) site was closed due to non-payment.

Read it again, the ATOS says "Server atari-computer.de down".

Greetings,
Matthias

Sent via Deja.com
http://www.deja.com/

862. Re: Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 03:08:35 UTC
From: Starlord <starlord@qnet>
Message-ID: <3a63b8dd@news.qnet.com>
Source record: 51598

The Falcon did not have an IDE drive in it, I used it for 4 years with a Syquest. Then after moving over here I got a IDE drive (85meg I belive) from a guy up in Ridgecrest,Ca. I installed the drive and when everything was set, I powered up, the power supply started 'clicking' and nothing would come up. I opened it up and unhooked the hard drive and tested by powering up again, still nothing, not even the floppy drive. So I figure something went KBAM in the old power supply,(Fuse is ok), so it's been waiting for me to get a replacement for it, as my TT has been waiting for a replacement of the keyboard, but I've not had the $125.00 free for that yet, figured maybe the PS might not be so costly. I read in an english Atari magazine there was an outfit over there that sold a wire setup to go between one of those multi-switching PC powersupplys and the input of the Falcon. I think I could find one of those PS's used and chaep maybe out here in the desert.

--
The Year is 2259 ... The Place is Babylon 5

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message news:979595510-270093AEicMi@madasafish.com...
> Hi Starlord
>
> >My old Falcon030 is sitting in a box awaiting new life, when I placed an
> >ide hard drive in it the power supply blew, it can't carry the load.
>
> What do you mean blew?, did the fuse fail, and if it did have you tried a
> replacement. Falcon supplies wont fail with excess load, they'd just go
> into rejenerative trip mode, and stay like that indefinately with no harm
> occuring. SO if your PSU failed it wasnt because of the extra load.
>
> I know peop's who have C2's and fat hard drives in their machine with no
> ill effect.
>
> My mate Shiuming also offers a street blue-lighting service with his falc
> and other internal extras, and all on the standard PSU. :-)
>
> --

>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

863. Re: tos 0.90 on disk

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 07:02:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <940s7f$2fda$1@news.comnet.co.nz>
Source record: 51599

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote ...
> In reply to my post...
> >Alas, I no longer seem to recall where it is - or if I still have it
>
> The best way to copy it is with a copier that copies the entire disk,
> including the bootsector. If anyone wants a copy I'll give it the MSA
treatment
> which copies the bootsector also...
> I've got a Fench and American version....
>
> Oh... just to keep it legal anyone wanting to use this program should
remove
> his TOS based ROM first :-)

Wouldn't everyone?

After all, "Disc TOS" is _much_ better than the later ROM versions ;-)
.
--

Quote for the month:

"Geez Wayne!"
("A Week Of It", SPTV, circa 1980)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

864. DESKICON.RSC

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 10:26:07 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <9417b0$hb4$1@news7.svr.pol.co.uk>
Source record: 51600

Hi,

I was wondering if anybody could tell me how big a Deskicon.RSC file can be.

I only ask because I can make one that uses a lot of new icons and takes up about 500Kb and during booting, I get an out of memory error.

I am using a TOS 4.04 Falcon with a 3.2gb hard disc and 14Mb of Ram.

Tim

865. GTLOOK

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 11:00:02 UTC
From: chrisc1966@my-deja.com
Message-ID: <9419jgbpo1@nnrp1.deja.com>
Source record: 51601

Trying to find GT-Look ....been offered a SCSI GT5000 cheaply and need
to check it works...

chrisc

Sent via Deja.com
http://www.deja.com/

866. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 11:29:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979668110-52259AEicMi@gmx.net>
Source record: 51611

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 13 Jan 2001 13:54:40 -0500

Hi Dan,

>So I wonder how many they have sold ;)
Supposing that the Milan II existed and was for sale I would say none... How anyone can possibly think of selling Atari products online to Atari users, on a website that needs JavaScript to access it is beyond me. So this is either a scheme to get rich quick or otherwise the maintainer of that site is simply a moron....

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

867. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 11:30:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979668112-52743AEicMi@gmx.net>
Source record: 51612

Hi mark,

>In Magic you can change it to English but I cant find it, I need to know
>what you do too.
You need to put an English keytable.sys file in the Magic extension folder.
This file remaps the keys in MagiC, so that they correspond with an English
keyboard. Alternatively you can also download Keytables 1.02, which does the
same thing but offers a bit more bells and whistles.
http://www.jumpgates.com.skydiver

Boths files are in your and Lyndons mailbox right now :-)

>It sounds like your Keyboard is set-up for German (under Magic), I have a
>German TT so TOS is screwed with the 'z' and 'y' (try doing a backslash, 3
>keys).
To remap a German TOS for an English keyboard, take a look at CKBD 1.3 or
clocky 3.01, both these programs can be found at the chapelie ftp server..

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

868. Re: GTLOOK

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 12:18:03 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A643BFB.6C760DD3@patent.gov.uk>
Source record: 51602

chrisc1966@my-deja.com wrote:
>
> Trying to find GT-Look ....been offered a SCSI GT5000 cheaply and need
> to check it works...
>
> chrisc
>
> Sent via Deja.com
> http://www.deja.com/

Hi Chris,

It's at:

http://www.cix.co.uk/~derryck/html/misc.htm/look_2.zip

Bob King.

869. RedHotAnt (UK ISP)

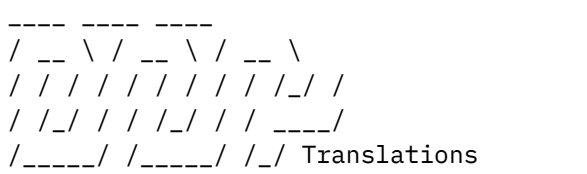
Newsgroup: comp.sys.atari.st
Date: 2001-01-16 12:47:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979712970-76768AEicMi@cwcom.net>
Source record: 51643

Hi fellow users...

Just in case you haven't seen RHA's email, the freephone numbers are to be
CHARGED FOR with effect from today, 16th January.

Bad news...

--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

870. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 12:50:51 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979649541.2681.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 51603

I have the Supra Utils, that are not that bad at all.

You get a number of programs to format, partition, etc along with some other bits and pieces, they have easy set-up for the drive that 'they' put in but you can also specify a number of setting for 'foreign drives (my brother took a 30Mb and put in a 400 Mb plus a CDROM, no problems).

I think it may even support the older version of the Supra drive too (TTL, etc), there is also a utility to read the clock if your controller has one.

If anyone is interested I may be able to find them.

Mark.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:t66msjphvu4e75@corp.supernews.com...
> On 15 Jan 2001 07:58:05 , John Kolak wrote:
> >Lyndon Amsdon wrote:
> >
> >> ....and you'd be best of using AHDI probably as it's quite a small
> >> drive.
> >
> >There's a Supra Utilities disk. Not sure if it really makes any
> >difference from using AHDI. Why not HD Driver and get all the modern
> >support too?
>
> Yes he could do, but there isn"t that much of a benifit over AHDI when
> a HD is under 100mb. It"s simply the fact that AHDI is free, and a
> lot better insome ways than ICD tools. I"ve never had the joz of
> using the Supra Utilities.
>
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

871. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 12:55:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979712968-76216AEicMi@cwcom.net>
Source record: 51644

From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Date: 13 Jan 2001 20:12:06 GMT

>>These two items are mutually exclusive BTW.
>>
>
>Hi Derryck,
>
>If they are mutually exclusive then why does the dialog allow both to
>be entered ? Wouldn't it be better if the check button greyed out
>the input field ?

My apologies, Shiuming points out later in the thread the error of my statement. Your IP address is dynamically assigned at login, unless (rare) you have a permanent IP address. The name server address(es) are either listed by the particular ISP or are assigned dynamically - it's that box you tick in the dialer. However, it does seem that you understood my message :-)

>Although I did once read the STiNG docs I now work by trial and error

I've found that little needs to be changed from one ISP to the next - the PPP protocol is meant to sort out the nitty-gritty itself.

>I have just removed the two ip addresses from my set-up and it still
>works so it looks like the manually entered ones override the check
>box.

Ticking the box "fetch dns from host" or whatever it's called in the dialer, and saving the result results in the dns address(es) being removed from your script.

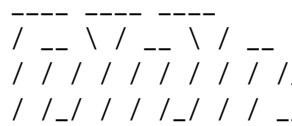
>I am getting very good performance from CAB and a 33k6 modem, about
>5600 bytes per second with Dan Ackermans ovl. I don't know what the
>theoretical limit is perhaps someone could enlighten me some more.

I doubt you'll get anywhere near it :-)

It was very quick at Christmas though :-)

I've gone back to Olivier Booklage's overlay as Dan's sometimes fails to download any data, unless it's "one of those things" which sometimes afflicts the internet!

--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

872. RatSoft BBS Software wanted!

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 13:03:04 UTC
From: neogeoman@my-deja.com
Message-ID: <941gq5$h6s$1@nnrp1.deja.com>
Source record: 51605

Many years ago I ran a popular and fun BBS using the fantastic RatSoft software. Sadly, after many moves, both the fine hardcover book and software have been completely lost.

If anyone has this, and would be willing to sell it, please email me!

Thanks,

Lawrence.

Also, I'm looking for any DTP/Design software too.

Sent via Deja.com
http://www.deja.com/

873. Misc Atari ST Items FS/Trade (USA)

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 13:08:03 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3A6447B3.EAE9F6CC@netzero.net>
Source record: 51604

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Falcon Speed by Sack Electronic
Intel 286-16mhz IBM processor board for the Atari Falcon computer
Run DOS and Windows 3.1 programs on your Falcon
Norton SI Factor of 12
Sound Support
Up to 8 Meg of IBM RAM
VGA and SVGA video modes 640x480, 800x600, and 1024x768 under Windows
3.1
Switch back and forth between TOS and DOS modes $90.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,

box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk, box, and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Hard Drivin' by Tengen. The awesome arcade game on the ST.
Comes complete with disk, docs, and box. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Snoopy The Cool Computer Game by The Edge. Snoopy, Woodstock,
and the rest of the Peanuts gang. Linus has lost his blanket
and Snoopy has to find it. Comes with box, docs, and disk
$5.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks
$10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk
$5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks.
$5.00

MISC SOFTWARE

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual.
$3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual.
$5.00

Degas by Batteries Included. The classic garphics and drawing

program for the Atari ST platform. Comes with book and disk
$5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk
$15.00

BOOKS $5.00 each unless noted

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00
Thunder! The Writers Assistant manual. $1.00

MAGAZINES

I have a large selection of mostly 80's and early 90's Video Game and
Computer Magazines, Books, and Newsletters for various systems.
Please E-mail me for a current listing.

CD-ROMS

Whiteline Linux by Delta Labs. Atari Linux Distribution 1.1C.
Run Linux on your TT030, Falcon w/FPU, or 030 ST w/FPU. Has a
very simple installer. Just answer a few questions and away it
goes.
$15.00

NetBSD by InfoMagic. Install this Unix implementation on your Atari
TT030 or Falcon. Besides Atari there is IBM, Amiga, SUN, DEC ALPHA,
Macs, VME, HP3000 distributions on this 2 CD set.
$15.00

WANTED

MagiC Mac Ver 6.XX
CAB 2.7 or higher, full version or upgrade
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,

OS/2, Mac, and Amiga. If interested please request a list.

874. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 13:39:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979712972-77164AEicMi@cwcom.net>
Source record: 51642

From: xlator@cix.compulink.co.uk
Date: 14 Jan 2001 19:06:06 GMT

>Can anyone tell me just what is physically different on partitions that
>have LFNs enabled in MagiC (either in MAGX.INF or with VAFATCONF)? And

LFNs are stored in a different area of the disk from the 8+3 filenames.
Programs which don't understand LFNs are kept happy that way.

>although Thing 1.27 truncated *very* long filenames to 32 characters; I
>understand that later (beta) versions allow more. I only got the names
>in their full glory after switching to jinnee, which allows up to 64
>characters in file/folder names.

Atari Workshop in the UK sell jinnee, I heartily recommend it as a modern
desktop to accompany MagiC.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

875. Re: Colourising

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 13:44:30 UTC
From: Geoff Madden <geoffma@mersinet.co.uk>
Message-ID: <979652880.738602@zx81.mersinet.co.uk>
Source record: 51606

I've use both Photoline and Apex Media to do this. Can be a bit troublesome in that you need to change Hue and or Saturation, but not brightness. Apex will not run on magicPC

M.Bedford <mike@mbedford.demon.co.uk> wrote in message news:979592067.27205.0.nnrp-14.9e983130@news.demon.co.uk...
> Does anyone know of a program that can be used to colour tint grey-scale
> images?
>
> (only Atari ones can be accepted :-))
>
> Mike Bedford

876. Re: Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 13:45:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979712976-77620AEicMi@cwcom.net>
Source record: 51641

From: "Starlord" <starlord@qnet<*>com>
Date: Mon, 15 Jan 2001 19:08:35 -0800

>The Falcon did not have an IDE drive in it, I used it for 4 years with
>a Syquest. Then after moving over here I got a IDE drive (85meg I
>belive) from a guy up in Ridgecrest,Ca. I installed the drive and when
>everything was set, I powered up, the power supply started 'clicking'

Symptom of the PSU being overloaded or shorted.

>and nothing would come up. I opened it up and unhooked the hard drive
>and tested by powering up again, still nothing, not even the floppy

Check that it IS the PSU by trying to light a low-wattage 6 or 12V light
bulb with it (disconnected from the Falcon, of course!)

--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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

877. Re: Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 15:24:41 UTC
From: rsmac@t-online.de
Message-ID: <1enc51g.j3x8wqoqe0wN%rsmac@t-online.de>
Source record: 51607

Steve Sweet <steve_sweet@madasafish.com> wrote:

Hi,

> There is no 12V regulator on the Falc supply, regulation is based on the

IC 3 on PSU board? :) For what it is? :)

> 5V rail, the 12V rail just follows along as it comes from another winding
> on the chopper transformer.

Yes, for IC 3 :)

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

878. Re: TTM194 Monitor Flickering

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 16:17:26 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a647416$0$175@news.zetnet.co.uk>
Source record: 51609

On 15 Jan 2001 21:05:28 , Steve Sweet wrote:

| . . . .
|If not its the TT thats problematic, if it does then youve confirmed a
|monitor fault.
|I'd investigate the PSU firstly, wait for it to come up to temperature
|and to start off, squirt individual capacitors in the PSU with freezer
|spray, wait a few seconds, if/when the display fault appears youve hit
|the faulty device. If this doesnt show problems up then go squirting
|capacitors in the Line output, take note there are lethal voltages
|present in any section of the monitor, more so in the power supply and
|the line output. If squirting caps dont isolate the prob then pick on
|another device type and work on like this. Good luck.

I have taken a couple of monitors to a local workshop to get fixed.
The main part of their work seems to be re-soldering all the joints
in case they are dry.
--
JI Logan

879. Championship Manager 2

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 16:37:16 UTC
From: Jon Lyus <jon@ceramicreview.com>
Message-ID: <t68ub0c8uspj51@corp.supernews.co.uk>
Source record: 51610

Hello does anyone have this or Championship Manager 1 for the ST in MSA format. Its for my brother, who hasn't got very long.

Thanks

880. Re: DESKICON.RSC

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 17:10:29 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <3A648085.7A1A1DC6@uci.agh.edu.pl>
Source record: 51608

I remember that in Deskicons.rsc can only 255 icons.

best regards

tim anderson wrote:

> Hi,
>
> I was wondering if anybody could tell me how big a Deskicon.RSC file can be.
>
> I only ask because I can make one that uses a lot of new icons and takes up
> about 500Kb and during booting, I get an out of memory error.
>
> I am using a TOS 4.04 Falcon with a 3.2gb hard disc and 14Mb of Ram.
>
> Tim

881. Removing Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 18:20:47 UTC
From: Freek Munniksma <freek@munniksma.myweb.nl>
Message-ID: <9423tl$71r$2@azure.nl.gxn.net>
Source record: 51614

Hi all,

been on the road again....
Now i&#65533;m back home examining the loot. I bought a Falcon in an original case, but with the top and front covered with a grey steel plate. The original keyboard has been removed. On the left side of the front panel there&#65533;s a switch and three LEDS. The switch isn&#65533;t doing much, the red LED is an on/off indicator and the green LED is an HD active indicator. On the right side is a connector for a standard PC/AT keyboard. The mouse connection is(alas) standard Atari. There&#65533;s a 1 Gb Toshiba IDE drive inside, i got a VGA adapter, a great Agiler mouse and THREE trackballs with it! All this for 160 Euro!

QUESTION 1. Does anybody know the brand or any other info about this Falcon upgrade kit? Could be Dutch or German i think. (Bought it in Holland)

QUESTION 2. Does anybody know how to remove a Falcon 68882 FPU without damaging the FPU or the socket? In DoitF030 i read that you need special tools for this? I&#65533;d like to remove it from my "old" original Falcon and put it in the Falcon-in-case described above.

882. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 18:39:14 UTC
From: vdjole@EUnet.yu
Message-ID: <9424gi$2tt$1@SOLAIR2.EUnet.yu>
Source record: 51615

On 14 Jan 2001 22:58:53 , Lyndon Amsdon wrote:
>Hi
>
>I,m having a a little problem with Magic 6.10 on my Falcon which is
>very annoying. The keys work fine under TOS outputting the correct
>letter into any text editor. Under Magic keys like z and y and
>swapped over and most of the keys to the right, like the at sign
>are wrong.

Obviously Magic is set-up for German language. AFAIK there is a "regular"
way to change the keyboard layout, but besides that, it seems that
it can be adapted by carefully digging into MAGIC.RAM with a hex editor.
Look for the sequence "QWERTZ" ...

883. What was MultiGEM?

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 18:39:17 UTC
From: vdjole@EUnet.yu
Message-ID: <9424gl$2tt$2@SOLAIR2.EUnet.yu>
Source record: 51616

Just curious...

Browsing through some old magazines I came upon an article on software called "MultiGEM". Obviously it was an early attempt on multitasking, maybe an AES replacement/adaptation?

Did MultiGEM have any family ties with Magic or Geneva or NAES or something else ? Was it any good? Why did it disappear into oblivion? What was it (in)compatible with? Can it be found somewhere on the Net?

Cu.

884. Re: Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 19:00:07 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a649a37$0$180@news.zetnet.co.uk>
Source record: 51499

On 12 Jan 2001 23:49:31 , "timothy" wrote:
>Hi Guys,
>
>What software would you recommend for somebody to use for accountancy on the
>Atari Falcon?

I use PFM Plus for home accounts if that's the sort of program you're
looking for, I assume that it would work on the Falcon. If you want more
details of what it can do, e-mail me.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

885. Re: Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 19:37:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979753442-337800AEicMi@madasafish.com>
Source record: 51564

Hi Robert

>> There is no 12V regulator on the Falc supply, regulation is based on
>> the

>IC 3 on PSU board? :) For what it is? :)

:-) The one thats connected to the 5V rail via a 470 and 2200 ohm high
stability resistors, guess what?.

>> 5V rail, the 12V rail just follows along as it comes from another
>>winding on the chopper transformer.

>Yes, for IC 3 :)

Nope, IC3 is the reference for the over voltage protection circuit, and
is referenced to the 5V rail...

Regulation is done with collector current simulation via a feedback
winding off the pulsh width modulation driven FET chopper.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

886. Re: Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 19:39:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979753446-338467AEicMi@madasafish.com>
Source record: 51565

Hi Starlord

>The Falcon did not have an IDE drive in it, I used it for 4 years with a
>Syquest. Then after moving over here I got a IDE drive (85meg I belive)
>from a guy up in Ridgecrest,Ca. I installed the drive and when
>everything was set, I powered up, the power supply started 'clicking and
>nothing would come up. I opened it up and unhooked the hard drive and
>tested by powering up again, still nothing, not even the floppy drive.

Try unplugging the keyboard as well, check for breaches in the insulation
of all the ribbon cables that may short against the sheilding.

Give it a shake and make sure no screws have dropped into the system.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

887. Medusa

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 19:58:49 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <942944sg1@news1.skynet.be>
Source record: 51617

Hi,

Can I put EDO memory on a MedusaT40?

Regards
Zorro

888. Re: Removing Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 20:04:08 UTC
From: bindon@madasafish.com
Message-ID: <t69a9o332179a0@corp.supernews.com>
Source record: 51619

On 15 Jan 2001 19:26:34 , "Freek Munniksma" wrote:
Hi Freek

>QUESTION 1. Does anybody know the brand or any other info about this Falcon
>upgrade kit? Could be Dutch or German i think. (Bought it in Holland)

I don't know but it sounds butt ugly. No only kidding, but if you do
want to recase there are quite a few options to take.

>QUESTION 2. Does anybody know how to remove a Falcon 68882 FPU without
>damaging the FPU or the socket? In DoitF030 i read that you need special
>tools for this? I�d like to remove it from my "old" original Falcon and put
>it in the Falcon-in-case described above.

Best to buy a small tool that can be only a couple of ukp or even
less. If you are careful and know what you are doing you can try
prissing it out very slowly with a small screwdriver, but I really
wouldn't recommend this method. Get the tool, as it's not worth the
gamble.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

889. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 20:04:10 UTC
From: bindon@madasafish.com
Message-ID: <t69a9q1m254la1@corp.supernews.com>
Source record: 51618

>You need to put an English keytable.sys file in the Magic extension folder.
>This file remaps the keys in MagiC, so that they correspond with an English
>keyboard. Alternatively you can also download Keytables 1.02, which does the
>same thing but offers a bit more bells and whistles.
>http://www.jumpgates.com.skydiver

It's fine I've got it now! Thanks to everyone who replied :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

890. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 20:24:46 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <979736790-945868AEicMi@xs4all.nl>
Source record: 51550

Hi,

Does anyone know why Iconnect sometimes closes off right after you hit the
button and the next time refuses to do that...The last time i have to close
it off manually and that is a bit annoying because the next time you start
it up it won't go.

Thanks,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

891. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 20:35:41 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <tr296.38442$0d.4281327@nnrp4.clara.net>
Source record: 51620

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:979477226-062185AEicMi@madasafish.com...
> Hi Shiuming

> >Ah, mine cost a bit more because they give off blue light.
>
> Mine give off rainbows, containing blue light.

No, if you see that many colours you've
been mixing them with other drugs.
Bad idea.

Shiuming Lai

892. Re: Medusa

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 21:02:49 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <942ce7sps1@news4.isdnet.net>
Source record: 51621

"Zorro" <zorro270@yahoo.fr> a &#65533;crit dans le message news:
942944sg1@news1.skynet.be...
> Hi,
>
> Can I put EDO memory on a MedusaT40?
>
> Regards
> Zorro
>
>just try, it is simple, no danger.Just respect the sim format...
The 60ns (Nano-second) is just fine.
See you later.
Salut a plus tard...

893. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 21:18:45 UTC
From: rking@zetnet.co.uk
Message-ID: <3a64bab5$0$174@news.zetnet.co.uk>
Source record: 51622

On 16 Jan 2001 12:29:16 , Dennis Vermeire wrote:
>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 13 Jan 2001 13:54:40 -0500
>
>Hi Dan,
>
>>So I wonder how many they have sold ;)
>Supposing that the Milan II existed and was for sale I would say none... How
>anyone can possibly think of selling Atari products online to Atari users, on
>a website that needs JavaScript to access it is beyond me. So this is either
>a scheme to get rich quick or otherwise the maintainer of that site is simply
>a moron....
>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Dennis,

No he was the famous designer of Hotblack Dessiato's stunt space ship, the one that was so black you couldn't see it, so slippery, you couldn't feel it and used black panel lights that lit up black when you pressed them.

Bob King

894. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 22:07:29 UTC
From: Bruce S <brew@paradisewebdesign.net>
Message-ID: <t69hhingab2v4c@corp.supernews.com>
Source record: 51623

So what you are saying is that if I use HSModem to redirect the output from the serial2 to LAN I could pipe TCP/IP via STing/STick out that port and over my network if I set up STing/STIck properly... hmmm... it's crazy enough it just might work!

Seriously though, I didn't know HSModem could switch ports and I've been trying to figure out how to do it. I'll have to give it a shot. As for the Farrallon EtherMac iPrint device, according to Farrallon's docs it's just a dumb gateway between the Mac's ethernet port and a serial pinter which is bi-directional so it should work with no modification...

But since theory and reality rarely meet I think I'll call them about it anyway...

Thanks for the info!
Bruce

"Dan Ackerman" <baldrick@dilbert.netset.com> wrote in message news:3a6215ff$1_3@athena.netset.com...
> In article <t63crio7va4bf8@corp.supernews.com>,
> Bruce S <brew@paradisewebdesign.net> wrote:
> >Hi all...
> >
> >I purchased one fo the Farrallon adapters but could not get my TT to access
> >the LAN port (RS422 port) to access it... I kind of gave up at the time. I
> >tried it using MagiC. I'd like to get it going usign either MagiC or MiNT
> >but buying N.AES is kind of a pain here in the US so I don't really have
> >much use for MiNT w/o a desktop.
> >
> >Anyway, anyone with suggestions on how to get my TT with MagiC to pipe
> >TCP/IP through the LAN (RS422) port so I can plug my Farrallon adapter into
> >my Ethernet network would be greatly appreciated... GREATLY... I'd be
> >willing to give away a copy of the Paradise Presentations package I'm
> >working on now... maybe make the person a beta tester?
> >
>
> To get the system to address the port you need to set it up as
> such. I think HSmodem will do this. You basically just have to set a bit
> to on to redriect serial 2 to the lan port.
>
> As to making the device work that is a different matter. Ask

> farallon if they would be willing to open source the specs for the device.
> It might happen. Tell them they could probably get rid of the rest of
> their stock if they did ;)
>
> Dan Ackerman
> aka baldrick
>

895. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 22:15:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <942h63$57f$1@plutonium.compulink.co.uk>
Source record: 51625

In message <979559290.978.0.nnrp-09.9e98a620@news.demon.co.uk>, mark@recycledsteel.co.uk said:

>It sounds like your Keyboard is set-up for German (under Magic), I have a
>German TT so TOS is screwed with the 'z' and 'y' (try doing a backslash, 3
>keys).
>
>In Magic you can change it to English but I cant find it, I need to know
>what you do too.

Don't you have to have KEYTAB06.PRG in GEMSYS\MAGIC\START?

896. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 22:22:44 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <UQ396.65747$xW4.515868@news-server.bigpond.net.au>
Source record: 51624

"Bruce S" <brew@paradisewebdesign.net> wrote in message
news:t69hhingab2v4c@corp.supernews.com...
> So what you are saying is that if I use HSModem to redirect the output
from
> the serial2 to LAN I could pipe TCP/IP via STing/STick out that port and
> over my network if I set up STing/STIck properly... hmmm... it's crazy
> enough it just might work!
>
> Seriously though, I didn't know HSModem could switch ports and I've been
> trying to figure out how to do it. I'll have to give it a shot. As for
the
> Farrallon EtherMac iPrint device, according to Farrallon's docs it's just
a
> dumb gateway between the Mac's ethernet port and a serial pinter which is
> bi-directional so it should work with no modification...
>
> But since theory and reality rarely meet I think I'll call them about it
> anyway...

It's up to the comm's package to pick what port to use. Hsmodem only
supplies enhahaced bug free version's of the driver routines that TOS uses.
All it does is clean up the MFP and SCC routines, and the Lanport
(localtalk) uses the SCC, Modem2 on the Falcon, I think from memory. So
redirect connect/stalker etc to use localtalk and away you go..

Mark

897. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 23:05:13 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a64d2723ab50b0@tripnet.se>
Source record: 51626

On Tue 16-01-2001 22:22 (GMT) Mark Bedingfield wrote:

>It's up to the comm's package to pick what port to use. Hsmodem only
>supplies enhahaced bug free version's of the driver routines that TOS uses.
>All it does is clean up the MFP and SCC routines, and the Lanport
>(localtalk) uses the SCC, Modem2 on the Falcon, I think from memory. So
>redirect connect/stalker etc to use localtalk and away you go..

It can be set within HSMODEM but easier would be to use Peter
Rottengatter's "Serial Ports" cpx that comes with STinG. STinG should be
perfectly usable via the LAN port as several people have reported here.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

898. Re: Removing Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2001-01-16 23:34:31 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <$BVZmSEHqNZ6EwPR@lovecraft.demon.co.uk>
Source record: 51627

Once upon a time <9423tk$71r$1@azure.nl.gxn.net>, Freek Munniksma
<freek@munniksma.myweb.nl> grabbed chalk and scrawled:
>QUESTION 2. Does anybody know how to remove a Falcon 68882 FPU without
>damaging the FPU or the socket? In DoitF030 i read that you need special
>tools for this? Iï¿½d like to remove it from my "old" original Falcon and put
>it in the Falcon-in-case described above.

For the risk, and the cost of a new FPU, I'd just buy a new one ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

899. Re: Colourising

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 00:12:03 UTC
From: rking@zetnet.co.uk
Message-ID: <3a64e353$0$174@news.zetnet.co.uk>
Source record: 51628

On 16 Jan 2001 13:44:30 , "Geoff Madden" wrote:
>I've use both Photoline and Apex Media to do this. Can be a bit troublesome
>in that you need to change Hue and or Saturation, but not brightness. Apex
>will not run on magicPC
>
>M.Bedford <mike@mbedford.demon.co.uk> wrote in message
>news:979592067.27205.0.nnrp-14.9e983130@news.demon.co.uk...
>> Does anyone know of a program that can be used to colour tint grey-scale
>> images?
>>
>> (only Atari ones can be accepted :-))
>>
>> Mike Bedford
>
>
>.

Hi all,

Yes Photoline will do this. The first thing to do, under Tools, is Convert Picture: Grey to RGB, you will see no change, but without this, any grey level will be replaced by the luminance level of the replacement colour ie another grey. Then grab the grey colour level you want to replace with the pippette. Then go to Tools, Replace colour, pick up the pippette grey from the foreground pallete and drop it in the Source color box, set the tolerance. Do the same with the replacement colour and drop it in the Target color box, set tolerance, and execute. You will need a lot of trial and error, but it works.

Bob King.

900. Re: Medusa

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 00:55:24 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <942qg8$c9d$1@news1.skynet.be>
Source record: 51629

Hi,

> The 60ns (Nano-second) is just fine.
> See you later.
> Salut a plus tard...

I have tried 2X16Mo sims (no EDO) and the computer crashes on the "M46"
accessory with a message in german :((

I'm sure that the memory works great because I use it on my Amiga... the
Medusa works like a charm with 2X8mo of TT-RAM but not with 2*16Mo...

This memories are standard SIMS 60ns no EDO (I don't try the EDO before to
be sure that the computer doesn't "burn" with it).

Zorro

901. Re: Removing Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 01:23:41 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <_1h96.3582$d25.23846@newsfeed.slurp.net>
Source record: 51549

I removed the FPU 4 times from one machine to another using only a screwdriver... No big deal...

Joshua.

"Freek Munniksma" <freek@munniksma.myweb.nl> wrote in message news:9423tk$71r$1@azure.nl.gxn.net...
> Hi all,
>
> been on the road again....
> Now i m back home examining the loot. I bought a Falcon in an original case,
> but with the top and front covered with a grey steel plate. The original
> keyboard has been removed. On the left side of the front panel there s a
> switch and three LEDS. The switch isn t doing much, the red LED is an on/off
> indicator and the green LED is an HD active indicator. On the right side is
> a connector for a standard PC/AT keyboard. The mouse connection is(alas)
> standard Atari. There s a 1 Gb Toshiba IDE drive inside, i got a VGA
> adapter, a great Agiler mouse and THREE trackballs with it! All this for 160
> Euro!
>
> QUESTION 1. Does anybody know the brand or any other info about this Falcon
> upgrade kit? Could be Dutch or German i think. (Bought it in Holland)
>
> QUESTION 2. Does anybody know how to remove a Falcon 68882 FPU without
> damaging the FPU or the socket? In DoitF030 i read that you need special
> tools for this? I d like to remove it from my "old" original Falcon and put
> it in the Falcon-in-case described above.
>
>

902. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 01:46:10 UTC
From: sidcelery@cix.co.uk
Message-ID: <942th2apr2@plutonium.compulink.co.uk>
Source record: 51633

On 12 Jan 2001 18:20:13 , "Shiuming Lai" wrote:
>"Fat Harry" <dot@dot.com> wrote in message
>news:doms5t8k4v2rphlvp6o30nupurlhtd1csn@4ax.com...
>> I remember the time when Dixons had the 800XL and 1050 drive
>> together at some stupid price (I think it was £130).
> Yes, I got this very bundle. It's still here and still works.

I wasn't lucky enough to grab this deal. Mine was the 90quid bundle with just the 1010 datacorder. It cost me another 50quid to get the 1050 secondhand.

Not here any more. It got burgled (except for the 1050 which was the most valuable part of the setup IIRC) along with my first 520STFM!

rgds
H

903. Re: I take it all back!

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 01:46:12 UTC
From: sidcelery@cix.co.uk
Message-ID: <942th4apr3@plutonium.compulink.co.uk>
Source record: 51632

On 13 Jan 2001 09:50:05 , JI Logan wrote:
>On 13 Jan 2001 03:35:01 , Iggy Drougge wrote:
>| Just as easily, eh? Then tell me why so few here seem to be using
>| Newsie, or Okami, or Oasis, etc? Why is everyone using Outlook?
>| Because it runs so painlessly on their Ataris?
> Not everyone is using Outlook.

If anyone's like me they'll have tried to grab this NG for free at
work using Outlook. I did, but it was so horribly crap and unreliable
I aborted the attempt and started logging back on with Newsie.

I use Groupwise at work for internal and external Email and it's also
quite hideous. Seemingly incapable of using an external editor and any
attempt to use the tab key sends me to the file attachments area -
what kind of shite is that?!

So, that MS and Novell dispensed with. Thank God for atarisofts...

rgds
H

904. Re: On-line with an Ste

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 01:46:13 UTC
From: sidcelery@cix.co.uk
Message-ID: <942th5apr4@plutonium.compulink.co.uk>
Source record: 51635

On 13 Jan 2001 19:04:05 , "Shiuming Lai" wrote:
> <chris_thorley2603@my-deja.com> wrote...
>> Hi everyone,
>> bit fed up with being unable to get Atari downloads off
>> my PC.I would like to get my Ste up and running for
>> downloads,e-mail,etc. I know you can get an upgrade for the modem
>> port.
> www.atari-workshop.co.uk
Hi Shiuming,

Is this site live now?

rgds
H

905. Re: JPEGD for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 01:46:15 UTC
From: sidcelery@cix.co.uk
Message-ID: <942th7apr5@plutonium.compulink.co.uk>
Source record: 51634

On 13 Jan 2001 18:10:01 , Phantomm wrote:
> Regarding JPEGD.PRG for FALCON
> ------------------------------
>
> I know that there are several versions of the JPEGD program that
> goes into the AUTO folder of the Falcon for speeding up the
> loading/viewing of JPEG pictures.
>
> I think that BrainStorm were the ones that made these?
>
> Anyone know if the program is still being updated?
>
> If not, which one was the last version by file size and date?

The only version I'm aware of is the one included with CAB_JPG.OVL by
Dieter Fieblkorn. It's the Brainstorm version (PRG and ACC).

> And is the last version the fastest and best to use?
>
> I did find on my hard drive a Jpeg viewer program by BrainStorm,
> did they have a complete package for modifying/viewing Jpeg and
> other pic formats?
>
> If so, is there a URL for the complete package?

I don't know the answers to the rest, but I'm sure someone else can point
you in the right direction...

rgds
H

906. Re: Merging R, G, and B

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 01:46:17 UTC
From: sidcelery@cix.co.uk
Message-ID: <942th9apr6@plutonium.compulink.co.uk>
Source record: 51630

On 13 Jan 2001 18:19:25 , Phantomm wrote:
> Using a custom digitiser on a Falcon I can digitise a Picture from
> TV/VCR or etc and get a RED, GREEN, and BLUE grab of the same
> picture.
>
> Now is there a small simple program that would MERGE the R, G, and
> B picture Grabs to form a 256 color picture or better?
>
> And is there a simple program that would do a series of RGB
> pictures like the above into a common ATARI, PC, or MAC Video
> format such as MPEG, MOV, FLC, FLH?

HiSoft had hardware/software that would do just this. Tpically I can't
remember the name, but I wonder if their website would have
information?

rgds
H

907. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 01:46:18 UTC
From: sidcelery@cix.co.uk
Message-ID: <942thaapr7@plutonium.compulink.co.uk>
Source record: 51631

On 14 Jan 2001 22:58:53 , Lyndon Amsdon wrote:
>I,m having a a little problem with Magic 6.10 on my Falcon which is
>very annoying. The keys work fine under TOS outputting the correct
>letter into any text editor. Under Magic keys like z and y and
>swapped over and most of the keys to the right, like the at sign
>are wrong. I tried running magic under a barebones szstem, HDDriver
>and Magic, with no shell (using the file selector dialog) and it
>still gives the same results.
>
>Mazbe I should see what the mapping is like in the NVRAM but it
>seems verz odd that it does work under TOS and it was working a few
>dazs a go.

I'm sure your KEYTABLS.SYS file is either lost or corrupted in
C:\GEMSYS\MAGIC\XTENSION\

rgds
H

908. Re: Largest IDE HD Falcon can support?

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 02:34:09 UTC
From: wongck@letterbox.com
Message-ID: <9430a4$a1l$1@mailint03.im.hou.compaq.com>
Source record: 51636

In article <3A5ED5B4.C1F565BA@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
>Artur Stachon wrote:
>> From my experience my friend has 30gb hd on athlon 862mhz and because it
>> has so many tracks and sectors to read at the boot, it takes longer than
>> smaller hd (FAT table)
>
>Sure, these checks take some time, but there is no need to run
>filesystem checks with each boot process. Actually, I don't know any
>operating system that runs a check each time, unless it was configured
>to do so.
>

Ha ha ha.... maybe the system crashes everytime. So when windows bootup, it does a filesystem check.

But the probable reason is that the CPU is so fast in shutting down that the cache in the HDD is not fully flushed yet. This is most likely to happen in larger HDD with larger cache. See Microslop knowlegde base for their explaination and patch.

rgds
William

909. Collector's List

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 04:21:30 UTC
From: hughfalk@mindspring.com
Message-ID: <9436k4$254$1@nnrp1.deja.com>
Source record: 51637
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.amiga.games,comp.sys.ti

To all computer game collectors,

In order to build and even larger community around classic computer gaming,
GOTCHA (Gaming Obsession Throughout Computer History) is adding an official
collector's list to its site. This will just be a simple table of people
who collect computer games, their contact info and what platforms they
collect (Atari, Apple, TRS-80, Commodore, etc.) It is similar in scope to
the list that Digital Press hosts; however, Digital Press's list doesn't
track computer games (beyond Atari 8-bit carts), and GOTCHA won't track
console games. If you collect computer games, please take a minute to fill
out this form:

http://www.emuclassics.com/gotcha/collector's_list.htm

You'll then be added to the list, which will be on display at GOTCHA
(http://www.emuclassics.com/gotcha/). You may find some collectors local to
you. Once I get a few names, I'll post the initial list. Then it will be
updated regularly. Please pass this message on to whomever you think might
be interested.

Best regards,
Hugh Falk

Sent via Deja.com
http://www.deja.com/

910. Re: Modifying a Megafile30 to a bigger HD (IDE?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 04:56:24 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3A6525F8.968A4752@sunflower.com>
Source record: 51638

If you find out about this, please let me know as I have the same system and question.

Thanks,

Gil@idir.net

Guillaume LE TETU wrote:

> I recently disassemblied a megafile30 and a I saw there were 2 main
> parts inside, a controller and the harddisk himself (30 meg). The
> harddisk is connected to the controller by two cables, one of them seems
> to be an ide cable. Is It possible to replace the harddisk part with a
> standard ide drive (bigger), using only the "ide" connector and the
> power supply of the actual one ?
>
> Thanks,
>
> Guillaume.

911. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 06:18:13 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A653925.45D4ADE6@jps.net>
Source record: 51639

I think it is just a recognition that most of the market, Atari or not,
is using PC's to browse the net.

Dennis Vermeire wrote:
>
> >So I wonder how many they have sold ;)
> Supposing that the Milan II existed and was for sale I would say none... How
> anyone can possibly think of selling Atari products online to Atari users, on
> a website that needs JavaScript to access it is beyond me. So this is either
> a scheme to get rich quick or otherwise the maintainer of that site is simply
> a moron....
>

912. Re: What was MultiGEM?

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 07:21:06 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <943h4v$9r9$1@nnrp1.deja.com>
Source record: 51640

Hi,

> Just curious...
>
> Browsing through some old magazines I came upon an article on software
> called "MultiGEM". Obviously it was an early attempt on multitasking,
> maybe an AES replacement/adaptation?
>
If my memory serves me correctly, MultiGEM allowed you to load
applications into the desk accessory slots. You could then switch
between applications and the desktop. Although this did not provide
true multitasking it did allow you to load and switch between
several applications.

Hope this helps.

Regards,

Ben Hills.

Sent via Deja.com
http://www.deja.com/

913. Re: How to connect Maxtor external HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 08:36:16 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <4sl96.40557$0d.4544917@nnrp4.clara.net>
Source record: 51563

"william wong" <wongck@letterbox.com> wrote in message
news:93j315$1r2$2@mailint03.im.hou.compaq.com...
> Not as easy as you think... the Maxtor 1394 is a firewire device. There is
no
> firewire port on my falcon. Anyway I think investing in a firewire to SCSI
> convertor is not a solution as I did afterall borrowed the drive and only
be
> using it a couple of days for some file transfer.

If you're only having it for a few days
then just do as I suggest and take the
drive out of the case and chain it on
your Falcon. Very easy.

Shiuming Lai

914. Falcon Ram

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 08:54:05 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <943mdgaqa1@pegasus.csx.cam.ac.uk>
Source record: 51645

What type/speed of Ram does the Falcon use?; is it easy to upgrade, like
just changing a few SIMM or is it more complicated than that?.
Also why is it upgradable to 14meg when digitally speaking you would expect
this to be 16meg (1,2,4,8,16)?.

Thanks,
Stephen Moss

915. Re: Falcon Ram

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 10:02:32 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <943qag$so3$1@news8.svr.pol.co.uk>
Source record: 51546

Hi,

The memory in the Falcon is a specialist card.

I bought a SIMM adapter for Keychange music, This has allowed me to take it
to 14mb.

The SIMMs used are single sided FPM SIMMs, it doesn't like double sided or
EDO SIMMs.

I think is 14mb limited by the MMU but I may well be wrong.

Tim

Stephen Moss wrote in message <943mdgaqa1@pegasus.csx.cam.ac.uk>...
>What type/speed of Ram does the Falcon use?; is it easy to upgrade, like
>just changing a few SIMM or is it more complicated than that?.
>Also why is it upgradable to 14meg when digitally speaking you would expect
>this to be 16meg (1,2,4,8,16)?.
>
>Thanks,
>Stephen Moss
>
>

916. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 11:39:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979735484-579204AEicMi@cwcom.net>
Source record: 51552

From: "Bruce S" <brew@paradisewebdesign.net>
Date: Tue, 16 Jan 2001 17:07:29 -0500

>Seriously though, I didn't know HSModem could switch ports and I've been
>trying to figure out how to do it. I'll have to give it a shot. As for the

I don't know if this subject is covered, so FWIW you can download the English
docs for HSModem7 from my web site, MISC section, URL in sig.

--


```
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

917. Re: Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 11:42:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979735486-579700AEicMi@cwcom.net>
Source record: 51551

From: tcjspencer@zetnet.co.uk (Trevor Spencer)
Date: 16 Jan 2001 19:00:07 GMT

>I use PFM Plus for home accounts if that's the sort of program you're
>looking for, I assume that it would work on the Falcon.

Indeed it does - it also works under MagiC :-)

About the only irritation is that you have to visit another menu option to
set the print range for a statement - this option should have been built
into the Print menu. The usage of ALT+key shortcuts in the menu bar is also
non-standard.

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

918. very old TOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 13:09:28 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <3a659989$0$37063$1a0eedbc@dreader2.news.xs4all.nl>
Source record: 51547

I discovered two disks, both single-sided.
One containing a TOS 0.13 and one a version 19 UK
Both date back from the time that TOS was not yet in ROM.

What was the name of the software that allowed to put all floppydisk info
(inclusive bootsector etc.) in one data file (for up/download on the net)?

--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

919. NEW! Atari 2600/7800/Jaguar Cartridges

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 13:18:57 UTC
From: Kevin <puddytat85@hotmail.com>
Message-ID: <5Zg96.1705$tA6.135958@bgtnsc06-news.ops.worldnet.att.net>
Source record: 51548

********** NEW! **********

ALL ARE NEW, ORIGINAL SEALED AT
FACTORY PACKAGING, NEVER OPENED!!!
AIR INSIDE PACKAGING IS CIRCA 1980'S
TO 1991, SMELL THE RETRO......

Quantities Unlimited.... Buy 4 get 1 Free (Does NOT
Apply to Jaguar Cartridges/CD's)

HURRY! Get your favorite collector game..... Buy
1 for a Keepsake and 1 to play...

Select from 46 titles for Atari 2600/7800 Cartridges..
Email me for a complete list... $5.00 each on Atari
2600/7800 Cartridges, Jaguar Carts individually priced.

7800 Series:
Centipede, Asteroids, Dig Dug, Galaga, Joust,
Ms. Pac-Man, Pole Position, Xevious, BallBlazer,
Scrapyard Dog (SOLD OUT!), Basketball, Hat Tricks,
WinterGames (SOLD OUT!), Baseball, Dark Chambers
(SOLD OUT!), Donkey Kong, Donkey Kong Jr, Tower Toppler, Jinks, Barnyard
Blaster, Ninja Golf (SOLD OUT!), Meltdown, Robotron (SOLD OUT!), Super Huey
(SOLD OUT!), Desert Falcon (SOLD
OUT!)......and more!!!

2600 Series:
Space Invaders (SOLD OUT!), Baseball,
Football, Phoenix (SOLD OUT!), Ms. Pac-Man, Dig
Dug, BattleZone, Galaxian, Gravitar, Jungle Hunt, Kangaroo, Joust, Mario
Bros (SOLD OUT!), Pole
Position, Pac Man Jr, Solaris, Venture, Dark Chambers (SOLD OUT!), Super
Football........and more!!!

Jaguar (All games are Cartridge format unless noted):
Checkered Flag $9, Cannon Fodder $18, Dragon's
Lair (CD) $20, Pinball Fantasy $18, Theme Park $18

All Prices are in $ US Dollars $.......... Shipping
to Canada and other countries is per order weight
via US Postal Mail (EMS).

E-Mail Me if you are interested in a complete list of
all games available.... These are NEW! and will go
fast.....

920. Re: Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 14:16:26 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <979741884-424836AEicMi@xs4all.nl>
Source record: 51553

>>I use PFM Plus for home accounts i
Where is that available?

T.I.A.

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

921. Re: What was MultiGEM?

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 14:17:46 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <979741886-425424AEicMi@xs4all.nl>
Source record: 51554

And remember: MultiGEM is not entirely bugfree.....

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

922. Re: Falcon Ram

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 14:57:22 UTC
From: Ireneusz Pelech <irekp@cu2000.com.pl>
Message-ID: <3A65B2D2.FCD1422C@cu2000.com.pl>
Source record: 51556

Stephen Moss wrote:
>
> What type/speed of Ram does the Falcon use?; is it easy to upgrade, like
> just changing a few SIMM or is it more complicated than that?.
> Also why is it upgradable to 14meg when digitally speaking you would expect
> this to be 16meg (1,2,4,8,16)?.
>
> Thanks,
> Stephen Moss

I have in my Falcon 14 MB Ram. I used 16 MB non EDO SIMMs and specialist
card.

--
Regards
Ireneusz Peďż˝ech
Monsoft

irekp@cu2000.com.pl | ->Atari Internet Magazyn <-
tel. 0603 439 935 | http://www.cu2000.com.pl/guma

923. Re: very old TOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 15:00:57 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <944bqt$ah4$1@newsg2.svr.pol.co.uk>
Source record: 51555

Magic Shadow Archiver (MSA)

Stichting ST wrote in message
<3a659989$0$37063$1a0eedbc@dreader2.news.xs4all.nl>...
>I discovered two disks, both single-sided.
>One containing a TOS 0.13 and one a version 19 UK
>Both date back from the time that TOS was not yet in ROM.
>
>What was the name of the software that allowed to put all floppydisk info
>(inclusive bootsector etc.) in one data file (for up/download on the net)?
>
>
>--
>Ronald van der Kamp
>secretaris Stichting ST
>http://www.xs4all.nl/~atarist
>
>

924. MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 16:05:02 UTC
From: Laurence Shields <laurenceshields@mindspring.com>
Message-ID: <944fqn$8e8$1@slb7.atl.mindspring.net>
Source record: 51557

Hey everyone,

I'm an Atari fan and lately I've been reading about all these things you can add that can make life better for my little machine. At least I thought so. The problem is, I am a little confused by the terminology and all of the products available and I need some advice from the "power-users". So here goes.

I have MagiC 5 right now and am considering upgrading to MagiC 6 but I don't really use MagiC a lot. Partly because some programs don't like it (Notator SL, etc) and partly because I'm put off by the German-language oriented parts of it. I find that the icon handling seems to be pretty clumsy, too, compared to my normal OS (TOS 2.05 w/ Icon Juggler). I'm one of those freaks who like to be able to customize the look of everything. :)

I know next to nothing about MiNT except what most MiNT fans would call myths (that MiNT is hard to use and so on). Is it really harder to use than MagiC? Is it worth the trouble?

I have no idea what a AES is or where mine is located. NAES just makes matters worse. But I'd like to know, if it's not too complicated.

To sum up, I'm a musician. I have several Ataris but my main machine is a Mega STe w/ 4 MB, TOS 2.05 and a 48 MB hd. I use Notator SL, Logic, X-oR, and a few others as well as some expansion boxes (Unitor, LOG3, Export). A lot of the info out there about MagiC/MiNT/NAES stuff seems to require some programming knowledge with terms like "kernel", "VDI", "scripting", and so on being thrown around. I'm interested in learning about these things but, you know, I only have so much time and music is my main passion. Not computers. I've also no interest in high-level graphics programs or surfing the net with the Atari. Mainly just music stuff.

So should I go ahead an upgrade to MagiC 6? Or should I get into MiNT? How could a new AES help me?

Sorry for such a loooong post and so many (probably stupid) questions, but I need advice from people who really know this machine and I figured this is the place to ask for it. I'm looking forward to hearing everyone's opinons.

Thanks in advance!
Laurence

925. Re: Modifying a Megafile30 to a bigger HD (IDE?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 17:28:36 UTC
From: Gary <bitbucket@home.com>
Message-ID: <3A65D644.B9B2370B@home.com>
Source record: 51558

Gil Bavel wrote:
>
> If you find out about this, please let me know as I have the same system and
> question.
>
> Thanks,
>
> Gil@idir.net
>
> Guillaume LE TETU wrote:
>
> > I recently disassemblied a megafile30 and a I saw there were 2 main
> > parts inside, a controller and the harddisk himself (30 meg). The
> > harddisk is connected to the controller by two cables, one of them seems
> > to be an ide cable. Is It possible to replace the harddisk part with a
> > standard ide drive (bigger), using only the "ide" connector and the
> > power supply of the actual one ?
> >
> > Thanks,
> >
> > Guillaume.

That's not an IDE cable. What you are looking at is an old style
MFM/RLL interface. The wide cable carries data and the narrow cable is
control. If you want to replace the drive you must use (in the case of
the MF30) an RLL certified drive. IIRC the largest drives from that era
were 150MB or so and were full height so you wouldn't be able to put the
case back together.

926. Re: Falcon Ram

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 17:57:57 UTC
From: bindon@madasafish.com
Message-ID: <t6bn959731p279@corp.supernews.com>
Source record: 51559

On 17 Jan 2001 10:02:32 , "tim anderson" wrote:

>I think is 14mb limited by the MMU but I may well be wrong.

Right, and the other 2mb I think are used for memory mapped devices like the ST. One of the more annoying "features" of the Falcon, why they couldn't use standard simms goes beyond me. Probably some reason for them to make money, I'm not sure. The 030 IIRC can access 4Gb of space.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

927. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 17:58:01 UTC
From: bindon@madasafish.com
Message-ID: <t6bn99qvtb1k7a@corp.supernews.com>
Source record: 51560

On 17 Jan 2001 11:05:02 , "Laurence Shields" wrote:

Hi Laurence

>I'm an Atari fan and lately I've been reading about all these things you can
>add that can make life better for my little machine.
>
>I have MagiC 5 right now and am considering upgrading to MagiC 6 but I don't
>really use MagiC a lot. Partly because some programs don't like it (Notator
>SL, etc)

For midi I recommend not using Magic. You say you don't really want to
use it for anything but Music so you wouldn't see the advantages.
Have you got NVDI. This is about as reliable and compatible as software
can get, it greatly enhances sreen redraws. Things move smoother,
like the stave.

>I know next to nothing about MiNT except what most MiNT fans would call
>myths (that MiNT is hard to use and so on). Is it really harder to use than
>MagiC? Is it worth the trouble?

It is more for the technical gurus. You need to know how to edit
configuration files. Mint part is quite easy to set up but again, you
wouldn't see much advantage.

>I have no idea what a AES is or where mine is located. NAES just makes
>matters worse. But I'd like to know, if it's not too complicated.

AES is the Applications Eviroment Service. It's the part of TOS that
handles windows and icons, and such. The AES in TOS doesn't support
multitasking, so installing Mint on it's own doesn't provide a proper
multitasking enviroment. That's why you need a replacement such as
NAES or XaAES. Magic includes this part.

>To sum up, I'm a musician. I have several Ataris but my main machine is a
>Mega STe w/ 4 MB, TOS 2.05 and a 48 MB hd. I use Notator SL, Logic, X-oR,
>and a few others as well as some expansion boxes (Unitor, LOG3, Export). A
>lot of the info out there about MagiC/MiNT/NAES stuff seems to require some
>programming knowledge with terms like "kernel", "VDI", "scripting", and so
>on being thrown around. I'm interested in learning about these things but,
>you know, I only have so much time and music is my main passion. Not
>computers. I've also no interest in high-level graphics programs or surfing
>the net with the Atari. Mainly just music stuff.

I admit that the terminolgy is difficult. A couple of years ago, I
hardly knew anything. Also 4mb of RAM isn't much to run a "big"
system on. Magic/NVDI uses quite a lot of it. Then you need a

desktop (the visual front end that you see and use). Magxdesk
supplied with Magic is neat and small, right up to something like
Jinnee that is quite big.

>So should I go ahead an upgrade to MagiC 6? Or should I get into MiNT? How
>could a new AES help me?

Maybe you'd like to try out just a new desktop with NVDI? Try Thing
out, it won't give you multitasking, but it does give you a lot more
options.

>Sorry for such a looooong post and so many (probably stupid) questions, but I
>need advice from people who really know this machine and I figured this is
>the place to ask for it. I'm looking forward to hearing everyone's opinons.

Don't worry, if you don't ask you won't know. I was once in a
situation like you so I like to help out.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

928. Hybrid Arts Multiplexer?

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 18:07:02 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <944mvt$8s9$1@nnrp1.deja.com>
Source record: 51562

Dan is looking for a Hybrid Arts Multiplexer.

Anyone have one for sale?

Please respond to Dan personally:

dmarschke@centurytel.net

Thanks

Tim

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

929. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 18:09:21 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979755053.29085.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 51561

I understand DHCP, DNS, etc but the problem is that the labels in Sting are vague - the 'Server Assigned IP' (or whatever it is) does not work, I will find out the DNS servers actual IP addresses and add them manually.

When I tried this before (admittedly with some foreign DNS server addresses) it did not work and the dialogue which displays the addresses you have is not the that user friendly.

Mark.

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message news:979712968-76216AEicMi@cwcom.net...
> From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
> Date: 13 Jan 2001 20:12:06 GMT
>
> >>These two items are mutually exclusive BTW.
> >>
> >
> >Hi Derryck,
> >
> >If they are mutually exclusive then why does the dialog allow both to
> >be entered ? Wouldn't it be better if the check button greyed out
> >the input field ?
>
> My apologies, Shiuming points out later in the thread the error of my
> statement. Your IP address is dynamically assigned at login, unless (rare) you
> have a permanent IP address. The name server address(es) are either listed by
> the particular ISP or are assigned dynamically - it's that box you tick in the
> dialer. However, it does seem that you understood my message :-)
>
> >Although I did once read the STiNG docs I now work by trial and error
>
> I've found that little needs to be changed from one ISP to the next - the PPP
> protocol is meant to sort out the nitty-gritty itself.
>
> >I have just removed the two ip addresses from my set-up and it still
> >works so it looks like the manually entered ones override the check
> >box.
>
> Ticking the box "fetch dns from host" or whatever it's called in the dialer,

> and saving the result results in the dns address(es) being removed from
your
> script.
>
> >I am getting very good performance from CAB and a 33k6 modem, about
> >5600 bytes per second with Dan Ackermans ovl. I don't know what the
> >theoretical limit is perhaps someone could enlighten me some more.
>
> I doubt you'll get anywhere near it :-)
>
> It was very quick at Christmas though :-)
>
> I've gone back to Olivier Booklage's overlay as Dan's sometimes fails to
> download any data, unless it's "one of those things" which sometimes
afflicts
> the internet!
>
> --
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> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

930. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 18:50:49 UTC
From: rking@zetnet.co.uk
Message-ID: <3a65e989$0$175@news.zetnet.co.uk>
Source record: 51566

On 16 Jan 2001 22:18:13 , John Kolak wrote:
>I think it is just a recognition that most of the market, Atari or not,
>is using PC's to browse the net.
>
>Dennis Vermeire wrote:
>>
>> >So I wonder how many they have sold ;)
>> Supposing that the Milan II existed and was for sale I would say none... How
>> anyone can possibly think of selling Atari products online to Atari users, on
>> a website that needs JavaScript to access it is beyond me. So this is either
>> a scheme to get rich quick or otherwise the maintainer of that site is simply
>> a moron....
>>
>.

Hi John,

As I always say, I could be completely wrong, but I feel much safer when browsing on my Milan than with my office PC. The whole 'Net world is keyed up to finding out as much detail as they can about whoever may be looking at their web site. With 'Accept Cookies' switched off, I feel safe from prying eyes, hackers, FBI, Tony Blair or whoever. It's a small price to pay for not being able to download a few smart arse java sites.

Bob.

931. Re: Falcon Ram

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 20:03:26 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <944tqempp1@snipp.uninett.no>
Source record: 51567

Lyndon Amsdon <bindon@madasafish.com> wrote:

> for them to make money, I'm not sure. The 030 IIRC can access 4Gb of
> space.

Not the one in the Falcon. It has a 16 bit data bus (the full 030 has 32)
and a 24 (?) bit adress bus.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

932. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 20:50:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979841774-923799AEicMi@madasafish.com>
Source record: 51508

Hi Raoul

>Does anyone know why Iconnect sometimes closes off right after you hit
>the button and the next time refuses to do that...

What button are you refering to?.

>The last time i have to close it off manually and that is a bit annoying
>because the next time you start it up it won't go.

How about being a bit more specific!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

933. TT high rez. mono monitor wanted in UK

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 20:55:26 UTC
From: mbanf <mbanf@netscapeonline.co.uk>
Message-ID: <3A6606BD.E8FFA7BF@netscapeonline.co.uk>
Source record: 51568

I am looking for a monitor that can be used with my TT in high rez mono.
Does not have to be a TTM194 but if I could find one in working order
that would be ideal !

Must be cheep!

Please email to : mbanf@netscapeonline.co.uk

934. Re: Colourising

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 20:55:34 UTC
From: ebaiz@skyenet.net
Message-ID: <aFn96.4048$d25.24490@newsfeed.slurp.net>
Source record: 51570

On 15 Jan 2001 20:54:27 , M.Bedford wrote:
>Does anyone know of a program that can be used to colour tint grey-scale
>images?
>
>(only Atari ones can be accepted :-))
Photoline and Smurf can.....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

935. Re: Medusa

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 20:55:35 UTC
From: ebaiz@skyenet.net
Message-ID: <bFn96.4049$d25.24490@newsfeed.slurp.net>
Source record: 51571

On 16 Jan 2001 20:58:49 , "Zorro" wrote:
>Hi,
>
>Can I put EDO memory on a MedusaT40?
>
>Regards
>Zorro

Email Fredi and ask him. I would say no. When I bought my Hades I can only use the regular simms. Now, I can use the EDO Ram since I ordered a special chip that I now have installed. You may be able to do the same.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

936. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 20:57:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979841778-924379AEicMi@madasafish.com>
Source record: 51509

Hi Dezza

>I've gone back to Olivier Booklage's overlay as Dan's sometimes fails to
>download any data, unless it's "one of those things" which sometimes
>afflicts the internet!

I cant get any of those overlays to work, the latest ASH overlay i have
is ancient although it does all the others can do afaics. Whats the most
recent version of the ASH overlay do you know?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

937. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 20:59:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979841780-925027AEicMi@madasafish.com>
Source record: 51507

Hi John

>I think it is just a recognition that most of the market, Atari or not,
>is using PC's to browse the net.

And its no wonder if all other system ads are hidden in inacessable
sites.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

938. Re: RedHotAnt (UK ISP)

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 21:03:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979841784-925623AEicMi@madasafish.com>
Source record: 51510

Hi dude

>Just in case you haven't seen RHA's email, the freephone numbers are to
>be CHARGED FOR with effect from today, 16th January.

Free access!, only ï¿½49.99, what you complaining about.

Scamming barstards!!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

939. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 21:06:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979841786-926243AEicMi@madasafish.com>
Source record: 51511

Hi Shiuming

>> >Ah, mine cost a bit more because they give off blue light.

>> Mine give off rainbows, containing blue light.

>No, if you see that many colours you've been mixing them with other
>drugs.

Of course.

>Bad idea.

Works for me, pass the Anadin.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

940. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 21:29:38 UTC
From: ebaiz@skyenet.net
Message-ID: <69o96.4065$d25.25172@newsfeed.slurp.net>
Source record: 51572

>So should I go ahead an upgrade to MagiC 6? Or should I get into MiNT? How
>could a new AES help me?
>
>Sorry for such a looooong post and so many (probably stupid) questions, but I
>need advice from people who really know this machine and I figured this is
>the place to ask for it. I'm looking forward to hearing everyone's opinons.
>
>Thanks in advance!
>Laurence

Well I have and use both. I have Magic 6, N.AES 1.2 and Geneva. All work
fine, but I use Magic mostly. I would upgrade to version 6 in Magic and
also get the N.AES 1.2 CD.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

941. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 21:34:30 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a660fe6.0@energise.enta.net>
Source record: 51569

```
On 15 Jan 2001 20:38:30 , Steve Sweet wrote:
>Hi Shiuming
>
>
>>> These two items are mutually exclusive BTW.
>
>>The (usually two, hence primary/secondary) DNS IPs are not the same as
>>the IP assigned to your machine.
>
>Hands up all the geeks going to network school. :-)
>

Well, not exactly. I'm a software developer and I'm currently
spending my days hacking data in and out of various data bases,
mostly Oracle.

Tinkering with a Milan is infinitely more interesting.

Peter

---------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
---------------------------------------------------------------------
---------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---------------------------------------------------------------------
```

942. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 22:21:57 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <qYo96.181537$eT4.14929953@nnrp3.clara.net>
Source record: 51573

"'Oli" <reiknir@my-deja.com> wrote in message
news:933nq7$ql8$1@nnrp1.deja.com...
> In article <P8656.85$Mw6.975@newsfeed.slurp.net>,
> ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
> > On 4 Jan 2001 01:02:20 +, Dan wrote:
> > >USB 2.0
> >
> > What does AGP stand for???
> Advanced Grapic Port,

Accelerated Graphics Port. An Intel
development to alleviate PCI bus
congestion by ever-faster graphics
rendering processors. AGP differs from
PCI in that it doesn't have to share its
bandwidth with other devices, and the
different versions have the following
bandwidth, compare to 32-bit 33 MHz PCI:

- PCI: 132 MB/s at 33 MHz
- AGP 1x: 264 MB/s at 66 MHz
- AGP 2x: 528 MB/s at 66 MHz with double
edge triggering (data latched at both edges
of the clock)
- AGP (v2.0) 4x: 1,056 MB/s
- AGP Pro: As AGP 4x but with
higher power supply rating for
hungry workstation-class adaptors,
hence longer slot for extra pins

AGP gives the graphics card
very fast direct access to system
memory which can be used to
store texture data. It can also carry
address signals on side-band lines,
seperate to the 32-bit AGP, for even
more bandwidth, although at least nVidia
recommends against this.

Unlike PCI, AGP also supports
command pipelining for yet even
more bandwidth.

> a variant of the PCI bus used in all current PC

It's not a variant. It's electrically,
logically and physically independent.
Although some might say its spec is
a super-set of PCI, if that can be
considered a variant. I guess so.
Just remember that PCI is multi
master multi-target as opposed to
single-master single-target (AGP).

Shiuming Lai

943. Re: DESKICON.RSC

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 22:48:54 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <979771734.13935.0.nnrp-01.9e983130@news.demon.co.uk>
Source record: 51574

On 16 Jan 2001 10:26:07 , "tim anderson" wrote:
>Hi,
>
>I was wondering if anybody could tell me how big a Deskicon.RSC file can be.
>
>I only ask because I can make one that uses a lot of new icons and takes up
>about 500Kb and during booting, I get an out of memory error.
>
Using Magic you can put separate *.RSC files into one resource folder
(don't need DESKICON.RSC). I currently have 912K in various RSC files in
the folder without any problems. I think I ran into the same limit 500K
using TOS.

Mike Bedford

944. Re: Colourising

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 22:48:55 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <979771735.13935.1.nnrp-01.9e983130@news.demon.co.uk>
Source record: 51575

On 16 Jan 2001 13:44:30 , "Geoff Madden" wrote:
>I've use both Photoline and Apex Media to do this. Can be a bit troublesome
>in that you need to change Hue and or Saturation, but not brightness. Apex
>will not run on magicPC
>

Thanks for the advice.
I've got Apex (it's time to RTFM) so I'll try it.

Mike Bedford

945. atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 23:08:02 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a6625d4$0$70804$272ea4a1@news.execpc.com>
Source record: 51576

Hello,

About a month ago, I ordered some atari hardware from
who I think is a reputable dealer.
(They are spoken of on this site)

I do not wish to mention the name of the dealer or the country.

I paid for the product in full, and was emailed that it was being
shipped.

It has been more than a month now.

My local post office says it should take 2-4 weeks if mailed
parcel or 5-7 days if air mailed.

Well, I have emailed the sender a couple of times with no response.

Is there anything that I can do about this?
(Besides calling)

ken

946. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 23:28:05 UTC
From: jflemaire@belgacom.net
Message-ID: <9459q5qul1@news0.skynet.be>
Source record: 51577

Hi,

On 17 Jan 2001 11:05:02 , "Laurence Shields" wrote:
>Hey everyone,

>To sum up, I'm a musician. I have several Ataris but my main machine is a
>Mega STe w/ 4 MB, TOS 2.05 and a 48 MB hd. I use Notator SL, Logic, X-oR,
>and a few others as well as some expansion boxes (Unitor, LOG3, Export). A
>lot of the info out there about MagiC/MiNT/NAES stuff seems to require some
>programming knowledge with terms like "kernel", "VDI", "scripting", and so
>on being thrown around. I'm interested in learning about these things but,
>you know, I only have so much time and music is my main passion. Not
>computers. I've also no interest in high-level graphics programs or surfing
>the net with the Atari. Mainly just music stuff.
>
>So should I go ahead an upgrade to MagiC 6? Or should I get into MiNT? How
>could a new AES help me?

I think you've answered your own questions. If you're not that
interesting in computers per se and only use your Ataris for music,
stick with what you have, don't bother with either MagiC or MiNT. And to
be honest, a 4Mb Mega STe won't like MiNT at all. But if you would
really like to upgrade your system, you should upgrade your hardware
first.

J-F.

947. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-17 23:29:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9459tcjan1@plutonium.compulink.co.uk>
Source record: 51578

In message <15012001225509806 5%flipflap@coastalnet.com.invalid>,
flipflap@coastalnet.com.invalid said:

>In article <t66msjphvu4e75@corp.supernews.com>, bindon@madasafish.com
>(Lyndon Amsdon) wrote:
>
>> Yes he could do, but there isn't that much of a benifit over AHDI when
>> a HD is under 100mb. It's simply the fact that AHDI is free, and a
>> lot better insome ways than ICD tools. I've never had the joz of
>> using the Supra Utilities.
>
>I'm curious, in what ways do you think AHDI is better than ICD Pro
>Tools? I've never tried AHDI, but ICD has worked flawlessly for me.

IIRC ICD Pro will only run with ICD-type host adapters, which won't have
been in his old HD I think. Or is it the non-pro version - I can't
recall now. I used both happily for many years but switched to HDDRIVER
for my Falcon as Pro wouldn't work; it also offers more options and
seems faster. But I agree it's overkill for an old, slow 100 MB HD.

Regards, /Peter/

948. Mustek Scanner Driver

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 00:51:20 UTC
From: audi100cd@my-deja.com
Message-ID: <945em4vqa1@nnrp1.deja.com>
Source record: 51579

Does anyone have or know of a flatbed scanner driver for a Mustek 800 II SP,I have a Falcon and need to find a driver.....

Sent via Deja.com
http://www.deja.com/

949. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 01:35:29 UTC
From: sidcelery@cix.co.uk
Message-ID: <945h91$mq1$2@plutonium.compulink.co.uk>
Source record: 51580

Make sure you've got the english translation of HSModem, available on
Derryck Croker's site. There are a range of settings explained in
SCC_X.TXT.

rgds
H

On 16 Jan 2001 17:07:29 , "Bruce S" wrote:
>So what you are saying is that if I use HSModem to redirect the output from
>the serial2 to LAN I could pipe TCP/IP via STing/STick out that port and
>over my network if I set up STing/STIck properly... hmmm... it's crazy
>enough it just might work!
>
>Seriously though, I didn't know HSModem could switch ports and I've been
>trying to figure out how to do it. I'll have to give it a shot. As for the
>Farrallon EtherMac iPrint device, according to Farrallon's docs it's just a
>dumb gateway between the Mac's ethernet port and a serial pinter which is
>bi-directional so it should work with no modification...
>
>But since theory and reality rarely meet I think I'll call them about it
>anyway...
>
>Thanks for the info!
>Bruce
>
>"Dan Ackerman" <baldrick@dilbert.netset.com> wrote in message
>news:3a6215ff$1_3@athena.netset.com...
>> In article <t63crio7va4bf8@corp.supernews.com>,
>> Bruce S <brew@paradisewebdesign.net> wrote:
>> >Hi all...
>> >
>> >I purchased one fo the Farrallon adapters but could not get my TT to
>access
>> >the LAN port (RS422 port) to access it... I kind of gave up at the time.
>I
>> >tried it using MagiC. I'd like to get it going usign either MagiC or
>MiNT
>> >but buying N.AES is kind of a pain here in the US so I don't really have
>> >much use for MiNT w/o a desktop.
>> >
>> >Anyway, anyone with suggestions on how to get my TT with MagiC to pipe
>> >TCP/IP through the LAN (RS422) port so I can plug my Farrallon adapter
>into
>> >my Ethernet network would be greatly appreciated... GREATLY... I'd be
>> >willing to give away a copy of the Paradise Presentations package I'm

>> >working on now... maybe make the person a beta tester?
>> >
>>
>> To get the system to address the port you need to set it up as
>> such. I think HSmodem will do this. You basically just have to set a bit
>> to on to redriect serial 2 to the lan port.
>>
>> As to making the device work that is a different matter. Ask
>> farallon if they would be willing to open source the specs for the device.
>> It might happen. Tell them they could probably get rid of the rest of
>> their stock if they did ;)
>>
>> Dan Ackerman
>> aka baldrick

950. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 01:45:54 UTC
From: atarigalen@my-deja.com
Message-ID: <945hsg$2ln$1@nnrp1.deja.com>
Source record: 51581

In article <944fqn$8e8$1@slb7.atl.mindspring.net>,
"Laurence Shields" <laurenceshields@mindspring.com> wrote:
> So should I go ahead an upgrade to MagiC 6? Or should I get into
> MiNT? How could a new AES help me?

Should you upgrade to Magic 6? Only if you like Magic 5. Apparently,
you don't.

Should you get into MiNT? Perhaps, but it will take some time to learn.

How could a new AES help? Well, multitasking, drag and drop, and
certain other things are nice, though not mandatory.

Just as an idea, try Geneva. The demo is free and it would give you a
change of pace, if nothing else.

Galen

Sent via Deja.com
http://www.deja.com/

951. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 01:48:28 UTC
From: atarigalen@my-deja.com
Message-ID: <945i1a$2n3$1@nnrp1.deja.com>
Source record: 51582

In article <3a6625d4$0$70804$272ea4a1@news.execpc.com>,
Ken Kosut <kjcat@execpc.com> wrote:

> About a month ago, I ordered some atari hardware from
> who I think is a reputable dealer. (They are spoken of on this site)
>
> I do not wish to mention the name of the dealer or the country.
>
> I paid for the product in full, and was emailed that it was being
> shipped.
>
> It has been more than a month now.
>
> My local post office says it should take 2-4 weeks if mailed
> parcel or 5-7 days if air mailed.
>
> Well, I have emailed the sender a couple of times with no response.
>
> Is there anything that I can do about this?
> (Besides calling)
>

Yes, you can post details here. Just be very careful everything you
post is completely factual. You can also ask the shipping company to
trace the order. Other than that, you're stuck. Keep up the emailing.

Galen

Sent via Deja.com
http://www.deja.com/

952. Re: Selling my Atari Falcon 030, 2 GB HD +++

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 02:26:34 UTC
From: atarigalen@my-deja.com
Message-ID: <945k8j$4jr$1@nnrp1.deja.com>
Source record: 51583

In article <93n4uj$1a9$04$1@news.t-online.com>,
"Mirko" <remove_mirko@mouseattack.de> wrote:
> > I bought this Atari because I wanted to make music with it, and I
> > managed to make a lot music with it. The reason I am selling it, is
> > because I want to make music with a normal PC.
>
> I can give you one important advice:
>
> Never give an Atari away for a PC !

Agreed. It might be best to think of the Atari as something other than a computer. If you think of it as a "dedicated timing engine" or something you'll soon realize that what it does, it does reliably and inexpensively.

Galen

Sent via Deja.com
http://www.deja.com/

953. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 02:30:42 UTC
From: atarigalen@my-deja.com
Message-ID: <945kgj$4nm$1@nnrp1.deja.com>
Source record: 51584

In article <93oi2odcl3@dos.canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> PPP is by definition a Point-to-Point Protocol, so running it over a
> network with >2 nodes seems nigh-on impossible. One would have to
> settle for another protocol.
>
This may be why most of the STing networks recommend "slip" instead of
PPP.

Galen

Sent via Deja.com
http://www.deja.com/

954. newbie backing up my originals

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 02:40:21 UTC
From: snk2112@aol.com
Message-ID: <20010117214021.09661.00001857@ng-me1.aol.com>
Source record: 51585

how can one go about backing up my originals

i find once in a great great while original boxed st games at fleas and such but have gotten a few with nothing on the disk and really am a little worried about the disks i do have getting damaged , so how does one go about making back ups?

i know about the hd disks but my 1040 didn't have any manuals or ref s
Danno

iron chef microwave/junkfood

don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
"it's a HAND grenade "

955. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 02:52:19 UTC
From: atarigalen@my-deja.com
Message-ID: <945lp2$5lk$1@nnrp1.deja.com>
Source record: 51586

In article <979281772-421308AEicMi@xs4all.nl>,
Raoul Teulings <rt@xs4all.nl> wrote:
> >While we're on the subject, however, what
> >camera do you use with Photo- Tip and how is it
> >connected to your Atari?

> I, for instance, use the Olympus Camedia 2020
> with Durs Locher (excellent) program on a Atari
> TT. Connected to one of the serial ports it
> works fine. The program has a lot of capacities:
>
This is actually why I asked. The models Olympus sells in the USA
differ from those sold in Germany. For instance, the D-360L is a
fairly reasonably priced entry level camera, but will it connect to the
Atari with Photo-Tip? I have no idea.

Galen

Sent via Deja.com
http://www.deja.com/

956. Re: Reach For the Skies

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 02:56:19 UTC
From: atarigalen@my-deja.com
Message-ID: <945m0h$600$1@nnrp1.deja.com>
Source record: 51590

In article <93ngn1$3dj$3@nd.eastky.net>,
phantomm@eastky.net (Phantomm) wrote:
> I bought the Atari ST game Reach For the Skies new a few years ago.
>...
> Does anyone have the Atari keyboard layout with loading instructions?

I have a copy, but have never broken the shrinkwrap. Email me at
kay@uia.net (only "K", not "kay") and I'll check this weekend.

> If I need to use Backwards, wasn't it released as FREEWARE?
> If so where can the latest version be found.
Yes it was. Again, email to remind me, and I'll send it to you.

Galen

Sent via Deja.com
http://www.deja.com/

957. Re: USA:WTB Jinnee latest version

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 02:57:44 UTC
From: atarigalen@my-deja.com
Message-ID: <945m37$60v$1@nnrp1.deja.com>
Source record: 51588

In article <93ngs2$3dj$4@nd.eastky.net>,
phantomm@eastky.net (Phantomm) wrote:
> Anyone in the US have the Desktop system JINNEE for sale/trade?
>
> Will accept a used version as long as it is original ...

I'm trying to contact Systems for Tomorrow to get some stuff, but they haven't been responding to my emails. Have you tried them?

Galen

Sent via Deja.com
http://www.deja.com/

958. Re: USA WTB SCANX PRO Latest version

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 02:58:37 UTC
From: atarigalen@my-deja.com
Message-ID: <945m4r$61d$1@nnrp1.deja.com>
Source record: 51589

In article <93nfoh$3dj$2@nd.eastky.net>,
phantomm@eastky.net (Phantomm) wrote:
> Hi,
>
> Does anyone in the USA have the Atari version of SCAN X PRO for sale
>...

I've emailed homa@canada.com regarding this, but no luck as yet.

Galen

Sent via Deja.com
http://www.deja.com/

959. Re: Geneva/Neodesk&Environmental Settings

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 03:02:58 UTC
From: atarigalen@my-deja.com
Message-ID: <945mcv$65p$1@nnrp1.deja.com>
Source record: 51587

In article <93luri$f68$1@nnrp1.deja.com>,
audi100cd@my-deja.com wrote:
> I'm running Geneva with Neodesk and cannot get the env settings to
> work with for example: Olga and Aniplayer as plugin for CAB or
> clicking on a html link in MyMail to send to CAB,...

I can't help but to note that I've run into the same problems. I
wonder if Dan Wilga would still respond to email? I emailed him about
a year ago regarding a minor Y2K bug in Geneva. He replied
immediately, but never fixed the problem. Still, you might try.

Galen

Sent via Deja.com
http://www.deja.com/

960. AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 03:06:53 UTC
From: atarigalen@my-deja.com
Message-ID: <945mk9$6gk$1@nnrp1.deja.com>
Source record: 51591

Hello everyone,

Now that it's the new year, I've got some money looking to be spent and so I've emailed both Homa Systems and Systems for Tomorrow regarding availability of items. Neither have responded.

Has anyone actually been able to contact either of these two companies over the last few months? If so, at what email address?

Thanks for helping,

Galen

Sent via Deja.com
http://www.deja.com/

961. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 03:24:33 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a6661f3$0$7161$272ea4a1@news.execpc.com>
Source record: 51592

On Thu, 18 Jan 2001 atarigalen@my-deja.com wrote:

> > About a month ago, I ordered some atari hardware from
> > who I think is a reputable dealer. (They are spoken of on this site)
> >
> > I do not wish to mention the name of the dealer or the country.
> >
> > I paid for the product in full, and was emailed that it was being
> > shipped.
> >
> > It has been more than a month now.
> >
> > Is there anything that I can do about this?
> > (Besides calling)
> >
> Yes, you can post details here. Just be very careful everything you
> post is completely factual. You can also ask the shipping company to
> trace the order. Other than that, you're stuck. Keep up the emailing.
>
> Galen

Hi,

I have emailed the sender asking for shipping info.
NR (no response)

ken

962. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 04:12:03 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <n2u96.67860$xW4.528163@news-server.bigpond.net.au>
Source record: 51593

<atarigalen@my-deja.com> wrote in message
news:945mk9$6gk$1@nnrp1.deja.com...
> Hello everyone,
>
> Now that it's the new year, I've got some money looking to be spent and
> so I've emailed both Homa Systems and Systems for Tomorrow regarding
> availability of items. Neither have responded.
>
> Has anyone actually been able to contact either of these two companies
> over the last few months? If so, at what email address?

I emailed Systems for tommorow around 3-4 month's ago re stock prices, they
responded in under 24hours.

Mark

963. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 04:34:15 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A66720F.C4E4865A@idirect.com>
Source record: 51594

I emailed Homa Systems, and Nima Montaser responded the next day.
ken

atarigalen@my-deja.com wrote:
>
> Hello everyone,
>
> Now that it's the new year, I've got some money looking to be spent and
> so I've emailed both Homa Systems and Systems for Tomorrow regarding
> availability of items. Neither have responded.
>
> Has anyone actually been able to contact either of these two companies
> over the last few months? If so, at what email address?
>
> Thanks for helping,
>
> Galen
>
> Sent via Deja.com
> http://www.deja.com/

964. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 06:14:58 UTC
From: Don <dons@qnet.com>
Message-ID: <3A6689E2.954E1337@qnet.com>
Source record: 51595

I emailed SFT and got a response with in 24 hrs.

Don

atarigalen@my-deja.com wrote:

> Hello everyone,
>
> Now that it's the new year, I've got some money looking to be spent and
> so I've emailed both Homa Systems and Systems for Tomorrow regarding
> availability of items. Neither have responded.
>
> Has anyone actually been able to contact either of these two companies
> over the last few months? If so, at what email address?
>
> Thanks for helping,
>
> Galen
>
> Sent via Deja.com
> http://www.deja.com/

965. Re: newbie backing up my originals

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 08:45:06 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <946a8j$pr8$1@pegasus.csx.cam.ac.uk>
Source record: 51496

Snk2112 wrote in message <20010117214021.09661.00001857@ng-me1.aol.com>...
>how can one go about backing up my originals
>
>i find once in a great great while original boxed st games at fleas and
>such but have gotten a few with nothing on the disk and really am a
little
>worried about the disks i do have getting damaged , so how does one go
about
>making back ups?
>
>i know about the hd disks but my 1040 didn't have any manuals or ref s
>Danno

Unless I'm missing something here just boot up to the desktop then insert
the disk you want to copy.
Click on the Floppy A Icon and holding the left mouse button down drag the
floppy A icon over the floppy B icon until the icons colours invert.
This should start the copy proceedure, just follow the instructions.
If you come across a "Destination Disk is not the same as the Source Disk"
alert message while trying to copy the disks let me know and I will tell you
how to get around it.

Note:
Are you sure some of the disks have nothing on them as the anti piracy code
inserted into some bootscetors prevents the filenames from being displayed
when you open the floppy.
This is usually found on programs that autoboot (run automatically when the
floppy is in the drive and the computer is either switched on or reset).

Stephen Moss

966. Re: Colourising

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 09:04:46 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <979808686.24936.0.nnrp-02.9e983130@news.demon.co.uk>
Source record: 51497

On 17 Jan 2001 20:55:34 , Edward S. Baiz Jr. wrote:
>On 15 Jan 2001 20:54:27 , M.Bedford wrote:
>>Does anyone know of a program that can be used to colour tint grey-scale
>>images?
>>
>>(only Atari ones can be accepted :-))
> Photoline and Smurf can.....
>
Which of the Smurf modules would do the job?

I did read the manual, I guess I missed something in the translation.
I used Smurf to generate the grey scale image from a Photo CD but got
stuck at that point.

Mike Bedford

967. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 09:42:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200101181042.a15390@b2.maus.de>
Source record: 51501

A>>
A>Unfortunately, atari-computer.de has been dead for over a week.

you can see the same contents at www.woller.com/phototip.htm ...

regards, Konstantin

968. Re: Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 10:43:59 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <946h47$tm9$1@newsg2.svr.pol.co.uk>
Source record: 51498

Hi,

This sounds like it could be what I'm after. Where would one find it and how much does it cost?

Tim

Raoul Teulings wrote in message <979741884-424836AEicMi@xs4all.nl>...
>>>I use PFM Plus for home accounts i
>Where is that available?
>
>T.I.A.
>
>Raoul Teulings
>3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.
>

969. WERCS resource editor

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 14:12:54 UTC
From: Frank <poily2001@yahoo.com>
Message-ID: <946teq$p6f$1@inf6serv.rug.ac.be>
Source record: 51500

I have an original diskette with the WERCS resource editor (published by Hisoft), but the disk is damaged. I need it again to make some modifications to my old softwareprojects.

Help anyone?

Frank.

970. Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 17:23:50 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <GEF96.47$94.1728@typhoon.sonic.net>
Source record: 51502
Cross-posted to:
comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari,alt.games.lynx,comp.sys.atari.st

I'm curious if there are many Atari users in the Sacramento area.
(I live in Davis and work in Sacramento)

If so, would people be interested in creating a new users group?

I am aware of the Yolo Atari Club, but unfortunately I moved to Davis
just in time to attend YAC's very last meeting. (A core member moved out
of town.)

I also recently discovered that the San Leandro Computer Club is still in
existance, but they're very far away, focus mainly on PC's now, and most
importantly, their meetings are on the same day that the
Linux Users Group Of Davis meets. (I'm president; kinda need to be there.)

My main interests in the Atari realm are 8-bits, Lynx and Jaguar,
as I own at least one of each. My experience in clubs include co-founding
(and now running) a 150+-member Linux user group, and a much smaller
(and more informal) game design club.

My reasons for wanting a club would simply be to hang out, play games,
have fun, and possibly even do some hobby development! :)

Anyone interested!?!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

971. Re: WERCS resource editor

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 18:15:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979887250-166867AEicMi@cwcom.net>
Source record: 51533

From: "Frank" <poily2001@yahoo.com>
Date: Thu, 18 Jan 2001 15:12:54 +0100

>I have an original diskette with the WERCS resource editor (published by
>Hisoft), but the disk is damaged. I need it again to make some
>modifications to my old softwareprojects.

Download Interface from http://www.hadley.de/hauptseite.htm (Follow the GFA
BASIC Software links). There will be an English resource file for this just
as soon as I've cleared up one detail with the author.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

972. Re: Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 18:41:39 UTC
From: atarigalen@my-deja.com
Message-ID: <947dd2jom1@nnrp1.deja.com>
Source record: 51503

In article <979735486-579700AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> From: tcjspencer@zetnet.co.uk (Trevor Spencer)
> Date: 16 Jan 2001 19:00:07 GMT
>
> >I use PFM Plus for home accounts if that's the sort of program you're
> >looking for, I assume that it would work on the Falcon.
>
> Indeed it does - it also works under MagiC :-)
>
I never was fortunate enough to see PFM Plus, so I don't know how good
it is, but after a lengthy search of the home account software I could
find I gave up and went to Quicken 8 for DOS. It is however, run
entirely on my Falcon, using the freely available SoftPC.

Galen

Sent via Deja.com
http://www.deja.com/

973. Re: newbie backing up my originals

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 18:48:40 UTC
From: atarigalen@my-deja.com
Message-ID: <947dq4$k80$1@nnrp1.deja.com>
Source record: 51504

In article <946a8j$pr8$1@pegasus.csx.cam.ac.uk>,
"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote:
>
> Snk2112 wrote ...
> >how can one go about backing up my originals
> >...
> Note:
> Are you sure some of the disks have nothing on them as the anti
> piracy code...

Many older games are quite difficult to copy by standard means due to anti-piracy coding. This coding didn't really stop the pirates, but it does stop most people. What I would do is to attempt a standard copy and see if it works. If not, there are programs (that I haven't used in years) that can copy a disk exactly, anti-piracy code and all.

Ironically, I don't really bother backing up my games for most of them can be obtained off of pirate sites. Should any die, I'll either go there or send out a call for help to this group. In ten years of being an Atarian, I've noticed that very few disks go bad if they are stored in holders away from heaters, sunlight, and magnets.

Galen

Sent via Deja.com
http://www.deja.com/

974. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 18:51:09 UTC
From: atarigalen@my-deja.com
Message-ID: <947dupkbb1@nnrp1.deja.com>
Source record: 51506

In article <n2u96.67860$xW4.528163@news-server.bigpond.net.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
>
> <atarigalen@my-deja.com> wrote in message
> news:945mk9$6gk$1@nnrp1.deja.com...
> > Hello everyone,
> >
> > Now that it's the new year, I've got some money looking to be spent
> >...
> >If so, at what email address?
>
> I emailed Systems for tommorow around 3-4 month's ago re stock
> prices, they responded in under 24hours.

Hmm, I wonder if something is going on with my email at home. Could
you post the address you used to contact them? I'll try again from
work.

Galen

Sent via Deja.com
http://www.deja.com/

975. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 18:51:39 UTC
From: atarigalen@my-deja.com
Message-ID: <947dvmkbp1@nnrp1.deja.com>
Source record: 51505

In article <3A66720F.C4E4865A@idirect.com>,
dg449@torfree.net wrote:
> I emailed Homa Systems, and Nima Montaser responded the next day.
> ken
>
Hmm, I wonder if something is going on with my email at home. Could
you post the address you used to contact them? I'll try again from
work.

Galen

Sent via Deja.com
http://www.deja.com/

976. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 19:21:38 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101181917480.124-100000@Hades060>
Source record: 51523

On Thu, 18 Jan 2001 atarigalen@my-deja.com wrote:

> Has anyone actually been able to contact either of these two companies
> over the last few months? If so, at what email address?

I made a request about updating HD Driver, but it went unanswered
by SFT. This was back in November if I recall and would be
the the first time Ken has not replied to one of my mails.
Might be for the best, I requested 7.x something but I guess
I would prefer a v8 upgrdade now. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

977. Re: DESKICON.RSC

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 19:37:49 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a67460d$0$175@news.zetnet.co.uk>
Source record: 51512

On 16 Jan 2001 10:26:07 , "tim anderson" wrote:

|I was wondering if anybody could tell me how big a Deskicon.RSC file can be.
|
|I only ask because I can make one that uses a lot of new icons and takes up
|about 500Kb and during booting, I get an out of memory error.

I came across the same problem some time ago. Got lots of answers
saying use SHBUF.PRG. Let me know if you want it.
--
JI Logan

978. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 19:45:58 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101181931560.124-100000@Hades060>
Source record: 51525

On 13 Jan 2001, Dan Ackerman wrote:

I don't know about Milan, never got to see one. Having
assembled this Hades060 myself however and now online
(using it now actually) I seriously considered importing
them, perhaps building them to order. However there is one
big flaw in that plan, I doubt much if I'd sell any
due to the price. It's a nice fantasy of mine.
If someone is tempted to suggest I actually do it, don't.
Order a board yourself, it is not that hard to assemble. ;-)

If any one is curious, I took Medusa's advise and got a
large capacity Quantum Fireball Plus IDE drive (10.2 gb)
and it works like a charm. Don't ask me what weird
standard Maxtor is using, all I know is the Maxtor
obviously is not 100% backwardly compatible.

Anyway I'm having fun at much higher speeds now. hehe

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

979. Playcycle - Press Release

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 19:45:59 UTC
From: playcycle@my-deja.com
Message-ID: <947h5k$nj5$1@nnrp1.deja.com>
Source record: 51513

Playcycle Launches the Next Generation Video Game Exchange

"New Site Gives Gamers an Exclusive Trading Venue"

NEWTON, Mass., January 9, 2001 - Playcycle, Inc. launches http://www.playcycle.com/, a web-based exchange designed exclusively for the video game community.

Dedicated to gamers, Playcycle gives enthusiasts the greatest flexibility when they are looking to buy or sell video games, consoles, and accessories. The overall secondary video game market is valued at $1.3 billion.

At last, gamers can:

*Tell the community what they want to buy, as well as what they have to sell
*Choose from fixed price, negotiable price, auction, or reverse auction formats
*Find exactly the games they want, then compare and track them quickly and easily
*See the entire market in real time across gaming platforms and transaction formats

At Playcycle, Members can post Seeks and Offers for the new and used video games, consoles and accessories they want to buy and sell - posting and membership is free. The owner of the listing is billed only $1 in the event of a successful transaction, and there are no other required fees.

From the beginning, the Playcycle team worked with video gaming enthusiasts across the country to create a site that fulfills the needs of one of this nation's fastest growing communities.

Michael Thomasson, of Good Deal Games (Lexington, Ky.), a renowned online game dealer, was so impressed that he has made Playcycle the premier outlet for two newly published Sega CD games, Star Strike and Bug Blasters: The Exterminators, for which he has recently secured publishing and distribution rights.

"The uncomplicated fee structure and unique interface will draw gaming enthusiasts and dealers alike" Mr. Thomasson said, "And since the site is dedicated only to video games, Playcycle can assess and respond to the ongoing needs of this close-knit community, as they did when building the site."

The Playcycle team will continue to improve http://www.playcycle.com/ in the months ahead, adding newly requested functionality and content. Playcycle is "All Games All The Time!"

###

Sent via Deja.com
http://www.deja.com/

980. Re: What was MultiGEM?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 20:03:14 UTC
From: itsux@xs4all.nl
Message-ID: <Xns902D8D831renerenekintcom@127.0.0.1>
Source record: 51514

Raoul Teulings <rt@xs4all.nl> wrote in
<979741886-425424AEicMi@xs4all.nl>:

>And remember: MultiGEM is not entirely bugfree.....
>
>Raoul Teulings
>3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1
>x Lynx.
>
>

Raoul,

What software *is*..?

I remember great times using MultiGem on my 1040ST (which does not boot
anymore since 2 weeks..:-(..

You own 3 TT's? Wow....

If I found a good-priced HD (supra or whatever silent(!)) I could get my
MegaST2 up and running....what bugs where the most annoying in MultiGem? Do
you know?

Ren&#65533;
(1x1040STF, 1xMegaSt2, SH205, Megafile30 ;-)

981. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 20:42:00 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3a6748a49348f0@ic24.net>
Source record: 51515

Hi Derryck,

on Tue 16-01-2001 12:55 (GMT) Derryck Croker wrote:

>I've gone back to Olivier Booklage's overlay as Dan's sometimes fails to
>download any data, unless it's "one of those things" which sometimes afflicts
>the internet!
>
Yes, I've had this too for some time now Derryck. I find that if I "stop"
the page loading (if it's stalling) and restart it, it then generally
starts to download. I also found a while back that Dan's Ovl would
crash with that "conection reset by peer" message. It's catch 22, cause
Olivier's OVL is *very* stable with STinG - never had a crash, but doesn't
support cookies very well while Dan's does but displays these other
characteristics - which maybe why it's having problems? :-)

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.5 Kobold 3.5 ExtenDOS Gold 3.3a

982. Re: On-line with an Ste

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 20:44:12 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3a6748a49348f1@ic24.net>
Source record: 51516

Hi Harry,

on Wed 17-01-2001 01:46 (GMT) Harry Sideras wrote:

>Is this site live now?
>
Yeah checked it last night and loads ok.

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.5 Kobold 3.5 ExtenDOS Gold 3.3a

983. Re: Mustek Scanner Driver

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 21:12:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101182212.a7929@su2.maus.de>
Source record: 51486

A>Does anyone have or know of a flatbed scanner driver for a Mustek 800
A>II SP,I have a Falcon and need to find a driver.....
maybe NOVASCAN will work.

984. Games for Trade of Possibly Sale

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 21:21:46 UTC
From: "Lary R." <john_bonham_80@yahoo.com>
Message-ID: <947movsve1@nnrp1.deja.com>
Source record: 51518

The following list has a small description of the cartridge label condition, if it does not say box and manual beside the game, than the game is loose. All games work. I am currently looking for various Genesis games, some boxes for the Genesis and box art inserts, manuals ete. Also need a Game-Gear screen magnifier (unscratched, preferably new) and finally the Castlevania series for the good old NES. I am looking for alot more, but I can not think of everything now. I have ebay references if you can not provide references than you must send first, I am tired of all the headaches. If there are any questions please email me. Here is the list:

ATARI 2600
Berzerk- good
Canyon Bomber- good
Carnival -(Slight damage on top, nothing major.)
Donkey Kong- (Label slightly cracked on top from age, nothing major.)
Donkey Kong Jr.- (Label slightly cracked on top from age, nothing major.)
Earth Attack -(Rare Zellers game. Has slight label peeling on one corner, nothing major.)
Espial -(Rare game. Label slighly peeling in top corner, nothing major.)
Fast Food -(Tear on front label, hard to notice.)
Journey Escape- very good
Jr. Pac-Man - good
Keystone Kapers- (label kinda sucks.) poor
M*A*S*H -good
Megamania -(Activision labels are horrible!) fair
Mouse Trap -(Some plaque on label, not to bad.)
Reactor- (Nice label for a Parker Brothers game.)
Realsports Baseball- very good
Sky Diver- very good
Space Jockey- very good
Spider-Man -(Label is not that great)
Starmaster -(Some plaque on top of label, nothing major.) very good
Super Cobra- (Okay label, for a Parker Brothers game.)
TAZ - excellent
Tennis (Some Plaque)- good
Towering Inferno- excellent
Turmoil- good
Venture- (Top Label has some peeling, slight discoloration, nothing major.)

ATARI 400/800 COMPUTERS
Note to all Atari Computer collectors: I may be auctioning (on Ebay) Mr. Do's Castle shortly, yes this game exists and I have it, the label is

white and black, it seems to be a complete game since it gets really hard at later levels some may remember that I had this up on Ebay about a year ago but I had to stop all auctions at the time because for family reasons. The cartridge is mint and works perfectly. Ask me about this awsome find.
Moon Patrol- very good

COLECOVISION
Blockade Runner- (Rare game, has a handle.) excellent
Buck Rogers Planet of Zoom- excellent
Cosmic Avenger- (Some label fading on top.) good
Gorf -(some discoloration on top label, nothing major) fair
Ken Uston Blackjack/poker- (Screw holes coming through, not all the way.) fair
Mr. Do!- very good
Smurf Rescue in Gargamel's Castle- good
Space Fury- very good
Subroc- excellent
Venture- very good
Wargames- excellent
Zaxxon- good
Zenji- (Rare game. Label, slightly rippled infront, nothing major.) good

COMMADORE 64
Alphabet Zoo- (Label has plaque.) fair
Gridrunner- very good
Kids on Keys- (Has some plaque nothing major.) good
Learning With Leeper- (Label has plaque.) fair

SEGA GENESIS
Gunstar Heroes- (WOW! what a game.) excellent
Phantasy Star II- (This game is incredible!) excellent
Sonic The Hedghog 2- good
Urban Strike- very good

MATTEL INTELLIVISION
Scooby Doo's Maze Chase (NEW, rare game.)

ORIGINAL NINTENDO 8-bit
Alien Syndrome- excellent (box)
Captain Comic The Adventure- (Box is worn nothing too major.) very good, (box, manual)
Impossible Mission-II- (Box is worn, nothing major.) very good (box, manual)
Nes Satellite- (NEW-Has shelf wear, original price tag of $69.00 Canadian still on there!)
Wrath of The Black Manta- excellent (box, manual)

TURBOGRAFX CD
Ys Book I & II- (Turbo Duo CD-ROM 2, game is unopened in Cd jewel case. Used manual.)

COMMADORE VIC-20
Gorf- very good
Mole Attack- very good
Money Wars- very good
Star Battle- Rare game, label yellowing nothing major.
Visible Solar System- very good
Voodo Castle- (Label yellowing like most Vic 20 games do.) good

COMMADORE AMIGA
Deluxe Paint II (box)
Digi Paint (box, manual)
Defcon 5 (box, manual)
Sim City (box, manual)

MAGAZINES
Amazing Amiga Vol. 7, No. 9, Sept. 1992
Amiga World , Dec. 1989
Amiga Plus, Aug/Sept. 1989, Volume 1, Num. 3
Amiga World, Nov. 1987
Amiga World, Jan. 1988

MISCELLANEOUS
Pac - Man, card game, in original box. Nice collectible.

--
"In Memory of "John Bonham" the greatest drummer who ever lived"

Sent via Deja.com
http://www.deja.com/

985. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 21:25:41 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <947n0llnq1@draco.stochastik.rwth-aachen.de>
Source record: 51517

In article <qYo96.181537$eT4.14929953@nnrp3.clara.net>,
Shiuming Lai <lais@zetnet.co.uk> wrote:
>
>Unlike PCI, AGP also supports
>command pipelining for yet even
>more bandwidth.

No - not even more bandwith. Pipelining is just a means to reduce the
overhead and get nearer to the theoretical maximum throughputs you listed
above.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

986. Re: What was MultiGEM?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 21:32:10 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <979854194-569305AEicMi@xs4all.nl>
Source record: 51519

Hi Rene,

>what bugs where the most annoying in MultiGem?
I don't know. I've never used it extensively but I quoted a
article in a Dutch Atarimagazine from that time.
>(which does not boot anymore since 2 weeks..:-(
I am sorry to hear that but I am sure someone will help you.

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1
x Jaguar, 1 x Lynx.

987. Re: What was MultiGEM?

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 21:43:52 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <979907700-651692AEicMi@xs4all.nl>
Source record: 51545

Hi Rene,

>what bugs where the most annoying in MultiGem?
I don't know. I've never used it extensively but I quoted a
article in a Dutch Atarimagazine from that time.
>(which does not boot anymore since 2 weeks..:-(
I am sorry to hear that but I am sure someone will help you.

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1
x Jaguar, 1 x Lynx.

988. MEGAFILE30 Power supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 22:10:43 UTC
From: Hans-Georg Seybold <hseybol@tin.it>
Message-ID: <3A6768A8.8C4D2973@tin.it>
Source record: 51521

My HD30 doesn' work any more. I noticed that the power supply gives not any more enough V (nearly nothing instead of +5V and +12V). Could anybody tell how can I change the power supply and how big a new one should be (1A or more ??) ?
Regards, Hans-Georg Seybold (hseybol@tin.it)

989. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 22:16:36 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3a675d7a197cb11@ic24.net>
Source record: 51520

Hi Laurence,

on Wed 17-01-2001 11:05 (-0500) Laurence Shields wrote:

A couple of years ago Laurence I was in the same situation - but *only*
used my Stfm for music - Notator SL like yourself.

>Partly because some programs don't like it (Notator SL, etc)

Yes, Notator's very picky - as you will already know ;-) and I found that
TOS with NVDI and a clean system was best (with maybe a few selected extras).

>and partly because I'm put off by the German-language oriented
>parts of it.

You can buy MagiC 6.01 in English from the System Solutions. MagiC 6.1 I
think is only available in German ATM. http://www.atari-workshop.co.uk
I find that MagiC 6.01 is a good, friendly to use multitasking system if you
would like to get into the more "computing" side of things. With 4mb
you are better to maybe go with MagiC than MiNT.

>I'm one of those freaks who like to be able to customize the look of
>everything. :)
>
Don't worry, you're *definately* not alone here ;-)

>I know next to nothing about MiNT except what most MiNT fans would call
>myths (that MiNT is hard to use and so on). Is it really harder to use than
>MagiC? Is it worth the trouble?
>
If you're mainly still interested in the music side of things stick to TOS.
Just get NVDI to speed things up.

>I have no idea what a AES is or where mine is located. NAES just makes
>matters worse. But I'd like to know, if it's not too complicated.
>
Have you checked out Mark S.Bains "Atari A-Z" book in download form? This might
help explain a few things Laurence. http://www.stsd.demon.co.uk/linnhe.html

>To sum up, I'm a musician. I have several Ataris but my main machine is a
>Mega STe w/ 4 MB, TOS 2.05 and a 48 MB hd. I use Notator SL, Logic, X-oR,
>and a few others as well as some expansion boxes (Unitor, LOG3, Export).
^^^^^^

I Never managed to get Unitor or Unitor2 - I'm envious :-)

>A lot of the info out there about MagiC/MiNT/NAES stuff seems to require some
>programming knowledge with terms like "kernel", "VDI", "scripting"...

You soon pick up these things and most things come with manuals or Hypertexts (ST-Guides) so you can work through them when you get time.

>you know, I only have so much time and music is my main passion. Not >computers.

If you don't think you'll get a chance to use MagiC, stick to what you've got - software wise.

>Sorry for such a loooong post and so many (probably stupid) questions,

No stupid questions at all, in fact I remember asking myself these a while back ;-)

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.5 Kobold 3.5 ExtenDOS Gold 3.3a

990. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 23:19:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979892890-35968AEicMi@gmx.net>
Source record: 51536

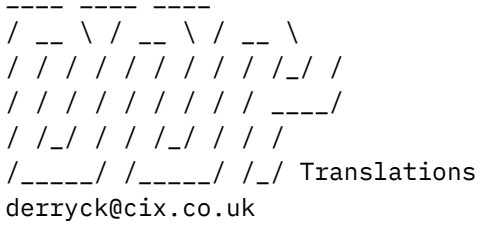
From: rking@zetnet.co.uk (Bob King)
Date: 16 Jan 2001 21:18:45 GMT

Hi Bob,

>No he was the famous designer of Hotblack Dessiato's stunt space ship, the
>one that was so black you couldn't see it, so slippery, you couldn't feel
>it and used black panel lights that lit up black when you pressed them.

That explains the black eye... :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

991. Re: Mustek Scanner Driver

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 23:33:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979892888-35507AEicMi@gmx.net>
Source record: 51535

From: audi100cd@my-deja.com
Date: Thu, 18 Jan 2001 00:51:20 GMT

>Does anyone have or know of a flatbed scanner driver for a Mustek 800 II
>SP,I have a Falcon and need to find a driver.....
The NOVA Mustek/Hewlet Packard driver works just fine with the Mustek 800,
but make sure you get a newer version of the driver ==> 1.20 or higher.
Download an English translation from Derrycks website (see sig)...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

992. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-18 23:49:02 UTC
From: 'Oli <reiknir@my-deja.com>
Message-ID: <947vdc$5a8$1@nnrp1.deja.com>
Source record: 51522

In article <qYo96.181537$eT4.14929953@nnrp3.clara.net>,
"Shiuming Lai" <lais@zetnet.co.uk> wrote:
>>
> > a variant of the PCI bus used in all current PC
>
> It's not a variant.

Excuse me
why do the bridges look like a PCI-PCI bridge at kernel level then ?

--
'Olafur Gunnlaugsson - oli@oli.is
http://olafur.net (English)
http://oli.is (Icelandic)

Sent via Deja.com
http://www.deja.com/

993. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 00:18:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979892896-36928AEicMi@gmx.net>
Source record: 51537

Hi Ken,

>My local post office says it should take 2-4 weeks if mailed
>parcel or 5-7 days if air mailed.
Yes, but take in account that there's been a Xmass rush... if the parcel has been sent by normal post, it may take a little longer.

>Well, I have emailed the sender a couple of times with no response.
This is something you shouldn't accept from a "reputable dealer", at the very least he should have shown you some common decency and replied. The simple fact that he doesn't tells me that something is fishy.

>Is there anything that I can do about this?
>(Besides calling)
Plenty.... :-)

Get in touch with some people here that live in the dealers country, and ask them about his reputation. Also ask them for the local name of the consumer rights organisation, not that this will help ofcourse, but it's nice knowing the next time you get in touch with that dealer...
If nothing arrives in the next two weeks, send him a registered letter in his local language (people in this group can help you write it) in which you officially ask him refunding your money and mention that a copy of the letter is sent to your attorney and the local consumer organisation in his country. (if it's a German dealer you might just be lucky, the German law is very strict concerning these matters).

Next step is to use the power of internet.... being a nice guy will not get you very far, just throw his name and the facts in this newsgroup and in some of the German newsgroups as well. There are too many people that have been swindled in the past by some crooks as dealers. It's time this stops. The only way I can think of is to name the "reputable" dealers, and compile a blacklist...

The last few weeks I've got the impression that people based in the States are terrified ordering goods in Europe, it's like gambling, either you win and the package arrives, or you loose and can say goodbye to your cash...
Unless a dealer accepts credit cards or agrees to send the goods COD, tell them very politely where to stick it... if the competition can do it, then there's no reason why they shouldn't.
If the goods are sent by airmail/courier ask for the shipping number, so you can check out where exactly your package is.

Cheers from Belgium
Dennis
--

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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

994. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 00:19:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979892894-36427AEicMi@gmx.net>
Source record: 51538

From: atarigalen@my-deja.com
Date: Thu, 18 Jan 2001 02:52:19 GMT

Hi Galen,

>This is actually why I asked. The models Olympus sells in the USA
>differ from those sold in Germany. For instance, the D-360L is a
>fairly reasonably priced entry level camera, but will it connect to the
>Atari with Photo-Tip? I have no idea.
All Olympus cameras are compatible with PhotoTip, providing the camera has
a serial port, you shouldn't encounter any problems.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

995. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 00:55:33 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A679084.3D758AF8@intergate.bc.ca>
Source record: 51524

You see, this is how you "drown your money" into Atari and get nothing.
And this is why I never order anything from those guys because I know I'll
never
receive nothing and lose a couple of hundreds of $$$. So if there is somebody
with
MagiC and Nvdi english versions please email it to me :) (I have German
versions)

Artur

Ken Kosut wrote:

> On Thu, 18 Jan 2001 atarigalen@my-deja.com wrote:
>
> > > About a month ago, I ordered some atari hardware from
> > > who I think is a reputable dealer. (They are spoken of on this site)
> > >
> > > I do not wish to mention the name of the dealer or the country.
> > >
> > > I paid for the product in full, and was emailed that it was being
> > > shipped.
> > >
> > > It has been more than a month now.
> > >
> > > Is there anything that I can do about this?
> > > (Besides calling)
> > >
> > Yes, you can post details here. Just be very careful everything you
> > post is completely factual. You can also ask the shipping company to
> > trace the order. Other than that, you're stuck. Keep up the emailing.
> >
> > Galen
>
> Hi,
>
> I have emailed the sender asking for shipping info.
> NR (no response)
>
> ken

996. Re: . . MegaSTE LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 01:09:00 UTC
From: Bruce S <brew@paradisewebdesign.net>
Message-ID: <t6f4tuh3djeg00@corp.supernews.com>
Source record: 51526

Ken,
I've tried setting it with STing and it doesn't make the switch. After I switch and reboot it is still set to Serial 2... unless I'm missing something... or should I do it in both HSmodem AND STing?

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:3a64d2723ab50b0@tripnet.se...
> On Tue 16-01-2001 22:22 (GMT) Mark Bedingfield wrote:
>
> >It's up to the comm's package to pick what port to use. Hsmodem only
> >supplies enhahaced bug free version's of the driver routines that TOS uses.
> >All it does is clean up the MFP and SCC routines, and the Lanport
> >(localtalk) uses the SCC, Modem2 on the Falcon, I think from memory. So
> >redirect connect/stalker etc to use localtalk and away you go..
>
> It can be set within HSMODEM but easier would be to use Peter
> Rottengatter's "Serial Ports" cpx that comes with STinG. STinG should be
> perfectly usable via the LAN port as several people have reported here.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> http://www5.tripnet.se/~kennethm/
> <<Produced with 100% pure Atari equipment>>

997. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 01:17:58 UTC
From: Bruce S <brew@paradisewebdesign.net>
Message-ID: <t6f5eq4e49bfb6@corp.supernews.com>
Source record: 51527

Personally, from a musicians perspective, I would upgrade MagiC but wouldn't use it all that much with Notator or anything like that. I'd prefer to have the memory for use with the software instead of in the OS. As a musician, I'd stay away from MiNT for my music. There's nothing wrong with it, but I don't feel the additional features are worth the extra time and effort to set it up and buy a desktop to do musical apps...

Just my opinion... now if you were programming.. different story!

Bruce
"Laurence Shields" <laurenceshields@mindspring.com> wrote in message news:944fqn$8e8$1@slb7.atl.mindspring.net...
> Hey everyone,
>
> I'm an Atari fan and lately I've been reading about all these things you can
> add that can make life better for my little machine. At least I thought so.
> The problem is, I am a little confused by the terminology and all of the
> products available and I need some advice from the "power-users". So here
> goes.
>
> I have MagiC 5 right now and am considering upgrading to MagiC 6 but I don't
> really use MagiC a lot. Partly because some programs don't like it (Notator
> SL, etc) and partly because I'm put off by the German-language oriented
> parts of it. I find that the icon handling seems to be pretty clumsy, too,
> compared to my normal OS (TOS 2.05 w/ Icon Juggler). I'm one of those freaks
> who like to be able to customize the look of everything. :)
>
> I know next to nothing about MiNT except what most MiNT fans would call
> myths (that MiNT is hard to use and so on). Is it really harder to use than
> MagiC? Is it worth the trouble?
>
> I have no idea what a AES is or where mine is located. NAES just makes
> matters worse. But I'd like to know, if it's not too complicated.
>
> To sum up, I'm a musician. I have several Ataris but my main machine is a
> Mega STe w/ 4 MB, TOS 2.05 and a 48 MB hd. I use Notator SL, Logic, X-oR,
> and a few others as well as some expansion boxes (Unitor, LOG3, Export). A
> lot of the info out there about MagiC/MiNT/NAES stuff seems to require some

> programming knowledge with terms like "kernel", "VDI", "scripting", and so
> on being thrown around. I'm interested in learning about these things but,
> you know, I only have so much time and music is my main passion. Not
> computers. I've also no interest in high-level graphics programs or
surfing
> the net with the Atari. Mainly just music stuff.
>
> So should I go ahead an upgrade to MagiC 6? Or should I get into MiNT? How
> could a new AES help me?
>
> Sorry for such a looooong post and so many (probably stupid) questions, but
I
> need advice from people who really know this machine and I figured this is
> the place to ask for it. I'm looking forward to hearing everyone's
opinons.
>
> Thanks in advance!
> Laurence
>
>

998. It worked first time! Amazing!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 01:52:10 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Ng2FeuSK35Z6Ewqj@lovecraft.demon.co.uk>
Source record: 51528

No, it's not SPAM.

I finally got something on the Falcon that worked straight away with one
of my synths. Having acquired a DX7, I downloaded DX Heaven.

And it worked.

I'm still recovering from the shock ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

999. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 01:58:41 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <94870ebpg1@nnrp1.deja.com>
Source record: 51529

Hello,

I know Kent has been busy at work, sometimes He falls behind in answering e-mails. He's also in the middle of updating the Systems for Tomorrow website.. some of it is already online. Now the site has product images and you can order online. The bad part.. You need a Windoze or Mac to order online.

Rob
webmaster@atari-users.net

In article <945mk9$6gk$1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:
> Hello everyone,
>
> Now that it's the new year, I've got some money looking to be spent
and
> so I've emailed both Homa Systems and Systems for Tomorrow regarding
> availability of items. Neither have responded.
>
> Has anyone actually been able to contact either of these two companies
> over the last few months? If so, at what email address?
>
> Thanks for helping,
>
> Galen
>
> Sent via Deja.com
> http://www.deja.com/
>

--
Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com
http://www.deja.com/

1000. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 03:04:13 UTC
From: atarigalen@my-deja.com
Message-ID: <948ar8$er6$1@nnrp1.deja.com>
Source record: 51530

In article <200101181042.a15390@b2.maus.de>,
Konstantin_Woller@b2.maus.de (Konstantin Woller) wrote:
> A>>
> A>Unfortunately, atari-computer.de has been dead for over a week.
>
> you can see the same contents at www.woller.com/phototip.htm ...
>
Thanks Konstantin. Do you have any additional data as to what cameras
work?

Galen

Sent via Deja.com
http://www.deja.com/

1001. Computer Game Collector List is now On-Line

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 03:33:15 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <%zO96.50881$68.7458597@typhoon.tampabay.rr.com>
Source record: 51531
Cross-posted to: comp.sys.cbm,comp.sys.amiga.games,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

The official computer game collectors list is now posted at:

http://www.emuclassics.com/gotcha/

It will be updated regularly. It looks kind of ugly, but it's functional.
Suggestions welcome.

Best regards,
Hugh

1002. Re: It worked first time! Amazing!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 06:24:41 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <948mj6nvg1@nnrp1.deja.com>
Source record: 51532

In article <Ng2FeuSK35Z6Ewqj@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> No, it's not SPAM.
>
> I finally got something on the Falcon that worked straight away with
one
> of my synths. Having acquired a DX7, I downloaded DX Heaven.
>
> And it worked.
>
> I'm still recovering from the shock ;)
>
> Richard

Hi Richard! Glad you like DX heaven! It is great for the DX.
Just FYI. You can download Omega KCS from my site, and you can load KCS
AND DX heaven at the same time, so you can work on sequences and sounds
at the same time. Dx heaven is an MPE module that loads right along
with KCS. KCS works great on the Falcon...so no surprises there!

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

1003. Re: Falcon Ram

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 08:28:34 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <948u2q$2if9$1@news.comnet.co.nz>
Source record: 51539

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote ...
> Lyndon Amsdon <bindon@madasafish.com> wrote:
> > for them to make money, I'm not sure. The 030 IIRC can access 4Gb
of
> > space.

The address map of the ST/TT/Falcon range looks like this:

0-14M RAM
14-15M TOS
15-16M Hardware chips/ports
16-4064M TT RAM
4064-4080M VME 24bit
4080-4096M Mirror of 0-16M

(Earlier, pre-STE machines had a theoretical 15 5/8ths M limit (the cartridge port was accessed at address $00FA0000) on RAM, but could only accept up to 4 MB with their standard RAM controllers. I also have a strange recollection that the RAM chips to allow them to actually have more than 4M weren't available [or were very expensive] at the time the ST was being [hurriedly] designed)

> Not the one in the Falcon. It has a 16 bit data bus (the full 030 has
32)
> and a 24 (?) bit adress bus.

That sounds like a cut-down version of the 030 (68EC030 perhaps?)

The 020 and 030 have 'dynamic bus sizing', in which the chip can determine the bus width on every access, so can read/write in 16 bit blocks on a 16 bit system, and the full 32 bits on a 32 bit system (The 040 dropped this feature - it 'slowed the system down' IIRC)

--

Quote for the month:

"Geez Wayne!"
("A Week Of It", SPTV, circa 1980)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

1004. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 09:10:07 UTC
From: Adam Klobukowski <adam203@pzs.karolex.com.pl>
Message-ID: <Pine.LNX.4.20.0101190933340.3407-100000@pzs.karolex.com.pl>
Source record: 51534

> I know next to nothing about MiNT except what most MiNT fans would call
> myths (that MiNT is hard to use and so on). Is it really harder to use than
> MagiC? Is it worth the trouble?

Well, I think that it is wort the trouble.

> I have no idea what a AES is or where mine is located. NAES just makes
> matters worse. But I'd like to know, if it's not too complicated.

AES is a operating system (TOS) subsytem that operates with windows. MiNT
does not include AES, AES is started by MiNT, so you need to download and
install AES. The best AES is (IMHO) N.AES, but it is commwercial, and
needs lots of memory. (about 2MB with desktop). Free AES'es are: AES 4.1
from Atari (I think the best option), XAaes (free but still not as good as
other ones), oAesis (free but developement crawls). All of them excluding
N.AES and oAesis can be downloaded from www.freemint.de. oAesis can be
downloaded from www.nocrew.org. N.AES cannot be downloadad becouse it is
commercial.

Morover, If you need to run TOS programs under MiNT/GEM (GEM=AES+VDI) you
need to download TOSWIN2 package (www.freemint.de)

> To sum up, I'm a musician. I have several Ataris but my main machine is a
> Mega STe w/ 4 MB, TOS 2.05 and a 48 MB hd. I use Notator SL, Logic, X-oR,
> and a few others as well as some expansion boxes (Unitor, LOG3, Export). A
> lot of the info out there about MagiC/MiNT/NAES stuff seems to require some
> programming knowledge with terms like "kernel", "VDI", "scripting", and so
> on being thrown around. I'm interested in learning about these things but,
> you know, I only have so much time and music is my main passion. Not
> computers. I've also no interest in high-level graphics programs or surfing
> the net with the Atari. Mainly just music stuff.

I'n very basic setup (only MiNT kernel and AES) you don't need any
programming knowledge. All you need is to download kernel (1.15.10b is
last beta and it is quite ok). After downloading you have to install it,
you have just to put correct MINTxxx.PRG to your auto folder. Correct
means - for your processor/machine, becouse there are few kernels in one
package (MINTTMP.PRG is for 68000, MINT030.PRG is for 68030, MINTMIL.PRG
is for Milan). Then you have to create MINT directory on your C:\ drive
and copy there your MINT.CNF file (it is included in kernel package), then
edit it with texteditor (MINT.CNF is well documented).

Then you hav to install AES - where you want, After this you have to
install TOSWIN2 (in N.AES you dont have to - it is included inm N.AES
package, but version from www.freemint.de is better).

After all this you should have well estabilished MiNT enviroment.

You should also download GZIP and TAR programs becouse lot of packages for
mint are compressed ith those programs.

> So should I go ahead an upgrade to MagiC 6? Or should I get into MiNT? How
> could a new AES help me?

(IMHO) You should install MiNT. How can new AES help you? Hard to say....

> Sorry for such a looooong post and so many (probably stupid) questions, but I
> need advice from people who really know this machine and I figured this is
> the place to ask for it. I'm looking forward to hearing everyone's opinons.

NP. You can mail me if you need further help

Adam Klobukowski
adam203@pzs.karolex.com.pl

1005. To: Phantomm/eastky/Returned Mail

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 09:10:56 UTC
From: swampfox1@earthlink.net
Message-ID: <AwT96.1632$rH6.134122@newsread2.prod.itd.earthlink.net>
Source record: 51540

Phantomm (If you still have access to this NG),
Looks like your mailbox is either full or dead!!! My mail to you is getting returned with "...fatal errors..." So, if you see this, your games should have gotten there by now! Hope you saved my address for the trade!
John G.

1006. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 09:28:04 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979896570.3325.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 51541

Can you still get a Medusa? What is the ticket price on these units (not built)?

Mark.

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message news:Pine.MNT.4.10.10101181931560.124-100000@Hades060...
> On 13 Jan 2001, Dan Ackerman wrote:
>
> I don't know about Milan, never got to see one. Having
> assembled this Hades060 myself however and now online
> (using it now actually) I seriously considered importing
> them, perhaps building them to order. However there is one
> big flaw in that plan, I doubt much if I'd sell any
> due to the price. It's a nice fantasy of mine.
> If someone is tempted to suggest I actually do it, don't.
> Order a board yourself, it is not that hard to assemble. ;-)
>
> If any one is curious, I took Medusa's advise and got a
> large capacity Quantum Fireball Plus IDE drive (10.2 gb)
> and it works like a charm. Don't ask me what weird
> standard Maxtor is using, all I know is the Maxtor
> obviously is not 100% backwardly compatible.
>
> Anyway I'm having fun at much higher speeds now. hehe
>
> ---
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

1007. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 09:38:22 UTC
From: Bruno Begni <bruno.begni@rero.vsnet.ch>
Message-ID: <3A680B0E.7EA55268@rero.vsnet.ch>
Source record: 51543

Thank you Denis for your archive :-) but... I have only Falcons and
that's right, the GDPS driver don't run over :-(
GTLOOK works very well fortunatly !

Best regards

Bruno

Dennis Vermeire a ï¿½crit :
>
> From: Bruno Begni <bruno.begni@rero.vsnet.ch>
> Date: Tue, 09 Jan 2001 10:01:24 +0100
>
> Hi Bruno,
>
> >and the GDPS compatible Epson SCSI driver too ?
> AFAIK only from some selected Maus BBS's... I'll translate the complete
> program and docs.. when the package is ready look for an announcement here
> stating it's available from Derryks website (see sig) in the meanwhile take
> a look in your mailbox... :-)
>
> The driver works with all Atari's and clones except for the Falcon, I've no
> idea why it doesn't like a Falcon. Since it's a GDPS driver working with it
> is much more comfy then with GTLOOK, you can scan straight into Photoline,
> papillon, OCR, Calamus... etc
>
> Cheers from Belgium
> Dennis
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> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

--
****
Bruno Bï¿½gni
Email:bruno.begni@rero.vsnet.ch
http://www.rero.ch/reroweb/RERO-Personnes/Begni/home.htm

****

1008. Re: Falcon key mapping

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 09:43:03 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979897468.3737.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 51542

Got them thanks, I will try this weekend.

Mark.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:979668112-52743AEicMi@gmx.net...
> Hi mark,
>
> >In Magic you can change it to English but I cant find it, I need to know
> >what you do too.
> You need to put an English keytable.sys file in the Magic extension
folder.
> This file remaps the keys in MagiC, so that they correspond with an
English
> keyboard. Alternatively you can also download Keytables 1.02, which does
the
> same thing but offers a bit more bells and whistles.
> http://www.jumpgates.com.skydiver
>
> Boths files are in your and Lyndons mailbox right now :-)
>
> >It sounds like your Keyboard is set-up for German (under Magic), I have a
> >German TT so TOS is screwed with the 'z' and 'y' (try doing a backslash,
3
> >keys).
> To remap a German TOS for an English keyboard, take a look at CKBD 1.3 or
> clocky 3.01, both these programs can be found at the chapelie ftp
server..
>
> Cheers from Belgium
> Dennis
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> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

1009. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 10:28:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979982722-915510AEicMi@cwcom.net>
Source record: 51404

From: "Sean Barbieri" <root@ic24.net>
Date: Thu, 18 Jan 2001 20:42:00 GMT

>>I've gone back to Olivier Booklage's overlay as Dan's sometimes fails to
>>download any data, unless it's "one of those things" which sometimes
>Yes, I've had this too for some time now Derryck. I find that if I "stop"
>the page loading (if it's stalling) and restart it, it then generally
>starts to download. I also found a while back that Dan's Ovl would

I find the "ESC" key seems to help sometimes.

I've gone back to the IConnect overlay now, as the need to use STinG has now
vanished. It handles off- and online browsing without hesitations or dialog
boxes.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1010. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 10:41:51 UTC
From: Christopher Friend <chfriendNS@charter.net>
Message-ID: <t6g6gum3dmev46@corp.supernews.com>
Source record: 51544

atarigalen@my-deja.com wrote in message <945mk9$6gk$1@nnrp1.deja.com>...
>Hello everyone,
>
>Now that it's the new year, I've got some money looking to be spent and
>so I've emailed both Homa Systems and Systems for Tomorrow regarding
>availability of items. Neither have responded.
>
>Has anyone actually been able to contact either of these two companies
>over the last few months? If so, at what email address?

Ordered the Crawly Crypt Archive CD from Systems for Tomorrow less than a month ago...Got it within a week.

1011. Wanted: Mega ST 4! Pay upto $100! Buy or Trade! USA only!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 11:08:46 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0101190305060.24512-100000@shell.pacifier.com>
Source record: 51449

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to atari@pacifier.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1012. Atari Website & ISP has moved!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 11:13:37 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0101190309090.24512-100000@shell.pacifier.com>
Source record: 51448
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs.
If you can't get Catalogs that way, Feel free to Request them through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1013. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 11:22:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200101191222.a15418@b2.maus.de>
Source record: 51451

ESBJ>Well I have and use both. I have Magic 6, N.AES 1.2 and Geneva. All
ESBJ>work fine, but I use Magic mostly. I would upgrade to version 6 in
ESBJ>Magic and also get the N.AES 1.2 CD.

N.AES 2.0 is the latest version ... (it supports MagiC-objects and
wdialog-routines too) ... available on Disk or CD ... .)

regards, Konstantin (woller systeme, Berlin)

1014. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 11:39:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979924918-31747AEicMi@gmx.net>
Source record: 51456

From: Artur Stachon <astachon@intergate.bc.ca>
Date: Thu, 18 Jan 2001 16:55:33 -0800

Hi Arthur,

>You see, this is how you "drown your money" into Atari and get nothing.
>And this is why I never order anything from those guys because I know I'll
>never receive nothing and lose a couple of hundreds of $$$.
That's an attitude that goes beyond me... do you really believe that all
European dealers are crooks just waiting for an American to order anything,
so that they can swindle him ?

>So if there is somebody with MagiC and Nvdi english versions please email
>it to me :) (I have German versions)
This goes beyond me as well...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1015. More English translations in at my web site

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 14:02:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979982724-915986AEicMi@cwcom.net>
Source record: 51405

Hi all,

I'm pleased to announce the following additions to the web site:

The resource editor Interface 2.30 resource file (MISC section)

The text processor CyPress 1.73 resource and MSG files (DDP section)

The Mustek/HP scanner driver NovaScan 1.26, full package, Milan and Falcon
bugfixes (DDP section)

URL in sig...

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1016. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 14:02:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979982720-915030AEicMi@cwcom.net>
Source record: 51403

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Wed, 17 Jan 2001 20:57:14 -0000

>>I've gone back to Olivier Booklage's overlay as Dan's sometimes fails to
>I cant get any of those overlays to work, the latest ASH overlay i have
>is ancient although it does all the others can do afaics. Whats the most
>recent version of the ASH overlay do you know?.

1.0700, as supplied in the IConnect V1.8 package available for download from
the CAB area of ASH's web site.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1017. Re: It worked first time! Amazing!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 14:27:55 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <KMNElAWr7Ea6EwhT@lovecraft.demon.co.uk>
Source record: 51446

Once upon a time <948mj6nvg1@nnrp1.deja.com>, Tim Conrardy
<timconrardy@my-deja.com> grabbed chalk and scrawled:

>Hi Richard! Glad you like DX heaven! It is great for the DX.

You're telling me ;)

>Just FYI. You can download Omega KCS from my site, and you can load KCS
>AND DX heaven at the same time, so you can work on sequences and sounds
>at the same time.

I'm getting an internal HD, which I will set up with a minimal system
and KCS. My main shortfall is still the D50 - Genedit bombs out on
everything I've had, and is weird to work with anyway. Explorer 32
doesn't like the Falcon, and MIDIQuest costs yet I can't verify that it
will work - though the software does run, so I have no reason to believe
it won't, it didn't communicate with my D110 very well.

>Dx heaven is an MPE module that loads right along
>with KCS. KCS works great on the Falcon...so no surprises there!

Heck, DX Heaven works under Thing/MagiC. The screen is messed up, in the
usual GEM/MagiC/Thing way (Black Hole has the same problem), but it
works.

If only there was a D50 Heaven. I'll pay the shareware fees for stuff
like this... I wonder if there would be a market for retro-synth
software which is so simple.

Or is the DX7 so well known, that it was inevitable that I'd find a
working program ;)

Richard (thinks it's weird that a 1983 synth has better support than a
1987, groundbreaking and more importantly, hard to program synth)
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1018. Re: It worked first time! Amazing!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 14:41:16 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <69EY5OWMIFa6EwUV@lovecraft.demon.co.uk>
Source record: 51447

Once upon a time <948mj6nvg1@nnrp1.deja.com>, Tim Conrardy
<timconrardy@my-deja.com> grabbed chalk and scrawled:

>Hi Richard! Glad you like DX heaven! It is great for the DX.

Just one extra question; where can I find more patches in *.TX7 format,
or how can I extract them from the more common SYX format?

I like the way this program works, with each bank in one file.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1019. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 15:42:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <979924912-30699AEicMi@gmx.net>
Source record: 51455

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Wed, 17 Jan 2001 20:57:14 -0000

Hi Steve,

>the latest ASH overlay i have is ancient although it does all the others
>can do afaics.
Indeed... I've been trying out the others also, and couldn't really see any advantage in using these. The ASH OVL accepts cookies, authentication to a server poses no problems and the POST and GET problems have been sorted out years ago... in general if a site can't be accessed with it, then the two alternative OVL's fail also. I find it to be the quickest of the three and also the most reliable one.
I never really understood why people here use the alternative OVL's in the first place, ages ago I asked for a couple of examples with which the ASH OVL has problems, but so far no one has come up with an URL....

>Whats the most recent version of the ASH overlay do you know?.
The one that can be downloaded from the ASH website ofcourse :-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1020. Re: Computer Game Collector List is now On-Line

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 16:09:45 UTC
From: Mark Smith <mark@storagedirect.REMOVETHISBIT.com>
Message-ID: <YEZ96.795$vH6.14766@news6-win.server.ntlworld.com>
Source record: 51450
Cross-posted to: comp.sys.cbm,comp.sys.amiga.games,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

It would be much nicer without the Java ... you posted your message into
groups for machines that do no have Java support, so how are we supposed to
use your site ?

Regards

Mark

"Hugh Falk" <hughfalk@mindspring.com> wrote in message
news:%zO96.50881$68.7458597@typhoon.tampabay.rr.com...
> The official computer game collectors list is now posted at:
>
> http://www.emuclassics.com/gotcha/
>
> It will be updated regularly. It looks kind of ugly, but it's functional.
> Suggestions welcome.
>
>
> Best regards,
> Hugh
>
>
>
>

1021. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 16:53:02 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101191649150.82-100000@Hades060>
Source record: 51476

On Fri, 19 Jan 2001, Mark wrote:

> Can you still get a Medusa? What is the ticket price on these units (not
> built)?

I got one back in November. Medusa answers e-mails so I'd
suggest asking directly. I don't know if it's common for them to sell
directly to end users, but there is no dealer near me so I
inquired about a direct sale.

http://www.kingx.com/kingx/medusa/

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1022. Napster clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 17:13:58 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3A6875D6.4BD8E650@nospam.no.no>
Source record: 51452

The napster protocols are at:

http://david.weekly.org/code/napster.php3

Does anyone have any ideas about developing TOS/GEM compatible program?

Are there any resources you can point me to in writing this?

Carl

1023. Re: Napster clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 17:16:25 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3A687669.3E2A6D2C@nospam.no.no>
Source record: 51453

Please ?

Carlos wrote:
>
> The napster protocols are at:
>
> http://david.weekly.org/code/napster.php3
>
> Does anyone have any ideas about developing TOS/GEM compatible program?
>
> Are there any resources you can point me to in writing this?
>
> ___
> Carl

1024. st hard drives and me PC

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 17:20:34 UTC
From: dierj@my-deja.com
Message-ID: <949t0m$nk6$1@nnrp1.deja.com>
Source record: 51454

Is there a program for the PC (win 98) that will enable me to read ST/falcon formatted hard drives (in my case syquest ez-135). I know i can do it the other way round but my falcon psu went balls-up (anyone know where i can get a cheap psu??).

I just need some data off these ez135 disks.

Thanks in advance

James Dier

Any falcon UK PSU's about????

Sent via Deja.com
http://www.deja.com/

1025. Software & Hardware needed for cd-burning?????

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 17:59:17 UTC
From: firest@williams-net.com
Message-ID: <t6h03lddchch54@corp.supernews.com>
Source record: 51457

Anyone,
Does anyone know what software is needed to burn sound and graphic demos as well as application programs on to a cd??????? And can anyone let me know exactly what is required as far as a cd burner hardware wise???????? I have a 1040STf with 2.5 megs of RAM, 1-80 meg hard drive, a cyberdrive 24X cd-rom. I just need to know what I need software and hardware wise to burn programs on cd's and would that work for music as well?????? I need to free up some space on my hard drive is the reason why I am doing this. Any help would be appreciated my e-mail address is firest@williams-net.com . You can e-mail me or post your response on this newsgroup hopefully I will find it.

Thanks,
Carey

1026. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 18:10:38 UTC
From: sidcelery@cix.co.uk
Message-ID: <949vuu$k56$2@plutonium.compulink.co.uk>
Source record: 51458

On 17 Jan 2001 18:50:49 , Bob King wrote:
> On 16 Jan 2001 22:18:13 , John Kolak wrote:
>> Dennis Vermeire wrote:
>>> How anyone can possibly think of selling Atari products online to
>>> Atari users, on a website that needs JavaScript to access it is
>>> beyond me.
>> I think it is just a recognition that most of the market, Atari or
>> not, is using PC's to browse the net.
> As I always say, I could be completely wrong, but I feel much safer
> when browsing on my Milan than with my office PC. The whole 'Net
> world is keyed up to finding out as much detail as they can about
> whoever may be looking at their web site. With 'Accept Cookies'
> switched off, I feel safe from prying eyes, hackers, FBI, Tony
> Blair or whoever. It's a small price to pay for not being able to
> download a few smart arse java sites.

You may be right, but not for the reason you've stated here. Of course
it's straightforward within IE to switch off cookies or prompt you
whenever a cookie is trying to be written.

Of course, on an Atari-based machine it's not possible for a PC to
take control of your machine via the Backdoor and I'm particularly
queasy about the deliberate inclusion of many features of W2000 and ME
to make it even easier to take control of a PC over the net.

rgds
H

1027. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 18:10:40 UTC
From: sidcelery@cix.co.uk
Message-ID: <949vv0$k56$3@plutonium.compulink.co.uk>
Source record: 51459

On 16 Jan 2001 13:39:12 , Derryck Croker wrote:
> Atari Workshop in the UK sell jinnee, I heartily recommend it as a
> modern desktop to accompany MagiC.

I've never liked alternative desktops - partly because of the extra RAM they wasted and partly because I rarely saw the need to replace the built-in version with something that cost extra. I've always been amused by those who paid for the "best desktop ever" who would then immediately migrate to the next "best desktop ever". Ease always seemed to be paricularly dismal in this regard.

However, £30 is comparatively cheap for this type of product and seeing as I've got the RAM going begging I may ignore my own advice in this case B^)

Ooh, look! An Email from Mr Fernandes...

rgds
H

1028. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 18:10:44 UTC
From: sidcelery@cix.co.uk
Message-ID: <949vv4$k56$4@plutonium.compulink.co.uk>
Source record: 51460

On 17 Jan 2001 23:29:48 , xlator@cix.compulink.co.uk wrote:
>>> Yes he could do, but there isn't that much of a benefit over AHDI
>>> when a HD is under 100mb. It's simply the fact that AHDI is
>>> free, and a lot better in some ways than ICD tools. I've never
>>> had the joy of using the Supra Utilities.
>> I'm curious, in what ways do you think AHDI is better than ICD Pro
>> Tools? I've never tried AHDI, but ICD has worked flawlessly for me.
> IIRC ICD Pro will only run with ICD-type host adapters, which won't
> have been in his old HD I think. Or is it the non-pro version - I
> can't recall now. I used both happily for many years but switched
> to HDDRIVER for my Falcon as Pro wouldn't work; it also offers more
> options and seems faster. But I agree it's overkill for an old,
> slow 100 MB HD.

This must've just been the version of ICDPro that you were using. Both the Pro and Freeware utilities were updated to support the AHDI format and Atari host adaptor after the MegaSTe was launched, because in the vast majority of cases people only had an Atari host adaptor available to use for the internal drive, even if an ICD HA was used for the external drive.

rgds
H

1029. Re: DESKICON.RSC

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 18:26:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979927358-886158AEicMi@madasafish.com>
Source record: 51461

Hi Ji

>>I was wondering if anybody could tell me how big a Deskicon.RSC file
>>can be. I only ask because I can make one that uses a lot of new icons
>>and takes up about 500Kb and during booting, I get an out of memory
>>error.

>I came across the same problem some time ago. Got lots of answers saying
>use SHBUF.PRG. Let me know if you want it.

As i understand it, SHBUF (Shell Bufer) allows a larger newdesk.inf file
to be used, i read this to mean that their is a limit on the number of
possible icon assignments, i think this is different from the maximum
allowable deskicon.rsc file size.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1030. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 18:35:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979927362-886797AEicMi@madasafish.com>
Source record: 51462

Hi Pete

>IIRC ICD Pro will only run with ICD-type host adapters,

The other way around dude. ICD Pro. will work with any adaptor.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1031. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 18:46:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979927364-887369AEicMi@madasafish.com>
Source record: 51463

Hi Dennis

Long time no hear?, where you been.

>>the latest ASH overlay i have is ancient although it does all the
>>others can do afaics.

>Indeed... I've been trying out the others also, and couldn't really see
>any advantage in using these.

I cannot get any of them to work??.

>The ASH OVL accepts cookies, authentication to a server poses no
>problems and the POST and GET problems have been sorted out years ago...
>in general if a site can't be accessed with it, then the two alternative
>OVL's fail also.

The only site i cannot get to are using java or Javascript (whatever) and
that is not an overlay issue!.

>I find it to be the quickest of the three and also the most reliable
>one.

Agreed.

>I never really understood why people here use the alternative OVL's in
>the first place, ages ago I asked for a couple of examples with which
>the ASH OVL has problems, but so far no one has come up with an URL....

That speaks volumes. :-)

I wonder why Derryck uses anything else, Derryck??.

>>Whats the most recent version of the ASH overlay do you know?.

>The one that can be downloaded from the ASH website ofcourse :-)

The one i have here is 1.0700, this was the most recent available from
ASH that i know about, i dont know of any updates, are you guys over
there holding out on us brits?. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1032. Re: st hard drives and me PC

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 18:58:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979927372-888773AEicMi@madasafish.com>
Source record: 51464

Hi James

>my falcon psu went balls-up (anyone know where i can get a cheap psu??).

What is wrong with it dude?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1033. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 19:26:38 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B68DE329.9447%nameerf@flash.net>
Source record: 51465

> AES is a operating system (TOS) subsytem that operates with windows. MiNT
> does not include AES, AES is started by MiNT, so you need to download and
> install AES. The best AES is (IMHO) N.AES, but it is commwercial, and
> needs lots of memory. (about 2MB with desktop). Free AES'es are: AES 4.1
> from Atari (I think the best option), XAaes (free but still not as good as
> other ones), oAesis (free but developement crawls). All of them excluding
> N.AES and oAesis can be downloaded from www.freemint.de. oAesis can be
> downloaded from www.nocrew.org. N.AES cannot be downloadad becouse it is
> commercial.

And let's not forget Geneva. I think it would be his best option, wanting to run music software on a multitasking system with limited memory. I've used Geneva (with and without Mint), Magic, and AES 4.1, and of these, Geneva is the only one that not only is the most TOS compatible, but allows you to have a different OS setup for each program you run. For instance, I can run Cubase Audio with Geneva, and it will automatically turn multitasking off and setup the AES calls for the best compatibility. Each program can get its own individual setting for the best environment possible. I'd love to see other AES's incorporate this feature! Also, since memory is probably an issue for this guy, it doesn't need Mint to run. In fact, it is most stable and compatible without it, and uses up very little memory, while providing a great multitasking environment. If memory isn't as much of an issue, and he wants extra features (like long filenames, pre-emptive multitasking instead of cooperative, etc.) he can install a *VERY* simple Mint setup, requiring only MINTNP.PRG in the AUTO folder, and a MINT folder with just a MINT.CNF file stating which drives to have long filenames on and where the AES (Geneva) is located, then get a desktop supporting long filenames (like Thing), and a fileselector supporting long filenames, and he's all set. More advanced setups are possible, too, but that's only as necessary. There's also a free very functional demo available. It's definitely his best bet, for what he's asking (IMO, of course).
On my system, I also have a bootselector (SuperBoot 8.1) from which I can choose between a "clean" system, a more loaded up TOS 4.04, Geneva, Geneva with Mint, AES 4.1, Magic 6, ST compatibility for running some ST games (using STE-X in the Auto Folder and Backwards on the desktop), various speeds for Nemesis, etc. So he could also use something similar to choose his own setup each time he boots up. Just a thought, anyway!

Mike Freeman
nameerf@flash.net

1034. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 19:57:14 UTC
From: Laurence Shields <laurenceshields@mindspring.com>
Message-ID: <94a665esl1@slb7.atl.mindspring.net>
Source record: 51466

Thanks for all your advice! You're right. I'd completely forgotten about Geneva. That may certainly be an option. I just need to get straight in my mind what different things do.

Where can I find easy to understand instructions regarding AES (in English)? I keep seeing it mentioned as one of my options but I've yet to find an English-language website with info about this thing. Is it a "program" in the normal sense? How can I tell what version of the AES I have in my machine now? It's not documented anywhere I can find.

Also, I see a lot of people find my memory to be quite a restriction when it comes to the choices I have. I thought that 4 MB was the MOST the STe's would hold. Is there a way around this that I don't know about? Other than buying a Falcon or TT or something because my software (and some hardware) won't work with those.

I really appreciate all the advice. This is really interesting!

Laurence

> And let's not forget Geneva. I think it would be his best option, wanting
to
> run music software on a multitasking system with limited memory. I've used
> Geneva (with and without Mint), Magic, and AES 4.1, and of these, Geneva
is
> the only one that not only is the most TOS compatible, but allows you to
> have a different OS setup for each program you run. For instance, I can
run
> Cubase Audio with Geneva, and it will automatically turn multitasking off
> and setup the AES calls for the best compatibility. Each program can get
its
> own individual setting for the best environment possible. I'd love to see
> other AES's incorporate this feature! Also, since memory is probably an
> issue for this guy, it doesn't need Mint to run. In fact, it is most
stable
> and compatible without it, and uses up very little memory, while providing
a
> great multitasking environment. If memory isn't as much of an issue, and
he
> wants extra features (like long filenames, pre-emptive multitasking
instead
> of cooperative, etc.) he can install a *VERY* simple Mint setup, requiring
> only MINTNP.PRG in the AUTO folder, and a MINT folder with just a MINT.CNF
> file stating which drives to have long filenames on and where the AES
> (Geneva) is located, then get a desktop supporting long filenames (like
> Thing), and a fileselector supporting long filenames, and he's all set.

More
> advanced setups are possible, too, but that's only as necessary. There's
> also a free very functional demo available. It's definitely his best bet,
> for what he's asking (IMO, of course).
> On my system, I also have a bootselector (SuperBoot 8.1) from which I
> can choose between a "clean" system, a more loaded up TOS 4.04, Geneva,
> Geneva with Mint, AES 4.1, Magic 6, ST compatibility for running some ST
> games (using STE-X in the Auto Folder and Backwards on the desktop),
various
> speeds for Nemesis, etc. So he could also use something similar to choose
> his own setup each time he boots up. Just a thought, anyway!
>
> Mike Freeman
> nameerf@flash.net
>

1035. Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 19:59:37 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <94a6b9$12e$1@newsg1.svr.pol.co.uk>
Source record: 51467

Two questions regarding these two UK ISPs:

1) Has anyone else having difficulty in getting anywhere with Freeserve? I get connected, or seem to, and then as soon as I check mail or Connect to newserver or try a web address the dialog boxes in Newsie & CAB report "Resolving host"!! Sometimes I am lucky and get in properly, is it due to high numbers of folk logging in to Freeserve? Or is there some fault with my software etc??

2) In light of the above problem I looking at taking out a subscription to Zetnet but was confused by the number of subscription options available on the website, esp. for Mail servers etc. Does anyone connected to this server have any recommendations? I was hoping to subscribe to the cheaper service, ie 50UKP a year and no web-hosting.

I currently use an Atari Falcon CT2B - Magic 6.1, STiNG 1.22, Newsie 0.96, Cab 2.7c (+ Olivier's CAB.OVL).

Any suggestions would be appreciated!

Neil 8-)

1036. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 20:28:45 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101192023120.108-100000@Hades060>
Source record: 51485

On 19 Jan 2001, JI Logan wrote:

> On 18 Jan 2001 19:45:58 , Lonny Pursell wrote:
>
> |If someone is tempted to suggest I actually do it, don't.
> |Order a board yourself, it is not that hard to assemble. ;-)
>
> I agree - that's what I di although I had the advantage of being
> sold all the compatible bits (drives, cables etc) and just supplied
> the case, keyboard etc.

They do include the cables, but not the face plates to mount them
on, I ended up yanking these from scrap PC cards. I mounted
some of them on the case, but was forced to find the face plates
for the remaining ones.

Speaking of cables, the only one not inlcuded was the SCSI
cable to get it out the back, as needed to hook up a SCSI scanner.
Anyone in the USA know where to get such a thing? I've tried
all the local shops with no success.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1037. Re: It worked first time! Amazing!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 20:33:37 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <94a8b0$314$1@nnrp1.deja.com>
Source record: 51468

>
> >Hi Richard! Glad you like DX heaven! It is great for the DX.
>
> Just one extra question; where can I find more patches in *.TX7
format,
> or how can I extract them from the more common SYX format?
>
> I like the way this program works, with each bank in one file.

Go to the Atari-Midi File Section,(see sig.. .atari-midi mailing list)
and there is a file there that has LOTS of banks in TX7 format. Look
under DX.

I believe that MT32Edit on the Caged Artist page (on my site)should
work with your D110 as it is the same structure. Try it.

GenEdit is kinda weird to work with as you stated.

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

1038. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 20:36:19 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <j_1a6.184051$eT4.15531476@nnrp3.clara.net>
Source record: 51470

"Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
news:94a6b9$12e$1@newsg1.svr.pol.co.uk...
> Two questions regarding these two UK ISPs:
>
> 1) Has anyone else having difficulty in getting anywhere with Freeserve?

Yuk.

> 2) In light of the above problem I looking at taking out a subscription to
> Zetnet but was confused by the number of subscription options available on
> the website, esp. for Mail servers etc. Does anyone connected to this
> server have any recommendations? I was hoping to subscribe to the cheaper
> service, ie 50UKP a year and no web-hosting.

You get the web space thrown in,
no choice about that. From my
experience the connection is reliable
and the support staff competent,
and friendly.

> I currently use an Atari Falcon CT2B - Magic 6.1, STiNG 1.22, Newsie 0.96,
> Cab 2.7c (+ Olivier's CAB.OVL).

Don't forget the cooling fans.

> Any suggestions would be appreciated!

Add some blue...

Shiuming Lai

1039. Re: Napster clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 20:58:09 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101192156500.173-100000@mail.online.no>
Source record: 51469

On Fri, 19 Jan 2001, Carlos wrote:

> The napster protocols are at:
>
> http://david.weekly.org/code/napster.php3
>
> Does anyone have any ideas about developing TOS/GEM compatible program?

We already have a napster-clone working under MiNT. Find it at
sparemint.atari.org. Frank Naumann ported it only two or three weeks ago
.-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1040. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 21:01:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979935412-83201AEicMi@madasafish.com>
Source record: 51472

Hi Celery dude

>Ease always seemed to be paricularly dismal in this regard.

You looking at me!!!???..... :-)

I bought Ease in a bundle with Magic, and then promptly dumped it in favour of MAGXdesk, i toyed with Thing for a while and decided it was shitte, then i saw a very early Jinnee demo on one of my numerous visits to uncle Karls emporium of computer goodies, i then pestered them on a regular basis for many months, i bought the first available commercial version 1.?? and have followed its progress since, now i wouldnt part with it.

I would like the widow update function to speed up a /lot/, and would like to be able to use MGCOPY in favour of Kobold or JinCopy as file copying is dog slow..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1041. Re: It worked first time! Amazing!

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 21:11:24 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <q3l875A81Ka6EwGY@lovecraft.demon.co.uk>
Source record: 51471

Once upon a time <94a8b0$314$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> grabbed chalk and scrawled:
>Go to the Atari-Midi File Section,(see sig.. .atari-midi mailing list)
>and there is a file there that has LOTS of banks in TX7 format. Look
>under DX.

DumpIT - from your own archive - has no problems - I'd misunderstood the
SYX archives as containing one huge file, instead of hundreds of little
ones ;)

>I believe that MT32Edit on the Caged Artist page (on my site)should
>work with your D110 as it is the same structure. Try it.

I have D110 edit, which is a caged artist thing. The D110 isn't the
problem, as it's dead anyway - the problem is my D50!

Regardless, I'm gradually getting there. MEDIAN appears to work, if not
do a hell of a lot else, and I've hooked up a MIDI/CV convertor to my
101 and am trying to find a way of multi-tracking some MIDI stuff using
Omega. Which doesn't seem to like Falcon screen modes, sadly, because it
could use a much larger screen ;)

>GenEdit is kinda weird to work with as you stated.

Weird would be an improvement. The D50 template has always bombed out on
me.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1042. Hardware supported by Ataris

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 21:32:41 UTC
From: bindon@madasafish.com
Message-ID: <t6hcjp22o46kd8@corp.supernews.com>
Source record: 51473

Hi

I've realised that there were quite a lot of people here inquiring
about what scanner/printer/HD etc work with Ataris. I'm going to
design a part for my web site for just that, split into section of:

Scanners
Injet Printers
Laser Printers
Hard drives IDE (including remopable)
Hard drives SCSI (ditto as above)
PC Mice (for Mouseburster)
Modems (56K and other ones like ISDN)
CD/CDR/CDRW (most will be copied from Anodyne, and other
sites when I ask if it's OK first)

If any one else whats other hardware listed (or if I forgot something
obvious) then just email me and I'll add it.

Questions:

Make
Model
Basic spec (size of HD, DPI for printers etc)
Software used to drive it
Which Atari/Clone
Problems/Querks (if any)

Again email me if you think another column is needed.

But most of all, to make this work, I need your HELP
Email me with results for all your hardware at
bindon@madasafish.com

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

1043. Re: newbie backing up my originals

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 21:45:28 UTC
From: ebaiz@skyenet.net
Message-ID: <Yz2a6.6225$d25.37967@newsfeed.slurp.net>
Source record: 51474

On 18 Jan 2001 02:40:21 , Snk2112 wrote:
>how can one go about backing up my originals
>
>i find once in a great great while original boxed st games at fleas and
>such but have gotten a few with nothing on the disk and really am a little
>worried about the disks i do have getting damaged , so how does one go about
>making back ups?
>
>i know about the hd disks but my 1040 didn't have any manuals or ref s
>Danno

There are special programs/drives that will do that. A friend of mine had
one and it worked fine. It backed alot of commercial programs that could be
used if something happend to the originals. I am sure these programs are
available from retailers.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1044. LogLyser

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 21:49:35 UTC
From: Luis Manuel Asensio Royo <lasensio@airtel.net>
Message-ID: <3A68B66F.C93FFD42@airtel.net>
Source record: 51475
Cross-posted to: comp.sys.atari.st,alt.atari,alt.crews.atari,comp.sys.atari

Hi all,

We want to present LogLyser, freeware sponsorised by Europe Shareware, a small utility which calculate the time you are online over the months as written in the Iconnect's ONLINE.LOG file. LogLyser is a must have for the CAB and Emailer users.

For more details, visit http://www.europe-shareware.org/

Queremos presentar LogLyser, programa gratuíto patrocinado por Europe Shareware, una pequeña utilidad que calcula el tiempo que se lleva conectado a Internet tal como queda registrado en el fichero del Iconnect ONLINE.LOG. Esta utilidad es imprescindible para los usuarios de los programas CAB y Emailer.

Para más detalles, visitar el siguiente sitio:
http://www.europe-shareware.org/
--
||| Un saludo
_/|_ Regards

Luis

1045. Re: Hardware supported by Ataris

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 22:18:43 UTC
From: swampfox1@earthlink.net
Message-ID: <733a6.592$I01.58515@newsread2.prod.itd.earthlink.net>
Source record: 51477

Lyndon,
Great idea and good of you to do so!!!
John G.

On 19 Jan 2001 21:32:41 , Lyndon Amsdon wrote:
>Hi
>
>I've realised that there were quite a lot of people here inquiring
>about what scanner/printer/HD etc work with Ataris. I'm going to
>design a part for my web site for just that, split into section of:
>
>Scanners
>Injet Printers
>Laser Printers
>Hard drives IDE (including remopable)
>Hard drives SCSI (ditto as above)
>PC Mice (for Mouseburster)
>Modems (56K and other ones like ISDN)
>CD/CDR/CDRW (most will be copied from Anodyne, and other
> sites when I ask if it's OK first)
>
>If any one else whats other hardware listed (or if I forgot something
>obvious) then just email me and I'll add it.
>
>Questions:
>
>Make
>Model
>Basic spec (size of HD, DPI for printers etc)
>Software used to drive it
>Which Atari/Clone
>Problems/Querks (if any)
>
>Again email me if you think another column is needed.
>
>But most of all, to make this work, I need your HELP
>Email me with results for all your hardware at
>bindon@madasafish.com
>
>
>
>
>Lyndon Amsdon
>--

```
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+
>.
```

1046. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 23:09:45 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a68c939$0$173@news.zetnet.co.uk>
Source record: 51478

On 18 Jan 2001 19:45:58 , Lonny Pursell wrote:

|I don't know about Milan, never got to see one. Having
|assembled this Hades060 myself however and now online
|(using it now actually) I seriously considered importing
|them, perhaps building them to order. However there is one
|big flaw in that plan, I doubt much if I'd sell any
|due to the price. It's a nice fantasy of mine.
|If someone is tempted to suggest I actually do it, don't.
|Order a board yourself, it is not that hard to assemble. ;-)

I agree - that's what I di although I had the advantage of being
sold all the compatible bits (drives, cables etc) and just supplied
the case, keyboard etc.
--
JI Logan

1047. Re: DESKICON.RSC

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 23:09:46 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a68c93a$0$173@news.zetnet.co.uk>
Source record: 51479

On 19 Jan 2001 18:26:58 , Steve Sweet wrote:

|>>I was wondering if anybody could tell me how big a Deskicon.RSC file
|>>can be. I only ask because I can make one that uses a lot of new icons
|>>and takes up about 500Kb and during booting, I get an out of memory
|>>error.
|
|>I came across the same problem some time ago. Got lots of answers saying
|>use SHBUF.PRG. Let me know if you want it.
|
|As i understand it, SHBUF (Shell Bufer) allows a larger newdesk.inf file
|to be used, i read this to mean that their is a limit on the number of
|possible icon assignments, i think this is different from the maximum
|allowable deskicon.rsc file size.

Could well be - the error message sounded the same. (Pretty feeble
excuse!)
--
JI Logan

1048. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 23:09:46 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a68c93a$1$173@news.zetnet.co.uk>
Source record: 51480

On 19 Jan 2001 19:59:37 , Neil Chester wrote:

| . . . .
|2) In light of the above problem I looking at taking out a subscription to
|Zetnet but was confused by the number of subscription options available on
|the website, esp. for Mail servers etc. Does anyone connected to this
|server have any recommendations? I was hoping to subscribe to the cheaper
|service, ie 50UKP a year and no web-hosting.

I have just signed up for their 0800 service - one thing that
strikes me is that logging on takes less time and is more reliable.
It comes with the 100UKP option, however, and you have to either
send money or credit card details so that when your time limit is up
they can get money from you.
--
JI Logan

1049. Re: Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-19 23:41:54 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a68d0c2$0$179@news.zetnet.co.uk>
Source record: 51481

On 17 Jan 2001 11:42:40 , Derryck Croker wrote:
>From: tcjspencer@zetnet.co.uk (Trevor Spencer)
>Date: 16 Jan 2001 19:00:07 GMT
>
>>I use PFM Plus for home accounts if that's the sort of program you're
>>looking for, I assume that it would work on the Falcon.
>
>Indeed it does - it also works under MagiC :-)
>
>About the only irritation is that you have to visit another menu option to
>set the print range for a statement - this option should have been built
>into the Print menu. The usage of ALT+key shortcuts in the menu bar is also
>non-standard.

True but for it's size it's very sophisticated and lets not forget it's an
old program that was Y2K in 1991!!

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

1050. Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 00:05:32 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <979949142-764483AEicMi@xs4all.nl>
Source record: 51482

Hello,
Just read on
http://www.xtos.de
that the Coldfire Atari clone (with a Coldfire 4e) is going to be
made !

Cheers
Dan

1051. Re: Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 00:44:24 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <94an8h$sj3$1@news.comnet.co.nz>
Source record: 51483

"Trevor Spencer" <tcjspencer@zetnet.co.uk> wrote ...
> Derryck Croker wrote:
> > Trevor Spencer wrote:
> >>I use PFM Plus for home accounts if that's the sort of program
you're
> >>looking for, I assume that it would work on the Falcon.

That name rings a bell from a few years ago.

"PFM" = "Personal Finance Manager" ?

> >Indeed it does - it also works under MagiC :-)
> >
> >About the only irritation is that you have to visit another menu
option to
> >set the print range for a statement - this option should have been
built
> >into the Print menu. The usage of ALT+key shortcuts in the menu bar
is also
> >non-standard.
>
> True but for it's size it's very sophisticated and lets not forget
it's an
> old program that was Y2K in 1991!!

So, what does it do?

Is it worth me building file/feature compatibility into my stock
manager/invoice program I've nearly finished writing?

A demo pre-alpha version of my app should be available near the end of
this month, or early next - I still have another five or ten thousand
lines of it left to write. The executable is currently around 300k in
size, it needs about one meg of RAM (the full, finished version looks
like it may need about 2 - 2.5 MB if you're using GDOS, and the SLM
laser printer), a 68000 or better processor, and a 640-wide screen mode
or better. (I still have to make the program a bit more
printer-friendly, and a few other features need tidying up) ATPIT, there
isn't a user manual - it'll probably be a readme.

--

Quote for the month:

"Geez Wayne!"
("A Week Of It", SPTV, circa 1980)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

1052. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 01:03:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980005840-162033AEicMi@madasafish.com>
Source record: 51426

Hi Neil

>1) Has anyone else having difficulty in getting anywhere with Freeserve?

Now there's a story...

>I get connected, or seem to, and then as soon as I check mail or Connect
>to newserver or try a web address the dialog boxes in Newsie & CAB
>report "Resolving host"!!

I had to give up on freeserve quite some time ago due to this problem.
They "Introduced new security measures" this included some kind of
dynamic web-cache which caused CAB to flop, then they beefed up security
on the POP server which barfed all over iConnect, i think it was reverse
IP checking and VJ-compression was jammed on...

I then went to BUN.COM where is was for eons with no prob's, and when i
got Sky digital installed i discovered SkyNow.

SkyNow seems to stop working with some mail server problems, this
resulted in error messages from emailer telling me my key had expired,
this was total bolox of course, after a few days i phoned tech-sup, they
investigated and said they would fix their server, 3 days later i phoned
back to find out on progress and was told that as far as their system is
concerned, they have no problems and there is no record of any fault
reports!!. The latest failure is BUN.COM, having just took over from
WorldsOnline they inherited their crap servers and news just was not
propogating, very usefull.

The latest, MadasaFish, still working so far, but with frequent POP3
probs, and the Madasafish user bases full of peop's talking of same and
being ignored by tech-Sup, but at least it works ATM...

Maybe if Mr. Denesh CyberStrider is watching he could give some details
of what his ï¿½10'rs would give Atarians as far as eMail and News is
concerned.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1053. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 01:11:24 UTC
From: atarigalen@my-deja.com
Message-ID: <94aojo$hc5$1@nnrp1.deja.com>
Source record: 51484

In article <979949142-764483AEicMi@xs4all.nl>,
Dan <aahuls@xs4all.nl> wrote:
> Hello,
> Just read on
> http://www.xtos.de
> that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> made !
>
Great! I wish them luck.

Galen

Sent via Deja.com
http://www.deja.com/

1054. Re: Software & Hardware needed for cd-burning?????

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 01:46:22 UTC
From: atarigalen@my-deja.com
Message-ID: <94aqld$j4f$1@nnrp1.deja.com>
Source record: 51487

In article <t6h03lddchch54@corp.supernews.com>,
firest@williams-net.com (Carey Christenson) wrote:
> Anyone,
> Does anyone know what software is needed to burn sound and graphic
> demos as well as application programs on to a cd??????? And can
> anyone let me know exactly what is required as far as a cd burner
> hardware wise????????

Since you have a HD and a CD already, I assume you have a SCSI adapter already. Hence, you need a SCSI CDR or CDRW and either CDWriter, CD Lab, or a program from Soundpool whose name escapes me. CD Lab is free, the others are both ~$85US but have more features. In theory, any MMC3 CDR drive should work, but in practice, Yamaha seems to be the most compatible. On a ST, only 1x burning is possible most of the time, so I'd recommend looking for closeouts.

As for myself, I use CDWriter with a Panasonic 4x8 (model CW7502). Reads are fine as are backups, but at the moment ISO9660 recording is a bit shaky and audio recording doesn't yet work (though the author is working on it). Those who have Yamaha drives find that CDWriter works flawlessly, so it's a firmware, not a software issue.

Galen

Sent via Deja.com
http://www.deja.com/

1055. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 01:53:08 UTC
From: atarigalen@my-deja.com
Message-ID: <94ar22$j9a$1@nnrp1.deja.com>
Source record: 51488

In article <979892896-36928AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> The last few weeks I've got the impression that people based in the
> States are terrified ordering goods in Europe, it's like gambling,
> either you win and the package arrives, or you loose and can say
> goodbye to your cash...

Unfortunately, this is pretty true.

> Unless a dealer accepts credit cards or agrees to send the goods COD,
> tell them very politely where to stick it... if the competition can
> do it, then there's no reason why they shouldn't.

Very few accept credit cards. Doing so would help immensely, for most
US banks are clueless when it comes to exchanging currencies. Only the
very largest will, and 15% seems to be the going rate for the service.
The few times I ordered software from Great Britain and Canada via
credit cards, the exchange fee was 1%.

Galen

Sent via Deja.com
http://www.deja.com/

1056. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 01:57:05 UTC
From: atarigalen@my-deja.com
Message-ID: <94ar9f$jk1$1@nnrp1.deja.com>
Source record: 51489

In article <979892894-36427AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> From: atarigalen@my-deja.com
> Date: Thu, 18 Jan 2001 02:52:19 GMT
>
> All Olympus cameras are compatible with PhotoTip, providing the
> camera has a serial port, you shouldn't encounter any problems.
>
Thanks Dennis. The information you've posted here over the last few
weeks has been extremely useful to me.
Galen

Sent via Deja.com
http://www.deja.com/

1057. Re: Computer Game Collector List is now On-Line

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 02:13:51 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <zv6a6.58253$68.8392969@typhoon.tampabay.rr.com>
Source record: 51490
Cross-posted to: comp.sys.cbm,comp.sys.amiga.games,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

There is a non-Java index of all the pages on my site. Just click the lower link from the main page. The Collectors List is all the way at the bootom.

This isn't the nicest looking solution, but it works.

"Mark Smith" <mark@storagedirect.REMOVETHISBIT.com> wrote in message news:YEZ96.795$vH6.14766@news6-win.server.ntlworld.com...
> It would be much nicer without the Java ... you posted your message into
> groups for machines that do no have Java support, so how are we supposed to
> use your site ?
>
> Regards
>
> Mark
>
> "Hugh Falk" <hughfalk@mindspring.com> wrote in message
> news:%zO96.50881$68.7458597@typhoon.tampabay.rr.com...
> > The official computer game collectors list is now posted at:
> >
> > http://www.emuclassics.com/gotcha/
> >
> > It will be updated regularly. It looks kind of ugly, but it's functional.
> > Suggestions welcome.
> >
> >
> > Best regards,
> > Hugh
> >
> >
> >
> >
>
>
>

1058. What do you use your Atari Computer for? A-ONE Online Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 03:55:41 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <94b27s$ot6$1@nnrp1.deja.com>
Source record: 51491

Take a minute and stop by A-ONE Magazines website and answer the
current poll..

What do you use your Atari Computer for?

The results will be in the next issue of A-ONE.. so vote today!

A_ONE website: http://www.atarinews.org

On the same note.. www.atari-users.net's current poll is..

What will Infogrames do with Atari?

Stop by and try out our new forum area.
http://www.atari-users.net

--
Atari-Users Network
Atari Chat, Forums, Links, Webring and free e-mail.
http://www.atari-users.net

Sent via Deja.com
http://www.deja.com/

1059. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 05:37:21 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <94b86h$t6k$1@nnrp1.deja.com>
Source record: 51492

>atarigalen@my-deja.com wrote:
> In article <979892896-36928AEicMi@gmx.net>,
> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> > The last few weeks I've got the impression that people based in the
> > States are terrified ordering goods in Europe, it's like gambling,
> > either you win and the package arrives, or you loose and can say
> > goodbye to your cash...
>
> Unfortunately, this is pretty true.
>
> > Unless a dealer accepts credit cards or agrees to send the goods
COD,
> > tell them very politely where to stick it... if the competition can
> > do it, then there's no reason why they shouldn't.
>
> Very few accept credit cards. Doing so would help immensely, for most
> US banks are clueless when it comes to exchanging currencies. Only
the
> very largest will, and 15% seems to be the going rate for the service.
> The few times I ordered software from Great Britain and Canada via
> credit cards, the exchange fee was 1%.
>

Ok.. I have an idea.. but it needs work.

here goes..

Set up a list of European users willing to purchase software and ship
it to fellow users around the world.
Example..
When we need something here is the USA.. send an e-mail to one of the
European members. They contact the Dealer and get a price quote and e-
mail it to the USA member.

Now for the payment "issue" .. I can only think of Paypal as a good
way of paying fast and safely(?).. other than that.. Traveler checks.
But if it's Paypal (www.paypal.com).. the USA member will send at least
1/2 (Maybe setup a User rating system and base the PRE-payment on
that?) of the purchase price + shipping. Then the European member
purchases the items and ships them with a shipping company that offers
Tracking the the USA member. If a balance is owed that will be payed on
arrival.

Why Paypal.com? International system, also screens users (valid credit
card required). Bad part.. requires SSL and maybe Java.. so Cab is out.
Paypal charges a small fee for each transaction.

For a Shipping system.. it MUST have a tracking system.. and if possible.. can be tracked using a web site. (like www.UPS.Com)

For protection of members/users .. a rating system which will help base a "pre-payment" amount. 50% fair to start? Maybe on the idea of ebay.com's user comments also?

a SMALL standard fee? To help cover the cost of calling the dealer, Paypal transaction fee, Member time.. etc...

ok.. that was kind of long.. but what do you think about it?
The one question I have..

I'd host the service on my domain.. so web space is no problem.

Just my 2 cents..

Rob
webmaster@atari-users.net

Sent via Deja.com
http://www.deja.com/

1060. Re: Falcon Ram

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 07:27:29 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A693DE1.C1808C3F@jps.net>
Source record: 51493

G Swaine wrote:
>
> "Jo Even Skarstein" <joska@nvg.ntnu.no> wrote ...

> > Not the one in the Falcon. It has a 16 bit data bus (the full 030 has
> 32)
> > and a 24 (?) bit adress bus.
>
> That sounds like a cut-down version of the 030 (68EC030 perhaps?)
>
> The 020 and 030 have 'dynamic bus sizing', in which the chip can
> determine the bus width on every access, so can read/write in 16 bit
> blocks on a 16 bit system, and the full 32 bits on a 32 bit system (The
> 040 dropped this feature - it 'slowed the system down' IIRC)
>
To be precise, the Falcon has the standard 030 chip, but Atari in their
infinite wisdom decided not to wire all the connections.

1061. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 07:33:57 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A693F65.5A028A49@jps.net>
Source record: 51494

Well, I work for the post office, and I can say that I mailed a monitor 700 miles by priority mail once, which should have taken 3 or 4 days, but it arrived 30 days later. I mailed an STE about the same distance, and it never arrived. Luckily I insured it, so I got my money back. The bad sign is that this "reputable" dealer has not responded to you. You might go to your post office to inquire about filing a complaint with the postal inspectors for mail order fraud, assuming you sent payment in the mail. Why not call? It always pays to expedite your communications before making a big flap over it.

John

Ken Kosut wrote:
>
> Hello,
>
> About a month ago, I ordered some atari hardware from
> who I think is a reputable dealer.
> (They are spoken of on this site)
>
> I do not wish to mention the name of the dealer or the country.
>
> I paid for the product in full, and was emailed that it was being
> shipped.
>
> It has been more than a month now.
>
> My local post office says it should take 2-4 weeks if mailed
> parcel or 5-7 days if air mailed.
>
> Well, I have emailed the sender a couple of times with no response.
>
> Is there anything that I can do about this?
> (Besides calling)
>
> ken

1062. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 07:38:13 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A694065.D1C2AF47@jps.net>
Source record: 51495

If we're talking an international order, my estimates vary. The US Postal Service web site quotes 4-6 weeks for surface mail, but I've seen 2 to 3 months, or even 4 as being more realistic. Air mail can be one to two weeks, sometimes more. I've had trouble with things mailed to europe being stuck in customs for a month or more.

John

Dennis Vermeire wrote:
>
> Hi Ken,
>
> >My local post office says it should take 2-4 weeks if mailed
> >parcel or 5-7 days if air mailed.
> Yes, but take in account that there's been a Xmass rush... if the parcel
> has been sent by normal post, it may take a little longer.
>
> The last few weeks I've got the impression that people based in the States
> are terrified ordering goods in Europe, it's like gambling, either you win
> and the package arrives, or you loose and can say goodbye to your cash...

1063. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 07:40:25 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A6940E9.3634AEEE@jps.net>
Source record: 51396

atarigalen@my-deja.com wrote:

> Very few accept credit cards. Doing so would help immensely, for most
> US banks are clueless when it comes to exchanging currencies. Only the
> very largest will, and 15% seems to be the going rate for the service.
> The few times I ordered software from Great Britain and Canada via
> credit cards, the exchange fee was 1%.
>
I use USAA bank in Texas. They make checks in international funds for no
charge at the going exchange rate. They also accept deposits in foreign
checks at the going rate with no service charge.

John

1064. Re: It worked first time! Amazing!

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 07:44:52 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <94bflj$239$1@nnrp1.deja.com>
Source record: 51398

>
> Regardless, I'm gradually getting there. MEDIAN appears to work, if
not
> do a hell of a lot else, and I've hooked up a MIDI/CV convertor to my
> 101 and am trying to find a way of multi-tracking some MIDI stuff
using
> Omega. Which doesn't seem to like Falcon screen modes, sadly, because
it
> could use a much larger screen ;)

Midian is an excellent program. Yes..KCS would be better on the larger
falcon res's. But ST HI seems OK. However, I like color, so I am living
with a 19" display in Med res.Seems to work fine.

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

1065. Re: MEGAFILE30 Power supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 07:48:48 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A6942E0.EF778DF5@jps.net>
Source record: 51397

It's basically the same as the one in the ST. I found a suitable
replacement at JDR Microdevices in California for $10. Just had to
change the connector. It fit nicely on the Atari mount (after removing
its case).

John

Hans-Georg Seybold wrote:
>
> My HD30 doesn' work any more. I noticed that the power supply gives not
> any more enough V (nearly nothing instead of +5V and +12V). Could
> anybody tell how can I change the power supply and how big a new one
> should be (1A or more ??) ?
> Regards, Hans-Georg Seybold (hseybol@tin.it)

1066. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 07:58:39 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B68E936A.946D%nameerf@flash.net>
Source record: 51399

in article 94a665esl1@slb7.atl.mindspring.net, Laurence Shields at laurenceshields@mindspring.com wrote on 1/19/01 11:57 AM:

> Thanks for all your advice! You're right. I'd completely forgotten about
> Geneva. That may certainly be an option. I just need to get straight in my
> mind what different things do.

Geneva seems to often be overlooked, but I think it's a great alternative to Magic or NAES, especially for those of us in the U.S. who find it more difficult to get NAES and other software not distributed to this side of the pond.

> Where can I find easy to understand instructions regarding AES (in English)?
> I keep seeing it mentioned as one of my options but I've yet to find an
> English-language website with info about this thing. Is it a "program" in
> the normal sense? How can I tell what version of the AES I have in my
> machine now? It's not documented anywhere I can find.

I believe you're referring to AES as is specifically AES 4.0 and 4.1 as made by Atari. As far as I know, there is no website for it, but it's what many people call "MultiTOS". It's basically a rewrite of GEM that runs on Mint. AES 4.0 was distributed by Atari with Falcons, and AES 4.1 was the beta version that as far as I know was never officially released, but turned up on many FTP sites. It's a little buggy, but a lot faster than the original MultiTOS. It's a program, but must be run from a MINT.CNF file to work, and instead of having a *.PRG extension, it's called GEM.SYS.

AES in general is basically the part of the OS that controls graphical events such as windows, menus, dialog boxes, etc. It is in a way a standard against which newer OS's define compatibility. Things said to be AES 4.1 compatible may not run on standard TOS, Geneva (which has most of AES 4.1's calls, but registers itself as 4.0), or Magic (registers itself as 3.99). To find out which version you have, get a system analyser program like Profiler.

> Also, I see a lot of people find my memory to be quite a restriction when it
> comes to the choices I have. I thought that 4 MB was the MOST the STe's
> would hold. Is there a way around this that I don't know about? Other than
> buying a Falcon or TT or something because my software (and some hardware)
> won't work with those.

Many people see 4Mb as small because many of us are pushing the limits with AUTO programs, CPX's, Accesories, and multiple programs running at the same time. This is *really* tough to do with a 4Mb system, especially since newer OS's are taking up more and more memory lately. You may be just fine with 4Mb, unless you decide to go wild with various programs and features that

can be added to the OS.

Good luck!

Mike Freeman
nameerf@flash.net

1067. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 08:19:34 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A694A16.A74B0420@ooc.de>
Source record: 51400

Dan wrote:
>
> Hello,
> Just read on
> http://www.xtos.de
> that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> made !

What a nonsense :-).

--

Dr. Uwe Seimet mailto:us@ooc.de
Object Oriented Concepts GmbH http://www.ooc.de

1068. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 10:10:40 UTC
From: bindon@madasafish.com
Message-ID: <t6ip1049j0akc9@corp.supernews.com>
Source record: 51402

On 19 Jan 2001 14:57:14 , "Laurence Shields" wrote:
>Thanks for all your advice! You're right. I'd completely forgotten about
>Geneva. That may certainly be an option. I just need to get straight in my
>mind what different things do.

Go for it!

>Where can I find easy to understand instructions regarding AES (in English)?
>I keep seeing it mentioned as one of my options but I've yet to find an
>English-language website with info about this thing. Is it a "program" in
>the normal sense? How can I tell what version of the AES I have in my
>machine now? It's not documented anywhere I can find.
>
>Also, I see a lot of people find my memory to be quite a restriction when it
>comes to the choices I have. I thought that 4 MB was the MOST the STe's
>would hold. Is there a way around this that I don't know about? Other than
>buying a Falcon or TT or something because my software (and some hardware)
>won't work with those.

4mb is the official limit. An Aixit (I may of spelt that wrong!) can
give you about 14 or so maximum ram. From what I've heard they seem
to be stable and work well.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1069. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 10:46:24 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <94bqa0bsp1@newsg1.svr.pol.co.uk>
Source record: 51406

On 19 Jan 2001 20:36:19 , "Shiuming Lai" wrote:

"Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
news:94a6b9$12e$1@newsg1.svr.pol.co.uk...
> Two questions regarding these two UK ISPs:
>
> 1) Has anyone else having difficulty in getting anywhere with Freeserve?

Hi folks

Just to say that I'm connected right now via Freeserve. If you give
me a shout I can give you a URL for a script for use with STIK/STing
that works fine with Freeserve. I can give you Freeserve's phone
number in the UK if you wanted to set up an account. They currently
have something called Hometime which gives you unmetred access after
6 pm weekdays and all weekend for 8.99 ukp (5 ukp to BT for Surf
Together and 3.99 to Freeserve).

Give me a shout?
Al
sonik@wearelondon.fsnet.co.uk

1070. Re: Problems with STing

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 11:33:06 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a697772$1$173@news.zetnet.co.uk>
Source record: 51407

I cannot find a separate IConnect V1.8 package in the CAB download area. There is the commercial PPP_Connect v1.8 but this does not seem to contain any *.OVL.

I was interested to read in a previous contribution that ASH had sorted out various .OVL problems "years ago." I bought CAB v2.7 not that long ago and was advised that I had to get CAB.OVL from third parties.

If ASH now have a working .OVL (something that should have been included in CAB from the very beginning) the least they could do is advertise the fact to their customers and allow them to download it for free.
--
JI Logan

1071. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 11:33:06 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a697772$0$173@news.zetnet.co.uk>
Source record: 51408

On 19 Jan 2001 20:28:45 , Lonny Pursell wrote:

| . . . .
|Speaking of cables, the only one not inlcuded was the SCSI
|cable to get it out the back, as needed to hook up a SCSI scanner.
|Anyone in the USA know where to get such a thing? I've tried
|all the local shops with no success.

That's one that was not included actually. I bought SCSI flat cable and connectors and a SCSI backplate and made my own. I used a vice to clamp the connector onto the cable - you need to take a little care to get everything square but it's not difficult.
--
JI Logan

1072. Re: Mustek Scanner Driver

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 11:42:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980068220-346545AEicMi@cwcom.net>
Source record: 51354

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Fri, 19 Jan 2001 00:33:34 +0100

>>Does anyone have or know of a flatbed scanner driver for a Mustek 800 II
>>SP,I have a Falcon and need to find a driver.....
>The NOVA Mustek/Hewlet Packard driver works just fine with the Mustek 800,
>but make sure you get a newer version of the driver ==> 1.20 or higher.
>Download an English translation from Derrycks website (see sig)...

Indeed, in case anyone didn't see my original message I've just uploaded the
Novascan 1.26 driver package (Misc section). This should now work with the
Falcon.

I've removed the Novascan resource file I had originally, as this full
package makes that download superfluous.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1073. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 11:47:54 UTC
From: bindon@madasafish.com
Message-ID: <t6iuna7lj34iae@corp.supernews.com>
Source record: 51409

On 19 Jan 2001 20:28:45 , Lonny Pursell wrote:

Hi Lonny

>Speaking of cables, the only one not inlcuded was the SCSI
>cable to get it out the back, as needed to hook up a SCSI scanner.
>Anyone in the USA know where to get such a thing? I've tried
>all the local shops with no success.

I know Maplin sell SCSI faceplates with various configurations to go
from internal to external. Maplin is UK based, but I'm sure someone
sells them in the USA.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1074. Re: It worked first time! Amazing!

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 11:49:53 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A697B62.3AB869C9@ev1.net>
Source record: 51401

```
Richard Kilpatrick wrote:
>
> No, it's not SPAM.
>
> I finally got something on the Falcon that worked straight away with one
> of my synths. Having acquired a DX7, I downloaded DX Heaven.
>
> And it worked.
>
> I'm still recovering from the shock ;)
>
> Richard
> --
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
> Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'\_)Morticia

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

1075. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 12:00:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980068224-347033AEicMi@cwcom.net>
Source record: 51355

From: "Shiuming Lai" <lais@zetnet.co.uk>
Date: Fri, 19 Jan 2001 20:36:19 -0000

>> I currently use an Atari Falcon CT2B - Magic 6.1, STiNG 1.22, Newsie 0.96,
>> Cab 2.7c (+ Olivier's CAB.OVL).
>
>Don't forget the cooling fans.

The chips on my CT2B run quite cool, so I'm thinking of installing
thermostatically controlled blowtorches :-)

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1076. Re: MEGAFILE30 Power supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 13:07:42 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0101200806560.14983-100000@moose.erie.net>
Source record: 51410

Is it in their catalog? Do you have the P/N?

On Fri, 19 Jan 2001, John Kolak wrote:

> It's basically the same as the one in the ST. I found a suitable
> replacement at JDR Microdevices in California for $10. Just had to
> change the connector. It fit nicely on the Atari mount (after removing
> its case).
>
> John
>
> Hans-Georg Seybold wrote:
> >
> > My HD30 doesn' work any more. I noticed that the power supply gives not
> > any more enough V (nearly nothing instead of +5V and +12V). Could
> > anybody tell how can I change the power supply and how big a new one
> > should be (1A or more ??) ?
> > Regards, Hans-Georg Seybold (hseybol@tin.it)
>

1077. Looking for LZH program

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 13:17:19 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <94c34u$f6c$1@nnrp1.deja.com>
Source record: 51412

Hello,

I haven't had any luck finding a TOS lzh decompression program on the net and
was hoping someone could point me to a web or ftp site.

Thanks,

Trenchcoat Steve

Sent via Deja.com
http://www.deja.com/

1078. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 13:28:40 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101201428170.122-100000@mail.online.no>
Source record: 51411

On Sat, 20 Jan 2001, Uwe Seimet wrote:

> Dan wrote:
> >
> > Hello,
> > Just read on
> > http://www.xtos.de
> > that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> > made !
>
> What a nonsense :-).

Why?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1079. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 14:05:15 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A699B1B.F99F42F@ooc.de>
Source record: 51413

```
Odd Skancke wrote:
>
> On Sat, 20 Jan 2001, Uwe Seimet wrote:
>
> > Dan wrote:
> > >
> > > Hello,
> > > Just read on
> > > http://www.xtos.de
> > > that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> > > made !
> > >
> > What a nonsense :-).
>
> Why?

I`m sorry, but it's so obvious that any additional word would be a wast
of time.

--
------------------------------------------------------------------
Dr. Uwe Seimet mailto:us@ooc.de
Object Oriented Concepts GmbH http://www.ooc.de
```

1080. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 14:07:40 UTC
From: osian@zetnet.co.uk
Message-ID: <3a699bac$0$173@news.zetnet.co.uk>
Source record: 51414

On 19 Jan 2001 19:59:37 , Neil Chester wrote:
>2) In light of the above problem I looking at taking out a subscription to
>Zetnet but was confused by the number of subscription options available on
>the website, esp. for Mail servers etc. Does anyone connected to this
>server have any recommendations?

I'm with Zetnet, and have just signed up for my 3rd year. The web site is *slightly* out of date. They restructured their account types a year ago and didn't alter the main pages. Instead, a temporary page was put up at www.zetnet.co.uk/accountchanges.

With the standard account (100UKP/year) you get 100MB webspace, unlimited email address etc. etc., unlimited 0845 access, also 0800 access limited to 10 hours per month (after that they charge you local rates).

With the other 2 accounts, you don't get the 0800 access, and the hours during the day that you connect are limited with the free account.

For Atari use, you just need to specify that you want POP3 mail and the Atari setup disk, not the Zimacs package for PCs.

They supply all software necessary for getting Atari's up and running on the net, but you're best advised to get the commercial version of CAB and upgrade to Sting instead of Stik.

I don't actually find the account types or mail types confusing! Is there anything specific you want to know?

Ooh, also you can sign up for the filtered news server or the unfiltered one.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1081. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 14:10:31 UTC
From: osian@zetnet.co.uk
Message-ID: <3a699c57$0$173@news.zetnet.co.uk>
Source record: 51415

On 19 Jan 2001 19:59:37 , Neil Chester wrote:
>I currently use an Atari Falcon CT2B - Magic 6.1, STiNG 1.22, Newsie 0.96,
>Cab 2.7c (+ Olivier's CAB.OVL).

Sorry, I see you already have the right software!

Also, Zetnet are a friendly lot. They have their own local newsgroups
and you'll often find the directors and techie people joining in the
threads. We often have meets at various places, and yes sometimes the
Zetgods come along too! They also have their own Atari mailing list
and an Atari newsgroup.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1082. Re: Looking for LZH program

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 14:11:54 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <94c7b8$mc9$1@newsg2.svr.pol.co.uk>
Source record: 51417

TC Steve <stephenw@operamail.com> wrote in message
news:94c34u$f6c$1@nnrp1.deja.com...
> Hello,
>
> I haven't had any luck finding a TOS lzh decompression program on the net
and
> was hoping someone could point me to a web or ftp site.
>
> Thanks,
>
> Trenchcoat Steve
>
>
>
>
> Sent via Deja.com
> http://www.deja.com/

1083. Re: Looking for LZH program

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 14:17:05 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <94c7b9$mc9$2@newsg2.svr.pol.co.uk>
Source record: 51416

I got various flavours of LHARC from http://src.doc.ic.ac.uk -
Computing->Systems->Atari St I think.

TC Steve <stephenw@operamail.com> wrote in message
news:94c34u$f6c$1@nnrp1.deja.com...
> Hello,
>
> I haven't had any luck finding a TOS lzh decompression program on the net
and
> was hoping someone could point me to a web or ftp site.
>
> Thanks,
>
> Trenchcoat Steve
>
>
>
>
> Sent via Deja.com
> http://www.deja.com/

1084. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 14:58:18 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101201456090.81-100000@Hades060>
Source record: 51431

On Sat, 20 Jan 2001, Lyndon Amsdon wrote:

> On 19 Jan 2001 20:28:45 , Lonny Pursell wrote:
>
> Hi Lonny
>
> >Speaking of cables, the only one not inlcuded was the SCSI
> >cable to get it out the back, as needed to hook up a SCSI scanner.
> >Anyone in the USA know where to get such a thing? I've tried
> >all the local shops with no success.
>
> I know Maplin sell SCSI faceplates with various configurations to go
> from internal to external. Maplin is UK based, but I'm sure someone
> sells them in the USA.

Have a URL for Maplin?

I am well past my fear of over-seas orders. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1085. SV: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 15:09:04 UTC
From: ?yvind S?nsteb? <osoenst@online.no>
Message-ID: <kQha6.12551$wt2.141671@news1.oke.nextra.no>
Source record: 51418

```
Yeah, and your mother is a hamster

Yours,
```

Frode S?nsteb?
http://mp3.com/admixture

1086. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 15:10:23 UTC
From: ebaiz@skyenet.net
Message-ID: <zTha6.6664$d25.42912@newsfeed.slurp.net>
Source record: 51419

On 20 Jan 2001 01:05:32 , Dan wrote:
>Hello,
>Just read on
>http://www.xtos.de
>that the Coldfire Atari clone (with a Coldfire 4e) is going to be
>made !

That is very good, but I hope there will be support for the maching. I hope also to view the stats of the maching and make sure it has what it should before I decided whether or not to buy it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1087. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 15:10:25 UTC
From: ebaiz@skyenet.net
Message-ID: <BTha6.6665$d25.42912@newsfeed.slurp.net>
Source record: 51420

On 20 Jan 2001 07:58:39 , Michael and Nicole Freeman wrote:
>in article 94a665esl1@slb7.atl.mindspring.net, Laurence Shields at
>laurenceshields@mindspring.com wrote on 1/19/01 11:57 AM:
>
>> Thanks for all your advice! You're right. I'd completely forgotten about
>> Geneva. That may certainly be an option. I just need to get straight in my
>> mind what different things do.
>
>Geneva seems to often be overlooked, but I think it's a great alternative to
>Magic or NAES, especially for those of us in the U.S. who find it more
>difficult to get NAES and other software not distributed to this side of the
>pond.

You are absolutely correct. Geneva, as far as compatibility is concerned,
is alot better than Magic or N.AES. I use all 3 and I prefer Magic, but
some things I use do not work under Magic, but do under Geneva (ie
Photoline, HD Sentry).

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1088. Re: More English translations in at my web

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 15:33:06 UTC
From: rking@zetnet.co.uk
Message-ID: <3a69afb2$0$175@news.zetnet.co.uk>
Source record: 51421

On 19 Jan 2001 14:02:22 , Derryck Croker wrote:
>Hi all,
>
>I'm pleased to announce the following additions to the web site:
>
>The resource editor Interface 2.30 resource file (MISC section)
>
>The text processor CyPress 1.73 resource and MSG files (DDP section)
>
>The Mustek/HP scanner driver NovaScan 1.26, full package, Milan and Falcon
>bugfixes (DDP section)
>
>URL in sig...
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Derruck,

At first try for the Interface package, not your translation, I get a block,
possibly because the site uses Java??

Will keep on trying. I have an earlier version of Interface and it is a superb
package.

Bob King

1089. Bad Accsessorie-No H/D Re-boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 15:33:52 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <ceia6.3478$4k4.93494@news2-win.server.ntlworld.com>
Source record: 51422

I have a rougue acc. which keeps rebooting my Supra Hard Drive.Any clues on how to get my hard drive back so i can delete said acc.
Thank You.

1090. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 16:06:14 UTC
From: rking@zetnet.co.uk
Message-ID: <3a69b776$0$179@news.zetnet.co.uk>
Source record: 51423

```
On 20 Jan 2001 15:33:06 , Bob King wrote:
>On 19 Jan 2001 14:02:22 , Derryck Croker wrote:
>>Hi all,
>>
>>I'm pleased to announce the following additions to the web site:
>>
>>The resource editor Interface 2.30 resource file (MISC section)
>>
>>The text processor CyPress 1.73 resource and MSG files (DDP section)
>>
>>The Mustek/HP scanner driver NovaScan 1.26, full package, Milan and Falcon
>>bugfixes (DDP section)
>>
>>URL in sig...
>>
>>--
>> ____ ____ ____
>> / __ \ / __ \ / __ \
>> / / / / / / / / / /_/ /
>> / /_/ / / /_/ / / ____/
>> /_____/ /_____/ /_/ Translations
>> derryck@cix.co.uk
>> dennis.vermeire@wanadoo.be
>> xlator@cix.co.uk
>>http://www.cix.co.uk/~derryck/index.htm
>>
>>.
>
>Hi Derruck,
>
>At first try for the Interface package, not your translation, I get a block,
>possibly because the site uses Java??
>
>Will keep on trying. I have an earlier version of Interface and it is a superb
>package.
>
>
>Bob King
>.

Hi Derryck,

Got it, trouble seems to be that you/I can't get to the haupseite.html page
direct. Have to truncate URL to the host, then click on the Haup etc link.
```

Bob.

1091. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 16:36:10 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A69BE3A.E3DE70AD@idirect.com>
Source record: 51424

I went to his web page, and clicked on the mailto address there.
http://www.magma.ca/~nima/
homa@canada.com
ken

atarigalen@my-deja.com wrote:
>
> In article <3A66720F.C4E4865A@idirect.com>,
> dg449@torfree.net wrote:
> > I emailed Homa Systems, and Nima Montaser responded the next day.
> > ken
> >
> Hmm, I wonder if something is going on with my email at home. Could
> you post the address you used to contact them? I'll try again from
> work.
>
> Galen
>
> Sent via Deja.com
> http://www.deja.com/

1092. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 16:48:21 UTC
From: Laurence Shields <laurenceshields@mindspring.com>
Message-ID: <94cffg$56r$1@slb3.atl.mindspring.net>
Source record: 51425

What's an "Aixit" and where do I get one?

Laurence the baffled. ;)

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t6ip1049j0akc9@corp.supernews.com...
> On 19 Jan 2001 14:57:14 , "Laurence Shields" wrote:
> >Thanks for all your advice! You're right. I'd completely forgotten about
> >Geneva. That may certainly be an option. I just need to get straight in
my
> >mind what different things do.
>
> Go for it!
>
> >Where can I find easy to understand instructions regarding AES (in
English)?
> >I keep seeing it mentioned as one of my options but I've yet to find an
> >English-language website with info about this thing. Is it a "program" in
> >the normal sense? How can I tell what version of the AES I have in my
> >machine now? It's not documented anywhere I can find.
> >
> >Also, I see a lot of people find my memory to be quite a restriction when
it
> >comes to the choices I have. I thought that 4 MB was the MOST the STe's
> >would hold. Is there a way around this that I don't know about? Other
than
> >buying a Falcon or TT or something because my software (and some
hardware)
> >won't work with those.
>
> 4mb is the official limit. An Aixit (I may of spelt that wrong!) can
> give you about 14 or so maximum ram. From what I've heard they seem
> to be stable and work well.
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

1093. Re: Atari Falcon for accounts

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 17:41:22 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <980025904-326004AEicMi@xs4all.nl>
Source record: 51436

>A demo pre-alpha version of my app should be available
I'll be waiting for it!

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1094. Re: Looking for LZH program

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 17:44:12 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a69d23816c4071@online.be>
Source record: 51427

on Sat 20-01-2001 13:17 TC Steve wrote:

>Hello,
>
>I haven't had any luck finding a TOS lzh decompression program on the net and
>was hoping someone could point me to a web or ftp site.

Every decent ftp-server which has an Atari section holds these things.

try this one:

ftp://chapelie.rma.ac.be/atari/archivers/

Go for lharc310.zip which I believe holds a GEM front-end for lharc.ttp

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1095. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 17:47:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a69d23816c4072@online.be>
Source record: 51428

on Sat 20-01-2001 15:10 Edward S. Baiz Jr. wrote:

>
>You are absolutely correct. Geneva, as far as compatibility is concerned,
>is alot better than Magic or N.AES. I use all 3 and I prefer Magic, but
>some things I use do not work under Magic, but do under Geneva (ie
>Photoline, HD Sentry).

A small correction. Geneva is maybe far more compatibel then MagiC but
certainly not more then freeMiNT/N_AES. Photoline and so on runs very
happy with freeMiNT/N_AES. Even Cubase works with N_AES.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1096. Educational Software for sale

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 18:46:48 UTC
From: David Smith <david@suscom.net>
Message-ID: <3A69DD18.ABDDF26B@suscom.net>
Source record: 51429

I have place all the Atari Scholastic Series, Bentley Bear At-Home Tutor software I have into a package deal. All seven titles for $35 delivered, within the continental USA. All have original disks, instructions and package, except Spelling Bee which is missing the original package but has original disks and instructions.

ALPHABET TUTOR original package, disk and instructions
TYPING TUTOR original package, disk and instructions
SPELLING BEE original disk and instructions
MAGICAL MATH I original package, disk and instructions
MAGICAL MATH III factory shrink-wrapped
EQUATION BUILDER factory shrink-wrapped
GENERAL STORE factory shrink-wrapped

the packaging can be viewed on my home page, at:
http://yourpage.suscom.net/david/david/sellcomp.htm

--
David Smith. Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

1097. Re: Colourising

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 18:53:12 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <s8la6.8212$s4.5562@news.indigo.ie>
Source record: 51430

Hi there!

Have people forgotten the old reliable TrueImage from HiSoft? This has a dedicated 'colourise' tool for greyscale images. Choose a colour and 'paint' over the greyscale image and it will alter the tint.

Most of HiSofts products are available really cheaply from themelves, so it might be worth checking out:
http://www.hisoft.co.uk

Cheers,

Jerry

On 17 Jan 2001 22:48:55 , M.Bedford wrote:
> On 16 Jan 2001 13:44:30 , "Geoff Madden" wrote:
> >I've use both Photoline and Apex Media to do this. Can be a bit troublesome
> >in that you need to change Hue and or Saturation, but not brightness. Apex
> >will not run on magicPC

Jerry Martin---
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG

1098. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 20:06:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a69f06e5548a2@online.be>
Source record: 51432
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**disk_magazine**

ftp://chapelie.rma.ac.be/atari/disk_magazine/atos/atos005f.zip (728.272 bytes)
(German magazine. Colored HYP version)
ftp://chapelie.rma.ac.be/atari/disk_magazine/atos/atos005m.zip (435.241 bytes)
(German magazine. Monochrome HYP version)
ftp://chapelie.rma.ac.be/atari/disk_magazine/atos/atos005h.zip (1.452.527 bytes)
(German magazine. HTML version)

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ez_edit.zip (357.716 bytes)
(Nice French editor with powerful options. Bugfixed version)

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/steem_v1_4.zip (370.222 bytes)
(STe emulating engine for pc)

**hades-utils**
ftp://chapelie.rma.ac.be/atari/hades-utils/hadescom.lzh (118.310 bytes)
(Elle contient des programmes modifiiï¿½s pour Hadï¿½s.
Les programmes ont eu leurs adresses adaptiï¿½es pour l'notre machine
et des instructions ont iï¿½tiï¿½ remplaciï¿½es pour iï¿½tre plus rapides avec un 68040.
Note : il n'est pas possible d'utiliser les programmes pour Sting inclus pour une autre
version
que la 1,20. Si vous le faites, vous aurez des probliï¿½mes.
ces versions ne fonctionnent QUE SUR HADES.
This archive holds some programs which were adapted to the Hades. Due this
adaption they won't run on other machines then Hades.
Note: The included STing drivers can only be used with STing 1.20)
```

mint
ftp://chapelie.rma.ac.be/atari/mint/filesys/mkfatfs-gem.tar.gz (15.901 bytes)
(GEM front-end for mkfatfs. To use this you need mkfatfs and gemma.slb)

ftp://chapelie.rma.ac.be/atari/mint/misc/gemma-1.08.tar.gz (113.545 bytes)
(GEMMA, the GEM application support library)

ftp://chapelie.rma.ac.be/atari/mint/misc/crypt-1.2.tar.gz (13.650 bytes)
(The program allows to set and remove the access password on a drive
encrypted with Gryf's encryption extension to the MiNT kernel. To run
the program you will need the gemma shared library)

ftp://chapelie.rma.ac.be/atari/mint/misc/sms.tar.gz (22.452 bytes)
(The SMS is an AES extension developed to facilitate the interprocess
communication between kernel processes (and their instances, like
threads and signal handlers) and GEM applications.)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/screensavers/bbls30.zip (279.607 bytes)
(Bubbles V3.0. Nice German screensaver. German docs, English rsc included)

ftp://chapelie.rma.ac.be/atari/utilities/menu_uhr.lzh (9.425 bytes)
(small corner clock. German language)

ftp://chapelie.rma.ac.be/atari/utilites/music/abcm2ps.lzh (142.917 bytes)
(abcm2ps v2.0.6 is a package which converts music tunes from ABC format to PostScript)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1099. Re: Removing Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 20:50:59 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a69fa33$0$179@news.zetnet.co.uk>
Source record: 51433

Hi Freek!

>Now i m back home examining the loot. I bought a Falcon in an original case,
>but with the top and front covered with a grey steel plate. The original
>keyboard has been removed. On the left side of the front panel there s a
>switch and three LEDS. The switch isn t doing much, the red LED is an on/off
>indicator and the green LED is an HD active indicator. On the right side is
>a connector for a standard PC/AT keyboard. The mouse connection is(alas)
>standard Atari. There s a 1 Gb Toshiba IDE drive inside, i got a VGA
>adapter, a great Agiler mouse and THREE trackballs with it! All this for 160
>Euro!
>
>QUESTION 1. Does anybody know the brand or any other info about this Falcon
>upgrade kit? Could be Dutch or German i think. (Bought it in Holland)

Does this case replace the standard top half of the plastic Falcon case,
but retains the bottom half? And is it approximately 47.5cm in width, 29cm
in depth, and (from the desk surface) 12.5cm in height?

If the answer is yes to both, then I think it's likely that the case is a
DeskTopper case. My Falcon is housed in one too, though I don't have LEDs
on the front there are a couple of holes that aren't used on mine (also
there is a keyboard connector, reset button and on-off switch on the
front). All the standard connections are still there around the back plus
another keyboard and the joystick connectors.

I'm not sure who manufactured these cases, but they are really nice and
roomy with space inside for harddrives, CD Roms etc etc!

Various cable configurations give options for example you can have an
extra power out socket on the case for powering a monitor from the one
power plug (assuming your Falcon power supply has been upgraded of
course!) but mine's not connected.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
```

```
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1100. Re: Reach For the Skies

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 20:51:03 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a69fa37$0$179@news.zetnet.co.uk>
Source record: 51434

Hi Phantomm!

> If I need to use Backwards, wasn't it released as FREEWARE?
> If so where can the latest version be found.

I've got Backwards (and it's the shareware version with the freeware code)
on my website.

http://jfhaslam.atari.org is the short url, but if that don't work use the
long one: http://www.users.zetnet.co.uk/jfhaslam/atari.htm

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1101. For Sale 1040ST, Color and Mono Monitor + Software.

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 21:18:39 UTC
From: Bryan <bryankearns@mediaone.net>
Message-ID: <Pgna6.4054$t3.706663@typhoon.ne.mediaone.net>
Source record: 51435

I have a 1040ST, mouse, Color and Mono monitor, Atari trackball. All working fine. I also have various games and other productivity software. If anyone is interested, send me an e-mail. Very reasonable, I would like to see them live on somewhere!

Bryan

1102. Re: Looking for LZH program

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 21:29:03 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a6a031f$0$174@news.zetnet.co.uk>
Source record: 51437

On 20 Jan 2001 13:17:19 , TC Steve wrote:

|I haven't had any luck finding a TOS lzh decompression program on the net and
|was hoping someone could point me to a web or ftp site.

I'll send it to you if you want.
--
JI Logan

1103. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 21:53:52 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a6a08f0$0$179@news.zetnet.co.uk>
Source record: 51438

On 20 Jan 2001 14:58:18 , Lonny Pursell wrote:

| . . . .
|> I know Maplin sell SCSI faceplates with various configurations to go
|> from internal to external. Maplin is UK based, but I'm sure someone
|> sells them in the USA.
|
|Have a URL for Maplin?
|
|I am well past my fear of over-seas orders. ;-)

Quality Kits, 292 Queen Street, Kingston, Ontario K7K 1B8, Canada
act as their distributors. Try james@qkits.com or www.qkits.com.

--
JI Logan

1104. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 22:23:34 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <Vfoa6.185518$eT4.15955100@nnrp3.clara.net>
Source record: 51439

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:979755053.29085.0.nnrp-09.9e98a620@news.demon.co.uk...
>
> I understand DHCP, DNS, etc but the problem is that the labels in Sting
are
> vague

You're right, STinG's error messages
are not very helpful at the best of times.

Shiuming Lai

1105. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 22:24:20 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101202223420.88-100000@Hades060>
Source record: 51346

On 20 Jan 2001, JI Logan wrote:

> Quality Kits, 292 Queen Street, Kingston, Ontario K7K 1B8, Canada
> act as their distributors. Try james@qkits.com or www.qkits.com.

Thanks, I will check into it!

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1106. AtarIRC updated

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 22:28:20 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101202226050.90-100000@Hades060>
Source record: 51444

```
AtarIRC v1.13 has been released.

The error '@maxalloc(0,0,2)' has been fixed. Only users trying
to do a fresh install saw this one. Sorry about that!
Thanks to those that reported it.

--------------------------------------------------------------
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

1107. A friends computer

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 22:34:11 UTC
From: blizzman@my-deja.com
Message-ID: <94d3p3$88p$1@nnrp1.deja.com>
Source record: 51441

I was recently given an Atari 1040, and was wondering about the specs, (like if it had a hard drive, if so, how big, as well as compatabilities).

I realize it'll be hard to link it to the net, if not impossible without a shell account, but i was wondering also if there were sites that software can be downloaded from, for this particular machine.

Thanx for your help

Sent via Deja.com
http://www.deja.com/

1108. A friends computer

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 22:34:38 UTC
From: blizzman@netzero.net
Message-ID: <94d3pu$88v$1@nnrp1.deja.com>
Source record: 51440

I was recently given an Atari 1040, and was wondering about the specs, (like if it had a hard drive, if so, how big, as well as compatabilities).

I realize it'll be hard to link it to the net, if not impossible without a shell account, but i was wondering also if there were sites that software can be downloaded from, for this particular machine.

Thanx for your help

Sent via Deja.com
http://www.deja.com/

1109. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-20 22:55:37 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101202352190.98-100000@mail.online.no>
Source record: 51442

On Sat, 20 Jan 2001, Uwe Seimet wrote:

> Odd Skancke wrote:
> >
> > On Sat, 20 Jan 2001, Uwe Seimet wrote:
> >
> > > Dan wrote:
> > > >
> > > > Hello,
> > > > Just read on
> > > > http://www.xtos.de
> > > > that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> > > > made !
> > > >
> > > What a nonsense :-).
> >
> > Why?
>
> I`m sorry, but it's so obvious that any additional word would be a wast
> of time.

I would agree if the non-fpu/pmmu version was being used. But when this new core is being used, it gets interesting. Could you tell me what is nonsense? The usage of this coldfire, or do you mean the whole thing is a lie? Would a clone using 4e CF be nonsense, you think?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1110. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 00:36:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980071502-437217AEicMi@madasafish.com>
Source record: 51358

Hi Bob

>Got it, trouble seems to be that you/I can't get to the haupseite.html
>page direct. Have to truncate URL to the host, then click on the Haup
>etc link.

I found that also, long before Derryck took on this project so its down
to the host.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1111. Re: Removing Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 00:40:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980071504-437799AEicMi@madasafish.com>
Source record: 51359

Hi James

>Various cable configurations give options for example you can have an
>extra power out socket on the case for powering a monitor from the one
>power plug (assuming your Falcon power supply has been upgraded of
>course!) but mine's not connected.

It could have been on anumber of occasions, and still could be by
appointment. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1112. Re: Problems with STing

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 00:55:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980071506-438351AEicMi@madasafish.com>
Source record: 51360

Hi Ji

>I cannot find a separate IConnect V1.8 package in the CAB download
>area. There is the commercial PPP_Connect v1.8

They are one and the same, and it is a full free download

>but this does not seem to contain any *.OVL.

It doesnt, and it wouldnt, its CAB that needs this and would be included
with same.

>I was interested to read in a previous contribution that ASH had sorted
>out various .OVL problems "years ago." I bought CAB v2.7 not that long
>ago and was advised that I had to get CAB.OVL from third parties.

That would be valid advice if you indicated that you didnt have
PPPconnect at that time.

>If ASH now have a working .OVL (something that should have been
>included in CAB from the very beginning) the least they could do is
>advertise the fact to their customers and allow them to download it for
>free.

They did, by including it in your installation disk.
Ive just checked my CAB 2.7 installation disk and it does contain the
OVL, as well as the JPEG_OVL, perhaps you elected not to install them.
Try a re-install and check the PPP connect button!.

http://www.application-systems.de/cab/download.html

Here's the URL for the ASH site where you can find PPPconnect, i advise
you to install this and the ASH overlay from the CAB 2.7 master disk,
you'l be glad you did.

N.B. you'd need a PPP compatible eMail/news client unless youre happy
getting mail and news seperately.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1113. Re: SV: The Atari sucks harder than a guy opening a door on the spaceshuttle in mid orbit

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 01:29:34 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3a6a3b7e_1@athena.netset.com>
Source record: 51443

1114. Epson colour stylus and NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 03:40:44 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A6A5A4B.916D041D@idirect.com>
Source record: 51445

hi
I am getting some strange output on my Epson Colour STylus 640.
I am printing from Atari Works, using NVDI 5.03, to the Epson.
It looks like all the higher end characters(accents, etc) are printing
instead of regular text. NVDI 5.03 works fine printing to the HP500
deskjet, I wanted the higher quality available on the Epson though!
also:
When I use the NVDI 5.03 control panel(drucker) when I change the
printer from HP500 to Epson640, the control panel(xcontrol.acc,
zcontrol.acc, or cops.acc) the control panel crashes.

I have tried re-installing NVDI 5.03 but it doesn't change things.
I have tried this under TOS, Magic5, and n.aes2/mint1.15 with the same
results. I have the printer port on my CT2Falcon going to a switch box,
from where I can choose the HP500 or the Epson640.

can anyone offer any clues as to what could be the problem?
ken

1115. nvdi5 printmon ??

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 04:04:09 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A6A5FC9.6C1BCEB9@idirect.com>
Source record: 51347

salut
is there anyway that i can disable the printmon that starts up when
using nvdi5? When I try to print in TOS, Printmon always fails, and
nothing can be printed!!
I tried renaming printmon.app to printmon.apx, but no go.

printing under TOS(CT2 turned off) and Magic5, nvdi5, shows a message
that print monitor is printing "unbenannt" (?) and it is gibberish.
30 sheets either blank paper or one line of accents and print monitor is
stuck at 33% of the print job and won't move any further.

I guess the Epson640 driver is bad?
I don't have an Epson driver as such, I have an
ESC2.sys, 50 692, 20/1/01
ESCP2.inf, 44 916, 3/8/90
DJ_500C.sys, 68 761, 14/4/94
NVDIDRV1.sys, 3 071, 26/6/98 ; what are these??
NVDIDRV2.sys, 3 332, 26/6/98
NVDIDRV4.sys, 3 354, 26/6/98
NVDIDRV8.sys, 1 608, 26/6/98

thanks for any help
ken

1116. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 04:46:36 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A6A69BB.87149110@idirect.com>
Source record: 51348

Laurence Shields wrote:
> What's an "Aixit" and where do I get one?
> Laurence the baffled. ;)

> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:t6ip1049j0akc9@corp.supernews.com...
> > 4mb is the official limit. An Aixit (I may of spelt that wrong!) can
> > give you about 14 or so maximum ram. From what I've heard they seem
> > to be stable and work well.
> > Lyndon Amsdon
> > --
> > +---------------------------+
> > | bindon@madasafish.com |
> > +---------------------------+

there is also http://fmax.atari.org
for more memory, although I do not know about compatibility!
you'd need a DeSTiny, and a TempeST.
ken

1117. ISP-NEEDED

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 05:16:02 UTC
From: dwolfe4@genie.idt.net
Message-ID: <94drai$ket@nnrp1.farm.idt.net>
Source record: 51349

Greetings All,

My Internet provider is GENIE and they are closing down their dial up service at the end of January. So I need a new ISP, I'm in the Metropolitan Detroit, Michigan area.

Could use some good recommendations and maybe better pricing ??

Thanks, Donner.....

1118. ISP-NEEDED

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 05:24:59 UTC
From: dwolfe4@genie.idt.net
Message-ID: <94drrb$ket@nnrp1.farm.idt.net>
Source record: 51350

Greetings All,

Genie is closing their dial-up service at the end of January. So I need some suggestions for a new ISP and hopefully a better price :)

I live in the Metropolitan Detroit, Michigan ares.. All help will be appreciated.....

Thanks, Donner.....

1119. Atari-News: AtarIRC

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 06:36:54 UTC
From: rsmac@t-online.de
Message-ID: <1enko9f.47a0fpeewlk2N%rsmac@t-online.de>
Source record: 51351

IRC Chatter finden in diesen verschneiten Tagen eine aktuelle Version der Software AtarIRC. Mit der Versionsnummer V 1.13 wurde der Fehler "@maxalloc(0,0,2)", der bei bei einer Neuinstallation auftreten konnte, eliminiert.

http://www.bright.net/~atari/html/atarirc.htm

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

1120. Re: Bad Accsessorie-No H/D Re-boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 06:50:17 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <94e0r8$tp0$1@nnrp1.deja.com>
Source record: 51352

In article <ceia6.3478$4k4.93494@news2-win.server.ntlworld.com>,
"dolan morrison" <dolan.morrison@ntlworld.com> wrote:
> I have a rougue acc. which keeps rebooting my Supra Hard Drive.Any
clues on
> how to get my hard drive back so i can delete said acc.
> Thank You.

When your atari starts to boot, hit ALT-A. Hopefully your atari
bypasses the HD boot and defaults to drive A. From there, hopefully you
have a disc (backup) with the AHDI-604.prg (or simlilear HD booting
prg) Start the program and hit ALT-C. That should get you back to your
C drive. Then DELETE the $#$@#$ ACC that is causing the problem. Then
get MOUSE BOOT or another Auto/ACC manager and you won't have that
problem again!

This method has saved my skin many times. One tome i put the program
TWELVE (by stienberg) in the Auto folder hoping to boot it on startup.
What a mistake that was!!! Bruce from B&C Computer visons showed me the
above method.
>
>

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

1121. Re: Napster clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 08:56:46 UTC
From: Adam Klobukowski <adam203@pzs.karolex.com.pl>
Message-ID: <Pine.LNX.4.20.0101210953140.22330-100000@pzs.karolex.com.pl>
Source record: 51353

> > Does anyone have any ideas about developing TOS/GEM compatible program?

Well, there is a port for MiNT. It is a part of SpareMiNT distribution, so
it will need many other packages (ncurses). Everything you need can be
downloaded from SpareMiNT page (I do not remember url). Check
www.freemind.de - distributions.

Adam Klobukowski
adam203@pzs.karolex.com.pl

1122. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 10:51:48 UTC
From: bindon@madasafish.com
Message-ID: <t6lfq4oh0443b6@corp.supernews.com>
Source record: 51356

On 20 Jan 2001 11:48:21 , "Laurence Shields" wrote:
>What's an "Aixit" and where do I get one?
>
>Laurence the baffled. ;)

Nice little card that gives you more RAM, made in Germany if memory serves me right. Looking at the review right now, and TOS 2.06 or Magic 5.11 is needed. Go to http://www.aixit.com (Ah, I did spell it right the first time around!) You may like to ask Derryck Croker as he wrote the review so I suppose he has it.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

1123. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 10:51:51 UTC
From: bindon@madasafish.com
Message-ID: <t6lfq775j8jub8@corp.supernews.com>
Source record: 51357

On 20 Jan 2001 01:03:36 , Steve Sweet wrote:

>The latest, MadasaFish, still working so far, but with frequent POP3
>probs, and the Madasafish user bases full of peop's talking of same and
>being ignored by tech-Sup, but at least it works ATM...

It works fine for me, but recently in the last month I get problems
resolving host. Seems to me if I leave it for more than 30 seconds
with out sending a packet of data Madasafish stops replying to my
requests. This is all by looking at the RD and SD leds on the modem
though. Tech support last time I enquired was extremely good, about 4
months ago.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1124. Re: Removing Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 10:56:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980145686-161335AEicMi@cwcom.net>
Source record: 51395

From: jfhaslam@zetnet.co.uk (James Haslam)
Date: 20 Jan 2001 20:50:59 GMT

>Various cable configurations give options for example you can have an
>extra power out socket on the case for powering a monitor from the one
>power plug (assuming your Falcon power supply has been upgraded of
>course!) but mine's not connected.

Eh? I thought that that monitor power socket fed Mains power out. I must say
that the design of this case leads much to be desired, so it's quite possible
that I don't know what I'm talking about of course :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1125. FA: ExtenDOS Pro 2.3, Imagecopy 3.5CD

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 11:44:31 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.14d4879f83055fe6989860@news.prodigy.net>
Source record: 51361

For auction on eBay (both items close Sunday night, January 21, 2001):

ExtenDOS Pro 2.3
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208499207
Current bid = $7.50

Imagecopy 3.5CD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208060897
Current bid = $4.00

--
==========
lonniemcclure@prodigy.net

1126. Re: nvdi5 printmon ??

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 13:28:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980085850-159656AEicMi@madasafish.com>
Source record: 51363

Hi Ken

>is there anyway that i can disable the printmon that starts up when
>using nvdi5?

Comment out or remove the path entry for printmon in NVDI.INF

```
ATTRIBUT_CACHE = 18432
BITMAP_CACHE = 86016
FILE_CACHE = 103424
KERNING_CACHE = 16384
WIDTH_CACHE = 31744
CHECK_FONTS = 1
USE_MAC_FONTS = 0
;
FIFPATH = J:\
;
FONTPATH = J:\Speedo\
FONTPATH = J:\Select\
FONTPATH = J:\Truetype\
FONTPATH = J:\Pscrpt\
;
SPOOLPATH = E:\Spool\
;
PRINTMON = C:\NVDI\PRINTMON.APP
;
DEFAULT_PRINTER =21
;
LOGFILE = NUL:
;
;LOGFILE = C:\System\NVDI.LOG
```

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1127. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 13:30:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980085858-161323AEicMi@madasafish.com>
Source record: 51364

Hi Lyndon

>It works fine for me, but recently in the last month I get problems
>resolving host. Seems to me if I leave it for more than 30 seconds with
>out sending a packet of data Madasafish stops replying to my requests.
>This is all by looking at the RD and SD leds on the modem though. Tech
>support last time I enquired was extremely good, about 4 months ago.

It is very time of day dependant, but check out the support base for
yourself, not very happy peops.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1128. $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 14:00:15 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <fjcx+MCvtua6EwBm@lovecraft.demon.co.uk>
Source record: 51362

Wonderful.

I got my new internal HD, and installed it.
Now something has happened to MagiC - Booter on the SCSI drive, which is causing the Falcon to either lock up or display garbage when I choose to boot from that drive. When I got it, the internal HD had a system on it that the Atari booted first (though having formatted and partitioned the drive, now it won't boot from it even when the SCSI isn't connected, making it clear that my idea of having one clean system and one MagiC system by connecting a SCSI device isn't going to happen).

Is this a known problem? Do I have to install MagiC from scratch on the internal drive? Why is this machine so utterly unreliable, even though I finally got DX7 software that works, running KCS Omega and the /supposedly/ matched Caged Artist editor DX Heaven under MPE causes corrupted screen displays, and don't even touch the stuff that allegedly works with Roland kit.

sighs All I want it a simple MIDI sequencer that works like TigerCub but better, and editor/librarians for my synths that work, and the whole lot being usable. This is supposed to be the Atari's strong point. I lost all enthusiasm for it being an 'Atari' a long time ago. I can't even describe the problems with the disks in a meaningful way, because I have no idea what it's actually doing - as far as I can tell, even if I boot from a Syquest, it's really reading a boot sector from the SCSI drive and HD-Driver is merely reading auto and inf files from the other drive - especially since the accessories and other stuff are still loaded from C. In that respect, the internal drive does nothing to help me other than add space. I like the way the system works under MagiC and Thing, when it works, it's good for file management and it looks nice.

I found out why the speaker wasn't working. It's broken. Whoever fitted the RAM upgrade opened the case too far and pulled the white plastic terminal block back, tearing the thin copper wire from the cone.

All the problems with the software, plus the lack of sensible MIDI expansion for more channels, and the fact that I simply don't need to to audio recording, have lead me to one solution:

I'll swap my system for a TT system of similar spec (700Mb (215int, 500 ext) of storage, CD drive and Syquest, VGA monitor (a monitor capable of displaying a high resolution with lots of colours, or Mono), 14Mb RAM, FPU.

Or a MegaSTE plus cash.

The final option is becoming more attractive - a PC, with a couple of MIDI interfaces and nothing else.

Any ideas for fixing this lame MagiC OS would be welcome. Upgrading to 6, no matter how much better it is, will /never/ happen as long as I'm convinced that whoever wrote it should have perhaps actually used it for what Ataris have always been used for before releasing it.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1129. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 15:16:15 UTC
From: ebaiz@skyenet.net
Message-ID: <33Da6.7814$d25.47634@newsfeed.slurp.net>
Source record: 51365

On 20 Jan 2001 18:47:32 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sat 20-01-2001 15:10 Edward S. Baiz Jr. wrote:
>>
>>You are absolutely correct. Geneva, as far as compatibility is concerned,
>>is alot better than Magic or N.AES. I use all 3 and I prefer Magic, but
>>some things I use do not work under Magic, but do under Geneva (ie
>>Photoline, HD Sentry).
>
>A small correction. Geneva is maybe far more compatibel then MagiC but
>certainly not more then freeMiNT/N_AES. Photoline and so on runs very
>happy with freeMiNT/N_AES. Even Cubase works with N_AES.

That may be true for you, not for me. Photoline does not run under
Mint/N.AES for me, but I would imaging that I do not have things setup
correctly. I can say that about 99% of the programs I have tried run under
Geneva.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1130. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 15:41:36 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <wMwa6A+8AE/P092yn@NoSpam.com>
Source record: 51366
Cross-posted to:
comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari,alt.games.lynx,comp.sys.atari.st

In article <GEF96.47$94.1728@typhoon.sonic.net>,
William Kendrick <nbs@bolt.sonic.net> wrote:
>I'm curious if there are many Atari users in the Sacramento area.
>(I live in Davis and work in Sacramento)
>If so, would people be interested in creating a new users group?

I would be interested, unfortunately I live a couple thousand miles
away!!

(Living out here in the sticks kinda sucks when it comes to these
things... I don't know of any Atari user in a 60 mile radius
(NW Ohio) except for one chap in the ST groups... He has a bright.net
address, which is an ISP around these parts)

Anyway, I would love to be a member if I could get a newsletter! (I
would be willing to typeset and produce a newsletter even)

--
Ryan 'Gozar' Collins

1131. Re: MEGAFILE30 Power supply

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 17:04:48 UTC
From: Dieter Daubenspeck <dieter@daubenspeck.de>
Message-ID: <94f8bb$461$1@dublin.daubenspeck.de>
Source record: 51378

Hello Hans-Georg,

Hans-Georg Seybold wrote:

> My HD30 doesn' work any more. I noticed that the power supply gives not
> any more enough V (nearly nothing instead of +5V and +12V). Could
> anybody tell how can I change the power supply and how big a new one
> should be (1A or more ??) ?
> Regards, Hans-Georg Seybold (hseybol@tin.it)

I have one, because i have included my Megafile30 together with my ST in a
Desktop with new power supply.

If you are interested in -> eMail.

Regards,
Dieter
--
Dieter Daubenspeck
D-76187 Karlsruhe
eMail: dieter@daubenspeck.de
Fax/Box: +49.721.151262475

PGP-Key available on request

1132. Re: TT high rez. mono monitor wanted in UK

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 18:05:53 UTC
From: spencer@NOSPAMmaelstrom.freeserve.co.uk
Message-ID: <3a6b0f9a.7182678@news.freeserve.net>
Source record: 51367

On Wed, 17 Jan 2001 20:55:26 +0000, mbanf <mbanf@netscapeonline.co.uk>
wrote:

>I am looking for a monitor that can be used with my TT in high rez mono.
>Does not have to be a TTM194 but if I could find one in working order
>that would be ideal !
I used an EIZO Flexscan 6500 to get TT high which worked a treat so
you might consider one of those if you can find one.

Spencer

Remember, if replying REMOVE the NOSPAM part from my email address.

spencer@maelstromNOSPAM.freeserve.co.uk

1133. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 18:55:01 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <t6mc5si0f4377d@corp.supernews.co.uk>
Source record: 51368

> On 20 Jan 2001 01:05:32 , Dan wrote:
> >Hello,
> >Just read on
> >http://www.xtos.de
> >that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> >made !
>
> That is very good, but I hope there will be support for the maching. I
hope
> also to view the stats of the maching and make sure it has what it should
> before I decided whether or not to buy it.

I wouldn't want to appear to put a dampener on things but surely, with the level of support that is likely to be out there, wouldn't we be better encouraging people like the STeem programmers to develop emulation so that we can still use our favourite APP's and the like. I can't read German so don't know too much about the new machine but for the price (about £500-£600 sterling) you could get quite a good spec PC then stick nothing on it but a good emulator.

Just a thought.

Chris Thorley.

2600 \ 800XL \ 130XE \ STe \ Lynx \ Jag

1134. GEMulator 2000

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 19:13:55 UTC
From: Paul Lefebvre <lefebvre@maine.rr.com>
Message-ID: <1103_980104435@garfield>
Source record: 51369

I'm digging out some of my old ST software to use with GEMulator. I find that GEMulator is more reliable when I set it up to use a virtual
hard disk instead of accessing my Windows drives directly.

The problem I am having is that if I use a virtual hard disk I cannot access the Windows drives and file folders at all. I would really like
to be able to access both. I have some files on PD software CDs that I would like to transfer to the virtual hard drive, but I cannot see
both the CD and the virtual hard drive at the same time. I also have no easy way to copy a file I have downloaded with my PC to the
Atari's virtual hard drive. Right now I'm copying stuff to a floppy, but this is slow.

Does anyone know of a good way to transfer files into an Atari virtual hard disk? Should I just stick with the Windows file system
instead?

Thanks,
-- Paul

1135. Re: st hard drives and me PC

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 19:47:11 UTC
From: dierj@my-deja.com
Message-ID: <94febu$uj4$1@nnrp1.deja.com>
Source record: 51370

The 12volt line is shot. The psu ticks and when looking at the 12volt line on a multimeter it flicks back and forth from 0 - 6volts at the same freq as the audible clicks.

Those PSU's are damn expensive, best electronics gave me 100 dollars including P&P (bout 60 quid). I'll have to get out my soldering iron!!

Any ideas on the psu or even my original question??

Thanks

JamesDier

In article <979927372-888773AEicMi@madasafish.com>,
Steve Sweet <steve_sweet@madasafish.com> wrote:
> Hi James
>
> >my falcon psu went balls-up (anyone know where i can get a cheap psu??).
>
> What is wrong with it dude?.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

Sent via Deja.com
http://www.deja.com/

1136. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 20:00:26 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101212059590.408-100000@mail.online.no>
Source record: 51371

On Sun, 21 Jan 2001, Christopher Thorley wrote:

>
> > On 20 Jan 2001 01:05:32 , Dan wrote:
> > >Hello,
> > >Just read on
> > >http://www.xtos.de
> > >that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> > >made !
> > >
> > That is very good, but I hope there will be support for the maching. I
> hope
> > also to view the stats of the maching and make sure it has what it should
> > before I decided whether or not to buy it.
>
> I wouldn't want to appear to put a dampener on things but surely, with the
> level of support that is likely to be out there, wouldn't we be better
> encouraging people like the STeem programmers to develop emulation so that
> we can still use our favourite APP's and the like. I can't read German so
> don't know too much about the new machine but for the price (about ï¿½500-ï¿½600
> sterling) you could get quite a good spec PC then stick nothing on it but a
> good emulator.
>
> Just a thought.

Kill that thought as soon as possible!!

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1137. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 20:20:42 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <94fgaq$2mu$1@draco.stochastik.rwth-aachen.de>
Source record: 51372

In article <947vdc$5a8$1@nnrp1.deja.com>, 'Oli <reiknir@my-deja.com> wrote:
>> It's not a variant.
>
>Excuse me
>why do the bridges look like a PCI-PCI bridge at kernel level then ?

Because a AGP-Bridge has the same register-level API.

AGP and PCI are very similar (many graphics chips support both with minor
sifferences in external connections), nevertheless AGP is not a PCI variant,
since it is not standardized by the PCI SIG.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

1138. Re: Mustek Scanner Driver

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 20:21:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101212121.a11025@su2.maus.de>
Source record: 51285

Hi Derryck,

DC>Indeed, in case anyone didn't see my original message I've just
DC>uploaded the Novascan 1.26 driver package (Misc section). This should
DC>now work with the Falcon.
I had some problems with the 1.26 (I don't remember exactly) so I
downdated to the 1.25 after some German Atari users had recommended
to do so.

So try the 1.26. If it works correctly, ok. If not let me know.

Und TTschï¿½
ps

1139. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 20:29:18 UTC
From: rking@zetnet.co.uk
Message-ID: <3a6b469e$0$180@news.zetnet.co.uk>
Source record: 51373

```
On 21 Jan 2001 15:16:15 , Edward S. Baiz Jr. wrote:
>On 20 Jan 2001 18:47:32 , "Martin \"Nightowl\" Byttebier" wrote:
>>on Sat 20-01-2001 15:10 Edward S. Baiz Jr. wrote:
>>>
>>>You are absolutely correct. Geneva, as far as compatibility is concerned,
>>>is alot better than Magic or N.AES. I use all 3 and I prefer Magic, but
>>>some things I use do not work under Magic, but do under Geneva (ie
>>>Photoline, HD Sentry).
>>
>>A small correction. Geneva is maybe far more compatibel then MagiC but
>>certainly not more then freeMiNT/N_AES. Photoline and so on runs very
>>happy with freeMiNT/N_AES. Even Cubase works with N_AES.
>
>That may be true for you, not for me. Photoline does not run under
>Mint/N.AES for me, but I would imaging that I do not have things setup
>correctly. I can say that about 99% of the programs I have tried run under
>Geneva.
>Edward S. Baiz Jr.
> (Gamer)
>-----------------------------------------------------
>HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>-----------------------------------------------------
>
>
>.
Hi all,

Just to confuse the issue, Photoline as you know comes in two flavours, one for
FPU and for non-FPU. The FPU version runs happily on my Falcon (with FPU) for
both TOS, Geneva and Magic, whilst I have to run the vanila version on my 68040
Milan under both MINT and Magic.

Bob King.
```

1140. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 20:47:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94fhtells1@snipp.uninett.no>
Source record: 51374

Bob King <rking@zetnet.co.uk> wrote:

> Just to confuse the issue, Photoline as you know comes in two flavours, one for
> FPU and for non-FPU. The FPU version runs happily on my Falcon (with FPU) for
> both TOS, Geneva and Magic, whilst I have to run the vanila version on my 68040
> Milan under both MINT and Magic.

The 040 and 060 is not 68882-compatible, as it only supports a subset of
the 882 instructions. You need a 882-emulator, Motorola supplies one which
you should get when you bought the Milan.

Btw. Photoline works fine with N.AES 1.2 on my Falcon/Afterburner/Nova. I
haven't tested it under N.AES 2.0, or my Eclipse. The FPU version doesn't
have any problems with the 882-emulator on my AB.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1141. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 21:21:03 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B690A0FB.95D0%nameerf@flash.net>
Source record: 51375

in article t6mc5si0f4377d@corp.supernews.co.uk, Christopher Thorley at chris_thorley@lineone.net wrote on 1/21/01 10:55 AM:

> I wouldn't want to appear to put a dampener on things but surely, with the
> level of support that is likely to be out there, wouldn't we be better
> encouraging people like the STeem programmers to develop emulation so that
> we can still use our favourite APP's and the like. I can't read German so
> don't know too much about the new machine but for the price (about ï¿½500-ï¿½600
> sterling) you could get quite a good spec PC then stick nothing on it but a
> good emulator.

I'm not saying that emulators are in and of themselves a bad idea, but YUCK! Limitting yourself to one would really stink! I've admittedly not used any of the most recent PC Atari emulators, but I've used Atari emulators on Mac's and PC's, and they just can't seem to beat my true Atari (Falcon) for flexibility, graphics, as I can't seem to get many of them past that ST-mode-only hurdle (I can't stand 640x400 or lower and only 16 colors or less after experiencing 1024x768x256 colors on my Falcon), and the pure joy of knowing that you're actually using the real mccoy (for what that's worth). I just need to throw in a good PPC and I'm all set! :)

Mike Freeman
nameerf@flash.net

1142. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 21:21:47 UTC
From: Freek Munniksma <freek@munniksma.myweb.nl>
Message-ID: <94fkdiobb1@azure.nl.gxn.net>
Source record: 51376

Hello Richard,

i know the Falcon is a troublesome bird sometimes, but not worth being so desperate about...
I just bought a Falcon with an internal 1 Mb IDE drive to which i connected my external 2 Gb SCSI drive. Both 4 partitions, so CDEF on the IDE and GHIJ on the SCSI. I installed Magic6 on the C partition of the IDE drive as well as NVDI5 and the rest. I copied all my software from the SCSI to the IDE drive so that i can use the entire SCSI for audio. The system boots from C, i use a bootmanager, the ancient deskmanager, to choose my boot setup. Oh yeah, i installed HDdriver 7.8 on both the IDE and the SCSI.
No matter if i boot with clean TOS, TOS with NVDI and extra gadgets, or Magic with gadgets, the system recognizes all partitions. Magic is a bit unstable, but i�m waiting for an 68882 FPU i bought on the net. I�ve got one in my other(stock) Falcon, it makes a difference in terms of stability and speed. For music apps, which are mostly old and use direct hardware access, and thus dont�t work under Magic, i boot up with clean TOS.
I still use the Falcon mainly for music/midi/HD recording because it still gets the job done, opposed to my 350 Mhz IBM PC! So don�t give up too easily!

--
Greetings,

Freek Munniksma
Atari Falcon(2X) 14/4 Mb-FPU-2Gb SCSI-
1 Gb IDE-SP/DIF-Analog 8-Sony DAT
/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
fmunniksma@hetnet.nl
http://www.geocities.com/munkie_nl/
/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
(Oh yeah,and a PC...:-)

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:fjcx+MCvtua6EwBm@lovecraft.demon.co.uk...
> Wonderful.
>
> I got my new internal HD, and installed it.
> Now something has happened to MagiC - Booter on the SCSI drive, which is
> causing the Falcon to either lock up or display garbage when I choose to
> boot from that drive. When I got it, the internal HD had a system on it
> that the Atari booted first (though having formatted and partitioned the
> drive, now it won't boot from it even when the SCSI isn't connected,
> making it clear that my idea of having one clean system and one MagiC
> system by connecting a SCSI device isn't going to happen).

>
> Is this a known problem? Do I have to install MagiC from scratch on the
> internal drive? Why is this machine so utterly unreliable, even though I
> finally got DX7 software that works, running KCS Omega and the
> /supposedly/ matched Caged Artist editor DX Heaven under MPE causes
> corrupted screen displays, and don't even touch the stuff that allegedly
> works with Roland kit.
>
> *sighs* All I want it a simple MIDI sequencer that works like TigerCub
> but better, and editor/librarians for my synths that work, and the whole
> lot being usable. This is supposed to be the Atari's strong point. I
> lost all enthusiasm for it being an 'Atari' a long time ago. I can't
> even describe the problems with the disks in a meaningful way, because I
> have no idea what it's actually doing - as far as I can tell, even if I
> boot from a Syquest, it's really reading a boot sector from the SCSI
> drive and HD-Driver is merely reading auto and inf files from the other
> drive - especially since the accessories and other stuff are still
> loaded from C. In that respect, the internal drive does nothing to help
> me other than add space. I like the way the system works under MagiC and
> Thing, when it works, it's good for file management and it looks nice.
>
> I found out why the speaker wasn't working. It's broken. Whoever fitted
> the RAM upgrade opened the case too far and pulled the white plastic
> terminal block back, tearing the thin copper wire from the cone.
>
> All the problems with the software, plus the lack of sensible MIDI
> expansion for more channels, and the fact that I simply don't need to to
> audio recording, have lead me to one solution:
>
> I'll swap my system for a TT system of similar spec (700Mb (215int, 500
> ext) of storage, CD drive and Syquest, VGA monitor (a monitor capable of
> displaying a high resolution with lots of colours, or Mono), 14Mb RAM,
> FPU.
>
> Or a MegaSTE plus cash.
>
> The final option is becoming more attractive - a PC, with a couple of
> MIDI interfaces and nothing else.
>
> Any ideas for fixing this lame MagiC OS would be welcome. Upgrading to
> 6, no matter how much better it is, will /never/ happen as long as I'm
> convinced that whoever wrote it should have perhaps actually used it for
> what Ataris have always been used for before releasing it.
>
> Richard
> --
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
> Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -.
;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (

```
`'::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--'
`-'\_)Morticia
```

1143. CentScreen/Microvitec

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 21:42:16 UTC
From: bindon@madasafish.com
Message-ID: <t6mltokt1s3n8d@corp.supernews.com>
Source record: 51377

Hi

I've just figured out how to use Centscreen under Magic, which I eventualy remebered an article about it in AC. I'm using a Multisync Microvitec monitor (series 13) and with the correct *.dat file renamed to video.dat. I also have 25Mhz bus and 50Mhz DSP.

I have a problem and I'm not sure what's causing it. if I'm in a high resolution in turbo mode, ie 1024*768*16 the screen goes black if I don't touch the mouse for more than a couple of seconds. The two screen savers are disabled. Is this some protection feature in my Monitor?

Also how do I know what the screen refresh rates are? I don't want to hurt my eyes, does the accelerator help?

TIA (currently in VGA to save my eyes!)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

1144. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 21:49:57 UTC
From: Tim Anderson <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <94flin$6at$1@news6.svr.pol.co.uk>
Source record: 51380

Hi,

I know what you mean and simpathise (or something like that) with you.

The Falcon is a strange beast when compared to it's older brothers.
Very difficult to set up but superb when running right.

I got mine in December last year and still haven't quite got it right.

I bought it as a stock 1mb machine, had 4mb fitted (now upgraded to 14mb. I
fitted a hard disc 3.2gb (C,D,E and F) using HDdriver 7 and my latest
addition is a 68882 FPU as stolen from a Apple laptop bought from Bowlers
computer market in Manchester for £5.

I also soldered in a VGA port to use on my monitor.

All well and good being able to do this but the software support for this
machine seems to be dire. I have already got a copy of the software that I
need as I used to use a 4mb STe and a 4mb Mega ST and to say that this
machine is supposed to be highly compatible would make me laugh.

When you have got the right versions of the software and finally got through
the mess of getting it working it is a truly wonderfull machine though.

Tim
Freek Munniksma wrote in message <94fkdiobb1@azure.nl.gxn.net>...
>Hello Richard,
>
>i know the Falcon is a troublesome bird sometimes, but not worth being so
>desperate about...
>I just bought a Falcon with an internal 1 Mb IDE drive to which i connected
>my external 2 Gb SCSI drive. Both 4 partitions, so CDEF on the IDE and GHIJ
>on the SCSI. I installed Magic6 on the C partition of the IDE drive as well
>as NVDI5 and the rest. I copied all my software from the SCSI to the IDE
>drive so that i can use the entire SCSI for audio. The system boots from C,
>i use a bootmanager, the ancient deskmanager, to choose my boot setup. Oh
>yeah, i installed HDdriver 7.8 on both the IDE and the SCSI.
>No matter if i boot with clean TOS, TOS with NVDI and extra gadgets, or
>Magic with gadgets, the system recognizes all partitions. Magic is a bit
>unstable, but i£m waiting for an 68882 FPU i bought on the net. I£ve got
one
>in my other(stock) Falcon, it makes a difference in terms of stability and
>speed. For music apps, which are mostly old and use direct hardware access,
>and thus dont£t work under Magic, i boot up with clean TOS.
>I still use the Falcon mainly for music/midi/HD recording because it still
>gets the job done, opposed to my 350 Mhz IBM PC! So don£t give up too

>easily!
>
>
>--
>Greetings,
>
>Freek Munniksma
>Atari Falcon(2X) 14/4 Mb-FPU-2Gb SCSI-
>1 Gb IDE-SP/DIF-Analog 8-Sony DAT
>/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
>fmunniksma@hetnet.nl
>http://www.geocities.com/munkie_nl/
>/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
>(Oh yeah,and a PC...:-)
>
>
>"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
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>> Wonderful.
>>
>> I got my new internal HD, and installed it.
>> Now something has happened to MagiC - Booter on the SCSI drive, which is
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>> finally got DX7 software that works, running KCS Omega and the
>> /supposedly/ matched Caged Artist editor DX Heaven under MPE causes
>> corrupted screen displays, and don't even touch the stuff that allegedly
>> works with Roland kit.
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>> *sighs* All I want it a simple MIDI sequencer that works like TigerCub
>> but better, and editor/librarians for my synths that work, and the whole
>> lot being usable. This is supposed to be the Atari's strong point. I
>> lost all enthusiasm for it being an 'Atari' a long time ago. I can't
>> even describe the problems with the disks in a meaningful way, because I
>> have no idea what it's actually doing - as far as I can tell, even if I
>> boot from a Syquest, it's really reading a boot sector from the SCSI
>> drive and HD-Driver is merely reading auto and inf files from the other
>> drive - especially since the accessories and other stuff are still
>> loaded from C. In that respect, the internal drive does nothing to help
>> me other than add space. I like the way the system works under MagiC and
>> Thing, when it works, it's good for file management and it looks nice.
>>

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>> I'll swap my system for a TT system of similar spec (700Mb (215int, 500
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>> FPU.
>>
>> Or a MegaSTE plus cash.
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>> The final option is becoming more attractive - a PC, with a couple of
>> MIDI interfaces and nothing else.
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>> Any ideas for fixing this lame MagiC OS would be welcome. Upgrading to
>> 6, no matter how much better it is, will /never/ happen as long as I'm
>> convinced that whoever wrote it should have perhaps actually used it for
>> what Ataris have always been used for before releasing it.
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>> Richard
>> --
>> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
>> Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -.
>;-;;,
>> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (
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>> 'Motives' - http://www.lovecraft.demon.co.uk '----"(_/--'
>`-'_)Morticia
>
>

1145. TosBox 1.10 and NVDI 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 23:10:54 UTC
From: Robert Cy Jones <cy@cassini.demon.co.uk>
Message-ID: <3A6B6C7E.DD4D4A60@cassini.demon.co.uk>
Source record: 51379

Hi I'm emulating my old Atari on my PC :(via TosBox 1.10

I can get NVDI 3.0 to run, but it only deals with the fonts and not the
screen resolutions. I can get it to run at 1280 x 1024 in 16 colours but

not the higher colours 256 etc that my TT used to have.

NVDI is configered for my old ET400 card, my PC has an STB Velocity.

Any ideas?

tia
--
Robert Cy Jones

020 7498 6809
cy@cassini.demon.co.uk
http://www.cassini.demon.co.uk

--
Robert Cy Jones

020 7498 6809
cy@cassini.demon.co.uk
http://www.cassini.demon.co.uk

1146. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 23:46:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <94fscd$f01$1@plutonium.compulink.co.uk>
Source record: 51381

In message <979712972-77164AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>>Can anyone tell me just what is physically different on partitions that
>>have LFNs enabled in MagiC (either in MAGX.INF or with VFATCONF)? And
>
>LFNs are stored in a different area of the disk from the 8+3 filenames.
>Programs which don't understand LFNs are kept happy that way.

Yes I knew that, but that doesn't answer the question I asked. How do
LFN partitions differ physically - do they have a different directory
structure for these long names or what? And how does the 'Temporary' bit
of VFATCONF work? If you switch it on temporarily to save files and then
switch it off again, are the LFNs still there when you switch it on
again temporarily with VFATCONF? If so, presumably only if you haven't
edited and resaved them in the meantime - or...?

Regards, /Peter/

1147. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 23:46:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <94fsch$f02$1@plutonium.compulink.co.uk>
Source record: 51382

In message <949vv4$k56$4@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>This must've just been the version of ICDPro that you were using. Both
>the Pro and Freeware utilities were updated to support the AHDI format
>and Atari host adaptor after the MegaSTe was launched, because in the
>vast majority of cases people only had an Atari host adaptor available
>to use for the internal drive, even if an ICD HA was used for the
>external drive.

Hi Harry!

Possibly, though I /thought/ I had the latest. Mine came with Link 2
(with V5.13 of hdutil.prg and V6.5.5 of icdboot.prg) and the PRO had
V5.08 and V6.2.0 respectively). Also had the older ADSCSI versions.

~~~~~~~~~~~~~~

Regarding Steve's later posting re. ICD Pro, I can't reply to it there
as CixRead crashes as I try and save my reply, so I attach it here:

In message <979927362-886797AEicMi@madasafish.com>,
steve_sweet@madasafish.com said:

>The other way around dude. ICD Pro. will work with any adaptor.

Hi Steve!

I had an idea that was the case, that's why I put in the qualifier.
BUT I find that ICD PRO's ICDBOOT v6.2.2 will not work with my Falcon!
HDUTIL.PRG reports "ICD Host Adapter or ICDBOOT required!" and when I
run ICDBOOT.PRG it reports the SyQuest on the SCSI bus "ID9 SyQuest"
but then goes on to "ID15 ** UNRECOGNISED UNIT **" and hangs, so I
have to reboot. This is presumably the Falcon itself (SCSI 7). Doesn't
get as far as the internal IDE... This is with both HDDRIVER active
and disabled - I renamed HDDRIVER.SYS to SY8 and booted off floppy
with ICDBOOT.PRG in A:\AUTO\ with the same results as running it when
HDDRIVER was loaded.

Regards to you both, /Peter/
~~~~~~~~~~~~~~

1148. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-21 23:46:26 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <94fsci$f03$1@plutonium.compulink.co.uk>
Source record: 51383

In message <979935412-83201AEicMi@madasafish.com>, steve_sweet@madasafish.com said:

>I would like the widow update function to speed up a /lot/, and would
^^^^^
Dirty old dog! :-)

>like to be able to use MGCOPY in favour of Kobold or JinCopy as file
>copying is dog slow..

Really? I find Kobold very fast, except with LFN partitions where it
works via GemDOS (only available from V3.5 onwards). But then so does
MGCOPY, I would have thought. I've never been able to get it to run.
An entry appears in the APPLINE bar, but nothing else happens AFAICS.
But if you really want to use it, why not rename MGCOPY.APP to
KOBOLD.PRG and jinnee should use it :-)

Regards, /Peter/

1149. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 01:33:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Q5Ma6.75833$xW4.582492@news-server.bigpond.net.au>
Source record: 51384

"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
news:t6mc5si0f4377d@corp.supernews.co.uk...
>
> > On 20 Jan 2001 01:05:32 , Dan wrote:
> > >Hello,
> > >Just read on
> > >http://www.xtos.de
> > >that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> > >made !
> >
> > That is very good, but I hope there will be support for the maching. I
> hope
> > also to view the stats of the maching and make sure it has what it
should
> > before I decided whether or not to buy it.
>
> I wouldn't want to appear to put a dampener on things but surely, with the
> level of support that is likely to be out there, wouldn't we be better
> encouraging people like the STeem programmers to develop emulation so that
> we can still use our favourite APP's and the like. I can't read German so
> don't know too much about the new machine but for the price (about
£500-£600
> sterling) you could get quite a good spec PC then stick nothing on it but
a
> good emulator.

Emulator's are too limited in there device support and speed. My CT2 Falcon
Blow's the sock's of my K6-450's winston setup. The FPU under emulation is
Shite. My main Pc only report's 25 of a BOG Falcon with 16Mhz FPU, let alon
the 50Mhz one under the hood of the CT2. Beside's PC's suck. I get sick of
using them at work (mostly because I fix them all day). I enjoy my Atari's,
as for playing old games I have 3 STFM's, all the old prog's work 100%
without pissing around with emulator's.

Mark

1150. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 01:38:56 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <0ErLHIFw84a6EwHW@lovecraft.demon.co.uk>
Source record: 51386

Once upon a time <94fkdiobb1@azure.nl.gxn.net>, Freek Munniksma
<freek@munniksma.myweb.nl> grabbed chalk and scrawled:

laughs I'm just getting so annoyed with this machine, but
desperation... hmmm... not quite yet.
Almost.

>I just bought a Falcon with an internal 1 Mb IDE drive to which i connected
>my external 2 Gb SCSI drive. Both 4 partitions, so CDEF on the IDE and GHIJ
>on the SCSI. I installed Magic6 on the C partition of the IDE drive as well
>as NVDI5 and the rest.

Is MagiC 6 an improvement on MagiC 5? I'm sure it's something like ï¿½99
here, which is a silly amount for such a bug-ridden program.

The problem (amongst the other random problems) that I'm having is that
the Atari would appear to be upset about me booting from the external
drive which currently has CDEF on it.

Here's my setup:

540Mb Seagate - CDEF.
44Mb SyQuest - GH
215Mb Internal IDE - I
Zip Drive - J
CD-ROM - drive P, because that's what Extendos tells it to be.

Drive C has MagiC. Drive G I insert various carts into, but is basically
TOS - or should be. Inevitably I get a nice mess, thanks to HDDriver's
boot manager being good, but not smart enough to redirect /all/ boot
operations to the required drive.

Now, in the interests of trying to fix the damn thing, I installed
HDDriver and MagiC, nothing else, on I.

Rebooting, it appeared to boot from Drive I, showed 4 drives, but only
one appeared on the desktop. When I 'install devices', C drive becomes
empty, i.e. the poor thing doesn't know if Partition C, SCSI ID0 is C,
or I: is really C:.

Now, I think MagiC is expecting the IDE drive to be the boot disk, even
though there is /nothing/ on there, and as such, gets upset. I've tried
re-installing MagiC on C, with no change - garbage as soon as the
MagXBoot program has run, either instantly or after it's locked up and
I've reset.

I assume I have to instal my OS on the internal drive?

>I copied all my software from the SCSI to the IDE
>drive so that i can use the entire SCSI for audio. The system boots from C,
>i use a bootmanager, the ancient deskmanager, to choose my boot setup. Oh
>yeah, i installed HDdriver 7.8 on both the IDE and the SCSI.

frowns How does that work?
You're not in Scotland anytime soon are you? *grins* Fancy making a
Falcon behave?

>No matter if i boot with clean TOS, TOS with NVDI and extra gadgets, or
>Magic with gadgets, the system recognizes all partitions.

Hmmmm. I need this boot manager. I haven't seen it on any of my CDs. Is
it Falcon-specific?

>Iï¿½ve got one
>in my other(stock) Falcon, it makes a difference in terms of stability and
>speed.

I have a 16MHz 68882 in my machine. The first upgrade I fitted.

>I still use the Falcon mainly for music/midi/HD recording because it still
>gets the job done, opposed to my 350 Mhz IBM PC! So donï¿½t give up too
>easily!

My biggest problem with it is the age of the music software, and of
course, the lack of extra MIDI ports on the Falcon. I keep reading about
Cakewalk utilities, librarians and such, for my ancient synths, and
trying 'equivalent' software for the Atari and discovering it simply
/doesn't/ work. GEN Edit is a good example, that failed to work on my
STE, so I thought 'Oh, perhaps it needs something better', and got the
Falcon. It has templates for most older synths, like the dreaded D50.

It just crashes. No matter what you do. *shrugs*

MIDIQuest, a 'modern' program, is available as a demo which ran, but
wouldn't talk to my D110 (the only template I had I could test it with).

And as for SoftJee's demos. Well, for once it's a Falcon program, using
real Falcon graphics (like the ECC stuff, which /does/ work thankfully).
However, it's almost unusable. The display is cluttered, in the case of
DHS, and DevilStudio seems pretty unstable for some reason. Neither demo
has adequate instructions, so I don't know if I'm doing anything wrong.

Of course, on that basis, why on /earth/ would I send them money for the
software? Because I saw it load on my Falcon, but didn't even get it to
recognise that I was pressing keys on my synth?

The answer is probably Cubase (or Steinberg, I should have Pro 24 but it
never turned up).

sighs

Richard

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1151. Re: Michelle, this is great!

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 01:42:48 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <seMa6.75843$xW4.583599@news-server.bigpond.net.au>
Source record: 51385

Untitled DocumentYeah bloody wonderful, bill strikes back. Send's you off to a bullshit web page which is about as usefull as the proverbial. Very cunning header to. Teach me to use IE at work :-(

1152. Re: nvdi5 printmon ??

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 02:38:50 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A6B9D47.7B555DB2@idirect.com>
Source record: 51387

thanks Steve.
that makes up for all your smart alec remarks! :-)
ken

Steve Sweet wrote:
>
> Hi Ken
>
> >is there anyway that i can disable the printmon that starts up when
> >using nvdi5?
>
> Comment out or remove the path entry for printmon in NVDI.INF
>
> ATTRIBUT_CACHE = 18432
> BITMAP_CACHE = 86016
> FILE_CACHE = 103424
> KERNING_CACHE = 16384
> WIDTH_CACHE = 31744
> CHECK_FONTS = 1
> USE_MAC_FONTS = 0
> ;
> FIFPATH = J:\
> ;
> FONTPATH = J:\Speedo\
> FONTPATH = J:\Select\
> FONTPATH = J:\Truetype\
> FONTPATH = J:\Pscrpt\
> ;
> SPOOLPATH = E:\Spool\
> ;
> PRINTMON = C:\NVDI\PRINTMON.APP
> ;
> DEFAULT_PRINTER =21
> ;
> LOGFILE = NUL:
> ;
> ;LOGFILE = C:\System\NVDI.LOG
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1153. EA Box Scans Now On-line

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 02:52:03 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <nfNa6.63455$68.10557745@typhoon.tampabay.rr.com>
Source record: 51388
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.apple2.marketplace

I posted a new Photo Gallery section on GOTCHA
(http://www.emuclassics.com/gotcha/). It contains a box scan (front and
back) of every EA "Flat Box" game ever made.

Enjoy,
Hugh

1154. New on TAMW

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 03:15:13 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <94g8jt$k0m$1@nnrp1.deja.com>
Source record: 51390

Hello All

New stuff on TAMW.

Been working on my pages today. Finally fixed my Atari Midi Review page. When I first did it way back when..I used MS word and saved as HTML. bad mistake. So I reformated it with a TXT editor, added more screen shots and have the new version of Pulsar as well as describing my experiences with Neil as beta tester of the new version.

Also Finally added ESQ-APADE caged artist editor to the caged artist page and download page. So...it is available now ..thanks to JOsTosBond (member of the Atari-Midi Egrp), who sent me a downloadable version.Read the freeware.txt.

Anyway...Enjoy!

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

1155. Papyrus Office/Base

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 03:59:40 UTC
From: fried@dragon.achilles.net
Message-ID: <94gb7cnne1@localhost.localdomain>
Source record: 51389

Hi there, I've been trying out the demo of Papyrus Base. I already have Papyrus Word 8.23, and I want to see if I should upgrade to the full version. I can see that this is a really great program, especially that you can put pictures in your database.
I have had one problem though, after I have made a database I seem to be unable to add a new field. I go to the field properties dialogue, add a couple of fields, update the table. All seems fine, the table has the new fields, but when I go to "edit form" the new fields are not there.
Has anyone else had this problem?
Any info is appreciated, Mark

1156. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 05:14:04 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <wkPa6.76129$xW4.584905@news-server.bigpond.net.au>
Source record: 51391

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:0ErLHlFw84a6EwHW@lovecraft.demon.co.uk...
> Once upon a time <94fkdiobb1@azure.nl.gxn.net>, Freek Munniksma
> <freek@munniksma.myweb.nl> grabbed chalk and scrawled:
>
> *laughs* I'm just getting so annoyed with this machine, but
> desperation... hmmm... not quite yet.
> Almost.
>
> >I just bought a Falcon with an internal 1 Mb IDE drive to which i
connected
> >my external 2 Gb SCSI drive. Both 4 partitions, so CDEF on the IDE and
GHIJ
> >on the SCSI. I installed Magic6 on the C partition of the IDE drive as
well
> >as NVDI5 and the rest.
>
> Is MagiC 6 an improvement on MagiC 5? I'm sure it's something like £99
> here, which is a silly amount for such a bug-ridden program.
>
> The problem (amongst the other random problems) that I'm having is that
> the Atari would appear to be upset about me booting from the external
> drive which currently has CDEF on it.
>
> Here's my setup:
>
> 540Mb Seagate - CDEF.
> 44Mb SyQuest - GH
> 215Mb Internal IDE - I
> Zip Drive - J
> CD-ROM - drive P, because that's what Extendos tells it to be.
>

-Wopping big snip-

Try a boot manager like xboot, I dont recomend booting of the SCSI for a
couple of reason's, 1: It takes too bloody long, and 2: the OS files are
best held there for cosistancy. Most audio software I use, is Prog's on (IDE
1.4gig), data and scrap on SCSI. You get better performance as most decent
stuff need's scsi to write audio data, so if you have the prog on IDE it
mean's the program will NEVER interfere with a write to the drive when you
need all of that SCSI bandwidth.

I would recomend

215IDE CDE 45/80/80
540SCSI FGH
44Syquest I
Zip J
CDrom P

> The answer is probably Cubase (or Steinberg, I should have Pro 24 but it
> never turned up).

Mark

1157. Looking for...

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 05:58:39 UTC
From: davide.guida@inwind.it
Message-ID: <007501c08438$835e3c40$316699c2@dgs.it>
Source record: 51392

Hi everybody,
I'm looking for following hardware for 520ST:

- 220V power supply (or a website where I can find some hardware
specifications to connect a standard power supply).
- Floppy disk drive.
- Cable for connecting a TV via Scart.

Thanks in advance.

Davide Guida (Responsabile tecnico Formamedia srl)
via Domenico Fontana 39 - 80128 Napoli - Tel.081.5799803
http://www.formamedia.it
E-mail davide.guida@formamedia.it

Casa: via Rodolfo Falvo 10 - 80127 Napoli
Tel.081.5604578 - Cell.0349.4732329

--
Posted from [194.153.73.220]
via Mailgate.ORG Server - http://www.Mailgate.ORG

1158. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 06:42:33 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <tDQa6.1181$OH.12385@typhoon.sonic.net>
Source record: 51393
Cross-posted to:
comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari,alt.games.lynx,comp.sys.atari.st

In alt.atari-jaguar.discussion Ryan Collins <gozarcollins.hotmail@nospam.com> wrote:

: Anyway, I would love to be a member if I could get a newsletter! (I
: would be willing to typeset and produce a newsletter even)

Hey Ryan... Well, I'd kinda need a club before we had a membership.
My greedy goal is to have fun Atarian folks to hang out with and play
games with. ;)

If/when this ever happens, if/when we ever decide to have a newsletter,
I'll see if I can try to remember it was you who offered. (I guess that's
what Deja News is for ;))

-bill!
(because Deja.com is a stupid name :^P)

1159. Re: More English translations in at my web

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 07:37:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980145684-160835AEicMi@cwcom.net>
Source record: 51246

From: rking@zetnet.co.uk (Bob King)
Date: 20 Jan 2001 15:33:06 GMT

>>The resource editor Interface 2.30 resource file (MISC section)

>At first try for the Interface package, not your translation, I get a block,
>
>possibly because the site uses Java??

I found this one:

http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip

I've changed the link on my page to suit.

The archive is no longer password protected.
--


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1160. Re: TosBox 1.10 and NVDI 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 08:09:18 UTC
From: Adam Klobukowski <adam203@pzs.karolex.com.pl>
Message-ID: <Pine.LNX.4.20.0101220908210.25932-100000@pzs.karolex.com.pl>
Source record: 51394

> I can get NVDI 3.0 to run, but it only deals with the fonts and not the
> screen resolutions. I can get it to run at 1280 x 1024 in 16 colours but
>
> not the higher colours 256 etc that my TT used to have.

TosBox supports only 2,4 and 16 color modes RTFM !

Adam Klobukowski
adam203@pzs.karolex.com.pl

1161. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 08:59:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980229046-114797AEicMi@cwcom.net>
Source record: 51287

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Sun, 21 Jan 2001 00:36:40 -0000

>>Got it, trouble seems to be that you/I can't get to the haupseite.html
>>page direct. Have to truncate URL to the host, then click on the Haup
>>etc link.
>
>I found that also, long before Derryck took on this project so its down
>to the host.

I've changed the download link on my page, and another message in here
details the direct link to the file.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1162. Re: nvdi5 printmon ??

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 09:19:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980229052-115933AEicMi@cwcom.net>
Source record: 51289

From: Ken Macdonald <anarkist@idirect.com>
Date: Sun, 21 Jan 2001 04:04:09 GMT

>is there anyway that i can disable the printmon that starts up when
>using nvdi5? When I try to print in TOS, Printmon always fails, and

In the printer.cpx, Ports, Foreground printing. Printmon is used when you pick Background printing, so that will stop it from running. However, you should be able to use Background for nearly everything assuming MagiC is running (can't comment on MiNT).

>I guess the Epson640 driver is bad?
>I don't have an Epson driver as such, I have an
>ESC2.sys, 50 692, 20/1/01
>ESCP2.inf, 44 916, 3/8/90

Those are the driver and inf files for an ESCP2 printer, ie your Epson.

>DJ_500C.sys, 68 761, 14/4/94

This seems to be a hangover from an earlier installation of GDOS on your system. The deskjet driver should be PCL.SYS and PCL.INF AIUI.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1163. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 09:27:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980229056-116493AEicMi@cwcom.net>
Source record: 51290

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sun, 21 Jan 2001 10:51:48 -0000

>>What's an "Aixit" and where do I get one?

>Nice little card that gives you more RAM, made in Germany if memory
>serves me right. Looking at the review right now, and TOS 2.06 or
>Magic 5.11 is needed. Go to http://www.aixit.com (Ah, I did spell it
>right the first time around!) You may like to ask Derryck Croker as
>he wrote the review so I suppose he has it.

I did and I do, I also have the English docs and driver software for
download from my web site.

It was an awful long time ago when I installed this hardware, so I can't
give any advice. I do remember that I couldn't find the spot on the
motherboard to solder a wire to, but providentially the developer was at an
Atari show and was able to offer an alternative location.

As it happens, the STFM that hosts this memory board is for sale - it's in a
Tower case and also includes a 540MB SCSI drive, Link II, two DD floppies
and TOS2.06 - the Aixit board has 8MB on board. It can be expanded to more
by plugging in a bigger SIMM.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1164. Re: CentScreen/Microvitec

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 10:29:57 UTC
From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Message-ID: <94h232$74l$1@nnrp1.deja.com>
Source record: 51247

In article <t6mltokt1s3n8d@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:
> I've just figured out how to use Centscreen under Magic, which I
> eventualy remebered an article about it in AC. I'm using a Multisync
> Microvitec monitor (series 13) and with the correct *.dat file
renamed
> to video.dat. I also have 25Mhz bus and 50Mhz DSP.
What are the version of Magic, nvdi and Centscreen? It's important to
know it...

> I have a problem and I'm not sure what's causing it. if I'm in a
high
> resolution in turbo mode, ie 1024*768*16 the screen goes black if I
> don't touch the mouse for more than a couple of seconds. The two
> screen savers are disabled. Is this some protection feature in my
> Monitor?
If you move the mouse, the screen don't go to black? It's happened only
when you stop to do something?
If your screen is ok during mouse action, it's not a feature in your
monitor but a bug in Centscreen or a configuration problem.
Give me the version number for the next info.

> Also how do I know what the screen refresh rates are? I don't want
>to hurt my eyes, does the accelerator help?
It's easy, use CENTvidel.

Bye
--
Sacha Hnatiuk
Alternate e-mail:
shnatiuk@wyde.com
sacha.hnatiuk@online.fr
centek@online.fr

Sent via Deja.com
http://www.deja.com/

1165. Re: More English translations in at my web

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 10:41:17 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A6C0E4D.1D412E91@patent.gov.uk>
Source record: 51248

Derryck Croker wrote:
>
> From: rking@zetnet.co.uk (Bob King)
> Date: 20 Jan 2001 15:33:06 GMT
>
> >>The resource editor Interface 2.30 resource file (MISC section)
>
> >At first try for the Interface package, not your translation, I get a block,
> >
> >possibly because the site uses Java??
>
> I found this one:
>
> http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip
>
> I've changed the link on my page to suit.
>
> The archive is no longer password protected.
> --
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> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

Hi Derryck

As my follow up makes clear, no problem, simple example of self help with the URL, did the trick. Interface is one of those programs that is SO good that without the manual you are scratching the surface. Looking at its RSC there are many many screens that never appear with simple viewing and translation of RSC files. But I'm not a programmer and am just very grateful for what you and the other members of DDP have done. I'm assuming that the RSC file with Papyrus Home as supplied with my Milan has protection, since it throws up an error 'incorrect version' with simple translation.

Bob.

1166. Re: Bad Accsessorie-No H/D Re-boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 10:42:02 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <94h2on$i46$1@news5.svr.pol.co.uk>
Source record: 51249

Hi,

I don't know if this works on any machine other than Falcon but if you hold control from boot then this boots the computer allowing the hard disc to be used but it doesn't read the Auto folder, the newdesk/desktop.inf or ACC's.

Tim

Tim Conrardy wrote in message <94e0r8$tp0$1@nnrp1.deja.com>...
>In article <ceia6.3478$4k4.93494@news2-win.server.ntlworld.com>,
> "dolan morrison" <dolan.morrison@ntlworld.com> wrote:
>> I have a rougue acc. which keeps rebooting my Supra Hard Drive.Any
>clues on
>> how to get my hard drive back so i can delete said acc.
>> Thank You.
>
>
>When your atari starts to boot, hit ALT-A. Hopefully your atari
>bypasses the HD boot and defaults to drive A. From there, hopefully you
>have a disc (backup) with the AHDI-604.prg (or simlilear HD booting
>prg) Start the program and hit ALT-C. That should get you back to your
>C drive. Then DELETE the $#$@#$ ACC that is causing the problem. Then
>get MOUSE BOOT or another Auto/ACC manager and you won't have that
>problem again!
>
>This method has saved my skin many times. One tome i put the program
>TWELVE (by stienberg) in the Auto folder hoping to boot it on startup.
>What a mistake that was!!! Bruce from B&C Computer visons showed me the
>above method.
>>
>>
>
>--
>Tim Conrardy
>--
>If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
>____
>Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
>Atari-Midi Mailing List:http://www.egroups.com/group/atari
>tconrardy@hotmail.com
>
>
>Sent via Deja.com
>http://www.deja.com/

1167. Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 11:15:47 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <$NeZVcHjZBb6Ew$p@lovecraft.demon.co.uk>
Source record: 51250

I gave up trying to make a dual-system Falcon, and have made the internal disk my system drive. I can't be bothered partitioning it, so it's a whole 215Mb! Wow!

Now, I'm going to improve the system. First thing - no more error messages that I don't understand - is there an 'English' version of Kobold 3? Are there other places where non-english errors could be hiding in MagiC 5, NVDI or Thing 1.27E (assuming the E means English ;)).

Next, where can I find the various boot managers I've seen mentioned? BootManager, and XBoot? Don't care which, as long as I can boot a TOS/Customised TOS/MagiC/TOS With Backwards III or similar/ system which is clean in each version, with different ACCs and such loaded and all drives showing.

Finally, has anyone had experience of the Soundpool MO4 expander? Will this solve my MIDI problems (I can't use MIDI properly because I have a 16-part Multitimbral synth that steals all the channels, but can't really be removed by my system because I use it for strings etc.). What software do I need to use this? I've seen Cubase mentioned, as the MO4 gives /64/ channels (does that mean I'd have 80 Channels for MIDI, then?), and I guess I could use a MIDI-merge, or even a switch box, for handling the fun stuff like patch editing and stuff.

Richard, slightly calmer. But I still want a TT.
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1168. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 11:16:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980229058-117017AEicMi@cwcom.net>
Source record: 51291

>>LFNs are stored in a different area of the disk from the 8+3 filenames.
>>Programs which don't understand LFNs are kept happy that way.
>
>Yes I knew that, but that doesn't answer the question I asked. How do
>*LFN partitions differ physically* - do they have a different directory

They have a seperate directory, which is accessed by programs which understand LFNs. All others use the usual TOS directory. There's no difference to the structure of the disk/partition, only the two methods of listing the files.

>structure for these long names or what? And how does the 'Temporary' bit
>of VFATCONF work? If you switch it on temporarily to save files and then
>switch it off again, are the LFNs still there when you switch it on
>again temporarily with VFATCONF? If so, presumably only if you haven't
>edited and resaved them in the meantime - or...?

The LFNs get written to the disk (if you save any) with the "Temporary" button set - they will reappear when you switch that flag back on. Beware of changing removable media with the temp. flag only set, you'll revert to the usual 8+3 until you switch it back on.

It's quite transparent.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1169. Re: Epson colour stylus and NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 11:46:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980229050-115413AEicMi@cwcom.net>
Source record: 51288

From: Ken Macdonald <anarkist@idirect.com>
Date: Sun, 21 Jan 2001 03:40:44 GMT

>I am getting some strange output on my Epson Colour STylus 640.
>I am printing from Atari Works, using NVDI 5.03, to the Epson.
>It looks like all the higher end characters(accents, etc) are printing
>instead of regular text. NVDI 5.03 works fine printing to the HP500

Sounds like it's a problem connected with the printer driver. It's sending
incorrect codes which the printer is interpreting as characters instead of
graphics control codes.

>results. I have the printer port on my CT2Falcon going to a switch box,
>from where I can choose the HP500 or the Epson640.

You've tried connecting the Epson directly? Although it's hard to see that
that would make any difference though.

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1170. Re: Michelle, this is great!

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 12:26:57 UTC
From: Kosh <-kosh@moncourrier.com>
Message-ID: <3A6C2711.C1467E78@moncourrier.com>
Source record: 51251
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.hardware,comp.sys.amiga.misc,comp.sys.atari.st

> No User wrote:
>
> I don't have your address so I had to do it like this. That site is
> pretty cool, Thx for the link. Now check this site out!

????????????

1171. memory like a sieve (siv??)

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 13:59:37 UTC
From: JP <jpar@NOblueyonderSPAM.co.uk>
Message-ID: <d1Xa6.294$ef2.2706@news.colt.net>
Source record: 51252

And my spellings not *that* much good either!!??

Can anyone please remind me where the Atari UG is in Cheshunt and when the next meet is. I'm hoping to get some "spare" time so I can pop along.

I was told a while ago but can't even remember what happened this weekend :-)

Cheers

JP

1172. Re: Pictures from Cameras!

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 14:54:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200101221554.a15524@b2.maus.de>
Source record: 51214

A>>
A>Thanks Konstantin. Do you have any additional data as to what cameras
A>work?

please download the demo photo212.zip o.e. ... there is the hypertext
with camera models etc. included ...

regards, Konstantin

1173. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 15:08:30 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <94hid6$k31$1@nnrp1.deja.com>
Source record: 51253

In article <3A699B1B.F99F42F@ooc.de>,
Uwe Seimet <us@ooc.de> wrote:

> > > What a nonsense :-).
> >
> > Why?
>
> I`m sorry, but it's so obvious that any additional word would be a
wast
> of time

Appearantly it is to you, but since you even got a followup question
about this, it would be appropriate to answer it. If you make the
trouble and post here to say it is rubbish, you must feel a need to tell
ppl it is nonsense project.

So it would be in your best interest to enlighten us all it seems ;)

Regards,

Joak

Sent via Deja.com
http://www.deja.com/

1174. CAB.OVL 1.4200 released

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 16:17:15 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a6c5d0b$1_2@athena.netset.com>
Source record: 51254

Version 1.4200 of my CAB.OVl is available for download now at my
website.

http://www.netset.com/~baldrick/ovl.html

Some low level changes to the OVl to handle dynamically updating
forms were made, hence the version number jump. This enables my OVL to
operate some sites that did not work previously.

There are still problems that people were experiencing in the
1.410x versions that are still being worked on. However this problem was
brought to my attention and was at such a lowlevel in the OVL, I decided
that patching it first was more of a priority. It's been in beta use for
a few weeks, with no new problems occuring from it, so I believe I can
recommend it's use if version 1.4102 was working well for you.

Dan Ackerman
aka baldrick

1175. Re: Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 17:06:58 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101221705040.88-100000@Hades060>
Source record: 51274

On Mon, 22 Jan 2001, Richard Kilpatrick wrote:

> Next, where can I find the various boot managers I've seen mentioned?
> BootManager, and XBoot? Don't care which, as long as I can boot a
> TOS/Customised TOS/MagiC/TOS With Backwards III or similar/ system which
> is clean in each version, with different ACCs and such loaded and all
> drives showing.

You can get MouseBoot free from my website, the author gave me
permission to distribute the registered version since he has left
the scene. See sig... ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1176. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 17:30:46 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a6c969c2e39fc0@online.be>
Source record: 51264

on Sun 21-01-2001 20:29 Bob King wrote:

>Just to confuse the issue, Photoline as you know comes in two flavours, one for
>FPU and for non-FPU. The FPU version runs happily on my Falcon (with FPU) for
>both TOS, Geneva and Magic, whilst I have to run the vanila version on my 68040
>Milan under both MINT and Magic.

Yes I know and both runs under MiNT on my Hades060.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1177. Re: Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 18:12:24 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <pM_a6.55144$0d.6347946@nnrp4.clara.net>
Source record: 51255

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:$NeZVcHjZBb6Ew$p@lovecraft.demon.co.uk...
> Finally, has anyone had experience of the Soundpool MO4 expander?

It's the best expander for Cubase.
Plugs in the parallel port.

> this solve my MIDI problems (I can't use MIDI properly because I have a
> 16-part Multitimbral synth that steals all the channels, but can't
> really be removed by my system because I use it for strings etc.). What
> software do I need to use this?

It comes with a MROS driver. Pop
it in your Cubase MROS folder and
hey presto.

> I've seen Cubase mentioned, as the MO4
> gives /64/ channels (does that mean I'd have 80 Channels for MIDI,
> then?),

Yes, and they're rock-solid, unlike
the cheap ones which go in the
serial port.

Shiuming Lai

1178. Re: Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 19:56:14 UTC
From: atarigalen@my-deja.com
Message-ID: <94i38p$4if$1@nnrp1.deja.com>
Source record: 51259

In article <$NeZVcHjZBb6Ew$p@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> I gave up trying to make a dual-system Falcon, and have made the
> internal disk my system drive. I can't be bothered partitioning it, so
> it's a whole 215Mb! Wow!
Umm, you may not want to have your boot sector your only one. It gets
a bit hard to keep track of changes if you do.

> Next, where can I find the various boot managers I've seen mentioned?
> BootManager, and XBoot?
XBoot is commerical. See http://www4.pair.com/gribnif/ for details.
It's not cheap. Other, less expensive boot managers work just as well,
but generally without the bells and whistles.

Galen

Sent via Deja.com
http://www.deja.com/

1179. Re: memory like a sieve (siv??)

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 19:59:55 UTC
From: atarigalen@my-deja.com
Message-ID: <94i3fl$4lk$1@nnrp1.deja.com>
Source record: 51258

In article <d1Xa6.294$ef2.2706@news.colt.net>,
"JP" <jpar@NOblueyonderSPAM.co.uk> wrote:
> And my spellings not *that* much good either!!??
>
Sieve is correct. Can't help regarding the user group.

Galen

Sent via Deja.com
http://www.deja.com/

1180. Re: Bad Accsessorie-No H/D Re-boot

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:02:24 UTC
From: atarigalen@my-deja.com
Message-ID: <94i3k9$4vs$1@nnrp1.deja.com>
Source record: 51260

In article <94h2on$i46$1@news5.svr.pol.co.uk>,
"tim anderson" <t_anderson@talk21.com> wrote:
> Hi,
>
> I don't know if this works on any machine other than Falcon but if
> you hold control from boot then this boots the computer allowing the
> hard disc to be used but it doesn't read the Auto folder, the
> newdesk/desktop.inf or ACC's.

I believe this works on most machines -- it's either a 1.02 or 1.04
improvement. Anyone with more data?

Galen

Sent via Deja.com
http://www.deja.com/

1181. Re: Tempest project?

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:09:27 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a6c9377.0@energise.enta.net>
Source record: 51256

On 11 Jan 2001 06:28:53 , atarivision@my-deja.com wrote:
>Where can I find the site to this project upgrade for the Falcon?
>
>Is it not a 200Mhz raw upgrade ? (well, pretty much) that's what I
>remember....
>
>Info would be appreciated!
>
>Thanks,
>Clint Thompson
>AtariVision
>
>
Try:

http://fmax.atari.org/

Regards,
Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

1182. Bubbles screen saver

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:09:29 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a6c9379.0@energise.enta.net>
Source record: 51257

Version 3 of the screen saver Bubbles has been released
by Run! software:

http://www.run-software.de

Once again this can be downloaded for from their site
and includes an English rsc file but sadly no english
documentation.

I have started a rough translation of the BubbleGEM
help file (not to be confused with Bubbles the screen
saver) but I think it need better attention than my
amateur efforts.

Regards,

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

1183. Re: PC-diskette on Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:12:47 UTC
From: Neil Eves <Neil.Eves@btinternet.com>
Message-ID: <94i4dn$5a5$1@neptunium.btinternet.com>
Source record: 51261

I have an STe and I have never had any problem reading or writing to floppy disk and
transferring between the two. okay that's not completely true, I find that PC floppy drives
are basically crap, if you format the disk on your Atari ST (720k) then your PC will be able to read and write to the disk with out problems and vie versa :O)
the only time I have had problems is when I formatted the disk to 720k using my PC

Stichting ST <atarist@xs4all.nl> wrote in message news:3a5a0a40$0$64238$1a0eedbc@dreader2.news.xs4all.nl...
> have no problem with PC formatted disks written with files on Atari and
> reread with W98. Old 'real' Atari disks I read and write with something
> called 'Gemxplor.exe' that comes from the site of the Gemulator.
>
> --
> Ronald van der Kamp
> secretaris Stichting ST
> http://www.xs4all.nl/~atarist
>
> Bas Schellevis <V.J.B.Schellevis@Netvance.nl> schreef in berichtnieuws
> 3A59DC66.8546C9B2@Netvance.nl...
> > Help!
> >
> > We are using an Atari 1040ST for a special purpose (as a
> > control-device for a responsesystem). The results are stored
> > on a 720 Kb pc-formatted diskette and then read on Windows
> > 95. So far no problems. I upgraded a pc to Windows 2000 and
> > now I cann't read the disk anymore. Windows 98 also seems to
> > have this problem.
> >
> > This is what happens on Win 2K and Win 98;
> >
> > Format disk in Windows (720Kb DS/DD), Ok
> > Write files in Windows on floppy, Ok
> > Read disk on Atari, Ok
> > Write files on Atari, Ok
> > Read disk in Windows, *not ok*, 0 Bytes!
> >
> > How do I read/write Atari-disks on a pc?
> >
> > Thanx,
> >

> > Bas Schellevis
>
>

1184. Re: st hard drives and me PC

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:22:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980270048-638354AEicMi@madasafish.com>
Source record: 51305

Hi James

>The 12volt line is shot. The psu ticks and when looking at the 12volt
>line on a multimeter it flicks back and forth from 0 - 6volts at the
>same freq as the audible clicks.

And what is the 5V line doing?.

Whilst your meter is out, what voltage do you have across the smoothing
cap. What does it do whilst the PSU is tripping.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1185. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:24:05 UTC
From: atarigalen@my-deja.com
Message-ID: <94i4sp$66o$1@nnrp1.deja.com>
Source record: 51263

In article <fjcx+MCvtua6EwBm@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> Wonderful.
>
> I got my new internal HD, and installed it.

Whoa, you are changing things at a pretty amazing clip. Lets back off
a bit.

> *sighs* All I want it a simple MIDI sequencer that works like TigerCub
> but better, and editor/librarians for my synths that work, and the
> whole lot being usable.

OK, let's start by ignoring Magic for a bit. It's flaky with certain
Falcons anyway. Partition your IDE as CD and get your sequencer
running with all the operating system stuff on C (32 Mb should be
enough) and all the programs on D. Make some music.

Once it is running, add your Zip, CD, Syquest and Seagate one at a
time, giving your system several hours (if not days) of use between
modifications. The order is up to you, but since the Seagate is the
largest drive, it might make sense to run it first. Add Magic only
once the hardware is stable. Magic may not ever be stable on your
machine, though generally it works.

For all I (or you) know, you've got a bad terminator or a damaged
cable, or perhaps a blown circuit on the Falcon. Or possibly you just
have a scrambled .INF file. I do know that you can do everything you
want with HD-Driver, so clearly you've got at least one setting wrong.
Unfortunately, there is no simple way to make complex modifications at
once. Start by doing what's important to you -- making music.

Galen

Sent via Deja.com
http://www.deja.com/

1186. Re: Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:26:01 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <rmQs$fKZdJb6Ew$F@lovecraft.demon.co.uk>
Source record: 51262

Once upon a time <94i38p$4if$1@nnrp1.deja.com>, atarigalen@my-deja.com
grabbed chalk and scrawled:

>Umm, you may not want to have your boot sector your only one. It gets
>a bit hard to keep track of changes if you do.

Oh, I've got my external drive partitioned, and I have a backup of the
system as is on Syquest - which may or may not boot, depending on when I
need to try recovering it, but it seems to work now.

I've also moved some essential utilities like Kobold to the same drive
as the system, just to keep it all together.

>XBoot is commerical. See http://www4.pair.com/gribnif/ for details.

Got the demo :)

>It's not cheap. Other, less expensive boot managers work just as well,
>but generally without the bells and whistles.

Stoop would appear to have not been updated. There's no price mentioned
for XBoot on the website, I guess it's a case of 'if it's /expensive/, I
do without'. *shrugs* I don't begrudge paying for software that works if
it's fairly priced. It's only lame demos like the thing SoftJee hope
will persaude people to part with serious money for Digital Home Studio
that make me wonder why they try charging for software.

Tim's Midi World has been invaluable for programs, but of course, the
/good/ programmers like the author of Explorer 32, which sounds like the
perfect app, have moved on and won't update them. I wish I knew how to
program, because I would happily modify something like that (with
permission) to be Falcon-friendly, with proper screen modes and such.

If the writers of demos like X-Mix III etc can successfully write
something that runs under MagiC, changes screen modes and doesn't trash
the computer, then I'm sure it's possible to write Falcon software that
is equally stable. In fact, Electronic Cow have done so, their programs
all work (even if one Atari retailer still has the freeware programs on
their site for $119!)

I'd love an Electronic Cow librarian/patch editor. I'm sure they would
have written something rock solid, nice looking and suitable for all
ST/TT/Falcon models.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,

```
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'\_)Morticia
```

1187. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:29:38 UTC
From: atarigalen@my-deja.com
Message-ID: <94i576$6df$1@nnrp1.deja.com>
Source record: 51265

In article <94fscd$f01$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk wrote:
> In message <979712972-77164AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk
said:
>
> Yes I knew that, but that doesn't answer the question I asked. How do
> *LFN partitions differ physically*

There is an invisible file with the extended filenames within lfn
partitions. Whenever a filename is requested, the driver checks
whether there is a extended name to use instead of the 8+3. Regular
TOS/DOS ignore the file. Rather simple, really.

Galen

Sent via Deja.com
http://www.deja.com/

1188. Re: memory like a sieve (siv??)

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:32:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980270050-638938AEicMi@madasafish.com>
Source record: 51306

Yo!, JP

>Can anyone please remind me where the Atari UG is in Cheshunt and when
>the next meet is. I'm hoping to get some "spare" time so I can pop
>along.

Its at the Wolsey Hall, Windmill lane, Cheshunt, and the next meet is the
24th of january. Remember, new boys have to bring me summat to eat!!.

>I was told a while ago but can't even remember what happened this
>weekend :-)

What were we talking about?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1189. Re: TosBox 1.10 and NVDI 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:33:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980270052-639518AEicMi@madasafish.com>
Source record: 51307

Hi Robert

>Hi I'm emulating my old Atari on my PC :(via TosBox 1.10

Shame on you!!. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1190. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 20:46:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980270056-640090AEicMi@madasafish.com>
Source record: 51308

Hi Pete

>>I would like the widow update function to speed up a /lot/, and would

> ^^^^^
>Dirty old dog! :-)

Well spotted, pretty slick for a fossil!!!. :-)

>>like to be able to use MGCOPY in favour of Kobold or JinCopy as file
>>copying is dog slow..

>Really? I find Kobold very fast, except with LFN partitions where it
>works via GemDOS (only available from V3.5 onwards).

I find it dog slow in comparison to MGCOPY

>But then so does MGCOPY, I would have thought.

MGcopy leaves scorch marks on the screen!!!

>I've never been able to get it to run. An entry appears in the APPLINE
>bar, but nothing else happens AFAICS.

Thats wierd, and thats under MAGXDESK??.

>But if you really want to use it, why not rename MGCOPY.APP to
>KOBOLD.PRG and jinnee should use it :-)

:-(It dont work like that, wrong command line parameters.

?? If i knew what the command line parameters where i could write a .SIC
to do it.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1191. Re: Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 21:08:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980270060-640810AEicMi@madasafish.com>
Source record: 51309

Hi Martin

>> Finally, has anyone had experience of the Soundpool MO4 expander?

>It's the best expander for Cubase. Plugs in the parallel port.

Dont you have to cut a big hole in the bottom of the case to be able to
fit this and then insulate it with a cornflakes box.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1192. Re: Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 21:34:29 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Env3PgAldKb6EwLB@lovecraft.demon.co.uk>
Source record: 51266

Once upon a time <rmQs$fKZdJb6Ew$F@lovecraft.demon.co.uk>, Richard
Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:
>Tim's Midi World has been invaluable for programs, but of course, the
>/good/ programmers

Actually, let me add: I think all programmers are good, just that there
are some programs which sound ideal, yet simply don't work. The Caged
Artist editors all seem to work with little trouble (except they don't
quit reliably, probably an MPE thing anyway), but there isn't a D50
editor for that series, only D110 (which works on by beat-up D110, not
listed below because I can't use it for music; the output stage is
damaged). DX Heaven is reliable, if picky about the sound banks.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1193. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 21:41:58 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <+XP5DsAmkKb6Ewuu@lovecraft.demon.co.uk>
Source record: 51267

Once upon a time <94i4sp$66o$1@nnrp1.deja.com>, atarigalen@my-deja.com
grabbed chalk and scrawled:

>Once it is running, add your Zip, CD, Syquest and Seagate one at a
>time, giving your system several hours (if not days) of use between
>modifications.

It's all working - I think I posted later that I'd sussed out the issue
with two boot sectors on drives both configured as C:

FWIW, the drives are in a PC tower, so adding one at a time is slightly
awkward ;)

>The order is up to you, but since the Seagate is the
>largest drive, it might make sense to run it first. Add Magic only
>once the hardware is stable. Magic may not ever be stable on your
>machine, though generally it works.

Generally, MagiC was stable from the point of view that it started, and
stuff like Papyrus works. It's stable now, in fact, as re-install over
the old one, but with the old .INF file. I'm reconsidering an upgrade,
but I still think there are better ways of spending $100, or whatever it
costs. My Falcon is pretty basic, after all, the only thing not right on
it is the missing speaker (which I must find a replacement for - if
anyone is recasing a Falcon, I'd like that metal panel and some spare
screws!).

>For all I (or you) know, you've got a bad terminator or a damaged
>cable, or perhaps a blown circuit on the Falcon.

Thankfully not!

I'm quite pleased that now, although the problems with ACC/CPX still
remains, I can boot clean-ish TOS and run most of the older programs.
It's still not perfect; I still don't want to try using Backward on it
yet to see if I can get Explorer32 to work, for example, I'm basically
back to a reliable version of what I had, but with an internal drive
added. Generally, the MIDI stuff is behaving better, but that's probably
down to more cables being added and the realisation that one synth is
happily stealing all the channels.

shrugs
I still think it would be easier with a PC ;) But I'm sticking with the
Falcon until I've tried everything. Now I need one of those SoundPool
interfaces, which is annoying since I could get another instrument for
the cost of one :/

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1194. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 22:07:11 UTC
From: ebaiz@skyenet.net
Message-ID: <ja2b6.8610$d25.53346@newsfeed.slurp.net>
Source record: 51268

On 21 Jan 2001 18:55:01 , "Christopher Thorley" wrote:
>I wouldn't want to appear to put a dampener on things but surely, with the
>level of support that is likely to be out there, wouldn't we be better
>encouraging people like the STeem programmers to develop emulation so that
>we can still use our favourite APP's and the like. I can't read German so
>don't know too much about the new machine but for the price (about £500-£600
>sterling) you could get quite a good spec PC then stick nothing on it but a
>good emulator.

I would rather own an Atari computer/clone and then have an emulator to run any PC programs I see fit. SoftPC does that to a certain extent, but I would love an emulator that would bring up Windows. I know that sounds stupid, but I there are programs for the PC that I would not running. (ie JUGS).

Edward S. Baiz Jr.
(Gamer)

HADES 060: 196meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1195. Re: Looking for...

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 22:07:13 UTC
From: ebaiz@skyenet.net
Message-ID: <la2b6.8611$d25.53346@newsfeed.slurp.net>
Source record: 51269

On 22 Jan 2001 06:58:39 , "Davide Guida" wrote:
>Hi everybody,
>I'm looking for following hardware for 520ST:
>
>- 220V power supply (or a website where I can find some hardware
>specifications to connect a standard power supply).
>- Floppy disk drive.
>- Cable for connecting a TV via Scart.

Try these sites:

http://www.best-electronics-ca.com/
http://www.vme.net/dvm/aty/
http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 196meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1196. Re: st hard drives and me PC

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 22:10:22 UTC
From: atarigalen@my-deja.com
Message-ID: <94ib46$c8k$1@nnrp1.deja.com>
Source record: 51271

In article <94febu$uj4$1@nnrp1.deja.com>,
dierj@my-deja.com wrote:
> Any ideas on the psu or even my original question??

As for the PSU, do you have any load you could remove (internal HD,
etc.)?

As for your original question, try http://www.emulators.com .

Galen

Sent via Deja.com
http://www.deja.com/

1197. Re: GEMulator 2000

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 22:13:21 UTC
From: atarigalen@my-deja.com
Message-ID: <94ib9o$ci9$1@nnrp1.deja.com>
Source record: 51272

In article <1103_980104435@garfield>,
Paul Lefebvre <lefebvre@maine.rr.com> wrote:
> I'm digging out some of my old ST software to use with GEMulator. I find that GEMulator is more reliable when I set it up to use a virtual
> hard disk instead of accessing my Windows drives directly.
>
True.

> The problem I am having is that if I use a virtual hard disk I cannot access the Windows drives and file folders at all. I would really like
> to be able to access both. I have some files on PD software CDs that I would like to transfer to the virtual hard drive, but I cannot see
> both the CD and the virtual hard drive at the same time. I also have no easy way to copy a file I have downloaded with my PC to the
> Atari's virtual hard drive. Right now I'm copying stuff to a floppy, but this is slow.
>
> Does anyone know of a good way to transfer files into an Atari virtual hard disk? Should I just stick with the Windows file system
> instead?
>
The only way I know is to email yourself the files, reading them with MyMail, or similar.

Galen

Sent via Deja.com
http://www.deja.com/

1198. GFA BASIC

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 22:15:36 UTC
From: Neil Eves <Neil.Eves@btinternet.com>
Message-ID: <94ibk0$5s9$1@uranium.btinternet.com>
Source record: 51273

Has anyone got GFA-Basic compiler for the ST/E
I started writting some games about 5 years ago, but never
finished them :O(well now i'd like to finish my games
but my compiler is damaged can anyone help me??

mike

1199. Re: A friends computer

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 22:26:19 UTC
From: atarigalen@my-deja.com
Message-ID: <94ic20$d7v$1@nnrp1.deja.com>
Source record: 51275

In article <94d3pu$88v$1@nnrp1.deja.com>,
blizzman@netzero.net wrote:
> I was recently given an Atari 1040, and was wondering about the specs,
> (like if it had a hard drive, if so, how big, as well as
> compatabilities).
>
In short, 8Mhz Motorola 68000, 1-4 Mb ram (probably 1), no hard drive,
DOS file format compatibility, but little else. Try
http://markn.users.netlink.co.uk/16Bit/st.html for more.

> I realize it'll be hard to link it to the net,

Not really, though of course you'll be limited. The instructions are at
http://www.chebucto.ns.ca/Technology/NSACUG/faq/stfsting.txt .

>... but i was wondering also if there were sites that
> software can be downloaded from, for this particular machine.

One of my favorites is http://www.spythis.com/cca/dir.html .

Galen

Sent via Deja.com
http://www.deja.com/

1200. Re: Papyrus Office/Base

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 22:52:59 UTC
From: fried@dragon.achilles.net
Message-ID: <94idkbjnf1@localhost.localdomain>
Source record: 51270

OOPS! Nevermind, I figured it out myself. It seems you have to go into
Edit Form and copy one of the datafields (after setting up a new data-field
in Field Properties) then change the new field name using the data field
pop-up in Edit Form.
The thing I can't figure out is how to get an External file to be launched
in the database form. When I click on the file I get File not executable.
But I have already set up the Viewer Application in the Options menu for
that file type.
Has anyone got this to work?

Mark Friedman (fried@dragon.achilles.net) wrote:
: Hi there, I've been trying out the demo of Papyrus Base. I already have
: Papyrus Word 8.23, and I want to see if I should upgrade to the full
: version. I can see that this is a really great program, especially that you
: can put pictures in your database.
: I have had one problem though, after I have made a database I seem to
: be unable to add a new field. I go to the field properties dialogue, add
: a couple of fields, update the table. All seems fine, the table has the
: new fields, but when I go to "edit form" the new fields are not there.
: Has anyone else had this problem?
: Any info is appreciated, Mark

1201. Re: Problems with STing

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 23:02:23 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a6cbbff$0$179@news.zetnet.co.uk>
Source record: 51276

On 21 Jan 2001 00:55:46 , Steve Sweet wrote:

|>I cannot find a separate IConnect V1.8 package in the CAB download
|>area. There is the commercial PPP_Connect v1.8
|
|They are one and the same, and it is a full free download

The install program asked for a registration number - that's why I
assummed it was commercial.

| . . . .
|>I was interested to read in a previous contribution that ASH had sorted
|>out various .OVL problems "years ago." I bought CAB v2.7 not that long
|>ago and was advised that I had to get CAB.OVL from third parties.
|
|That would be valid advice if you indicated that you didnt have
|PPPconnect at that time.

It was actually in the printed manual.

|>If ASH now have a working .OVL (something that should have been
|>included in CAB from the very beginning) the least they could do is
|>advertise the fact to their customers and allow them to download it for
|>free.
|
|They did, by including it in your installation disk.
|Ive just checked my CAB 2.7 installation disk and it does contain the
|OVL, as well as the JPEG_OVL, perhaps you elected not to install them.
|Try a re-install and check the PPP connect button!.
|
|http://www.application-systems.de/cab/download.html
|
|
|Here's the URL for the ASH site where you can find PPPconnect, i advise
|you to install this and the ASH overlay from the CAB 2.7 master disk,
|you'l be glad you did.
|
|N.B. you'd need a PPP compatible eMail/news client unless youre happy
|getting mail and news seperately.

That might be a problem. Is NEWSie compatible?

Thanks for the assistance.
--
JI Logan

1202. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 23:02:25 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a6cbc01$0$179@news.zetnet.co.uk>
Source record: 51277

On 22 Jan 2001 10:41:17 , Bob King wrote:

| . . .
|As my follow up makes clear, no problem, simple example of self help
|with the URL, did the trick. Interface is one of those programs that is
|SO good that without the manual you are scratching the surface. Looking
|at its RSC there are many many screens that never appear with simple
|viewing and translation of RSC files. But I'm not a programmer and am
|just very grateful for what you and the other members of DDP have done.
|I'm assuming that the RSC file with Papyrus Home as supplied with my
|Milan has protection, since it throws up an error 'incorrect version'
|with simple translation.

I don't know which numbered version the Home version would
correspond to but I used to change the Ctrl_key assignments on my
old Papyrus (Ctrl-I for import, -E for export etc). However, there
was an invisible box over part of the menu whose coordinates changed
when the RSC file was opened with WERCS and then saved. I had to
manually edit the invisible box data afterwards. Might be something
similar? Or perhaps it checks size? Or does a CRC?
--
JI Logan

1203. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 23:23:11 UTC
From: atarigalen@my-deja.com
Message-ID: <94ifcl$gg2$1@nnrp1.deja.com>
Source record: 51278

In article <3A69BE3A.E3DE70AD@idirect.com>,
Ken Macdonald <anarkist@idirect.com> wrote:
> I went to his web page, and clicked on the mailto address there.
> http://www.magma.ca/~nima/
> homa@canada.com

Thanks, Ken. You are so far the only one to respond to my request for addresses. Nima at Homa Systems House got hold of me over the weekend and I'll be sending him a money order (probably today). As for Systems for Tomorrow, I sent my third (fourth?) email to sales@systemsfortomorrow.com yesterday. I also tried kent@systemsfortomorrow.com this time. Hope it works.

Galen

Sent via Deja.com
http://www.deja.com/

1204. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 23:29:03 UTC
From: atarigalen@my-deja.com
Message-ID: <94ifnkglh1@nnrp1.deja.com>
Source record: 51279

In article <3A6940E9.3634AEEE@jps.net>,
John Kolak <jkolak@jps.net> wrote:
> I use USAA bank in Texas. They make checks in international funds for
> no charge at the going exchange rate. They also accept deposits in
> foreign checks at the going rate with no service charge.
>
Amazing. I am familiar with USAA (in fact, my 403b is with them), but
no such branches exist in California.

Galen

Sent via Deja.com
http://www.deja.com/

1205. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 23:42:05 UTC
From: sidcelery@cix.co.uk
Message-ID: <94iggd$h8j$2@plutonium.compulink.co.uk>
Source record: 51280

On 18 Jan 2001 19:21:38 , Lonny Pursell wrote:
> I made a request about updating HD Driver, but it went unanswered
> by SFT. This was back in November if I recall and would be
> the the first time Ken has not replied to one of my mails.
> Might be for the best, I requested 7.x something but I guess
> I would prefer a v8 upgrdade now. ;-)

I take it these originate from System Solutions. If so, the updated
manual is at the typesetters and will be available within two weeks
AIUI.

rgds
H

1206. Re: On-line with an Ste

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 23:42:07 UTC
From: sidcelery@cix.co.uk
Message-ID: <94iggf$h8j$3@plutonium.compulink.co.uk>
Source record: 51281

On 18 Jan 2001 20:44:12 , "Sean Barbieri" wrote:
> on Wed 17-01-2001 01:46 (GMT) Harry Sideras wrote:
>> Is this site live now?
> Yeah checked it last night and loads ok.

Hi Sean,
Live but not quite complete. Still... it's a start.

Tell me, does the animated GIF look ok on your setup? The images
around the outside of it don't match up here. i haven't looked at it
with IE yet though...

rgds
H

1207. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-22 23:54:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980272758-53739AEicMi@gmx.net>
Source record: 51302

From: Rob <rmahlert@delphi.com>
Date: Sat, 20 Jan 2001 05:37:21 GMT

Hi Rob,

>Ok.. I have an idea.. but it needs work.
>here goes..
>
>Set up a list of European users willing to purchase software and ship
>it to fellow users around the world.
snipped the rest...

In principle the idea isn't bad, but in practice you're looking for people living in Britain and Germany, since these are the countries where the software originates from. Once again the payment will be proove to be the problem... in Britain credit cards are quite common, this is not so in Germany, hence the fact that most German dealers don't accept them. It's estimated that 3 out of 10 families use these...
Atari workshop (formerly System Solutions) is a British based

>Why Paypal.com? International system, also screens users (valid credit
>card required). Bad part.. requires SSL and maybe Java.. so Cab is out.
>Paypal charges a small fee for each transaction.
Paypal may call itself international, in reality it isn't. As long as they don't accept users with a Eurocard/Eurocheque they single out 75% of the European customers.

What are we talking about here? software these days costs in the region of maximum 70$, most cost less... is it really worth going through all that trouble? If someone would want to buy a computer or other expensive item, then it's reasonable to take some safety measures...

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1208. Any more Atari shows

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 00:15:54 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.16d8b37c.13f65c00.doyene@zetnet.co.uk>
Source record: 51282

hei all.
Is there going to be anymore shows to go to this year.

regards

1209. ma-ST-o-don't - new ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 00:57:45 UTC
From: Arek Staworzynski <nosty@alpha.net.pl>
Message-ID: <94iktcrsd1@news.tpi.pl>
Source record: 51283
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

New games for ATARI ST (865-884 from Super Gau Collection):

http://www.atarist.w.pl

nosty

-= ma-ST-o-don't =- http://www.atarist.w.pl

1210. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 01:17:18 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <e5A1KUAeuNb6EwYa@my-ste.demon.co.uk>
Source record: 51284

In article <94i576$6df$1@nnrp1.deja.com>, atarigalen@my-deja.com writes
>In article <94fscd$f01$1@plutonium.compulink.co.uk>,
> xlator@cix.compulink.co.uk wrote:
>> In message <979712972-77164AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk
>said:
>>
>> Yes I knew that, but that doesn't answer the question I asked. How do
>> *LFN partitions differ physically*

There is no physical difference between a normal TOS partition and one with
LFNs. The only difference is will be within the directory when a LFN entry
is made.

>There is an invisible file with the extended filenames within lfn
>partitions. Whenever a filename is requested, the driver checks
>whether there is a extended name to use instead of the 8+3. Regular
>TOS/DOS ignore the file. Rather simple, really.

And also wrong. Here's a couple of hex-dumps from a couple of discs that use
LFNs. Neither are from Magic or Mint, but as both use the same format as
Windows, it doesn't matter.

The following hex-dump is taken from the directory sectors of a VFAT floppy
disc written to using Win98. As can be seen, the LFN is stored _BEFORE_ the
8+3 filename, rather than in an "invisible file"

```
00002600 43 6d 00 00 00 ff ff ff ff ff ff 0f 00 01 ff ff Cm...ÿÿÿÿÿÿ...ÿÿ
00002610 ff ff ff ff ff ff ff ff ff ff ff 00 00 ff ff ff ÿÿÿÿÿÿÿÿÿÿÿ..ÿÿÿ
00002620 02 33 00 2d 00 31 00 35 00 34 00 0f 00 01 2e 00 .3.-.1.5.4......
00002630 69 00 33 00 38 00 36 00 2e 00 00 00 72 00 70 00 i.3.8.6.....r.p.
00002640 01 6c 00 69 00 62 00 63 00 68 00 0f 00 01 74 00 .l.i.b.c.h....t.
00002650 6d 00 6c 00 2d 00 32 00 2e 00 00 00 31 00 2e 00 m.l.-.2.....1...
```

which is "libchtml-2.1.3-154.i386.rpm"

```
00002660 4c 49 42 43 48 54 7e 31 52 50 4d 20 00 80 d4 bb LIBCHT~1RPM ..Ô›
00002670 36 2a 36 2a 00 00 a0 a8 25 29 03 00 5f d9 0a 00 6*6*.. ¨%).._Ù..
```

LIBCHT~1.RPM being the 8+3 name for libchtml-2.1.3-154.i386.rpm

```
00002680 43 6d 00 00 00 ff ff ff ff ff ff 0f 00 0d ff ff Cm...ÿÿÿÿÿÿ...ÿÿ
00002690 ff ff ff ff ff ff ff ff ff ff ff 00 00 ff ff ff ÿÿÿÿÿÿÿÿÿÿÿ..ÿÿÿ
000026a0 02 33 00 2d 00 31 00 35 00 34 00 0f 00 0d 2e 00 .3.-.1.5.4......
000026b0 69 00 33 00 38 00 36 00 2e 00 00 00 72 00 70 00 i.3.8.6.....r.p.
000026c0 01 6c 00 69 00 62 00 63 00 69 00 0f 00 0d 6e 00 .l.i.b.c.i....n.
000026d0 66 00 6f 00 2d 00 32 00 2e 00 00 00 31 00 2e 00 f.o.-.2.....1...
```

which is "libcinfo-2.1.3-154.i386.rpm"

```
000026e0 4c 49 42 43 49 4e 7e 31 52 50 4d 20 00 3c e4 bb LIBCIN~1RPM .<ä›
000026f0 36 2a 36 2a 00 00 a0 a8 25 29 70 05 96 48 0b 00 6*6*.. ¨%)p..H..
```

LIBCIN~1.RPM being the 8+3 name for libcinfo-2.1.3-154.i386.rpm

This hex-dump is taken from the directory sectors of a VFAT EZ135 disc written to using SuSE Linux 6.3, just so a comparison can be made with Win98.

```
0003eb40 41 74 00 6f 00 2e 00 64 00 61 00 0f 00 06 76 00 At.o...d.a....v.
0003eb50 69 00 64 00 73 00 2e 00 74 00 00 00 67 00 7a 00 i.d.s...t...g.z.
```

which is "to.davids.tgz"

```
0003eb60 54 4f 44 41 56 49 7e 31 54 47 5a 20 18 00 2c 77 TODAVI~1TGZ ..,w
0003eb70 90 29 90 29 00 00 9a 24 8f 29 62 14 59 1b 05 00 .).)...$.)b.Y...
```

with TODAVI~1.TGZ being the 8+3 name

```
0003eb80 4c 58 5f 53 55 53 45 20 52 50 4d 20 18 00 41 77 LX_SUSE RPM ..Aw
0003eb90 90 29 90 29 00 00 64 3b 68 29 06 15 07 05 31 01 .).)..d;h)....1.
```

LX_SUSE.RPM is a normal 8+3 name without an assocciated LFN

```
0003eba0 42 79 00 00 00 ff ff ff ff ff ff 0f 00 7b ff ff By...ÿÿÿÿÿÿ..{ÿÿ
0003ebb0 ff ff ff ff ff ff ff ff ff ff 00 00 ff ff ff ff ÿÿÿÿÿÿÿÿÿÿ..ÿÿÿÿ
0003ebc0 01 70 00 69 00 64 00 2e 00 6c 00 0f 00 7b 69 00 .p.i.d...l...{i.
0003ebd0 6e 00 75 00 78 00 70 00 72 00 00 00 6f 00 78 00 n.u.x.p.r...o.x.
```

and this is "pid.linuxproxy"

```
0003ebe0 50 49 44 7e 31 20 20 20 4c 49 4e 20 18 00 46 09 PID~1 LIN ..F.
0003ebf0 37 2a 37 2a 00 00 46 09 37 2a 27 3b 04 00 00 00 7*7*..F.7*';....
```

with PID~1.LIN being the 8+3 name

All this goes to show that LFNs are stored in the directory sectors along with their 8+3 equivalents.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

1211. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 02:08:24 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a6ce79a$0$46002$272ea4a1@news.execpc.com>
Source record: 51286

On Fri, 19 Jan 2001, Dennis Vermeire wrote:

> Hi Ken,
>
> >My local post office says it should take 2-4 weeks if mailed
> >parcel or 5-7 days if air mailed.

> Yes, but take in account that there's been a Xmass rush... if the parcel
> has been sent by normal post, it may take a little longer.
>
> >Well, I have emailed the sender a couple of times with no response.
> This is something you shouldn't accept from a "reputable dealer", at the
> very least he should have shown you some common decency and replied. The
> simple fact that he doesn't tells me that something is fishy.

Hello Dennis, (and newsgroup)

Thanks for your message.
After 3 emails, I got a reply today.
Apparently he was on vacation.

I have some shipping info.
So I will lay low and be patient.

Thanks again,

ken

1212. basic question help!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 08:56:30 UTC
From: Johnny <janez.novak1@siol.net>
Message-ID: <wHbb6.710$6a.34968@news.siol.net>
Source record: 51292

Hello all!

A few days ago i found between my old stuff an old atari 520ST. It has 4 MB of RAM and a switch betveen original TOS and newer.(I think it's 2.x). I also found power supply unit and a diskete unit. The quaestion i have is : Could i use a PC serial mouse on atari or must be original one - i think i lost it, and the second question - How do i use this old Atari? I also have PC so what should i do to or need to connect this two machines?

Thanks for any help...

Johnny

'You want us to do WHAT?' - Ancient Chinese wall engineer.

1213. CT60 : a EC060 ?

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 12:32:37 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <FReb6.1397$3q1.1760438@nnrp3.proxad.net>
Source record: 51295

ATTENTION !

We have the possibility to furnish the MC68EC060RC50 and RC60 for the CT60 !
The EC is without FPU and PMMU ! See the web site for explanations.

No FPU (copro) means that the software that needs the FPU will not work (see
the list on the web site)

No PMMU means that the following functions are not possible :
- Virtual memory.
- Protected mode of MinT.
- Linux can't run ! We need an adaptation of uClinux !

A bit slower access to ST-Ram is possible too...

But the price is great !

The MC68EC060 costs only 40 U$D / 43 EUR

If you don't use Linux, Copro software (see the list on web site !!),
virtual memory and the protected mode of MinT, you may buy a such 060
and offer you a complete CT60 for only 200 U$D / 210 EUR !!

Sure, you can change the (socketed) 060 latter on the CT60 ...
NB : Cubase will run on a EC !

Let me now if you are ready to buy this configuration ....
Thanks

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

1214. Re: st hard drives and me PC

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 12:37:19 UTC
From: dierj@my-deja.com
Message-ID: <94jttv$l78$1@nnrp1.deja.com>
Source record: 51296

There wasn't a load on it when i saw it oscillating. it seems the
regulator circuitry for the 12volt line isn't workin properly. Is the
oscillator one of the small i.c.'s labelled ic1 or ic2 i think???

Any ideas

thanks

James Dier

In article <94ib46$c8k$1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:
> In article <94febu$uj4$1@nnrp1.deja.com>,
> dierj@my-deja.com wrote:
> > Any ideas on the psu or even my original question??
>
> As for the PSU, do you have any load you could remove (internal HD,
> etc.)?
>
> As for your original question, try http://www.emulators.com .
>
> Galen
>
> Sent via Deja.com
> http://www.deja.com/
>

Sent via Deja.com
http://www.deja.com/

1215. Re: Problems with STing

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 14:36:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980272754-53076AEicMi@gmx.net>
Source record: 51303

From: jlog@zetnet.co.uk (JI Logan)
Date: 20 Jan 2001 11:33:06 GMT

Hi JI,

>I was interested to read in a previous contribution that ASH had
>sorted out various .OVL problems "years ago." I bought CAB v2.7 not
>that long ago and was advised that I had to get CAB.OVL from third
>parties.
AFAIK CAB 2.7 (German and English versions) comes complete with PPP and
the CAB.OVL, so either the package you bought is a "weird" one, or you
simply choose not to install PPP (also known as IConnect). Since the OVL
needs the IConnect stack, it's only installed when IConnect is installed.

>If ASH now have a working .OVL (something that should have been
>included in CAB from the very beginning) the least they could do is
>advertise the fact to their customers and allow them to download it
>for free.
Ever since CAB 2.3, IConnect was part of the package, the first versions
of the CAB.OVL worked quite well but contained some annoying bugs, these
were corrected in later versions. With every new version of CAB, the OVL
got better. The last update of the OVL was released together with IConnect
1.8, CAB 2.8 comes with IConnect 1.7 so ASH made the files public on the
download section of their website...
The English RSC for PPP 1.8 can be downloaded from Derrycks website, see
signature....

Remember that ASH is a German based company, they have excellent customer
support by means of the ASH Maus BBS, sadly this is of no much use to us
because of the expensive international phone rates.
In Germany a registered CAB user can download the latest updates/bugfixes
from the BBS. One could argue that ASH should put all this stuff on the
internet, and let people access the archives by means of a password/serial
number, but then what's the role of the distributor? It seems to me that
if you bought CAB from System Solutions, they are the obvious people to
demand updates/information from...

In general when you've bought software straight from ASH, they will sent you
the latest updates/bugfixes by email, drop them a mail stating the name of
the application, registration number and your customer code....

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1216. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 14:36:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980272750-52324AEicMi@gmx.net>
Source record: 51304

From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Date: Sun, 21 Jan 2001 14:00:15 +0000

Hi Richard,

>as far as I can tell, even if I
>boot from a Syquest, it's really reading a boot sector from the SCSI
>drive and HD-Driver is merely reading auto and inf files from the other
>drive - especially since the accessories and other stuff are still
>loaded from C. In that respect, the internal drive does nothing to help
>me other than add space. I like the way the system works under MagiC and
>Thing, when it works, it's good for file management and it looks nice.
The most simple way to get it right is:
Install MagiC from scratch on bootpartition C, the installation program
wil put the booter program in the AUTO folder and both the MAGIC.RAM file
and MAGX.INF in the root of partition C. All other stuff is written into
the GEMSYS folder.
Once it's installed you have to but a bootselector like XBoot, Superboot,
Stoop... etc in the Auto folder. This program should be the first one in
the folder, so that whenever you boot you can select if you want to run
under plain TOS or MagiC.
Although MagiC will boot from partition C there's no reason why you can't
put all MagiC related files on the additional SCSI drive, you can i.e copy
the complete GEMSYS and THING folder to that drive, all you need to do is
to set the path of the folders in MAGX.INF.
For compatibility reasons with TOS, it's better to leave the CPX and ACC's
on partition C.

>I'll swap my system for a TT system of similar spec (700Mb (215int, 500
>ext) of storage, CD drive and Syquest, VGA monitor (a monitor capable of
>displaying a high resolution with lots of colours, or Mono), 14Mb RAM,
>FPU.
>
>Or a MegaSTE plus cash.
Whatever you get.. the problem will remain, there's no way you can start
an OS after bootup, it's not MagiC related, MiNT and Geneva need to be
started from the Auto folder also.

>The final option is becoming more attractive - a PC, with a couple of
>MIDI interfaces and nothing else.
This may sound a bit harch.... considering you can't handle a very simple
OS like MagiC yet, I would really love to see you fight with a non-logical
monster like Windows :-)

>Any ideas for fixing this lame MagiC OS would be welcome. Upgrading to
>6, no matter how much better it is, will /never/ happen as long as I'm

>convinced that whoever wrote it should have perhaps actually used it for
>what Ataris have always been used for before releasing it.
It's not MagiC related... it's the way Atari's are designed, since they all come with TOS in ROM, running a different OS means that one has to disable TOS first or overwrite it in memory, this can only be done during bootup... updating to MagiC 6.10 will change this.

>Why is this machine so utterly unreliable, even though I finally got DX7
>software that works, running KCS Omega and the/supposedly/ matched Caged
>Artist editor DX Heaven under MPE causes corrupted screen displays, and
>don't even touch the stuff that allegedly works with Roland kit.
The Falcon has many virtues but when it comes down to compatibility with the ST.... most of the midi applications were written years before the Falcon was lounched, it's not really fair to blame it all on the Falcon, the TT has similar problems, the programmers are the ones to blame... but since they left us years ago..
I`m not an expert concerning music/midi applications but surely there must be some specific written stuff for it? after all, they always told me that the Falcon is *the* machine when it concerns music...

I've dropped a bootselector program in your mailbox, just in case you haven't got one or haven't a clue what I'm talking about, if you encounter any more problems setting up MagiC just drop me a PM, and we'll sort this out in no time ;-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1217. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 14:38:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980272744-51196AEicMi@gmx.net>
Source record: 51301

From: Uwe Seimet <us@ooc.de>
Date: Sat, 20 Jan 2001 15:05:15 +0100

Hi Uwe,

>>>> that the Coldfire Atari clone (with a Coldfire 4e) is going to be
>>>> made !
>>>>
>>> What a nonsense :-).
>>>
>> Why?
>>
>I`m sorry, but it's so obvious that any additional word would be a wast
>of time.

I agree, it's nonsense... and I suggest anyone wanting to know why, to read
Sven Karlsson very interesting posting on this topic over again.

From: Sven Karlsson <svenka@it.kth.se>
Newsgroups: comp.sys.atari.st
Subject: Re: "Coldfire Atari"
Date: Thu, 04 Jan 2001 14:25:05 +0100
Lines: 200
Message-ID: <3A5479B1.9CEDD6B@it.kth.se>

Sven goes into quite lengthy details trying to explain us why the Coldfire 4e
isn't a good alternative. One could argue that he's wrong and that the people
behind the Pegasus project know better, but I would put my money on Sven any
day....

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1218. Re: MiNT/MagiC/AES advice needed

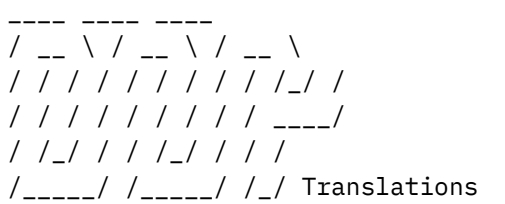
Newsgroup: comp.sys.atari.st
Date: 2001-01-23 14:39:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980272742-50663AEicMi@gmx.net>
Source record: 51299

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sat, 20 Jan 2001 15:10:25 GMT

Hi Edward,

>That may be true for you, not for me. Photoline does not run under
>Mint/N.AES for me, but I would imaging that I do not have things setup
>correctly. I can say that about 99% of the programs I have tried run under
>Geneva.
Photoline runs perfect under Magic as well, so either you haven't set it up
correctly or are using the wrong version.
In general it's safe to say that commercial software developed since 1995
will run just fine and like intended under MagiC. While Geneva may be the
most compatible of the three multitask capable OS. it's also the most limited
as far as features go.

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1219. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 14:39:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980272748-51759AEicMi@gmx.net>
Source record: 51300

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Fri, 19 Jan 2001 21:01:04 -0000

Hi Steve,

>I would like the widow update function to speed up a /lot/, and would
>like to be able to use MGCOPY in favour of Kobold or JinCopy as file
>copying is dog slow..
So would I... Jinnee is developed on a Mac running MagicMac, the author has no idea about some features being rather slow on a normal Atari. The only way to get this and some other goodies implemented in the next version of Jinnee is to flood him with mails. If there's one thing that programmers love... it's constructive criticism.

Cheers from Belgium
Dennis
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dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1220. how to reach Didier Briel

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 17:10:39 UTC
From: Mikael Folkesson <mikael_f@swipnet.se>
Message-ID: <jWib6.8413$AH6.1354517@newsc.telia.net>
Source record: 51297

Hello,

does anyone know how to reach Didier Briel, the TransAction member?
I've tried his old email adress with no success.

Cheers,
Mikael

1221. Re: Problems with STing

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 17:23:22 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a6dd04624bc3e1@online.be>
Source record: 51314

on Mon 22-01-2001 23:02 JI Logan wrote:

>
>That might be a problem. Is NEWSie compatible?

AFAIK, no.
And again AFAIK you need Magic to use the ASH internet clients.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1222. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 17:38:46 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94kfj6$n6s$1@snipp.uninett.no>
Source record: 51298

Demon News <mark@recycledsteel.co.uk> wrote:

> Should NVDI 4 work fine with Magic 6 and Crazy Dots card with 15 Bit
> extension?

Only if you have the ET4000 version of NVDI. You should be able to use NVDI 4 together with the original Crazy Dots driver, but I have never used this (I installed NVDI5 directly) so I don't know any details about this. But the general rule is to start the original driver first, then NVDI. You must also disable NVDI's screen drivers, they're called NVDIDRV*.SYS and should be deleted or renamed.

> Does anyone know what the latest version of NVDI is?

5.03 AFAIK. From version 5.00 the ET4000 version is included in the normal distribution. I'm using NVDI 5 on my Crazy Dots and it works great, even though it's quite slow.

> Were I can purchase it from if needed (UK but I don't mind shipping from

System Solutions?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1223. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 18:25:09 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <t6rj5oe874eg76@corp.supernews.co.uk>
Source record: 51310

>
> I would rather own an Atari computer/clone and then have an emulator to
run
> any PC programs I see fit. SoftPC does that to a certain extent, but I
> would love an emulator that would bring up Windows. I know that sounds
> stupid, but I there are programs for the PC that I would not running. (ie
> JUGS).
>
> Edward S. Baiz Jr.
> (Gamer)

Well, It was only just a thought. I personally don't use an emulator since I have enough trouble with this shitty PC anyway.I much prefer the real thing.

Sorry if I trod on any toes.

Regards,

Chris Thorley.

2600 \ 800XL \ 130XE \ STe \ Lynx \ Jag

1224. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 18:29:33 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a6dcd8d$1_3@athena.netset.com>
Source record: 51311

In article <979982722-915510AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: "Sean Barbieri" <root@ic24.net>
>Date: Thu, 18 Jan 2001 20:42:00 GMT
>
>>>I've gone back to Olivier Booklage's overlay as Dan's sometimes fails to
>>>download any data, unless it's "one of those things" which sometimes
>>Yes, I've had this too for some time now Derryck. I find that if I "stop"
>>the page loading (if it's stalling) and restart it, it then generally
>>starts to download. I also found a while back that Dan's Ovl would
>
>I find the "ESC" key seems to help sometimes.
>
>I've gone back to the IConnect overlay now, as the need to use STinG has now
>vanished. It handles off- and online browsing without hesitations or dialog
>boxes.

The last bit there is a problem with STiNG and it's hard to work
around in any sane way. Peter felt very firmly that it was impossible and
not really pratical to define a sense where the TCP/IP stack was offline.
There is a corresponding failure to report when there is no route to the
host via the resolve() call. For me on my setup going from online/offline
browsing is painless effortless and require no user intervention.

My OVL first checks the online state via a call that only STiK(2)
fully supports. Even if this routine were not working it should be caught
in the resolve() call. STiK2 does this now, STiK1 did not do this.
Basically if it can't resolve an address since it can't reach the DNS it
is nice enough to inform the calling client of this fact. I've verified
that this works with my setup. But when the stack insists that it is
online all the time and refuses to return back on a call that it cant
reach a host, there is not much sensible that can be done.

As to the lags I can not say they happen for me or most of my beta
testers anymore. I do get reports of them happening but it is almost
always related to someone using STiNG. I'm not certain why they are
happening. Having never set it up on my system, I can't really test it.
Nor am I really inclined to install it. The routines are fairly straight
forward. If there is data for the client to retrieve it retrieves it,
when there is no more data to retrieve it goes into a cooperative mode
with CAB waiting for data. My guess would be that if this doesn't happen
for you on other stacks, then STiNG is having a temporary block on
reserving the memory and this is causing a packet to be missed and a
stepdown is occuring on the connection while it negotiates out what data
is missing and when to resume full speed transmission.

As to your question on a site that works or don't work. Here are a couple for you to try with the Iconnect OVL.

http://www.forbes.com/

http://www.planetarion.com/

Planetarion is an online game so you need to join to really hit sections where the dynamic forms are located. I am curious as to whether planetarion works, as while CAB does not behave in a manner that is what you would expect, it does handle all such forms in a standard method. So standard in fact that it is curious that this information was not passed on to outside developers.

Dan Ackerman
aka baldrick

1225. Re: Napster clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 18:33:55 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a6dce93$1_2@athena.netset.com>
Source record: 51312

In article <Pine.MNT.4.10.10101192156500.173-100000@mail.online.no>,
Odd Skancke <oskancke@online.no> wrote:
>On Fri, 19 Jan 2001, Carlos wrote:
>
>> The napster protocols are at:
>>
>> http://david.weekly.org/code/napster.php3
>>
>> Does anyone have any ideas about developing TOS/GEM compatible program?
>
> We already have a napster-clone working under MiNT. Find it at
>sparemint.atari.org. Frank Naumann ported it only two or three weeks ago
>.-)

Will it play mp3's on my TT ;) My poicy was always I would worry
about napster when I could use it. However with the legal situation they
had and the potential remedies, I'm not certain it will be worth having a
clone of in the long term.

Dan Ackerman
aka baldrick@netset.com

1226. Re: How am I making a channel?

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 18:39:38 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101231839070.104-100000@Hades060>
Source record: 51329

On Tue, 23 Jan 2001, ï¿½yvind Sï¿½nstebï¿½ wrote:

> How am I making a channel like this one?

Are you confusing IRC with usenet? :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1227. Re: Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 18:41:21 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <$xSZa$GRBdb6Ew8m@lovecraft.demon.co.uk>
Source record: 51313

Once upon a time <980270060-640810AEicMi@madasafish.com>, Steve Sweet
<steve_sweet@madasafish.com> grabbed chalk and scrawled:

>Dont you have to cut a big hole in the bottom of the case to be able to
>fit this and then insulate it with a cornflakes box.

Eh?

The MO4 I've seen is a little black expansion box, like their DMA-port
interfaces...

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1228. Re: memory like a sieve (siv??)

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 18:43:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980317750-99471AEicMi@cwcom.net>
Source record: 51341

From: "JP" <jpar@NOblueyonderSPAM.co.uk>
Date: Mon, 22 Jan 2001 13:59:37 -0000

>And my spellings not *that* much good either!!??

Sieve was right ;-)

>Can anyone please remind me where the Atari UG is in Cheshunt and when the
>next meet is. I'm hoping to get some "spare" time so I can pop along.

As it happens the next meeting is Wednesday 24th Jan.

Why not pop along to the web site (URL in sig), there's dates for the next
few meetings and a map which has all the other dates and further details.

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1229. Re: Napster clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 18:45:44 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101231841270.104-100000@Hades060>
Source record: 51328

On 23 Jan 2001, Dan Ackerman wrote:

> > We already have a napster-clone working under MiNT. Find it at
> >sparemint.atari.org. Frank Naumann ported it only two or three weeks ago
>
> Will it play mp3's on my TT ;) My poicy was always I would worry
> about napster when I could use it. However with the legal situation they
> had and the potential remedies, I'm not certain it will be worth having a
> clone of in the long term.

The client only downloads, it's up you to to figure out how to
play them, but you probably knew that. The legal mess is why
there is a unix port, not much time was spent, except re-compiling
the sources, and that probably didn't take long if it was Franks
Milan060. I don't think anyone wants to wast time on a GEM napster
client either, indeed it seems like it would be a waste of time
in the long run. The unix port works though, I tried it. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1230. Re: Bubbles screen saver

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 18:47:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980317752-99967AEicMi@cwcom.net>
Source record: 51342

From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Date: 22 Jan 2001 20:09:29 GMT

>Version 3 of the screen saver Bubbles has been released
>by Run! software:

I grabbed it from Martin's ftp site, it's jolly good :-)

>and includes an English rsc file but sadly no english
>documentation.

One just copies that into the same path as the app - there's no German
resource file though, that text is compiled into the binary.

>I have started a rough translation of the BubbleGEM
>help file (not to be confused with Bubbles the screen
>saver) but I think it need better attention than my

Bung it this way if you like :-)

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1231. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 18:57:23 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101231848180.104-100000@Hades060>
Source record: 51326

On 23 Jan 2001, Jo Even Skarstein wrote:

> Demon News <mark@recycledsteel.co.uk> wrote:
>
> > Should NVDI 4 work fine with Magic 6 and Crazy Dots card with 15 Bit
> > extension?
>
> Only if you have the ET4000 version of NVDI. You should be able to use
> NVDI 4 together with the original Crazy Dots driver, but I have never used
> this (I installed NVDI5 directly) so I don't know any details about this.
> But the general rule is to start the original driver first, then NVDI. You
> must also disable NVDI's screen drivers, they're called NVDIDRV*.SYS and
> should be deleted or renamed.

CD = CrazyDots

I have a CD card on my TT so I have to disagree, the *.sys files don't
need to be removed. I think you might be confusing the Nova with the CD
card. Also do not install the original CD card drivers at all, nvdi
4(et4k version) or nvdi 5 will drive the card all on it's own.

I had both a Nova and a CD card and specifically sold the Nova
because I had to disable part of NVDI.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1232. Re: how to reach Didier Briel

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 19:09:58 UTC
From: d.briel@free.fr
Message-ID: <aGkb6.991$ie5.4164733@nnrp2.proxad.net>
Source record: 51315

On 23 Jan 2001 17:10:39 , "Mikael Folkesson" wrote:
>Hello,
Hello Mikael,

Long time no see.

>does anyone know how to reach Didier Briel, the TransAction member?
I should know :)

>I've tried his old email adress with no success.
It must have been a while since you last browse this newsgroup, because
I made an announce here in last July when I changed ISP.

And I think the TransAction pages have been updated with my new address.

Anyway, now you have it :)

See you,

--
Didier BRIEL

1233. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 19:15:41 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <CxBWqLHdhdb6Ew74@lovecraft.demon.co.uk>
Source record: 51319

Once upon a time <980272750-52324AEicMi@gmx.net>, Dennis Vermeire
<dennis.vermeire@gmx.net> grabbed chalk and scrawled:

>Whatever you get.. the problem will remain, there's no way you can start
>an OS after bootup, it's not MagiC related, MiNT and Geneva need to be
>started from the Auto folder also.

nods That's not really the issue, I was thinking more in terms of the
unstable nature of the MIDI software when confronted with a Falcon.

>This may sound a bit harch.... considering you can't handle a very simple
>OS like MagiC yet, I would really love to see you fight with a non-logical
>monster like Windows :-)

laughs I've been using Windows since 1985. I'm running Windows 2000
right now (I started with Lisa Office, so I've been using GUIs for a
long time). MagiC isn't a problem in itself, it's simply highly
unpredictable.

For example, my machine is doing the same thing again - booting up,
reaching MagXBoot, and either locking up or displaying garbage (but
continuing to boot). Why? It's even doing it when I start the Falcon
with no SCSI devices.

I can probably fix it by re-installing MagiC, but the only thing I can
think that I did wrong was forgetting to skip the memory test. Whilst I
/know/ MagiC doesn't like the memory test, why on earth should it trash
it so I have to re-install it?

>It's not MagiC related... it's the way Atari's are designed, since they
>all come with TOS in ROM, running a different OS means that one has to
>disable TOS first or overwrite it in memory, this can only be done during
>bootup... updating to MagiC 6.10 will change this.

I'm not entirely convinced that I want to spend $99 on an OS that really
can't behave.

>I`m not an expert concerning music/midi applications but surely there must
>be some specific written stuff for it? after all, they always told me that
>the Falcon is *the* machine when it concerns music...

A small amount. It's not the main programs, which are okay, Cubase etc.
apparently work fine. It's those useful little utilities, patch editors,
librarians. I have the Electronic Cow software, and it's great.

>I've dropped a bootselector program in your mailbox, just in case you haven't
>got one or haven't a clue what I'm talking about, if you encounter any more
>problems setting up MagiC just drop me a PM, and we'll sort this out in no

>time ;-)

I'll see what happens with the bootselector - perhaps I can work out why
MagiC is being so unreliable at the moment, since I see no other cause
it must be the memory test. What does it corrupt? I've tried replacing
the .RAM file, the contents of the GEMSYS folder. It makes no sense.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1234. How am I making a channel?

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 19:33:44 UTC
From: ØyvindSØnstebØ <osoenst@online.no>
Message-ID: <u_kb6.2016$2i6.27120@news1.oke.nextra.no>
Source record: 51316

```
How am I making a channel like this one?

Sincerely,
```

Frode SØnstebØ
http://mp3.com/admixture

1235. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 19:39:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980352490-508203AEicMi@madasafish.com>
Source record: 51215

Hi Dennis Dude

>>I would like the widow update function to speed up a /lot/, and would
>>like to be able to use MGCOPY in favour of Kobold or JinCopy as file
>>copying is dog slow..

>So would I... Jinnee is developed on a Mac running MagicMac, the author
>has no idea about some features being rather slow on a normal Atari.

Ive got an Atari he could have for nout, wonder what postage would cost?.

>The only way to get this and some other goodies implemented in the next
>version of Jinnee is to flood him with mails.

So you could forward the ones i wrote. :-)

>If there's one thing that programmers love... it's constructive
>criticism.

They seem to dissappear when you constructivley critisise them!!.

:-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1236. Cubase Studio/Cue Trax Modules Problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 19:45:29 UTC
From: Dylan O'Brien <dsobrien@earthlink.net>
Message-ID: <X91tOplAZC7VaOAnkGMpGva8Hq=A@4ax.com>
Source record: 51317

I just bought The Studio and Cue Trax Modules and I am having problems installing them in Cubase Audio Falcon 2.06. All the programs are originals, not pirated. I followed the instructions exactly. Copied both modules to my hard drive and when I try to activate them, Cubase crashes on me. It doesn't ask for the original disk for copy protection, just crashes. The disks do not appear to be corrupt in any way. I'm not sure if there is something I am not doing, or something I have set up wrong, or some incompatability.

My system is a Nemesised Falcon, 14megs running NVDI 4, HDDriver 7, FDI interface, MO4 midi interface.

It took me almost a year to find these modules, so any help would be greatly welcomed.

thanks,

Dylan O'Brien
USA

Dylan O'Brien -USA
dsobrien@earthlink.net
Falcon -Nemesis/14meg/Cubase Audio

1237. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 20:12:11 UTC
From: Joshua Kaijankoski <joshua@vianet.ca>
Message-ID: <B6934FCB.FFA%joshua@vianet.ca>
Source record: 51318

in article 980252378.23829.0.nnrp-08.9e98a620@news.demon.co.uk, Demon News
at mark@recycledsteel.co.uk wrote on 1/23/01 3:18 PM:

> Some time ago a was trying to sort this problem out, I never managed an
> eventually gave up. I am now again after a solution.
>
> I have Magic 6 on a TT and was told to use NVDI but unfortunately the
> version I have is 4 (I am sure there are newer ones about). It was nearly
> working, I got a number of test images working and made a 'file' of the
> resolutions I wanted to use. When I booted the machine I got a 'text'
> program up asking what resolution I wanted to use, only problem was that the
> resolution names were all messed up.
>
> I did find I conversion program for the 'file' but this did not solve the
> problem, well I think that is what is did.
>
> From the collection of software that I have acquired over the last few
> months from purchasing a number of Megas, Falcons, etc I believe the latest
> version I have of NVDI is 4 (with instructions, etc) but I also think I have
> a newer version too and may be getting the files, programs mixed up.
>
> Should NVDI 4 work fine with Magic 6 and Crazy Dots card with 15 Bit
> extension?
> Does anyone know what the latest version of NVDI is?
> Were I can purchase it from if needed (UK but I don't mind shipping from
> abroad)?
> Any other ideas about the Crazy Dots Card?
>
> Mark
>
>
If you use NVDI 4 it has to be the specific version for Crazy Dots. The
version for regular Ataris won't work. Try get your hands on NVDI 5 since it
supports all gfx cards. Also visit
http://members.tripod.com/~TT030/CrazyDot/crazyd-e.htm lot's of useful info
there.

1238. Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 20:18:07 UTC
From: Demon News <mark@recycledsteel.co.uk>
Message-ID: <980252378.23829.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 51293

Some time ago a was trying to sort this problem out, I never managed an eventually gave up. I am now again after a solution.

I have Magic 6 on a TT and was told to use NVDI but unfortunately the version I have is 4 (I am sure there are newer ones about). It was nearly working, I got a number of test images working and made a 'file' of the resolutions I wanted to use. When I booted the machine I got a 'text' program up asking what resolution I wanted to use, only problem was that the resolution names were all messed up.

I did find I conversion program for the 'file' but this did not solve the problem, well I think that is what is did.

From the collection of software that I have acquired over the last few months from purchasing a number of Megas, Falcons, etc I believe the latest version I have of NVDI is 4 (with instructions, etc) but I also think I have a newer version too and may be getting the files, programs mixed up.

Should NVDI 4 work fine with Magic 6 and Crazy Dots card with 15 Bit extension?
Does anyone know what the latest version of NVDI is?
Were I can purchase it from if needed (UK but I don't mind shipping from abroad)?
Any other ideas about the Crazy Dots Card?

Mark

1239. Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 20:29:24 UTC
From: Demon News <mark@recycledsteel.co.uk>
Message-ID: <980253056.24154.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 51294

Anyone know were I can get a good terminal program to send files to my Falcon and TT, i.e. one that uses Z Modem, High Speed comm ports and supports multiple ports too and maybe Magic?

Before you mention ParCP or whatever it is called, I would love to use this as it would be faster but can't be bothered to make the cable, anyone sell them?

I Have been burning CDs which worked fine on the CDROM drive I use on my ST but the external on my TT only 'appears' to work, file names, sizes and copying all seem OK but files end up being corrupted, I may change the CD-ROM drives around as I know the CDROM did work but that was before it spend 2 months at sea.

I think I use Extern Gold on the TT but MetaDos on the ST, could the driver be the problem? which drivers are good?, could it be Termination or simply the fact that the External on the TT does not like CDRs (I think it is a Tech MultiSpin 6X or something).

Any help would be appreciated.

Mark

1240. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 21:23:50 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <PAfFGcImZfb6EwZN@lovecraft.demon.co.uk>
Source record: 51320

Once upon a time <CxBWqLHdhdb6Ew74@lovecraft.demon.co.uk>, Richard
Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:
>For example, my machine is doing the same thing again - booting up,
>reaching MagXBoot, and either locking up or displaying garbage (but
>continuing to boot). Why? It's even doing it when I start the Falcon
>with no SCSI devices.

I've got a sneaking suspicion that this is caused by spurious signals
from the MIDI-in.

Don't ask me why, I just disconnected the MIDI in jack-lead (I've got a
balanced patchbay with special MIDI leads) and it booted.

I still say MagiC 5 sucks, if only for being so daft as to cough on
spurious MIDI signals ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1241. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 21:43:11 UTC
From: ebaiz@skyenet.net
Message-ID: <PVmb6.9427$d25.59519@newsfeed.slurp.net>
Source record: 51321

On 23 Jan 2001 15:38:48 , Dennis Vermeire wrote:

>Sven goes into quite lengthy details trying to explain us why the Coldfire
>4e isn't a good alternative. One could argue that he's wrong and that the
>people behind the Pegasus project know better, but I would put my money on
>Sven any day....

Just what did he say. I guess the best thing to do is to wait and see the
final product and what it can do. I am willing to go into this with an open
mind. If I like what I see, I just may get one and it will not be the first
time I did something people did not agree with. Afterall, I am an Atarian.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 196meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1242. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 21:43:13 UTC
From: ebaiz@skyenet.net
Message-ID: <RVmb6.9428$d25.59519@newsfeed.slurp.net>
Source record: 51322

On 23 Jan 2001 18:25:09 , "Christopher Thorley" wrote:

>Well, It was only just a thought. I personally don't use an emulator since I
>have enough trouble with this shitty PC anyway.I much prefer the real thing.
>
>Sorry if I trod on any toes.
>
>Regards,

I did not take offense to it. I probably would have done what you suggested
if the Hades had not come along. Another option would have been to get a PC
built by Atari.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 196meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1243. Re: Any more Atari shows

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 21:43:14 UTC
From: ebaiz@skyenet.net
Message-ID: <SVmb6.9429$d25.59519@newsfeed.slurp.net>
Source record: 51323

On 23 Jan 2001 00:15:54 , John N Oakes wrote:
>hei all.
> Is there going to be anymore shows to go to this year.
>
>regards

The JagFest is coming and will be held in Milwaukee. Then there is the
Classic Gaming Show/Expo in Vegas in August. I know there also is something
going on in Ohio also.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 196meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1244. Re: basic question help!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 21:43:16 UTC
From: ebaiz@skyenet.net
Message-ID: <UVmb6.9430$d25.59519@newsfeed.slurp.net>
Source record: 51324

On 23 Jan 2001 09:56:30 , "Johnny" wrote:
>Hello all!
>
>A few days ago i found between my old stuff an old atari 520ST. It has 4 MB
>of RAM and a switch betveen original TOS and newer.(I think it's 2.x). I
>also found power supply unit and a diskete unit. The quaestion i have is :
>Could i use a PC serial mouse on atari or must be original one - i think i
>lost it, and the second question - How do i use this old Atari? I also have
>PC so what should i do to or need to connect this two machines?

You can use a serial PC mouse on the ST. like I do, if you get Mario
Becroft's serial mouse adapter. http://gem.win.co.nz

How do you want to connect the two machines. There is a program called
PARCP that will connect the PC and the Atari through the printer ports and
allow you to move files between them. Try this site for that:
http://users.zln.cz/~pstehlik/home.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 196meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1245. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 22:40:17 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a6e0851.0@energise.enta.net>
Source record: 51325

On 19 Jan 2001 19:59:37 , Neil Chester wrote:
>Two questions regarding these two UK ISPs:
>
>1) Has anyone else having difficulty in getting anywhere with Freeserve?
>I get connected, or seem to, and then as soon as I check mail or Connect
>to newserver or try a web address the dialog boxes in Newsie & CAB report
>"Resolving host"!! Sometimes I am lucky and get in properly, is it due to
>high numbers of folk logging in to Freeserve? Or is there some fault with
>my software etc??
>
>2) In light of the above problem I looking at taking out a subscription to
>Zetnet but was confused by the number of subscription options available on
>the website, esp. for Mail servers etc. Does anyone connected to this
>server have any recommendations? I was hoping to subscribe to the cheaper
>service, ie 50UKP a year and no web-hosting.
>

Hi Neil,

Zetnet was the first service I used but I switched to Freeola over a
year ago. IIRC the different services on offer just relate to how
much time you intend to spend online and how much you are willing to
pay. The service was first rate though, I never had any problems.
The option I went for was limited to so-many hours per month which
I think cost £50.

Since I don't spend much time online I decided to go for a free isp.
I tried Freeserve at first but couldn't get a connection. Next I
tried Freeola, subscribed online and with some help from this group
got connected. The service is good and fast but they have no non-PC
experience so you cannot rely on tech support who assume you are a
dumb PC user.

If you would like to give it a try then I have posted some
skeleton scripts for STiNG on my web page:

www.peterslegg.scubadivers.co.uk

I use Sting version 1.26 but it should be ok with 1.22, I would
recommend the upgrade but have heard of some people having problems.

Regards,

Peter

>
>I currently use an Atari Falcon CT2B - Magic 6.1, STiNG 1.22, Newsie 0.96,

>Cab 2.7c (+ Olivier's CAB.OVL).
>
>Any suggestions would be appreciated!
>
>Neil 8-)
>
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

1246. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-23 23:59:39 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <t6s6oqo5tlql43@corp.supernews.co.uk>
Source record: 51327

> I did not take offense to it. I probably would have done what you
suggested
> if the Hades had not come along. Another option would have been to get a
PC
> built by Atari.
> Edward S. Baiz Jr.

I think the reply to that would be "wouldn't we all!" Still, I will keep an
open mind about the coldfire.

Regards,

Chris.

1247. Re: Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 00:13:12 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <G8pb6.6178$eI2.100993@NewsReader>
Source record: 51330

Hello.

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:pM_a6.55144$0d.6347946@nnrp4.clara.net...
>
> "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
> news:$NeZVcHjZBb6Ew$p@lovecraft.demon.co.uk...

> > Finally, has anyone had experience of the Soundpool MO4 expander?

Can someone confirm it will definately work with a Falcon, last time I
tried, it didn't.

> It's the best expander for Cubase.
> Plugs in the parallel port.

On the ST and TT , along with the Unitor and Midex, (in stock), agree,
Falcon, see above.

> > this solve my MIDI problems (I can't use MIDI properly because I have a
> > 16-part Multitimbral synth that steals all the channels, but can't
> > really be removed by my system because I use it for strings etc.).

Have you tried a setup/sysex dump to defeat unwanted channel reception?

Barrie at Keychange.

www.keychange.co.uk

1248. Re: GEMulator 2000

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 00:22:07 UTC
From: Mike Saeger <saeger@getridofthis.telocity.com>
Message-ID: <8kpb6.274$Wb.63466@newsrump.sjc.telocity.net>
Source record: 51331

I had a Gemulator question and sent it off to Derick -- he answered me the next day! So go ahead and ask the developer directly. support@emulators.com.

1249. Re: Reach For the Skies

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 00:35:02 UTC
From: phantomm@eastky.net
Message-ID: <94l7vmtrh1@nd.eastky.net>
Source record: 51203

Thanks for the info :)

And thanks to the person who e-mailed me a version too. :)
phantomm@eastky.net

>On 20 Jan 2001 20:51:03 , James Haslam wrote:

>I've got Backwards (and it's the shareware version with the freeware code)
>on my website.
>
>http://jfhaslam.atari.org is the short url, but if that don't work use the
>long one: http://www.users.zetnet.co.uk/jfhaslam/atari.htm
>
>
>Cheers!
>
>
>
>James
>
>
>
>_____
>| | .____.
>|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
>| | || || |
>|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
>+---+ _/|| ||_ /|
>|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
>|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
>+---+ Atari Falcon
>|List owner of the Cheshunt Computer Club mailing list|
>---
>
>
>
>
>.

1250. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 00:35:20 UTC
From: sidcelery@cix.co.uk
Message-ID: <94l808ioa3@plutonium.compulink.co.uk>
Source record: 51333

On 21 Jan 2001 23:46:25 , xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>> This must've just been the version of ICDPro that you were using.
>> Both the Pro and Freeware utilities were updated to support the
>> AHDI format and Atari host adaptor after the MegaSTe was launched,
>> because in the vast majority of cases people only had an Atari
>> host adaptor available to use for the internal drive, even if an
>> ICD HA was used for the external drive.
> Possibly, though I /thought/ I had the latest. Mine came with Link
> 2 (with V5.13 of hdutil.prg and V6.5.5 of icdboot.prg) and the PRO
> had V5.08 and V6.2.0 respectively). Also had the older ADSCSI
> versions.

Hi Peter,
I'm desperately trying to remember which ICD had AHDI compatibility -
it was either 5.5.0 or 6.3.x, but I can't remember. What I do seem to
recall is that with this version the drive would have to be
re-partitioned to be AHDI-compatible. Just using the driver was not
sufficient IIRC.

Does that help?

rgds
H

1251. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 00:35:22 UTC
From: sidcelery@cix.co.uk
Message-ID: <94l80aioa4@plutonium.compulink.co.uk>
Source record: 51335

On 19 Jan 2001 18:46:20 , Steve Sweet wrote:
>Hi Dennis
>>> the latest ASH overlay i have is ancient although it does all the
>>> others can do afaics.
>> Indeed... I've been trying out the others also, and couldn't
>> really see any advantage in using these.
>> ...
>
>>> What's the most recent version of the ASH overlay do you know?
>> The one that can be downloaded from the ASH website of course :-)
> The one I have here is 1.0700, this was the most recent available
> from ASH that i know about, i dont know of any updates, are you
> guys over there holding out on us brits?. :-)

Where are you picking up this version number from, Steve?

rgds
H

1252. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 00:35:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <94l80cioa5@plutonium.compulink.co.uk>
Source record: 51332

On 21 Jan 2001 23:46:26 , xlator@cix.compulink.co.uk wrote:
> steve_sweet@madasafish.com said:
>> I would like the widow update function to speed up a /lot/, and
>> would like to be able to use MGCOPY in favour of Kobold or JinCopy
>> as file copying is dog slow..
> Really? I find Kobold very fast, except with LFN partitions where
> it works via GemDOS (only available from V3.5 onwards). But then so
> does MGCOPY, I would have thought. I've never been able to get it
> to run. An entry appears in the APPLINE bar, but nothing else
> happens AFAICS. But if you really want to use it, why not rename
> MGCOPY.APP to KOBOLD.PRG and jinnee should use it :-)

Very sneaky, Peter! The old trciks are the best <g>

So, that just leaves the dog-slow window updates? I don't know whether that still applies to graphics card setups, which are dog-slow as standard... Hmmm...

rgds
H

1253. Re: Problems with STing

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 00:35:26 UTC
From: sidcelery@cix.co.uk
Message-ID: <94l80eioa6@plutonium.compulink.co.uk>
Source record: 51334

On 22 Jan 2001 23:02:23 , JI Logan wrote:
>On 21 Jan 2001 00:55:46 , Steve Sweet wrote:
>
>|>I cannot find a separate IConnect V1.8 package in the CAB download
>|>area. There is the commercial PPP_Connect v1.8
>|
>|They are one and the same, and it is a full free download
>
>The install program asked for a registration number - that's why I
>assummed it was commercial.

I just stuck my CAB reg# in there and it merrily proceeded with the
installation.

>|N.B. you'd need a PPP compatible eMail/news client unless youre happy
>|getting mail and news seperately.
>
>That might be a problem. Is NEWSie compatible?

It works for me with Newsie v0.96

rgds
H

1254. Re: Fixed. Sortof.

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 00:47:52 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <LfY0xJA4Yib6EwoQ@lovecraft.demon.co.uk>
Source record: 51336

Once upon a time <G8pb6.6178$eI2.100993@NewsReader>, Barrie at
Atarispares <barrie@keychange.co.uk> grabbed chalk and scrawled:

Hallo Barrie! Wondered where you were hiding in all this ;)

>Can someone confirm it will definately work with a Falcon, last time I
>tried, it didn't.

Hmmm. This is why I'm not throwing ï¿½149 at one ;)

It /says/ it works on the Falcon on System Solutions website. Since I
don't have Cubase, I don't suppose they'd let me blag one for
experimentation ;)

>On the ST and TT , along with the Unitor and Midex, (in stock), agree,
>Falcon, see above.

Well, the choices for the ST and TT are much wider (hence my original
"I'll swap the Falcon for the TT" - I don't need hard disk recording,
and if I did, I wouldn't be using the Falcon anyway - I have access to a
Roland VS880Ex.).

However, I just got /two/ instruments behaving, with all of them
switched on - Electronic Cow's Arp program, running under MagiC, and no
problems beyond some graphics corruption.

How?

>Have you tried a setup/sysex dump to defeat unwanted channel reception?

No, but I also had read the manual, which when it's Roland is always a
bad idea.

Press MIDI, go to the required part, select Rx Channel: OFF ;)

hand-forehead-staple

It also cured the communications problem with the DX7 when other
instruments are on, a note-off issue with the Kenton Pro/Solo, and
allowed me to do one SYSEX dump from the D-50 before it got upset (which
is fairly normal for the D-50, so I'm not worried about that).

I still don't trust it - yet - to upload some patches for the D-50, even
though D110edit has been reliable - but it's behaving better.

I doubt it's cured the weird MagiC/MIDI-In and instruments on booting
problem though.

Wonder how it will get on with my S-50 sampler ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1255. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 01:29:14 UTC
From: atarigalen@my-deja.com
Message-ID: <94lb53vpj1@nnrp1.deja.com>
Source record: 51337

Just to update my update :-)

Nima @ Homa Systems House and Kent @ Systems For Tomorrow have now both contacted me. It took two weeks, but I think the ball's rolling.

Galen

Sent via Deja.com
http://www.deja.com/

1256. Re: Cubase Studio/Cue Trax Modules Problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 01:47:24 UTC
From: Tardo <rives@gte.net>
Message-ID: <rives-96E759.20475123012001@news.gte.net>
Source record: 51338

In article <X91tOplAZC7VaOAnkGMpGva8Hq=A@4ax.com>, Dylan O'Brien
<dsobrien@earthlink.net> wrote:

>I just bought The Studio and Cue Trax Modules and I am having problems
>installing them in Cubase Audio Falcon 2.06. All the programs are
>originals, not pirated. I followed the instructions exactly. Copied
>both modules to my hard drive and when I try to activate them, Cubase
>crashes on me. It doesn't ask for the original disk for copy
>protection, just crashes. The disks do not appear to be corrupt in
>any way. I'm not sure if there is something I am not doing, or
>something I have set up wrong, or some incompatability.
>
>My system is a Nemesised Falcon, 14megs running NVDI 4, HDDriver 7,
>FDI interface, MO4 midi interface.
>
>It took me almost a year to find these modules, so any help would be
>greatly welcomed.
>
>thanks,
>
>Dylan O'Brien
>USA

They should ask for the master disk for the authorization.

Do you have the latest versions? The Studio Module was the only one
updated to I think 1.06 or 1.04. My Falcon is not nearby.

I have a AB040 & Nem inside but I use a patched version of Atari's AHDI.

Rich

1257. Re: Cubase Studio/Cue Trax Modules Problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 01:54:23 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <OuFItiAPXjb6Ewbc@lovecraft.demon.co.uk>
Source record: 51339

Once upon a time <X91tOplAZC7VaOAnkGMpGva8Hq=A@4ax.com>, Dylan O'Brien
<dsobrien@earthlink.net> grabbed chalk and scrawled:
>My system is a Nemesised Falcon, 14megs running NVDI 4, HDDriver 7,
>FDI interface, MO4 midi interface.

How reliable do you find the MO4 - especially since you have a Nemesis
installed...

(What's the FDI interface?)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1258. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 03:21:36 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101240407010.173-100000@mail.online.no>
Source record: 51340

On Tue, 23 Jan 2001, Dennis Vermeire wrote:

> From: Uwe Seimet <us@ooc.de>
> Date: Sat, 20 Jan 2001 15:05:15 +0100
>
> Hi Uwe,
>
> >>>> that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> >>>> made !
> >>>>
> >>> What a nonsense :-).
> >>>
> >> Why?
> >>
> >I`m sorry, but it's so obvious that any additional word would be a wast
> >of time.
>
> I agree, it's nonsense... and I suggest anyone wanting to know why, to read
> Sven Karlsson very interesting posting on this topic over again.
>
> From: Sven Karlsson <svenka@it.kth.se>
> Newsgroups: comp.sys.atari.st
> Subject: Re: "Coldfire Atari"
> Date: Thu, 04 Jan 2001 14:25:05 +0100
> Lines: 200
> Message-ID: <3A5479B1.9CEDD6B@it.kth.se>
>
> Sven goes into quite lengthy details trying to explain us why the Coldfire 4e
> isn't a good alternative. One could argue that he's wrong and that the people
> behind the Pegasus project know better, but I would put my money on Sven any
> day....

Then you, Sven and Uwe and I have different opinions. I've been doing some (not very much, but some) reading about the ColdFire lately. And I've come to the conclusion that nearly ALL software that I use will run on a CF 4e base cpu in forseeable time. Now, this does apparently not apply to HDDRIVER, as Uwe thinks this is a crazy idea. Also, AES could be a problem, but I think XaAES will help me there. Now, the software I use is mostly supported, and the operating system I use I can recompile anyday. (except the AES .. . yet) Ok, I will definately get problems at first, but I think that within a year a CF 4e clone will run quite fine. Besides, I would not use this Hades programming it using exclusively ASM if I didn't like problems/lack of software :-)

If such a machine actually became available, do you think existing software authors would let it go without their software?

Anyway, if Pegasus with the 4e based CPU appears, count me in!

Regards from the only potential CF 4e (and Hades 060) owner in this group,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1259. Better than Ghostlink To network ST and PC?

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 08:56:04 UTC
From: Guillaume LE TETU <Guillaume.Letetu-Renexter@renault.com>
Message-ID: <3A6E98A3.1393171C@renault.com>
Source record: 51343

I tried Ghostlink to access the hard disk of my PC. The direct access
like any atari st drive is a good thing but It is too slow and often
crash. I tried also ParCP3 which is faster but It need running a program
and is only a transfert (need free space on local hard drive ...).

Is there a soft like ghostlink and as fast as ParCP ?

Thanks.

Guillaume.

1260. Updates at the CCC/DDP web site

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 11:21:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980338230-531160AEicMi@cwcom.net>
Source record: 51204

Hi all,

I've made corrections to the contents of some packages on my web site:

Novascan corrected to the demo version
GTLook now has the required PAR file for operation with some Epson scanners
A minor translation error corrected in the CyPress resource file

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1261. Re: Any more Atari shows

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 11:25:25 UTC
From: publish@welshnet.co.uk
Message-ID: <3a6eb8f1.7576221@news.cis.dfn.de>
Source record: 51345

On Tue, 23 Jan 2001 00:15:54 GMT, John N Oakes <doyene@zetnet.co.uk>
wrote:

>hei all.
> Is there going to be anymore shows to go to this year.

I guess you mean in the UK?

If so, is there really any need or call for an Atari show?

By the very nature of the Atari scene in recent years, most people
using them don't live near to a decent central location such as
Stafford, and a long trip is not financially possible or even
worthwhile for them.

The November Stafford show only had about 5 stands of Atari relevance
despite the organisers' offer of free or reduced rate stands.

I think we all have to face the fact that the UK Atari scene can't
support a printed magazine, or shows, or even keep a few dealers in
business nowadays.

Sad, but true I think.

Or am I misreading the situation?

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

1262. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 11:30:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980338232-531747AEicMi@cwcom.net>
Source record: 51205

From: "Demon News" <mark@recycledsteel.co.uk>
Date: Tue, 23 Jan 2001 12:29:24 -0800

>Anyone know were I can get a good terminal program to send files to my
>Falcon and TT, i.e. one that uses Z Modem, High Speed comm ports and
>supports multiple ports too and maybe Magic?

Connect. Look on my web site for the English stuff, follow the link to grab
the binary itself.

>Before you mention ParCP or whatever it is called, I would love to use this
>as it would be faster but can't be bothered to make the cable, anyone sell
>them?

Go into a computer shop and buy a ready-made cable - check that the plugs
aren't of the moulded type. Open one plug, unsolder and swap the position of
two wires, resolder, close plug, job done.

Can't help with your TT questions I'm afraid - Atari Workshop is the place to
update your NVDI from though.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1263. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 11:45:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980338234-532236AEicMi@cwcom.net>
Source record: 51206

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 23 Jan 2001 13:29:33 -0500

>>I've gone back to the IConnect overlay now, as the need to use STinG has now
>>vanished. It handles off- and online browsing without hesitations or dialog
>>boxes.
>
> The last bit there is a problem with STiNG and it's hard to work
>around in any sane way. Peter felt very firmly that it was impossible and
>not really pratical to define a sense where the TCP/IP stack was offline.
>There is a corresponding failure to report when there is no route to the
>host via the resolve() call. For me on my setup going from online/offline
>browsing is painless effortless and require no user intervention.

As also here - but only if the STinG dialer had previously been loaded -
doesn't matter if it had subsequently been quit, or indeed even used to connect
to an ISP. Olivier made a move towards implementing a way round this problem,
but it's nowhere near perfect - hence my reference to dialog boxes.

I can also understand that you don't really want to support anything other than
STiK, but this stack won't be compatible with all ISPs. I'll cite Redhotant as
one such, neither STiK nor IConnect would touch it. I won't pretend to know
anything at all about this, but STinG's addition of a Hostname variable meant
that I could carry on using this freephone service. I've a feeling that the
popular UK Freeserve ISP is also a STinG-only candidate, from what I've been
aware of in other peoples' messages and experiences.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1264. Re: Any more Atari shows

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 11:54:07 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ThRSuvAfJsb6Ewoc@lovecraft.demon.co.uk>
Source record: 51196

Once upon a time <3a6eb8f1.7576221@news.cis.dfn.de>, Mike Kerslake
<publish@welshnet.co.uk> grabbed chalk and scrawled:

>I think we all have to face the fact that the UK Atari scene can't
>support a printed magazine, or shows, or even keep a few dealers in
>business nowadays.

I think that the internet has killed the printed magazine side of
things; after all, it's a lot easier to find information and it's
cheaper. I don't think this reflects a drop in the numbers, merely a
change in the way the information is handled.

I can't go to shows in Stafford; it's not worth it. If there was an
Atari dealer I could walk into and buy programs off the shelf in
Edinburgh, I probably would do.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1265. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:08:26 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A6EC5BA.36892D05@siemens.at>
Source record: 51197

Bruno Begni wrote:
>
> Thank you Denis for your archive :-) but... I have only Falcons and
> that's right, the GDPS driver don't run over :-(
> GTLOOK works very well fortunatly !

Interesting. So am I the only falcon owner where that version of
GTLOOK doesn't work ?
I got it from Dennis and from Bob King - thanks to both - but neither
program worked here. So I would like to find out what's the reason
that it works on other falcons but not on mine.
My old 2.0 version works okay which makes it even more strange.

BTW the system is TOS 4.04, HDDRIVER 7.81, NVDI 5.03 and CT2.

Gerhard

1266. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:19:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <94mh90$t2e$1@plutonium.compulink.co.uk>
Source record: 51198

In message <0ErLHlFw84a6EwHW@lovecraft.demon.co.uk>, richard@lovecraft.demon.co.uk said:

>>I just bought a Falcon with an internal 1 Mb IDE drive to which i connected
>>my external 2 Gb SCSI drive. Both 4 partitions, so CDEF on the IDE and GHIJ
>>on the SCSI. I installed Magic6 on the C partition of the IDE drive as well
>>as NVDI5 and the rest.
>
>Is MagiC 6 an improvement on MagiC 5? I'm sure it's something like £99
>here, which is a silly amount for such a bug-ridden program.
>
>The problem (amongst the other random problems) that I'm having is that
>the Atari would appear to be upset about me booting from the external
>drive which currently has CDEF on it.
>
>Here's my setup:
>
>540Mb Seagate - CDEF.
>44Mb SyQuest - GH
>215Mb Internal IDE - I
>Zip Drive - J
>CD-ROM - drive P, because that's what Extendos tells it to be.
>
>Drive C has MagiC. Drive G I insert various carts into, but is basically
>TOS - or should be. Inevitably I get a nice mess, thanks to HDDriver's
>boot manager being good, but not smart enough to redirect /all/ boot
>operations to the required drive.

I think the problem may be that if you are not booting off C, you should
have no accessories on C. The manual says something like:

HDDRIVER can boot from any desired partition. You only have to press the
corresponding key when starting up the system. In 'Boot Drive' you can
set the default partition to be booted from if no key is pressed. When
booting from a partition other than C:, desk accessories will only be
loaded from the boot-partition if there are no accessories on C:. So if
you arrange for multiple boot-partitions, you should forego using C: as
a boot-partition and thus also not put any desk accesssories on it.

>Now, in the interests of trying to fix the damn thing, I installed
>HDDriver and MagiC, nothing else, on I.
>
>Rebooting, it appeared to boot from Drive I, showed 4 drives, but only
>one appeared on the desktop. When I 'install devices', C drive becomes
>empty, i.e. the poor thing doesn't know if Partition C, SCSI ID0 is C,
>or I: is really C:.

Did you set I: as the boot drive with HDUTILS? or hold down the I key?

>Now, I think MagiC is expecting the IDE drive to be the boot disk, even
>though there is /nothing/ on there, and as such, gets upset. I've tried
>re-installing MagiC on C, with no change - garbage as soon as the
>MagXBoot program has run, either instantly or after it's locked up and
>I've reset.

The order that the devices are scanned can be altered in HDUTILS by dragging the IDs to the desired position. But why don't you want to boot from C? It's much easier, as you then don't *have* to connect tthe other drives - say if moving the machine temporarily elsewhere.

Can't help with your other queries, sorry.

Regards, /Peter/

1267. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:19:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <94mh91$t2g$1@plutonium.compulink.co.uk>
Source record: 51199

In message <94i576$6df$1@nnrp1.deja.com>, atarigalen@my-deja.com said:

>> Yes I knew that, but that doesn't answer the question I asked. How do
>> *LFN partitions differ physically*
>
>There is an invisible file with the extended filenames within lfn
>partitions. Whenever a filename is requested, the driver checks
>whether there is a extended name to use instead of the 8+3. Regular
>TOS/DOS ignore the file. Rather simple, really.

Thanks Galen, Very clear. So I assume when you use the 'Temporary'
setting of VFATCONF this enables reading of this extra file on a
normally non-LFN partition? And I presume this file is re-writen each
time you add an LFN file?

Regards, /Peter/

1268. Re: Epson colour stylus and NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:24:42 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A6EC98A.F050CDB0@siemens.at>
Source record: 51200

Ken Macdonald wrote:
> I am getting some strange output on my Epson Colour STylus 640.
> I am printing from Atari Works, using NVDI 5.03, to the Epson.
> It looks like all the higher end characters(accents, etc) are printing
> instead of regular text. NVDI 5.03 works fine printing to the HP500
> deskjet, I wanted the higher quality available on the Epson though!

I have here NVDI 5.03 too and printing to a Epson 670 from desktop,
papyrus etc. all work quite well, although it was faster before
with 5.02.

> also:
> When I use the NVDI 5.03 control panel(drucker) when I change the
> printer from HP500 to Epson640, the control panel(xcontrol.acc,
> zcontrol.acc, or cops.acc) the control panel crashes.

No problems with the control panel here.

> I have tried re-installing NVDI 5.03 but it doesn't change things.
> I have tried this under TOS, Magic5, and n.aes2/mint1.15 with the same
> results. I have the printer port on my CT2Falcon going to a switch box,
> from where I can choose the HP500 or the Epson640.

I too have a CT2 falcon so this shouldn't be the problem.

> can anyone offer any clues as to what could be the problem?

Only things different seem to be the switchbox and the application.

Have you tried to print from other applications ?
Have you tried deinstalling the HP and removing the switchbox ?

Gerhard

1269. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:25:33 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <mBJfmFB9msb6EwMT@lovecraft.demon.co.uk>
Source record: 51201

Once upon a time <94mh90$t2e$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk grabbed chalk and scrawled:
>The order that the devices are scanned can be altered in HDUTILS by
>dragging the IDs to the desired position. But why don't you want to boot
>from C? It's much easier, as you then don't *have* to connect tthe other
>drives - say if moving the machine temporarily elsewhere.

I'd figured out the scanning priority, so that did solve that problem -
I select(ed) boot by holding down keys.

I've got a boot manager now, so I don't need to boot from other drives,
I simply disable accs/MagiC as required :)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1270. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:31:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980338238-532772AEicMi@cwcom.net>
Source record: 51207

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Tue, 23 Jan 2001 15:39:54 +0100

>>I would like the widow update function to speed up a /lot/, and would
>>like to be able to use MGCOPY in favour of Kobold or JinCopy as file
>>copying is dog slow..
>So would I... Jinnee is developed on a Mac running MagicMac, the author has
>no idea about some features being rather slow on a normal Atari. The only

And the buggy "Unsorted" directory list - it's not on an Atari, but works fine
on the author's setup.

Maybe we should give him a proper computer :-)

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1271. TEST

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:37:34 UTC
From: "Robert Frederick King"
Message-ID: <980354826-29587AEicMi@zetnet.co.uk>
Source record: 51217

Hi all,

Just a test with Emailer

Bob King

1272. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:38:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980338240-533439AEicMi@cwcom.net>
Source record: 51208

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 24 Jan 2001 00:35:22 GMT

>> The one I have here is 1.0700, this was the most recent available
> > from ASH that i know about, i dont know of any updates, are you
> > guys over there holding out on us brits?. :-)
>
>Where are you picking up this version number from, Steve?

It's listed in CAB's "About..." box (where you'll find details of any other
overlays that might be loaded).

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1273. Re: Problems with STing

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:40:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980338244-534071AEicMi@cwcom.net>
Source record: 51209

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 24 Jan 2001 00:35:26 GMT

> >|N.B. you'd need a PPP compatible eMail/news client unless youre happy
> >|getting mail and news seperately.
> >
> >That might be a problem. Is NEWSie compatible?
>
>It works for me with Newsie v0.96

I find that hard to believe Harry, there's no way that I know of that would
allow IConnect to collect mail and let NEWSie import it.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1274. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:43:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980338246-534578AEicMi@cwcom.net>
Source record: 51210

From: atarigalen@my-deja.com
Date: Wed, 24 Jan 2001 01:29:14 GMT

>Nima @ Homa Systems House and Kent @ Systems For Tomorrow have now both
>contacted me. It took two weeks, but I think the ball's rolling.

Is Nima updating his scanner drivers? He was to add direct printer output
from the driver IIRC - imagine that, a colour photocopier :-)

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1275. FS Clean Mega STE

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 12:59:28 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <ekAb6.146952$B11.1339335@monolith.news.easynet.net>
Source record: 51202

Time to make some space, offers are invited:

Mega STE
16Mhz 68000 Processor
4 Mb RAM
1.44 Mb Floppy Drive (needs a clean)
80Mb SCSI Hard Drive (Internal)
Clean Keyboard & Mouse

The machine case is tidy and it runs well, unfortunately now surpless to requirements, if you are interested please make me an offer (sencible if possible)

Regards

Julian

1276. Re: memory like a sieve (siv??)

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 13:46:48 UTC
From: JP <jpar@NOblueyonderSPAM.co.uk>
Message-ID: <o1Bb6.353$ef2.3145@news.colt.net>
Source record: 51211

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:980270050-638938AEicMi@madasafish.com...
> Yo!, JP
>
> >Can anyone please remind me where the Atari UG is in Cheshunt and when
> >the next meet is. I'm hoping to get some "spare" time so I can pop
> >along.
>
> Its at the Wolsey Hall, Windmill lane, Cheshunt, and the next meet is the
> 24th of january. Remember, new boys have to bring me summat to eat!!.

I'll see if I can pop into Gregs and get some left overs :-)

> What were we talking about?.

I think it was summat about disk drives...

If i can get out from work or the house I'll be along.

J

1277. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 14:45:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980402632-195993AEicMi@cwcom.net>
Source record: 51236

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Wed, 24 Jan 2001 13:08:26 +0100

>> GTLOOK works very well fortunatly !
>
>Interesting. So am I the only falcon owner where that version of
>GTLOOK doesn't work ?

It seems that the GTLook archive requires a PAR file to work with some
types of Epson scanners.

I've updated the archive on my web site to include the necessary.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1278. FS 8MB STFM (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 14:49:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980402636-196661AEicMi@cwcom.net>
Source record: 51237

Yep, you read it right.

This STFM is housed in a Tower case and (along with the 8MB Magnum/Aixit
memory card) also houses:

Two HDD floppy drives
540MB SCSI drive (NO software!!!)
Link II host adaptor + socket for external devices
PC AT-KEY keyboard interface

Collection (from Watford, Herts) only.

Offers are invited.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1279. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 15:43:21 UTC
From: Stephan Sauerburger <stephan@condor.nrl.navy.mil>
Message-ID: <94mt6p$452$1@ra.nrl.navy.mil>
Source record: 51212
Cross-posted to:
comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari,alt.games.lynx,comp.sys.atari.st

Well I'm quite an avid Linux user, Jaguar/2600/7800/Lynx player, and game developer, so that
all sounds right up my ally.. only problem is, I live in MD! But how about a mailing list or
something?....

~Stephan~

In alt.games.lynx William Kendrick <nbs@bolt.sonic.net> wrote:

> I'm curious if there are many Atari users in the Sacramento area.
> (I live in Davis and work in Sacramento)

> If so, would people be interested in creating a new users group?

> I am aware of the Yolo Atari Club, but unfortunately I moved to Davis
> just in time to attend YAC's very last meeting. (A core member moved out
> of town.)

> I also recently discovered that the San Leandro Computer Club is still in
> existance, but they're very far away, focus mainly on PC's now, and most
> importantly, their meetings are on the same day that the
> Linux Users Group Of Davis meets. (I'm president; kinda need to be there.)

> My main interests in the Atari realm are 8-bits, Lynx and Jaguar,
> as I own at least one of each. My experience in clubs include co-founding
> (and now running) a 150+-member Linux user group, and a much smaller
> (and more informal) game design club.

> My reasons for wanting a club would simply be to hang out, play games,
> have fun, and possibly even do some hobby development! :)

> Anyone interested!?!

> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/

1280. Re: Problems with STing

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 15:52:20 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a6efa34$0$180@news.zetnet.co.uk>
Source record: 51213

On 23 Jan 2001 18:23:22 , "Martin \"Nightowl\" Byttebier" wrote:

|>
|>That might be a problem. Is NEWSie compatible?
|
|
|AFAIK, no.
|And again AFAIK you need Magic to use the ASH internet clients.

Right. That explains why I did not install them. Thanks for the
info.
--
JI Logan

1281. Re: GEMulator 2000

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 17:31:53 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <94n328$1bmb$1@news6.isdnet.net>
Source record: 51216

<atarigalen@my-deja.com> a &#65533;crit dans le message news:
94ib9o$ci9$1@nnrp1.deja.com...
> In article <1103_980104435@garfield>,
> Paul Lefebvre <lefebvre@maine.rr.com> wrote:
> > I'm digging out some of my old ST software to use with GEMulator. I
> find that GEMulator is more reliable when I set it up to use a virtual
> > hard disk instead of accessing my Windows drives directly.
> >hello !
> True.
>I to do the same and everything just work fine...
>It is simple just rename yours virtuals hard drive 80meg with c notC.or D
etc...
Then you can directely use your window stuff.
I test direct download from internet, drag and drop from 2 windows, and
direct acces from zip and cd to the virtual.hard drive .You can redirect
archive file zip for example and do directely the d&#65533;compression in the
virtual disk.
I don't try to do the same directely with the &#65533;mulator.
The other possibility, it's image disk; "Gemulator explorer"
You can use another very simple installation prog emulation.
You can do the same with the last version of "STEEM ENGINE"
This is really good stuff with midi in&out support , compatibility with a
lot of midi prog.
http://steem.atari.org

> > The problem I am having is that if I use a virtual hard disk I cannot
> access the Windows drives and file folders at all. I would really like
> > to be able to access both. I have some files on PD software CDs that
> I would like to transfer to the virtual hard drive, but I cannot see
> > both the CD and the virtual hard drive at the same time. I also have
> no easy way to copy a file I have downloaded with my PC to the
> > Atari's virtual hard drive. Right now I'm copying stuff to a floppy,
> but this is slow.
> >
> > Does anyone know of a good way to transfer files into an Atari
> virtual hard disk? Should I just stick with the Windows file system
> > instead?
> >
> The only way I know is to email yourself the files, reading them with
> MyMail, or similar.
>
> Galen
>
>

> Sent via Deja.com
> http://www.deja.com/

1282. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 17:38:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101241725180.80-100000@Hades060>
Source record: 51229

On Wed, 24 Jan 2001, Odd Skancke wrote:

snip

> If such a machine actually became available, do you think existing
> software authors would let it go without their software?
>
> Anyway, if Pegasus with the 4e based CPU appears, count me in!
>
> Regards from the only potential CF 4e (and Hades 060) owner in this
> group,

You can count me in. Having hand assembled a Hades060, perhaps
the only one in the US to do so, I for one think the lastest
news release sounds positive at any rate. Just like you
I have a Falcon, TT030, and a Hades060 all in the same room.
If I had yet another even more powerful clone sitting next to
these, why not? I think some very interesting things coming
for MiNT would make such a machine quite very nice to have.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1283. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 17:46:15 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101241740490.80-100000@Hades060>
Source record: 51230

On 24 Jan 2001, Jo Even Skarstein wrote:

> Lonny Pursell <fatal@syntax.error> wrote:
>
> > I have a CD card on my TT so I have to disagree, the *.sys files don't
> > need to be removed. I think you might be confusing the Nova with the CD
>
> No, you're the confused one here ;-) If you *don't* have the ET4000
> version of NVDI (i.e. NVDI >= 5 or NVDI ET4000), you *must* run the
> original drivers first, and then NVDI (if you want outlinefonts and
> printer support). But NVDI doesn't know about graphics card, so it will
> automatically try to install it's own drivers. These must be disabled,
> otherwise the system will crash.

Oh ok, you are mixing the normal nvdi version with the original
CD drivers. The original drivers were horrible, that cannot
be very stable, but I guess it's an option if one is desperate
or does not have the et4k version. Sorry I missread.

> > card. Also do not install the original CD card drivers at all, nvdi
> > 4(et4k version) or nvdi 5 will drive the card all on it's own.
>
> Exactly. But the original poster didn't have a NVDI version that supports
> his graphics card.
>
> > I had both a Nova and a CD card and specifically sold the Nova
> > because I had to disable part of NVDI.
>
> Then you made a bad deal. The Nova card is a lot better than the CD, it's
> way faster. ET4000 cards are very slow compared to the Mach64 (or 32) in
> Nova cards.

My Nova was not a mach64, it was a cheaper et4k card as I got
one of the low-end ones. The CD was actually faster than my
Nova. At the time I could not afford the high end Nova model.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1284. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 17:50:58 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980329948.23920.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 51344

> I just got a 20 MB SupraDrive with no software or documentation.
> What software is needed to access this drive and where can I get it?

I have the Supra Drivers is you want them, not as god as HDDriver or ICD but they do work and you can simply select the model you have and it will sort it out.

> It has one cable about 2 feet long with a 19 pin connector. On the back
> it has one 19 pin female and one 25 pin female connector. I assume that
> the 19 pin female would be for adding another drive. Is the 25 pin
another
> printer port? Thanks a lot.

On the back of the drive units are 2 ports one is an ACSI port (the same as on the ST), yes this is for adding extra devices and the other is a standard SCSI and again it is for adding standard SCSI devices.

Opening the unit up you should find a regular SCSI 20Mb drive in it, I seriously recommend finding a newer unit to increase size and speed. With this controller I have seen a 400Mb drive, CD-ROM and DAT drive running with no problems, this is using the Supra drivers too.

Mark

1285. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 17:54:34 UTC
From: 'Oli <reiknir@my-deja.com>
Message-ID: <94n4slfrv1@nnrp1.deja.com>
Source record: 51218

In article <94fgaq$2mu$1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:
> In article <947vdc$5a8$1@nnrp1.deja.com>, 'Oli
<reiknir@my-deja.com> wrote:
> >> It's not a variant.
> > >
> > >Excuse me
> > >why do the bridges look like a PCI-PCI bridge at kernel level then
?
> >
> > Because a AGP-Bridge has the same register-level API.
> >
> > AGP and PCI are very similar (many graphics chips support both with
minor
> > sifferences in external connections), nevertheless AGP is not a PCI
variant,
> > since it is not standardized by the PCI SIG.
> >
So the AGP standard is based around PCI, but is not a variant ?

due to a lack of official blessing ?

There are a lot of PCI variants out there that where never officially
sanctioned by the PCI owners, like the property extended PCI cards
in some PPro servers that predate the newer PCI-X standard (or the now
dead PCI64 unofficial attempt), these are and will be considered PCI
variants, along with the AGP bus regardless of any homage (or silence)
by the PCI standards group, or attempts by script kiddies to stretch
the English language to new and wondrous meanings

--
'Olafur Gunnlaugsson - oli@oli.is
http://olafur.net (English)
http://oli.is (Icelandic)

Sent via Deja.com
http://www.deja.com/

1286. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 18:00:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94n58ibet1@snipp.uninett.no>
Source record: 51219

Lonny Pursell <fatal@syntax.error> wrote:

> I have a CD card on my TT so I have to disagree, the *.sys files don't
> need to be removed. I think you might be confusing the Nova with the CD

No, you're the confused one here ;-) If you *don't* have the ET4000
version of NVDI (i.e. NVDI >= 5 or NVDI ET4000), you *must* run the
original drivers first, and then NVDI (if you want outlinefonts and
printer support). But NVDI doesn't know about graphics card, so it will
automatically try to install it's own drivers. These must be disabled,
otherwise the system will crash.

> card. Also do not install the original CD card drivers at all, nvdi
> 4(et4k version) or nvdi 5 will drive the card all on it's own.

Exactly. But the original poster didn't have a NVDI version that supports
his graphics card.

> I had both a Nova and a CD card and specifically sold the Nova
> because I had to disable part of NVDI.

Then you made a bad deal. The Nova card is a lot better than the CD, it's
way faster. ET4000 cards are very slow compared to the Mach64 (or 32) in
Nova cards.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1287. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 18:05:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94n5hpbet2@snipp.uninett.no>
Source record: 51220

Joshua Kaijankoski <joshua@vianet.ca> wrote:

> version for regular Ataris won't work. Try get your hands on NVDI 5 since it
> supports all gfx cards. Also visit

NVDI 5 only supports ET4000 based graphics card the last time I checked.
This includes Crazy Dots (2), ET4000 based Novas, VoFa and Panther (II)
ISA adapters with ET4000 cards. It does not support cards like the various
Matrix cards, Mach based Novas, Eclipse or Cyrel cards. These needs
additional software.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1288. WEB SITE UPDATE : CT60

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 19:07:06 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <uJFb6.109$e41.171049@nnrp4.proxad.net>
Source record: 51221

```
The CT60 area of the site was updated :
- Overview
- Copro & PMMU
- Prices (new !!)
- Developers : CHG.DOC (RTF coming soon).

Regards

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com
```

1289. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 19:22:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101242022.a14803@su2.maus.de>
Source record: 51174

Hi Jo,

JES>Only if you have the ET4000 version of NVDI.
yes, but from 5 onwards NVDI didn't make any difference between
graphics.

JES>But the general rule is to start the original driver first, then NVDI.
But NVDI is able to replace the original drivers.

JES>You must also disable NVDI's screen drivers, they're called
JES>NVDIDRV*.SYS and should be deleted or renamed.
You can do so, but you needn't.

Und TTschï¿½
ps

1290. [WEB] Aniplayer 2001 v2.14

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 19:46:49 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <94nbf9$k1m$1@wanadoo.fr>
Source record: 51222

Hi,

The latest version of Aniplayer is on my site.

News on this version 2001 (2.14):

- Format audio DVSM (Falcon Winrec).
- New scripts with GEMScript for convert a file MPEG or a directory.
- Virtual screen in True Color under FALCON (without GEM mode).
- MP3 DSP part more fast.
- Statistics DSP for MPEG Audio.
- Possibility to choice the sound track with some QuickTime files.
- New box for edit the Playlist when alignment is checked (entries for
title, author, album...).
- The playlist now works with 3 digits and 256 entries.
- New look for the Playlist.
- Xgem protocol used for display icon in the window's title under
MagiC (.SLB from Eric Reboux Software: http://ers.free.fr).
- The font selector replaces the little font option for the Playlist
(MagiC or Wdialog compatible).
- Bugs with MP2 32000 Hz, MPEG Audio tag ID3 fixed, video MPEG, etc...
- And more...

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

1291. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 19:49:45 UTC
From: bindon@madasafish.com
Message-ID: <t6uceprfm4opf4@corp.supernews.com>
Source record: 51223

On 24 Jan 2001 12:43:22 , Derryck Croker wrote:
>From: atarigalen@my-deja.com
>Date: Wed, 24 Jan 2001 01:29:14 GMT
>
>>Nima @ Homa Systems House and Kent @ Systems For Tomorrow have now both
>>contacted me. It took two weeks, but I think the ball's rolling.
>
>Is Nima updating his scanner drivers? He was to add direct printer output
>from the driver IIRC - imagine that, a colour photocopier :-)
>

That would certainly be useful. Would be very simple I guess if
you're using NVDIs printer routines/drivers too.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1292. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 20:06:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980443284-58323AEicMi@madasafish.com>
Source record: 51154

Hi H.

>>But if you really want to use it, why not rename MGCOPY.APP to
>>KOBOLD.PRG and jinnee should use it :-)

>Very sneaky, Peter! The old trciks are the best <g>

'sept it wont work!!. :-/

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1293. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 20:07:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980443290-59221AEicMi@madasafish.com>
Source record: 51155

Hi Dezza

>>So would I... Jinnee is developed on a Mac running MagicMac, the author
>>has no idea about some features being rather slow on a normal Atari.

>And the buggy "Unsorted" directory list - it's not on an Atari, but
>works fine on the author's setup.

How ould /I/ forget that one!!.

>Maybe we should give him a proper computer :-)

Ive got one he's welcome to, HTF are we gonna get it to him??. :-/

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1294. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 20:14:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980443294-60264AEicMi@madasafish.com>
Source record: 51156

Hi Hazza

> > The one I have here is 1.0700, this was the most recent available
> > from ASH that i know about, i dont know of any updates, are you
> > guys over there holding out on us brits?. :-)

>Where are you picking up this version number from, Steve?

CAB...

About CAB...

Listed under Internet routines

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1295. Re: On-line with an Ste

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 21:01:52 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3a6f34dc8e8610@ic24.net>
Source record: 51228

Hi Harry,

on Mon 22-01-2001 23:42 (GMT) Harry Sideras wrote:

>Live but not quite complete. Still... it's a start.
>
>Tell me, does the animated GIF look ok on your setup? The images
>around the outside of it don't match up here. i haven't looked at it
>with IE yet though...

Images? what are they! ;-) 99.9% of the time I only text browse but I
did test it with images (monochrome) and things seemed ok here (with
the untrained eye!) - I take it you mean the spinning computer btw.

However, I tried last night and *nothing* loaded so maybe a server problem
or they are refining the site? ie. It's _not_ your Ste :-)

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.5 Kobold 3.5 ExtenDOS Gold 3.3a

1296. Re: GFA BASIC

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 21:24:10 UTC
From: swampfox1@earthlink.net
Message-ID: <_JHb6.4215$13.342695@newsread1.prod.itd.earthlink.net>
Source record: 51224

On 22 Jan 2001 22:15:36 , "Neil Eves" wrote:
>Has anyone got GFA-Basic compiler for the ST/E
>I started writting some games about 5 years ago, but never
>finished them :O(well now i'd like to finish my games
> but my compiler is damaged can anyone help me??
>
>mike
>
>
>.
I have:
GFABASIC.PRG
GFABASRO.PRG
RCS2.PRG
DEF2DFN.PRG
GFA_XREF.PRG
GFA_MAN.PRG
PTEPSON.PRG
Don't know there condition (on an old floppy copy)
but if there's anthing there to help let me know?
John G.

1297. TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 21:58:28 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <3JXbEaGEA1b6Ewed@lovecraft.demon.co.uk>
Source record: 51226

I can't find anything which really compares the two machines - I know they are similar values, so which one is better (I'm using my Atari for music, but I haven't made use of the Falcon's DSP especially - apart from as a voice changer ;)).

What are the fundamental differences in operation between them, and is the TT any more reliable with software written for the ST such as Explorer32?

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1298. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 21:58:31 UTC
From: ebaiz@skyenet.net
Message-ID: <belb6.10101$d25.65353@newsfeed.slurp.net>
Source record: 51225

On 24 Jan 2001 04:21:36 , Odd Skancke wrote:

> Then you, Sven and Uwe and I have different opinions. I've been doing
>some (not very much, but some) reading about the ColdFire lately. And I've
>come to the conclusion that nearly ALL software that I use will run on a
>CF 4e base cpu in forseeable time. Now, this does apparently not apply to
>HDDRIVER, as Uwe thinks this is a crazy idea

I was thinking the same thing about HDDriver. I would think it would still work if the compatibility thing is as high as what has been claimed. Still, I would hope after the computer is built we will get info on what programs will run and what will not...

> If such a machine actually became available, do you think existing
>software authors would let it go without their software?

I do not think so really. I would hope that more authors will come on board. I would assume also that your driver for the SB cards will work just fine..

> Anyway, if Pegasus with the 4e based CPU appears, count me in!

Basically me also. I received an email about the Pegasus. I asked them about the price and included softare/hardware. I was the price would be about the same as a PC and that they could not comment on the included software/hardware...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1299. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 22:20:26 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <VAIb6.59321$0d.7031237@nnrp4.clara.net>
Source record: 51227

"Artur Stachon" <astachon@intergate.bc.ca> wrote in message
news:3A679084.3D758AF8@intergate.bc.ca...
> So if there is somebody
> with
> MagiC and Nvdi english versions please email it to me :) (I have German
> versions)

Nonsense. Buy English versions
from www.atari-workshop.co.uk

Shiuming Lai

1300. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 22:54:34 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <TFJb6.59446$0d.7055248@nnrp4.clara.net>
Source record: 51232

"Odd Skancke" <oskancke@online.no> wrote in message
news:Pine.MNT.4.10.10101071724360.160-100000@mail.online.no...
> On Sun, 7 Jan 2001, Shiuming Lai wrote:

> > RAM? EDO or SDRAM?
>
> With a new machine, I'd be disappointed if anything less than SDRAM is
> being used.

How about even... *800*MHz RDRAM (hehe)
or PC*1600* DDR SDRAM (fnarr fnarr)...

Shiuming Lai

1301. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 23:11:13 UTC
From: atarigalen@my-deja.com
Message-ID: <94nne8$2k3$1@nnrp1.deja.com>
Source record: 51231

In article <980338246-534578AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> Is Nima updating his scanner drivers? He was to add direct printer
> output from the driver IIRC - imagine that, a colour photocopier :-)
>
I don't know. You might ask him directly (nima@canada.com) or I'll try
to find out when I send the money order (within a day or two).

Galen

Sent via Deja.com
http://www.deja.com/

1302. Re: GEMulator 2000

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 23:26:23 UTC
From: atarigalen@my-deja.com
Message-ID: <94noak$3af$1@nnrp1.deja.com>
Source record: 51233

In article <94n328$1bmb$1@news6.isdnet.net>,
"le passionn" <jpgui@noos.fr> wrote:
> It is simple just rename yours virtuals hard drive 80meg with c
> notC.or D etc...
> Then you can directely use your window stuff.
> I test direct download from internet, drag and drop from 2 windows,
> and direct acces from zip and cd to the virtual.hard drive .You can
> redirect archive file zip for example and do directely the
> d compression in the virtual disk.

I'm not quite sure I follow this.

First you name the virtual drive with a lower case "c"?

O.K., then what?

Galen

Sent via Deja.com
http://www.deja.com/

1303. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-24 23:32:14 UTC
From: atarigalen@my-deja.com
Message-ID: <94nolu$3ms$1@nnrp1.deja.com>
Source record: 51234

In article <94mh91$t2g$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk wrote:
> Thanks Galen, Very clear. So I assume when you use the 'Temporary'
> setting of VFATCONF this enables reading of this extra file on a
> normally non-LFN partition? And I presume this file is re-writen each
> time you add an LFN file?
>
I'd think so, but the previous reply to my post infers that the LFNs
are actually in the directory somehow (perhaps in addition?) I do know
that when I transfer LFN files from Windows 98 to my Atari there is a
little invisible file on the diskette that goes with each LFN file that
I can see on the Atari, but not Windows.

Regardless, I'd think it safe to assume that the LFN data is updated
with each LFN file.

Galen

Sent via Deja.com
http://www.deja.com/

1304. Re: ISP-NEEDED

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 05:45:55 UTC
From: Mike <nittmann@my-deja.com>
Message-ID: <94oeiilqp1@nnrp1.deja.com>
Source record: 51235

check us out! or check on

http://www.isps.com
http://www.ispfinder.com
http://www.ispcheck.com

Look for 24/7 live tech support, and other goodies.
And don't pay 6 months in advance for a service you don't know.
compare the non-contract monthly rates!

Mike

In article <94drai$ket@nnrp1.farm.idt.net>,
dwolfe4@genie.idt.net (Don Wolfe) wrote:
> Greetings All,
>
> My Internet provider is GENIE and they are closing down their dial up
> service at the end of January. So I need a new ISP, I'm in the
> Metropolitan Detroit, Michigan area.
>
> Could use some good recommendations and maybe better pricing ??
>
> Thanks, Donner.....
>
>

--
Mike's Internet, from St. Thomas to Oahu dial-up roaming.
V.90/ISDN, use any, no difference!
www.ncincwi.net from $11.50/month with 24/7 1-800 live
tech support, POP3 email, 10MB webspace (unl.bandwidth),
national roaming, newsgroups!

Sent via Deja.com
http://www.deja.com/

1305. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 10:37:43 UTC
From: Sir Tossalot The Third <fire.extinguisher@bigpondwest.net.au>
Message-ID: <XITb6.82452$xW4.638652@news-server.bigpond.net.au>
Source record: 51238

from my understanding, the TT has a faster CPU than the falcon, in stock standard terms im talking, as for reliability, I think it would be just the same.

but the falcon is used predominantly for music and graphics where as the TT for business applications.

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message news:3JXbEaGEA1b6Ewed@lovecraft.demon.co.uk...
> I can't find anything which really compares the two machines - I know
> they are similar values, so which one is better (I'm using my Atari for
> music, but I haven't made use of the Falcon's DSP especially - apart
> from as a voice changer ;)).
>
> What are the fundamental differences in operation between them, and is
> the TT any more reliable with software written for the ST such as
> Explorer32?
>
> Richard
> --
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
> Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -.
;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (
`'::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--'
`-'_)Morticia

1306. Re: FS Clean Mega STE

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 10:58:36 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <94p0rjdkh1@news8.svr.pol.co.uk>
Source record: 51239

Hi,

I'll give ya £80 quid for it.

Tim

Julian Lewis-Booth wrote in message ...
>Time to make some space, offers are invited:
>
>Mega STE
>16Mhz 68000 Processor
>4 Mb RAM
>1.44 Mb Floppy Drive (needs a clean)
>80Mb SCSI Hard Drive (Internal)
>Clean Keyboard & Mouse
>
>The machine case is tidy and it runs well, unfortunately now surpless to
>requirements, if you are interested please make me an offer (sencible if
>possible)
>
>Regards
>
>Julian
>
>

1307. User Groups

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 11:14:37 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <94p1pq$2md$1@news7.svr.pol.co.uk>
Source record: 51240

Hi Guys,

Does anyone know if there is any kind of Atari meets in the Manchester area
I will travel about 60 miles if there is a good one.

Tim

1308. Re: st hard drives and me PC

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 13:14:21 UTC
From: dierj@my-deja.com
Message-ID: <94p8r8$9ft$1@nnrp1.deja.com>
Source record: 51242

Hi Steve,

The 5 volt line is fine. The voltage accross the big smoothing cap was
an expected 240v.

It just seems the 12 volt line isn't working do you know what i.c.
regulates it?

Soldering iron at the ready!!!

Thanks

James Dier

In article <980270048-638354AEicMi@madasafish.com>,
Steve Sweet <steve_sweet@madasafish.com> wrote:
> Hi James
>
> >The 12volt line is shot. The psu ticks and when looking at the 12volt
> >line on a multimeter it flicks back and forth from 0 - 6volts at the
> >same freq as the audible clicks.
>
> And what is the 5V line doing?.
>
> Whilst your meter is out, what voltage do you have across the
smoothing
> cap. What does it do whilst the PSU is tripping.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

Sent via Deja.com
http://www.deja.com/

1309. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 13:26:36 UTC
From: vdjole@EUnet.yu
Message-ID: <94p9ic$4lt$1@SOLAIR2.EUnet.yu>
Source record: 51244

On 21 Jan 2001 10:51:48 , Lyndon Amsdon wrote:

>Nice little card that gives you more RAM, made in Germany if memory
>serves me right. Looking at the review right now, and TOS 2.06 or
>Magic 5.11 is needed. Go to http://www.aixit.com

Er, I just looked there but couldn't find any mention of the card or
the Atari at all (as far as I could understand German). Just something
about domains, etc. Is it in some not-so-obvious subpage, or what?

Btw. Lyndon, did you make any progress with that RAM expansion you were
contemplating (or has the project been put on ice)?

cu.

1310. Re: TosBox 1.10 and NVDI 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 13:34:32 UTC
From: Robert Cy Jones <cy@cassini.demon.co.uk>
Message-ID: <3A702B68.2818BB23@cassini.demon.co.uk>
Source record: 51243

OK, so why doesn't NVDI kick in when I select the 2 color mode?

regards
Cy Jones

Adam Klobukowski wrote:

> > I can get NVDI 3.0 to run, but it only deals with the fonts and not the
> > screen resolutions. I can get it to run at 1280 x 1024 in 16 colours but
> >
> > not the higher colours 256 etc that my TT used to have.
>
> TosBox supports only 2,4 and 16 color modes RTFM !
>
> Adam Klobukowski
> adam203@pzs.karolex.com.pl

--
Robert Cy Jones

020 7498 6809
cy@cassini.demon.co.uk
http://www.cassini.demon.co.uk

1311. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 14:00:39 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <fNQR1jMHGDc6EwDo@lovecraft.demon.co.uk>
Source record: 51245

Once upon a time <t6lfq4oh0443b6@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> grabbed chalk and scrawled:

>Nice little card that gives you more RAM, made in Germany if memory
>serves me right. Looking at the review right now, and TOS 2.06 or
>Magic 5.11 is needed. Go to http://www.aixit.com (Ah, I did spell it
>right the first time around!) You may like to ask Derryck Croker as
>he wrote the review so I suppose he has it.

Their website is now selling Domains/Webspace, which is a bit
disappointing - but typical of Atari website links *grins*

Was there ever a board which allowed the Falcon to use more than 14Mb?
Other than using expansion cards of course.

(Having read a report on the CT2 and seen a picture of Shiuming's Mk. X
cased Falcon, I think I know what I have to do ;).

Where do you find information on the hardware patches?

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1312. Atari Software for Sale

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 15:15:38 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <94pg0bqet4@uranium.btinternet.com>
Source record: 51146
Cross-posted to:
alt.games.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.for-sale,uk,uk.adverts.other

Atari Software for Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

1313. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 17:38:32 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94poao$sr8$1@snipp.uninett.no>
Source record: 51149

Lonny Pursell <fatal@syntax.error> wrote:

>> > I had both a Nova and a CD card and specifically sold the Nova
>> > because I had to disable part of NVDI.
>>
>> Then you made a bad deal. The Nova card is a lot better than the CD, it's
>> way faster. ET4000 cards are very slow compared to the Mach64 (or 32) in
>> Nova cards.

> My Nova was not a mach64, it was a cheaper et4k card as I got
> one of the low-end ones. The CD was actually faster than my

If it was an ET4000 card you could use NVDI ET4000 on it. It should be
just as fast as the Crazy Dot, unless it has less RAM. I don't know much
RAM these cards had, but it should be 1Mb or more.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1314. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 17:46:41 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94poq1$sr8$2@snipp.uninett.no>
Source record: 51150

Sir Tossalot The Third <fire.extinguisher@bigpondwest.net.au> wrote:
> from my understanding, the TT has a faster CPU than the falcon, in stock
> standard terms im talking, as for reliability, I think it would be just the
> same.

Not only does the TT have a 32MHz CPU, but it's a true 32 bit 68030 and
not a crippled 16/24 bit 030 like the Falcon has. The TT has a 16 MHz bus
like the Falcon, but it's full 32 bit and not 16 bit.

A TT is atleast twice as fast as a stock Falcon in every way, unless you
use the DSP on the Falcon. But the DSP is of very limited use, in real
life only sound applications benefit from it.

The TT also has lot more stable hardware than the Falcon, and the SCSI
controller is very reliable. In general I'd say that a TT is more stable
than a Falcon, although this depends on what software you use.

> but the falcon is used predominantly for music and graphics where as the TT
> for business applications.

Define "business" ;-) The Falcon is much better suited for games, demos,
graphics and sound in general. But the TT can have upto 256Mb RAM, and
with a graphics card (Mario Becroft is selling his Galaxy card now I
believe) it beats the Falcon easily when it comes to "serious" graphics.

The Falcon is more fun though :-)

>> they are similar values, so which one is better (I'm using my Atari for
>> music, but I haven't made use of the Falcon's DSP especially - apart
>> from as a voice changer ;)).

The Falcon is probably better suited for your needs.

>> What are the fundamental differences in operation between them, and is
>> the TT any more reliable with software written for the ST such as
>> Explorer32?

I don't know Explorer32, but the Falcon is generally more compatible with
older ST software.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1315. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 17:50:52 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <+4OJYIP8dGc6Ew0d@lovecraft.demon.co.uk>
Source record: 51151

Once upon a time <980440147.803.0.nnrp-12.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> grabbed chalk and scrawled:

>As far as I can tell the options are PPC, Coldfire or Intel (8086 type
>stuff), there are others (RISC stuff, etc) but I think these are the ones in
>the general market and with a price tag the majority of us can afford.
>
>What do people think the future is?

Future?

points at BeBox, Acorn, Milan II

I still maintain that the answer is to produce a rackmounted, dead
straightforward TOS machine that will reliably run all the old music
software, but with a better file manager (Long File names). Something
can can smart-sort resources so even if you're running 24-bit colour, it
can get a mono resource item and display it correctly. A Falcon with
real addressing, so newer software could be written to use it. Then the
studios would buy it to replace dead or dying STs ;)

The BeBox was great. It offered something unique, and was beautifully
made. It was still a commercial failure.
(I owned one. Seriously. They were good machines).

I'd rather pay programmers for new/updated software that works, than try
and spend a stupid amount on a 'new' computer system that is
uncompetitive performance/price wise - the Wintel legacy can easily be
broken with different OS, and there's no escaping the fact that for
ï¿½1,500, you could either have a complete 1Gz system, or an 80 or so MHz
clone.

I hate being the one who always says this, but it's true. No matter how
much you love STs, the fundamental platform is inferior to many others
which have failed. The RiscOS market is barely limping along, and they
have embedded applications to keep them going (Bush Internet TV, for
one).

What do you think the worldwide market for such a clone is?
They sold 1,800 BeBoxes. 400 were developer systems when a new OS was
being created. Have you looked at the number of people online with
Clones?

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,

```
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'\_)Morticia
```

1316. Re: GEMulator 2000

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 17:57:59 UTC
From: Paul Lefebvre <paul@maine.com>
Message-ID: <fOZb6.3219$1K1.29332@newsr1.maine.rr.com>
Source record: 51152

I took your suggestion and e-mailed support. I got a reply within a few hours, but basically it just confirmed what I had run into and that there was no way to have both an Atari virtual HD and a real Windows HD available at the same time. He recommends going through the floppy to transfer files.

He did say I could install Atari software to read the CD, though.

Still, it seems to me that someone should be able to whip up a utility to copy files into a virtual hard drive file (or even a virtual floppy file).

-- Paul

"Mike Saeger" wrote:
> I had a Gemulator question and sent it off to Derick -- he answered me the
> next day! So go ahead and ask the developer directly.
support@emulators.com.
>
>

1317. for sale in canada ontario "games"and 2 mags"

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 18:15:31 UTC
From: scott mcdonald <copper@mnsi.net>
Message-ID: <3A706D43.33EB9AF9@mnsi.net>
Source record: 51157

Hello I have a few games to sell and two books one with cover disk...
man hunter new york 512k
federation
loom 520-1040 mega
air support 512k
advanced dungeons and dragons-hillsfar
slaygon
strike fleet 512k
bismark 512k
time 520-1040
out cast 512k
global commander 512k
spirit of excalrbur 1 meg vers.
midwinter 512k
road raider 520-1040
gato 520-1040
archipelagas
time and magik color only
the pawn times of lore520

st informer dec.1993 number 78
atari st user july 1992 issue 77/with cover disk

I have other cover disks for st user...just ask and I will take a look
can ship just about anywhere,some of the boxes are crapy in shap and
some are in almost new shape...And the last time I used them they worked
about 3 years ago
and now I have no way of checking them so sold as is...
either e-mail at copper@mnsi.net or call during normal hours EST in
canada
1-519-867-5481 scott

1318. Re: Epson colour stylus and NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 18:19:36 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <b9_b6.30$wq.14650@nnrp3.clara.net>
Source record: 51153

"Janka Gerhard" <gerhard.janka@siemens.at> wrote in message
news:3A6EC98A.F050CDB0@siemens.at...
> Ken Macdonald wrote:
> I have here NVDI 5.03 too and printing to a Epson 670 from desktop,
> papyrus etc. all work quite well, although it was faster before
> with 5.02.

I'm using a Stylus 860 with NVDI 5.03
on my CT2 Falcon.

Shiuming Lai

1319. Falcon Video Modes

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 19:08:36 UTC
From: Tim Anderson <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <94ptjolnr1@newsg1.svr.pol.co.uk>
Source record: 51158

Hi,

I am using a program to increase the resolution of my falcon but I can only get the higher resolutions in 16 colours.

I was wondering if there was one that may be able to do it in 256

Tim

1320. Re: Falcon Video Modes

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 19:24:02 UTC
From: Freek Munniksma <freek@munniksma.myweb.nl>
Message-ID: <94pv11$24o$1@azure.nl.gxn.net>
Source record: 51159

Hello Tim,

i have fooled around with Videl Inside, which can get 800X600 in 256
colours. The stability of the video depends on the Falcon used.

--
Greetings,

Freek Munniksma
Atari Falcon(2X) 14/4 Mb-FPU-2Gb SCSI-
1 Gb IDE-SP/DIF-Analog 8-Sony DAT
/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
fmunniksma@hetnet.nl
http://www.geocities.com/munkie_nl/
/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\
(Oh yeah,and a PC...:-)

"Tim Anderson" <tanderson@tanderson22.freeserve.co.uk> wrote in message
news:94ptjolnr1@newsg1.svr.pol.co.uk...
> Hi,
>
> I am using a program to increase the resolution of my falcon but I can
only
> get the higher resolutions in 16 colours.
>
> I was wondering if there was one that may be able to do it in 256
>
>
> Tim
>
>
>

1321. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 19:39:38 UTC
From: bindon@madasafish.com
Message-ID: <t7107qn56ggg44@corp.supernews.com>
Source record: 51160

On 25 Jan 2001 13:26:36 , Djordje Vukovic wrote:
>On 21 Jan 2001 10:51:48 , Lyndon Amsdon wrote:
>
>>Nice little card that gives you more RAM, made in Germany if memory
>>serves me right. Looking at the review right now, and TOS 2.06 or
>>Magic 5.11 is needed. Go to http://www.aixit.com
>
>Er, I just looked there but couldn't find any mention of the card or
>the Atari at all (as far as I could understand German). Just something
>about domains, etc. Is it in some not-so-obvious subpage, or what?

Maybe it's under construction. I'll check later, it isn't hosted by
the atari-computer.de is it? Maybe someone else knows a URL as I got
it from a magazine about 3 years ago.

>Btw. Lyndon, did you make any progress with that RAM expansion you were
>contemplating (or has the project been put on ice)?

No I gave up, bought a Falcon. Besides memory there were too many
problems, especially the audio side of things. I also bot board of
B&W screen. Chickens way out, maybe, but once I've paid for all the
stuff to make the card, I would have paid for half a Falcon.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1322. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 19:39:41 UTC
From: bindon@madasafish.com
Message-ID: <t7107th8bv7p47@corp.supernews.com>
Source record: 51161

On 25 Jan 2001 14:00:39 , Richard Kilpatrick wrote:
>Once upon a time <t6lfq4oh0443b6@corp.supernews.com>, Lyndon Amsdon
><bindon@madasafish.com> grabbed chalk and scrawled:

Hi

>Was there ever a board which allowed the Falcon to use more than 14Mb?
>Other than using expansion cards of course.

I *think* they may have made one for the Falcon.

>(Having read a report on the CT2 and seen a picture of Shiuming's Mk. X
>cased Falcon, I think I know what I have to do ;).
>
>Where do you find information on the hardware patches?

Claes Holmerup (I'm really sorry if I spelt that wrong) and Jo Even
Skarstein's site. Don't know the URL off by heart, but a search will
pick them up. You'll need knowledge of SMD to touch the Falcons mobo.
Not like the good old ST.....

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

1323. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 19:52:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980529812-263278AEicMi@madasafish.com>
Source record: 51102

Hi Bob

>Just a test with Emailer

And it worked.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1324. Re: st hard drives and me PC

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 20:28:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980529814-263889AEicMi@madasafish.com>
Source record: 51103

Hi James

>The 5 volt line is fine.

So the PSU is regulating

>The voltage accross the big smoothing cap was an expected 240v.

Do you have 220V mains, if so i'd want 280 - 320V here. If you do have
220V AC mains then substitute this CAP it sounds fishey.

>It just seems the 12 volt line isn't working do you know what i.c.
>regulates it?

There is no seperate regulation for the 12V rail so i'd start by
replacing the smoothing capacitors on that rail. Whilst youve got the
soldering iron going whip out the rectifier for the 12V rail and check
its resitance both ways.

>Soldering iron at the ready!!!

So whats the result?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1325. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 20:46:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101252035010.88-100000@Hades060>
Source record: 51176

On Thu, 25 Jan 2001, Artur Stachon wrote:

> The best solution is Motorola PPC. Forget Intel or Coldfire. All this cold fire
> stuff for Atari is already too slow, expensive, incompatible, and obsolete.

It seems to me even this old obsolete stuff out performs newer
systems in some areas. Mostly due to the compact code. I can
tell you from my experience with my Hades060, most of my day
to day tasks feel like "realtime", some things go so dam fast
now, you get the feeling it must of skipped the operation.
If a coldfire will out perform an 060, frankly that sounds
down right screaming fast even if it appears outdated
to the rest of the world. That's not to say I would not
love to see a PPC baesd mother board some day.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1326. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 20:53:54 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101252047230.88-100000@Hades060>
Source record: 51175

On 25 Jan 2001, Jo Even Skarstein wrote:

> > My Nova was not a mach64, it was a cheaper et4k card as I got
> > one of the low-end ones. The CD was actually faster than my
>
> If it was an ET4000 card you could use NVDI ET4000 on it. It should be
> just as fast as the Crazy Dot, unless it has less RAM. I don't know much
> RAM these cards had, but it should be 1Mb or more.

It was 1mb, I never could get the et4000 version of nvdi to
fully drive it. The Nova driver was always wedged in there
to kick the card to life. I was never happy with that arrangement
and had mixed results with various Nova driver versions. Ozk
has the card now. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1327. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 21:06:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94q4h2$1ur$1@snipp.uninett.no>
Source record: 51162

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:

> Was there ever a board which allowed the Falcon to use more than 14Mb?
> Other than using expansion cards of course.

No. 14Mb is the most the Falcon's crippled 030 can handle. You need a CT2,
Mighty Sonic or Afterburner to get more. If you can find someone stupid
enough to sell their Afterburner, buy it. It's worth every penny.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1328. Re: Still Having problems with Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 21:11:03 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980428358.24843.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 51241

I have ordered NVDI 5 now, hopefully this should solve all the problems as this is taking much too long and I can upgrade from version 4 for only £30 or something.

Thanks for your help, I imagine I will be asking for more if there are any problems, anything I should look out for?

Mark.

Demon News <mark@recycledsteel.co.uk> wrote in message news:980252378.23829.0.nnrp-08.9e98a620@news.demon.co.uk...
> Some time ago a was trying to sort this problem out, I never managed an
> eventually gave up. I am now again after a solution.
>
> I have Magic 6 on a TT and was told to use NVDI but unfortunately the
> version I have is 4 (I am sure there are newer ones about). It was nearly
> working, I got a number of test images working and made a 'file' of the
> resolutions I wanted to use. When I booted the machine I got a 'text'
> program up asking what resolution I wanted to use, only problem was that
the
> resolution names were all messed up.
>
> I did find I conversion program for the 'file' but this did not solve the
> problem, well I think that is what is did.
>
> From the collection of software that I have acquired over the last few
> months from purchasing a number of Megas, Falcons, etc I believe the
latest
> version I have of NVDI is 4 (with instructions, etc) but I also think I
have
> a newer version too and may be getting the files, programs mixed up.
>
> Should NVDI 4 work fine with Magic 6 and Crazy Dots card with 15 Bit
> extension?
> Does anyone know what the latest version of NVDI is?
> Were I can purchase it from if needed (UK but I don't mind shipping from
> abroad)?
> Any other ideas about the Crazy Dots Card?
>
> Mark
>
>

1329. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 21:27:11 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <0AqLW1QvoJc6EwnN@lovecraft.demon.co.uk>
Source record: 51163

Once upon a time <94q4h2$1ur$1@snipp.uninett.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> grabbed chalk and scrawled:
>If you can find someone stupid
>enough to sell their Afterburner, buy it. It's worth every penny.

Ha, ha, ha. :P

If I'd had the money to buy it, I would have done. Even if I would have
had to recase my machine :/

Richard, trying to get some downloaded D50 patches to work, but for
once, it's not the Atari's fault ;)
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1330. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 21:34:23 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B695E9F3.9BE7%nameerf@flash.net>
Source record: 51164

in article XlTb6.82452$xW4.638652@news-server.bigpond.net.au, Sir Tossalot The Third at fire.extinguisher@bigpondwest.net.au wrote on 1/25/01 2:37 AM:

> from my understanding, the TT has a faster CPU than the falcon, in stock
> standard terms im talking, as for reliability, I think it would be just the
> same.

Yes, the TT's CPU is twice as fast, and from what I understand, the TT has a true 32-bit bus, while the Falcon still uses a 16-bit bus (although the manual states that it's a 32-bit computer? huh? oh well). However, the Falcon has a 32MHz DSP, which will make the Falcon run circles around the TT for software that makes use of it.

> but the falcon is used predominantly for music and graphics where as the TT
> for business applications.

Exactly. The TT's graphics and sound aren't quite as good, and the Falcon's DSP makes it much more capable of digital audio applications. Both, however, are equally as good for MIDI and DMA sound (great for MOD file composition/playing), if that's what you're into.

>> I can't find anything which really compares the two machines - I know
>> they are similar values, so which one is better (I'm using my Atari for
>> music, but I haven't made use of the Falcon's DSP especially - apart
>> from as a voice changer ;)).

What are your goals and interests for music with your computer? That would be the determining factor for which is best. If you're just into MIDI, and want more speed, and don't really care much about graphics (although the TT's graphics aren't horrible), then the TT might be good. But since you already aparently have a Falcon, my suggestion would be to keep it, and upgrade the speed of the system (get a 2nd hand Nemesis, CT2, or Afterburner, or wait for the Tempest or CT60, or get a DIY speed booster if you're into the technical side) For nearly the price of a used TT, you may be able to end up with a Falcon that's faster than a TT this way. I have a Nemesis on my Falcon, and it's very stable, very compatible, and when it does cause problems with certain software, I can just turn it off, and I'm back to the basic Falcon.

>> What are the fundamental differences in operation between them, and is
>> the TT any more reliable with software written for the ST such as
>> Explorer32?

Since both systems aren't the original ST, backward compatibility will be fairly low. As I haven't used a TT very much I can't be certain of this, but as the Falcon is actually based on the ST design and the TT is a separate design altogether, the Falcon would probably be more compatible. Use a

program like Backward for better compatibility (I've only found a very few programs that don't work with this).

Mike Freeman
nameerf@flash.net

1331. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 21:41:39 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A709D93.679FCA8D@intergate.bc.ca>
Source record: 51165

The best solution is Motorola PPC. Forget Intel or Coldfire. All this cold fire stuff for Atari is already too slow, expensive, incompatible, and obsolete. Anyway why to use 160Mhz cpu when all macs and pcs run above 500mhz ? I would like to see a very stable machine with Magic OS. I am so sick of using Intel/Microsoft computer and see it crashing most of the time. I think the best and cheapest choice for Atari is to switch to PPC and go with that for now. I think if you can manage to punch out cheap Ataris (sub $1500) and make companies write some good software for it, Ataris would be nice alternative to pcs and macs. We would need nice Office applications like pcs and macs have so you could write stuff in your office on pc or mac and then take it home and continue with it on your Atari. If you make other standards it will just die out - nobody will buy it. And most of all, make the computer that could make use of some of the software already written for Falcons and ST.

Artur

Mark wrote:

> Uwe Seimet <us@ooc.de> wrote in message news:3A694A16.A74B0420@ooc.de...
> > What a nonsense :-).
>
> OK, don't think I am picking sides or whatever just after an opinion.
> Seeing as the 680x0 is not being produced and is very very quickly being
> left behind (and getting very expensive), what CPU would you like to see the
> 'ST' migrate to?
>
> As far as I can tell the options are PPC, Coldfire or Intel (8086 type
> stuff), there are others (RISC stuff, etc) but I think these are the ones in
> the general market and with a price tag the majority of us can afford.
>
> What do people think the future is?
>
> Mark.

1332. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 21:42:11 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B695EBEB.9BE8%nameerf@flash.net>
Source record: 51166

in article 94poq1$sr8$2@snipp.uninett.no, Jo Even Skarstein at
joska@nvg.ntnu.no wrote on 1/25/01 9:46 AM:

> A TT is atleast twice as fast as a stock Falcon in every way, unless you
> use the DSP on the Falcon. But the DSP is of very limited use, in real
> life only sound applications benefit from it.

Well, graphics and animation applications, too (just about any good graphics
software uses the DSP for decoding images).

> Define "business" ;-) The Falcon is much better suited for games, demos,
> graphics and sound in general. But the TT can have upto 256Mb RAM, and
> with a graphics card (Mario Becroft is selling his Galaxy card now I
> believe) it beats the Falcon easily when it comes to "serious" graphics.

While the Falcon can't directly use as much memory (unless you have an
Afterburner or CT2, or if you can wait for one of these other currently
developing accelerators to come out), it can use graphics cards (Nova,
Eclipse). So in basic forms, the Falcon's graphics is better. You really
can't compare an upgraded TT to a stock Falcon, since you could also just as
easily upgrade a Falcon.

> The Falcon is more fun though :-)

:)

Mike Freeman
nameerf@flash.net

1333. Re: Falcon Video Modes

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 21:45:48 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B695ECC8.9BE9%nameerf@flash.net>
Source record: 51167

in article 94ptjolnr1@newsg1.svr.pol.co.uk, Tim Anderson at
tanderson@tanderson22.freeserve.co.uk wrote on 1/25/01 11:08 AM:

> Hi,
>
> I am using a program to increase the resolution of my falcon but I can only
> get the higher resolutions in 16 colours.
>
> I was wondering if there was one that may be able to do it in 256

Which program are you using? If you're using a demo of Videl Inside, it was
crippled to only allow you to use 16 color modes. Either register Videl
Inside (if that's still possible), or get Videlity (which is now free).
Either one of these will do what you need it to.

Mike Freeman
nameerf@flash.net

1334. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 21:50:46 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B695EDF1.9BEA%nameerf@flash.net>
Source record: 51168

in article 94q4h2$1ur$1@snipp.uninett.no, Jo Even Skarstein at
joska@nvg.ntnu.no wrote on 1/25/01 1:06 PM:

> Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
>
>> Was there ever a board which allowed the Falcon to use more than 14Mb?
>> Other than using expansion cards of course.
>
> No. 14Mb is the most the Falcon's crippled 030 can handle. You need a CT2,
> Mighty Sonic or Afterburner to get more. If you can find someone stupid
> enough to sell their Afterburner, buy it. It's worth every penny.

I think at one point, I heard about some memory card that was supposed to be
able to use the PDS slot for more than 14Mb. I think the CPU can only access
the standard ST-RAM slot up to 14Mb, but could access memory on the PDS in
much bigger chunks. I could be wrong though. This is just a vague memory of
something I read a long time ago and didn't give all that much attention to.

Mike Freeman
nameerf@flash.net

1335. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 22:52:13 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a70ae1d.0@energise.enta.net>
Source record: 51169

```
On 19 Jan 2001 14:02:42 , Derryck Croker wrote:
>From: Steve Sweet <steve_sweet@madasafish.com>
>Date: Wed, 17 Jan 2001 20:57:14 -0000
>
>>>I've gone back to Olivier Booklage's overlay as Dan's sometimes fails to
>>I cant get any of those overlays to work, the latest ASH overlay i have
>>is ancient although it does all the others can do afaics. Whats the most
>>recent version of the ASH overlay do you know?.
>
>1.0700, as supplied in the IConnect V1.8 package available for download from
>the CAB area of ASH's web site.
>

Is IConnect still a Magic only package or does it work with Mint ?

Peter

>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

---------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
---------------------------------------------------------------------
---------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---------------------------------------------------------------------
```

1336. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 23:26:55 UTC
From: jba4@po.cwru.edu
Message-ID: <3a70b467.3011562@news.cwru.edu>
Source record: 51170

I think the Coldfire approach is good for now. At least the most interesting. How many desktops have been designed thus far running a Coldfire CPU? Probably not many if any at all. Be kinda neat to be the first or one of the only platforms to run this processor. And it looks good enough. The one they're planning on using is a 333Mhz now. That should cut it for most people.

I just think it would be fun to confuse my friends when they ask me what the hell type of computer is on my desk and I can say it's a Coldfire Atari clone.

And I don't think we should continually state that this system is nonsense or crap. Medusa computer has already produced two clones, so why shouldn't we believe them? And I hope the Tempest comes out too! Won't that be great when we see TOS running on three different CPU families! Good stuff!

Just my thoughts!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1337. 520ST ROM cart slot

Newsgroup: comp.sys.atari.st
Date: 2001-01-25 23:27:59 UTC
From: Graham Cox <graham_78@hotmail.com>
Message-ID: <94qcnhvvl1@news7.svr.pol.co.uk>
Source record: 51171

I need any info anyone has on how the ST addresses the rom slot. Does anyone have schematics of a cart? Does anyone know how the Upper and Lower Data Strobe lines are used?

Could you e-mail responses to me please. graham_78@hotmail.com
Thanks.

-- Graham Cox

If I die, I forgive you, if I recover, we shall see.

1338. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 00:25:33 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980440025.727.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 51147

I got Connect working (just) then I tried HSModem with it (really hard to use) but I could only connect at 38400 and transfer files (it was a bit dodgy like this too, a number for CRC errors).

Non of the other speed rates matched with HyperTerminal (I know), I tried mix and match but non of them worked.

As for HSModem, I do not think it could have been made any harder to use even they tried, I used SCC on my TT, is that right? I did not understand why there was a MFP_TT as well, what is the difference?

In the Auto folder I have DRIVIN first and then SCC, is this the right order? should I load these after Magic and other programs (such as ExternGold, etc)?

I think I may make the cable.

Mark

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message news:980338232-531747AEicMi@cwcom.net...
> From: "Demon News" <mark@recycledsteel.co.uk>
> Date: Tue, 23 Jan 2001 12:29:24 -0800
>
> >Anyone know were I can get a good terminal program to send files to my
> >Falcon and TT, i.e. one that uses Z Modem, High Speed comm ports and
> >supports multiple ports too and maybe Magic?
>
> Connect. Look on my web site for the English stuff, follow the link to grab
> the binary itself.
>
> >Before you mention ParCP or whatever it is called, I would love to use this
> >as it would be faster but can't be bothered to make the cable, anyone sell
> >them?
>
> Go into a computer shop and buy a ready-made cable - check that the plugs
> aren't of the moulded type. Open one plug, unsolder and swap the position of
> two wires, resolder, close plug, job done.
>
> Can't help with your TT questions I'm afraid - Atari Workshop is the place to
> update your NVDI from though.

>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

1339. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 00:27:36 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980440147.803.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 51148

Uwe Seimet <us@ooc.de> wrote in message news:3A694A16.A74B0420@ooc.de...
> What a nonsense :-).

OK, don't think I am picking sides or whatever just after an opinion.
Seeing as the 680x0 is not being produced and is very very quickly being
left behind (and getting very expensive), what CPU would you like to see the
'ST' migrate to?

As far as I can tell the options are PPC, Coldfire or Intel (8086 type
stuff), there are others (RISC stuff, etc) but I think these are the ones in
the general market and with a price tag the majority of us can afford.

What do people think the future is?

Mark.

1340. MagiC Online News

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 00:52:26 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B696184F.91D4%bengy@mac.com>
Source record: 51172

MagiC Online will go back online tonight, at it's new temp. domain,
http://www.magical-sides.de

the old domain, magicos.de, will hopefully one day be active again in the
future.

Thanks to everyone who emailed me with encouragement and help,
Bengy

1341. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 01:13:03 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a70cf1f$1_2@athena.netset.com>
Source record: 51173

>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 23 Jan 2001 13:29:33 -0500
>
>> The last bit there is a problem with STiNG and it's hard to work
>>around in any sane way. Peter felt very firmly that it was impossible and
>>not really pratical to define a sense where the TCP/IP stack was offline.
>>There is a corresponding failure to report when there is no route to the
>>host via the resolve() call. For me on my setup going from online/offline
>>browsing is painless effortless and require no user intervention.
>
>As also here - but only if the STinG dialer had previously been loaded -
>doesn't matter if it had subsequently been quit, or indeed even used to
>to an ISP. Olivier made a move towards implementing a way round this problem,
>but it's nowhere near perfect - hence my reference to dialog boxes.

I've had several ideas over the years but they almost always
involve some bit of information that other stacks don't want to provide
easily or at all. Gets frustrating sometimes, but probably no big loss I
imagine more of them would have been crap solutions ;)

But I still have to say that the loading of the dialer app is
silly. At some point in time when the packet is floating around inside of
the stack it should realize that it has no external gateways and report
that back.

>
>I can also understand that you don't really want to support anything ...
>STiK, but this stack won't be compatible with all ISPs. I'll cite Redhotant
>one such, neither STiK nor IConnect would touch it. I won't pretend to know
>anything at all about this, but STinG's addition of a Hostname variable meant
>that I could carry on using this freephone service. I've a feeling that the
>popular UK Freeserve ISP is also a STinG-only candidate, from what I've been
>aware of in other peoples' messages and experiences.

Freeserve was STiK2 compatible, then they made some change to
their software and at least one person reported that they could not use it
anymore. Want to tell me what HOSTNAME does? I very much have tunnel
concentration ;) Ask me about a subject I'm currently working on and I
can give you answers to all sorts of odd questions that you might throw at
me. Ask me about one that I am not at the moment working on and I draw a
blank on the simplest of questions. By not working on I don't want to
start rumours about software development being stopped, I just mean that I
generally am working on 6 or more programs at the same time. However I
rarely am actively working on more than 2 at the same time unless they are
related developments. Active development projects are based on desire,

need demand etc and usually go for a week or two at a time until I run into some wall. I found years ago that when I run into a wall it is better for me to take a break on that project and work on something else for awhile. The reason for this is I've found that what looks like a complex problem one day and I could spend days trying to find a solution for, often becomes a 5 minute fix a few weeks later when I've had a break from the project. This is why my developments seem to go in fits and starts and seem to be all over the place.

This in away is also why you haven't seen such things as a BoinkOut2 with DMA sound. My sound routines broke when I switched from Lattice C to PureC. Every once in awhile when I feel the desire I take a few days and work at it. It is something I really want to have (working sound routines that work with my compiler) but don't have a general every day need for. Other projects out there are like this. I've spent quite a bit of time on getting an Iconnect version of the Ataricq OVL working. All with no success, there is some fundamental difference in how it handles UDP when compared to BSD sockets (MiNT Net) and the STiK API (STiK/STING/GlueSTiK). The first initial port to MiNT Net took me a few minutes, then we needed some input from people that use it everyday to get it working better. In comparison, I've personally spent hours on an Iconnect version and have never been able to progress beyond the remote end seemingly sending me jibberish. I will take another look at it I'm sure but for the moment it's on hold behind some other things I have queued up.

Well that's probably enough blathering on for one day ;)

Dan Ackerman
aka baldrick

1342. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 03:53:18 UTC
From: taj16@dreamscape.com
Message-ID: <t71t5eo85cp5a9@corp.supernews.com>
Source record: 51177

A while back I posted this question:

>Photochrome 4 does a superlative job of displaying GIF files on my Mega STE
>(as long as I remember to slow down to 8MHz). Is there a program somwhere
>that does an equivalent job with .JPG files? Or, failing that, is there a
>JPG->GIF converter? I've tried viewing JPGs with CAB 2.7, and it just
>doesn't measure up.
>

I received several suggestions, and I thank you for all of them. However, I now must sheepishly admit I may have had what I needed all along.

My first ST was a 1040STf purchased at a garage sale in 1995. I had it for six or seven months before lightning took it out, just as I was starting to know what I was doing. During that time I did quite a bit of downloading from the local ACE of Syracuse Backstairs BBS. Most of that stuff was put away, forgotten, when I lost the ST.

A few days ago I dug out what was left and looked it over. I found a file named JPG668.LZH, which contained but a single file, JPG68000.CPX. This CPX is supposed to convert JPG files to GIF, TGA, or PPM formats, and it appears it should convert those formats to JPG. too. The info dialog box says it was copyrighted in 1994 by Andrew L. Young. I have no information about whether it was originally freeware or shareware. I'm assuming it was freeware, since there were no docs with it.

I tried it out last night on three JPGs I had handy. Two had been downloaded from a friend's website, the products of some experimentation with a new digital camera. All three converted successfully to 256-color GIF and displayed beautifully with PhotoChrome 4 and Picswitch 1.01. The only TGA conversion I tried would not display with Photochrome 4. The PPM extension is new to me and I don't believe I have a program that will display it, so I couldn't test that. The GIF format will be the most useful to me, anyway-so I'm very happy (so far).

Has anybody seen this CPX on the 'net anywhere? It really deserves to be where people can get at it.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

1343. Re: GFA BASIC

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 04:25:35 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A70FC4C.A5BEBC16@idirect.com>
Source record: 51178

check out the GFA link on this page
http://www.hadley.dusnet.de/hauptseite.htm
ken

Neil Eves wrote:
>
> Has anyone got GFA-Basic compiler for the ST/E
> I started writting some games about 5 years ago, but never
> finished them :O(well now i'd like to finish my games
> but my compiler is damaged can anyone help me??
>
> mike

1344. Re: MagiC Online News

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 05:42:57 UTC
From: rsmac@t-online.de
Message-ID: <1entx79.1hfipuy1qptym8N%rsmac@t-online.de>
Source record: 51179

Bengy <bengy@mac.com> wrote:

> MagiC Online will go back online tonight, at it's new temp. domain,
> http://www.magical-sides.de

Yeah!

I add this link on this moment to my link page
http://www.doitarchive.de/link.htm

Nice to read you! :)

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

1345. Atari Website has moved!

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 06:06:59 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0101252201130.6418-100000@shell.pacifier.com>
Source record: 51180
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com
and as always www.atari.benjamin.net and atari@benjamin.net still work
but are being redirected to my new ISP and since I've moved, I have
revamped and updated my WebSite and all my WebPages. So Check it out
and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1346. Re: MagiC Online News

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 07:06:16 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <980492806-133175AEicMi@xs4all.nl>
Source record: 51181

>From: Bengy <bengy@mac.com>
>Date: Fri, 26 Jan 2001 00:52:26 GMT
>
>MagiC Online will go back online tonight, at it's new temp.
>domain, http://www.magical-sides.de

Thanks !
You are on the hotlist again !
Cheers
Dan

1347. Re: Falcon Video Modes

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 09:02:27 UTC
From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Message-ID: <94ref0$8hk$1@nnrp1.deja.com>
Source record: 51182

In article <94ptjolnr1@newsg1.svr.pol.co.uk>,
"Tim Anderson" <tanderson@tanderson22.freeserve.co.uk> wrote:
> Hi,
>
> I am using a program to increase the resolution of my falcon but I
can only
> get the higher resolutions in 16 colours.
>
> I was wondering if there was one that may be able to do it in 256
Use CENTscreen (Freeware): there is many new simple function to access
to high resolution. Actually, i can put on the web site the english
version put the binary has the two language (not videomode).

If need help, contact me...

--
Sacha Hnatiuk
Alternate e-mail:
shnatiuk@wyde.com
sacha.hnatiuk@online.fr
centek@online.fr

Sent via Deja.com
http://www.deja.com/

1348. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 10:17:40 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A714EC3.5857C56B@siemens.at>
Source record: 51183

Derryck Croker wrote:
> It seems that the GTLook archive requires a PAR file to work with some
> types of Epson scanners.
>
> I've updated the archive on my web site to include the necessary.

Doesn't work either on my machine. Didn't really think it would since
it didn't work with my original par file.
So it seems I should try to dig out my spare falcon sometime and try
if it works on that.

Gerhard

1349. denoiser question

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 11:06:10 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A715A22.28AA48D7@siemens.at>
Source record: 51184

Hi,

Some time ago I bought the soundpool denoiser program. I hoped to be able to enhance sound quality with it when I transfer some of my old audio tapes to CD.

The problem is that when denoiser subtracts the noise the result has another kind of noise in it, kind of 'clicking, clanking' sounds which makes it worse than the original sample.
Maybe this is because one has to mark some quiet passages (containing only the noise to be subtracted) and I found no way to be sure I really set the markers right (unfortunately the interface is not as easy as at audiomaster). But as it is I'm not sure whether the bad results are my fault or denoisers fault or somehow my hardware causes the problems (which is the least probable reason I think).

So I would be happy to hear the experiences of others or even some tips what I could have done wrong (better my fault than that of the software).

Thanks
Gerhard

1350. WTB: ST dev. system, book recommendations?

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 12:07:51 UTC
From: dang@elp.rr.com.nospam
Message-ID: <Xns9035421326E3Fdangelprrcom@207.250.5.3>
Source record: 51186

Hello,

I am still looking to get an ST of some sort for a little project I need to work on (I've posted here before) It needs two things, really -- a hard drive (size doesn't matter) and an SVGA monitor adapter. I know next to squat about STs at this point, but I'm a decent programmer on other platforms and would like to implement my midi-sequencer idea. (It's quite a far cry from the existing sequencers, which I despise) Some development software could help, but I think I might be able to acquire that on my own (already have an assembler and a C compiler on the way).

Also, does anyone have any recommendations on books that are must-have for TOS/GEM programming? Already I've got the following in transit:

Compute's Atari ST Programmer's Guide
Atari ST Machine Language
Compute's Technical Reference Guide
Atari ST Graphics and Sound
C Language for the Atari ST

thanks,
-dan

remove ".nospam" from the end of my email address

1351. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 12:54:11 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Vf9zhkUzNXc6EwiQ@lovecraft.demon.co.uk>
Source record: 51187

Once upon a time <980510799.7526.0.nnrp-13.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> grabbed chalk and scrawled:
>'TOS' (in the broadest of senses) is becoming much more 'open source' and
>more like Linux is (ie no real platform base as such just a good portable
>OS), is this what we want?

This is what happened to BeOS, and this is why I really don't see the
point in all the clones beyond a tiny market - more like someone
designing something because they have the skills to, rather than trying
to keep the /Atari/ platform alive.

I mean, you have two reasons for wanting a computer - either to perform
a specific or number of tasks, or to run existing software. IMO, the
strongest market for the Atari is for people who have existing
specialist software, and even Atari couldn't make their own similar
architecture machines 100% compatible.

When Be released the BeBox, it was competitive, clever technology with a
smart new OS. Everything was beautifully integrated, you had dual
processors, MIDI, sound, a machine which looked smart. It was also not
expensive.

When I see Atari clones online, they are frequently kludged, starting as
a motherboard and having various interfaces hung off them to try and
provide the functionality of a TT or whatever. I very much doubt that
they are compatible with a lot of the software, and of course new
software isn't exactly a commercial viability.

If there will be a Coldfire based machine, then great, but where is the
'clone' aspect? It's just another new motherboard that can maybe run a
few MagiC or TOS applications. Hades/Milan at least have fundamental TOS
compatibility and a 680X0 architecture - and the 68060 is a curiosity,
too.

If someone wants to build an Atari clone, for crying out loud, build a
/clone/. From dealers, TTs and Falcons are ï¿½450. Surely you could build
a new machine for that, incorporating some of the patches. Say a TT with
a DSP, and Cubase patches applied to the audio stage. The skills are
there, and this would be a genuinely useful machine, and you could call
it an Atari. The only problem I can see is a lack of Videl and since
there is the technology in the CrazyDots cards, which sounds more stable
anyway and has it's own VRAM, then there isn't an issue.

I'll keep saying it. Make a 32MHz 68030, 32-Bit Atari clone with DSP and
good board design, incorporate a second MIDI channel or at least ensure
it is fully compatible with existing equipment, and give it a proper

Thru port, /make sure it's stable/ and sell it for ï¿½500 in a rackmount case (or a case that can be rackmounted by adding 'ears').

It has to be able to run Falcon DSP apps and ST MIDI apps. Then your market is guaranteed. I've seen the kludges for making Falcons more stable, for adding memory to the TT, for increasing the bus speed of the Falcon, so I know that the knowledge and experience is out there.

Richard

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1352. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 14:23:27 UTC
From: ebaiz@skyenet.net
Message-ID: <zLfc6.2883$Uo2.1258@newsfeed.slurp.net>
Source record: 51188

On 25 Jan 2001 13:41:39 , Artur Stachon wrote:
>The best solution is Motorola PPC. Forget Intel or Coldfire. All this cold fire
>stuff for Atari is already too slow, expensive, incompatible, and obsolete.
>Anyway why to use 160Mhz cpu when all macs and pcs run above 500mhz ?

Well if the Coldfire is like the 68000 series, then the 333mhz speed would
be a much greater equivalent when you compare it to the Pentium. Like my
Hades 68060 runs at 60mhz, but that is euivalent to a 200-400mhz Pentium
depending on what you are running.

>I would
>like to see a very stable machine with Magic OS. I am so sick of using
>Intel/Microsoft computer and see it crashing most of the time. I think the best
>and cheapest choice for Atari is to switch to PPC and go with that for now.

I believe that is coming for existing 68030 machines and above. It is
called Destiny and will offer a PPC cpu. This will actually turn an Atari
computer into a two-cpu system.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1353. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 15:01:20 UTC
From: jba4@po.cwru.edu
Message-ID: <3a719083.4242114@news.cwru.edu>
Source record: 51189

On Fri, 26 Jan 2001 12:05:06 -0800, "Mark" <mark@recycledsteel.co.uk>
wrote:

>Hmmmm, Magic already runs on 3 different platforms but another is good. I
>would like to see 'us' migrate down the PPC too as I am unsure as to how far
>Motorola will take the Coldfire, don't get me wrong though I will be banging
>at their doors the day Medusa have some in stock.

Forgot aboput Magic. But doesn't Magic run as an emulator on the
Intel at least? Not quite the same, but sorta. That gets back into
the arguments about emulation.

How does MagicMAC work? Does it take over OS functions from MacOS?
I'm just interested.

>
>'TOS' (in the broadest of senses) is becoming much more 'open source' and
>more like Linux is (ie no real platform base as such just a good portable
>OS), is this what we want?

Sounds good to me! If I could walk to the store and get an Intel
motherboard that runs TOS natively, that'd be fine with me. Although
I know how a lot of people here hate the Intel machines ;-)

>
>Mark
>
>
>

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1354. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 15:02:49 UTC
From: jba4@po.cwru.edu
Message-ID: <3a71914b.4441689@news.cwru.edu>
Source record: 51190

On Fri, 26 Jan 2001 12:54:11 +0000, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> wrote:

>I'll keep saying it. Make a 32MHz 68030, 32-Bit Atari clone with DSP and
>good board design, incorporate a second MIDI channel or at least ensure
>it is fully compatible with existing equipment, and give it a proper
>Thru port, /make sure it's stable/ and sell it for £500 in a rackmount
>case (or a case that can be rackmounted by adding 'ears').
>
>It has to be able to run Falcon DSP apps and ST MIDI apps. Then your
>market is guaranteed. I've seen the kludges for making Falcons more
>stable, for adding memory to the TT, for increasing the bus speed of the
>Falcon, so I know that the knowledge and experience is out there.

Isn't this similar to the Falcon clone Wizztronics was considering? I
thought they were making a relatively slow clone, but would be Falcon
compatible. I'm not sure.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1355. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 15:50:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980530426-72103AEicMi@gmx.net>
Source record: 51097

From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Date: Wed, 24 Jan 2001 12:43:22 GMT

>Is Nima updating his scanner drivers? He was to add direct printer output
>from the driver IIRC - imagine that, a colour photocopier :-)

You're not really thinking of forging banknotes? are you? :-)

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1356. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 15:51:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980530422-71523AEicMi@gmx.net>
Source record: 51098

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Wed, 24 Jan 2001 13:08:26 +0100

>Interesting. So am I the only falcon owner where that version of
>GTLOOK doesn't work ?
No, you're not the only one. I know a couple of people that (used) to have
similar problems. In all but one case the problem was connected with the
memory expansion, when using a different SIMM it worked... one guy used the
original Atari 14Mb expansion, he never got GTLook 2.03 working. Another guy
couldn't get it working on his TT, but after removing the Riebl network card
he reported that it was OK (?)

If it's any comfort.. I know two Falcon owners who can't run GTLook at all,
no matter what version they use... so count yourself lucky :-)

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1357. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 15:51:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980530438-74579AEicMi@gmx.net>
Source record: 51099

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Wed, 24 Jan 2001 17:38:42 +0000

>You can count me in. Having hand assembled a Hades060, perhaps
>the only one in the US to do so, I for one think the lastest
>news release sounds positive at any rate.
The latest news? you mean that bit where they annouce that it will not be ready in april, but has been put on hold for at least 8 months? or that other bit where they state that the Coldfire 4e is 100% 680x0 compatible? Even Motorola isn't aware of that!

In fact they've added more bullshit...
"the eight months will not be lost because in the mean time programmers can start developing drivers and adapt their programs". I've had to read this statement a couple of times, because I thought it was some German humour at it's very best, but these people are bloody serious!

>Just like you I have a Falcon, TT030, and a Hades060 all in the same room.
>If I had yet another even more powerful clone sitting next to these, why
>not?
Because it's the odd one out...
The Pegasus is not a clone, but a desktop computer based around a Coldfire running TOS under emulation.
The Hades and Milan both have a patched TOS, but these patches were made to make TOS aware of PCI.. etc. The Pegasus TOS will need to run under several emulation layers and be so heavily patched that one can hardly talk of a "Atari clone" anymore. Is an Apple running MagiCMac a Atari clone?

>I think some very interesting things coming for MiNT would make such a
>machine quite very nice to have.
I doubt that MiNT will even run on such a machine, Freddi Aschwanden wasn't really sure either. If he isn't sure then why do you think that MiNT will run on it? Recompiling it will not be enough...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk

http://www.cix.co.uk/~derryck/index.htm

1358. Re: LFNs and VFATCONF

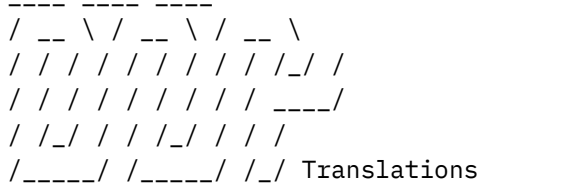
Newsgroup: comp.sys.atari.st
Date: 2001-01-26 15:53:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980530428-72587AEicMi@gmx.net>
Source record: 51096

From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Date: Wed, 24 Jan 2001 12:31:02 GMT

>And the buggy "Unsorted" directory list - it's not on an Atari, but works
>fine on the author's setup.
You forgot to mention the buggy implementation of the packer/unpacker
plugins when running under MiNT/N.AES. The unpacked archives are saved at
random somewhere on the harddisk... one has to go and search them ;-)

>Maybe we should give him a proper computer :-)
A Pegasus would be right up his alley...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1359. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 15:53:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980523682-951326AEicMi@cwcom.net>
Source record: 51192

From: "Mark" <mark@recycledsteel.co.uk>
Date: Thu, 25 Jan 2001 16:25:33 -0800

>As for HSModem, I do not think it could have been made any harder to use
>even they tried, I used SCC on my TT, is that right? I did not understand
>why there was a MFP_TT as well, what is the difference?

You'll have to wait for a TT expert to come along for that one - but you'd run drvin.prg plus whatever supplementary driver is required at the end of your auto folder, but just before stacks such as sting.prg or sockets.prg.

>I think I may make the cable.

It's much faster.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1360. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 15:53:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980530434-73927AEicMi@gmx.net>
Source record: 51100

From: Odd Skancke <oskancke@online.no>
Date: Wed, 24 Jan 2001 04:21:36 +0100

Hi Odd,

> Then you, Sven and Uwe and I have different opinions.
3:1... you're outnumbered :-)
TBH: Sven never said it was nonsense, he merely pointed out that because of the to be used emulation layers and the very heavy patching that would need to be applied, the Coldfire design would hardly be faster then a Milan-1, this is not exactly 3X faster then a Hades 060 is it?
I think Uwe has different reasons to call it nonsense, the way the project is presented is enough to make anyone think twice...

> If such a machine actually became available, do you think existing
>software authors would let it go without their software?
Frankly... yes.
Where's the support for your Hades, where's the support for the Milan? and what makes you think that it would be any different now? Unless the Pegasus can run unpatched applications it has no chance...
Remember when the Milan-1 was lounched? On paper it offered everything the average Atari user could possibly want. But the authors didn't share that enthousiasm, I've still got to see the first Milan application appear...
I can understand that commercial authors have reservations, but what about the "free" market? One could argue that the Milan-1 is a MiNT computer, it comes with MiNT/N.AES as standard OS, the MiNT platform never had a better opportunity to promote the OS, but even the MiNT developers didn't want to know about it.... except for some serial drivers nothing happened.

Three years on... with an ever shrinking number of authors some German clowns hope to attract a *lot* of talented programmers to get their crazy design working, that's pure nonsense or to put it bluntly: bullshit :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1361. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 16:03:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980523686-952062AEicMi@cwcom.net>
Source record: 51193

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 25 Jan 2001 20:13:03 -0500

>>>host via the resolve() call. For me on my setup going from
>online/offline
>>>browsing is painless effortless and require no user intervention.
>>
>>As also here - but only if the STinG dialer had previously been loaded -

>I've had several ideas over the years but they almost always
>involve some bit of information that other stacks don't want to provide
>easily or at all. Gets frustrating sometimes, but probably no big loss I
>imagine more of them would have been crap solutions ;)

I doubt that! :-)

I thought something quick and dirty - look in the cookie jar to see if
there's a stack loaded. No stack, so load from disk. Can't be that easy
though :-(

>Freeserve was STiK2 compatible, then they made some change to
>their software and at least one person reported that they could not use it
>anymore. Want to tell me what HOSTNAME does? I very much have tunnel

It used to work with IConnect as well - as to what Hostname is, I haven't
the faintest notion I'm afraid :-(

I think that Freeserve also force VJ compression as well - that's something
which STinG can also deal with.

>into some wall. I found years ago that when I run into a wall it is
>better for me to take a break on that project and work on something else

AKA "sleeping on it". Works for me as well :-)

> Well that's probably enough blathering on for one day ;)

Very interesting stuff Dan, not a word of blather in there!

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk

http://www.cix.co.uk/~derryck/index.htm

1362. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 16:06:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980523690-952925AEicMi@cwcom.net>
Source record: 51194

From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Date: 25 Jan 2001 22:52:13 GMT

>Is IConnect still a Magic only package or does it work with Mint ?

I suspect it's MagiC only.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1363. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 16:48:58 UTC
From: bindon@madasafish.com
Message-ID: <t73ajq3r3g3e8b@corp.supernews.com>
Source record: 51191

Hi Jo

>> Was there ever a board which allowed the Falcon to use more than 14Mb?
>> Other than using expansion cards of course.
>
>No. 14Mb is the most the Falcon's crippled 030 can handle. You need a CT2,
>Mighty Sonic or Afterburner to get more. If you can find someone stupid
>enough to sell their Afterburner, buy it. It's worth every penny.

I always thought that the 030 wasthe full version but the DRAM
contoller limited it to accessing only the 14Mb. Similar to the ST.
What about the Blowup FX, that never replaced the CPU, I think.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1364. Re: New Scanners for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 16:58:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980576278-97904AEicMi@cwcom.net>
Source record: 51125

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Fri, 26 Jan 2001 11:17:40 +0100

>> I've updated the archive on my web site to include the necessary.
>
>Doesn't work either on my machine. Didn't really think it would since
>it didn't work with my original par file.

That's a shame, I can't test it because I don't have a compatible scanner.
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1365. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 17:18:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a71b9a84a3dac0@online.be>
Source record: 51101

on Thu 25-01-2001 22:52 Peter Slegg wrote:

>
>Is IConnect still a Magic only package or does it work with Mint ?

I don't know if the latest Iconnect works with MiNT but the previous
surely works with MiNT. But what's the use of it? It's compared to
MiNT-net damned slown and above all the Iconnect clients do need Magic
so....

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1366. Re: MiNT/MagiC/AES advice needed

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 17:33:31 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94scdb$g84$1@snipp.uninett.no>
Source record: 51195

Michael and Nicole Freeman <nameerf@flash.net> wrote:

> I think at one point, I heard about some memory card that was supposed to be
> able to use the PDS slot for more than 14Mb. I think the CPU can only access
> the standard ST-RAM slot up to 14Mb, but could access memory on the PDS in
> much bigger chunks. I could be wrong though. This is just a vague memory of
> something I read a long time ago and didn't give all that much attention to.

It's possible that one could use bankswitching or something similar, and
use the MMU to map this to the physical address space. It wouldn't be
particulary efficient though, and I don't think something like this
actually has been made.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1367. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 18:46:50 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <4%jc6.4128$wq.344786@nnrp3.clara.net>
Source record: 51105

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:980068224-347033AEicMi@cwcom.net...

> The chips on my CT2B run quite cool, so I'm thinking of installing
> thermostatically controlled blowtorches :-)

Are you kidding? Those Lattice chips
burn. I've now put heat-sinks on them.

Shiuming Lai

1368. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 19:38:32 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a71d238$1_2@athena.netset.com>
Source record: 51106

In article <980523682-951326AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: "Mark" <mark@recycledsteel.co.uk>
>Date: Thu, 25 Jan 2001 16:25:33 -0800
>
>>As for HSModem, I do not think it could have been made any harder to use
>>even they tried, I used SCC on my TT, is that right? I did not understand
>>why there was a MFP_TT as well, what is the difference?
>
>You'll have to wait for a TT expert to come along for that one - but you'd
>run drvin.prg plus whatever supplementary driver is required at the end of
>your auto folder, but just before stacks such as sting.prg or sockets.prg.

The TT has both the MFP chip that St's contained and the SCC chip
that the Falcon contains. Serial2 is on the SCC chip it does a standard
serial port up to 230kbs dte rate. The MFP controlled ports are limited
in their compatible dte rates. You can find the details around on the net
but basically somewhere after 38400 they start having strange
synchronisations that don't match up with any real devices.

Dan Ackerman
aka baldrick

1369. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 19:42:01 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a71d309$1_1@athena.netset.com>
Source record: 51107

In article <980523686-952062AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 25 Jan 2001 20:13:03 -0500
>
>>Freeserve was STiK2 compatible, then they made some change to
>>their software and at least one person reported that they could not use it
>>anymore. Want to tell me what HOSTNAME does? I very much have tunnel
>
>It used to work with IConnect as well - as to what Hostname is, I haven't
>the faintest notion I'm afraid :-(
>
>I think that Freeserve also force VJ compression as well - that's something
>which STinG can also deal with.

I just got a report that it's working again. Freeserve and STiK2
that is. The one report I had previously that had it not working, had
freeserve switching to CHAP instead of PAP.

Dan Ackerman
aka baldrick

1370. Cubase Studio/Cue Trax Modules Problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 19:50:03 UTC
From: Dylan O'Brien <dsobrien@earthlink.net>
Message-ID: <4NRxOhV9D42CYsvSqjFBQ1hxL0ow@4ax.com>
Source record: 51108

Well My problem seems to be my hard drive. I can install the modules
on a floppy and run them, but if installed to my hardrive, they crash
Cubase. I re-partitioned my drive and started from scratch, with
nothing but Cubase and HDriver, but it still crashed on me.

Anyone have any suggestions??

Thanks,

Dylan O'Brien -USA
dsobrien@earthlink.net
Falcon -Nemesis/14meg/Cubase Audio

1371. Re: Cubase Studio/Cue Trax Modules Problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 19:56:27 UTC
From: Dylan O'Brien <dsobrien@earthlink.net>
Message-ID: <ntVxOndVA8z+eLHRBwW5xhd=0Hw4@4ax.com>
Source record: 51109

On Wed, 24 Jan 2001 01:54:23 +0000, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> wrote:

>How reliable do you find the MO4 - especially since you have a Nemesis
>installed...
>
>(What's the FDI interface?)

I haven't really had a chance to test it out completely, but it seems
to work with the Nemesis without any problems. The FDI is the Falcon
Digital Interface which lets you connect the Falcon to a DAT machine
or any other stereo digital device.

Dylan O'Brien -USA
dsobrien@earthlink.net
Falcon -Nemesis/14meg/Cubase Audio

1372. Re: WTB: ST dev. system, book recommendations?

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 19:57:29 UTC
From: fried@dragon.achilles.net
Message-ID: <94skr9$n1q$1@localhost.localdomain>
Source record: 51104

Shat about the Atari Compendium? It comes in book or CD.

DG (dang@elp.rr.com.nospam) wrote:
: Hello,

: I am still looking to get an ST of some sort for a little project I need to
: work on (I've posted here before) It needs two things, really -- a hard
: drive (size doesn't matter) and an SVGA monitor adapter. I know next to
: squat about STs at this point, but I'm a decent programmer on other
: platforms and would like to implement my midi-sequencer idea. (It's quite a
: far cry from the existing sequencers, which I despise) Some development
: software could help, but I think I might be able to acquire that on my own
: (already have an assembler and a C compiler on the way).

: Also, does anyone have any recommendations on books that are must-have for
: TOS/GEM programming? Already I've got the following in transit:

: Compute's Atari ST Programmer's Guide
: Atari ST Machine Language
: Compute's Technical Reference Guide
: Atari ST Graphics and Sound
: C Language for the Atari ST

: thanks,
: -dan

: remove ".nospam" from the end of my email address

1373. Cubase 3/SMP 24

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 20:03:57 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A71D82B.9BE99680@mrgs.cix.co.uk>
Source record: 51110

Hi all,

I'm trying to get these to work together on a 4Mb STe. I've got them connected via the printer port. There doesn't seem to be an option to external sync on the SMPTE page. Only a few things match with what it says in the manual which is for Pro 24. I've only got Internal or MTC. The other settings have Int, Atari, MROS, Xport 1-3, none of these do anything. Does this only work with Pro 24? I believe Pro is free now, where can I get it?

Chris

1374. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 20:05:06 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980510799.7526.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 51185

> And I don't think we should continually state that this system is
> nonsense or crap. Medusa computer has already produced two clones, so
> why shouldn't we believe them? And I hope the Tempest comes out
> too! Won't that be great when we see TOS running on three different
> CPU families! Good stuff!

Hmmmm, Magic already runs on 3 different platforms but another is good. I would like to see 'us' migrate down the PPC too as I am unsure as to how far Motorola will take the Coldfire, don't get me wrong though I will be banging at their doors the day Medusa have some in stock.

'TOS' (in the broadest of senses) is becoming much more 'open source' and more like Linux is (ie no real platform base as such just a good portable OS), is this what we want?

Mark

1375. Biggest drive on an STe

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 20:09:51 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A71D98D.7B3CA599@mrgs.cix.co.uk>
Source record: 51111

Hi all,

What's the biggest drive I can use with an STe? I've got a 1g and a 500Mb in a case with a CD-ROM. Using HDDriver 7.01 it only sees the 500Mb and CD. Mind you I can't seem to see the 1g on my Falcon so maybe it's knackered?

Chris

1376. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 20:49:03 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B69730F7.9C22%nameerf@flash.net>
Source record: 51112

> I believe that is coming for existing 68030 machines and above. It is
> called Destiny and will offer a PPC cpu. This will actually turn an Atari
> computer into a two-cpu system.

Not to be picky, but it's actually Tempest you're speaking of. Destiny is just an adapter board that lets you use Falcon PDS cards on TT's and compatibles. You could then plug in cards like Tempest, Eclipse, etc. into these machines. You'd need to buy both Destiny and Tempest in order to have the PPC CPU on a TT or Hades/Medusa/Milan machine. Falcons just need Tempest.

Mike Freeman
nameerf@flash.net

1377. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 21:01:19 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101262043470.127-100000@Hades060>
Source record: 51120

On Fri, 26 Jan 2001, Richard Kilpatrick wrote:

> If someone wants to build an Atari clone, for crying out loud, build a
> /clone/. From dealers, TTs and Falcons are ï¿½450. Surely you could build
> a new machine for that, incorporating some of the patches. Say a TT with
> a DSP, and Cubase patches applied to the audio stage. The skills are
> there, and this would be a genuinely useful machine, and you could call
> it an Atari. The only problem I can see is a lack of Videl and since
> there is the technology in the CrazyDots cards, which sounds more stable
> anyway and has it's own VRAM, then there isn't an issue.

Some interesting angles on the situation, however are you
aware that a video card in a TT more or less turns it into
a GEM box? Once the video is redirected to the video card you
can run only well behaved GEM apps that also use the VDI
correctly. Some where the paltform has to give, and this
is one of those areas since no one will ever update the
the shifter or videl. Either you get a clone or you live with
an old machine. If you are lucky something like tempest might
be a nice halfway point.

I have had a TT for years with a gfx card, I can tell you
from my own use the gfx card really puts limits on what you can and
cannot run. Since I was used to that arrangement, the Hades
seemed like a logical step, I run the same stuff as I did.
For me the 060 is not an oddity anymore, it's an everyday
thing, and worth every penny.

I wish the situation was better, but the computer industry itself
is so messed up, that it's hard to do anthing "the right way"
anymore.

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1378. Re: GEMulator 2000

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 21:15:42 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <94sotr$95u$1@news4.isdnet.net>
Source record: 51113

<atarigalen@my-deja.com> a &#65533;crit dans le message news:
94noak$3af$1@nnrp1.deja.com...
> In article <94n328$1bmb$1@news6.isdnet.net>,
> "le passionn&#65533;" <jpgui@noos.fr> wrote:
> > It is simple just rename yours virtuals hard drive 80meg with c
> > notC.or D etc...
> > Then you can directely use your window stuff.
> > I test direct download from internet, drag and drop from 2 windows,
> > and direct acces from zip and cd to the virtual.hard drive .You can
> > redirect archive file zip for example and do directely the
> > d&#65533;compression in the virtual disk.
>
> I'm not quite sure I follow this.
>
> First you name the virtual drive with a lower case "c"?
>
> O.K., then what?
>Hello,
Then, that's all, the c drive is reconize by the emulator just like the c
boot atariti disk...
The c drive is just a new window microsoft directory with the name c, it's
simple and clear.
the root directory for acc for example, it the real C disk;
I hope, i help you, just be cool and zen...
Atari is a hard stuff, but there is always solutions, never problems....:-)
> Galen
>
>
> Sent via Deja.com
> http://www.deja.com/

1379. Re: Cubase Studio/Cue Trax Modules Problem

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 22:07:21 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <y3H6LeXZUfc6EwFa@lovecraft.demon.co.uk>
Source record: 51114

Once upon a time <4NRxOhV9D42CYsvSqjFBQ1hxL0ow@4ax.com>, Dylan O'Brien
<dsobrien@earthlink.net> grabbed chalk and scrawled:
>Well My problem seems to be my hard drive. I can install the modules
>on a floppy and run them, but if installed to my hardrive, they crash
>Cubase. I re-partitioned my drive and started from scratch, with
>nothing but Cubase and HDriver, but it still crashed on me.

Have you tried editing the .INF files? I'm not familiar with Cubase, but
surely these modules have resource files they're looking for. Perhaps
they aren't aware of the HD...

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1380. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 23:02:21 UTC
From: bindon@madasafish.com
Message-ID: <t740ftdaka5s96@corp.supernews.com>
Source record: 51115

On 26 Jan 2001 15:53:10 , Derryck Croker wrote:
>From: "Mark" <mark@recycledsteel.co.uk>
>Date: Thu, 25 Jan 2001 16:25:33 -0800
>
>>As for HSModem, I do not think it could have been made any harder to use
>>even they tried, I used SCC on my TT, is that right? I did not understand
>>why there was a MFP_TT as well, what is the difference?
>
>You'll have to wait for a TT expert to come along for that one - but you'd
>run drvin.prg plus whatever supplementary driver is required at the end of
>your auto folder, but just before stacks such as sting.prg or sockets.prg.

I'm no TT expert, but MFP_TT is for the 19,200bps compatible port that
is driven by the MFP like in the old STs. SCC is for the two ports
driven by the SCC, the LAN and Serial/Modem 2. I have no Idea how
this are presented socket wise on the back of a TT. Put both in after
driven.prg and you'll be safe.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1381. Re: MagiC Online News

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 23:05:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980597090-677398AEicMi@madasafish.com>
Source record: 51127

Hi Bengy

>http://www.magical-sides.de

Well done that man, tie for another fix!!. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1382. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 23:17:59 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101270005270.157-100000@mail.online.no>
Source record: 51116

On Fri, 26 Jan 2001, Dennis Vermeire wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Wed, 24 Jan 2001 17:38:42 +0000
>
> >You can count me in. Having hand assembled a Hades060, perhaps
> >the only one in the US to do so, I for one think the lastest
> >news release sounds positive at any rate.
> The latest news? you mean that bit where they annouce that it will not be
> ready in april, but has been put on hold for at least 8 months? or that
> other bit where they state that the Coldfire 4e is 100% 680x0 compatible?
> Even Motorola isn't aware of that!

The 8 months to me is great new, as that means they will wait for 4e to become available. I agree with it being a hopeless project using non-pmmu/fpu version of the ColdFire. Who knows, perhaps the new 4e core is more compatible than we know.. anyone actually seen the detailed instruction set of this new core? I've noticed that more and more have been put back into the instruction-set since v2 of the core, so who knows .. perhaps they add more to make it easier to run existing Linux-based embedded stuff currently running on real m68k's....

>
> In fact they've added more bullshit...
> "the eight months will not be lost because in the mean time programmers can
> start developing drivers and adapt their programs". I've had to read this
> statement a couple of times, because I thought it was some German humour at
> it's very best, but these people are bloody serious!

Why do you find this funny? If I was actually sure the machine would appear in 8 months, I would start modifying my coding habbits immediately, but since I don't really believe that just yet, I'll wait and see. But that does not mean I think the statement is bullshit. I think your attitude is bullshit! Afraid MagiC wont run on it?

>
> >Just like you I have a Falcon, TT030, and a Hades060 all in the same room.
> >If I had yet another even more powerful clone sitting next to these, why
> >not?
> Because it's the odd one out...
> The Pegasus is not a clone, but a desktop computer based around a Coldfire
> running TOS under emulation.
> The Hades and Milan both have a patched TOS, but these patches were made to
> make TOS aware of PCI.. etc. The Pegasus TOS will need to run under several
> emulation layers and be so heavily patched that one can hardly talk of a
> "Atari clone" anymore. Is an Apple running MagiCMac a Atari clone?

Not only that, TOS won't run on 040/060, because those does not implement
all 030 instructions! This means that Milan/Hades TOS had to be patched
(totally rewritten in Milan's case, but not only because of this) to run
effectively on 040/060. Ofcourse, the 040/060 can emulated this completely
using unimplemented integer/fpu instructions handler...

>
> >I think some very interesting things coming for MiNT would make such a
> >machine quite very nice to have.
> I doubt that MiNT will even run on such a machine, Freddi Aschwanden wasn't
> really sure either. If he isn't sure then why do you think that MiNT will
> run on it? Recompiling it will not be enough...

I will personally make sure MiNT runs on this machine, if it becomes
available. Thats why I'm so concerned it MUST have a pmmu. Ofcourse
recompiling isn't enuff, but one have the full source, so making it work
is not hard.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1383. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-26 23:31:37 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101270019050.157-100000@mail.online.no>
Source record: 51117

On Fri, 26 Jan 2001, Dennis Vermeire wrote:

> From: Odd Skancke <oskancke@online.no>
> Date: Wed, 24 Jan 2001 04:21:36 +0100
>
> Hi Odd,
>
> > Then you, Sven and Uwe and I have different opinions.
> 3:1... you're outnumbered :-)
> TBH: Sven never said it was nonsense, he merely pointed out that because of
> the to be used emulation layers and the very heavy patching that would need
> to be applied, the Coldfire design would hardly be faster then a Milan-1,
> this is not exactly 3X faster then a Hades 060 is it?
> I think Uwe has different reasons to call it nonsense, the way the project
> is presented is enough to make anyone think twice...

Ok

>
> > If such a machine actually became available, do you think existing
> >software authors would let it go without their software?
> Frankly... yes.
> Where's the support for your Hades, where's the support for the Milan? and
> what makes you think that it would be any different now? Unless the Pegasus
> can run unpatched applications it has no chance...

Support for Hades/Milan is good, from the remaining programmers in the
community. CAB is a dead-end, I agree, but then again, we've got XGEM so
we can soon run netscape on Atari.. under MiNT ofcourse. Now, (addressing
software authors now) are there any software authors that would not try to
make their software work on such a powerful machine, without having to
emulate 68k?

> Remember when the Milan-1 was lounched? On paper it offered everything the
> average Atari user could possibly want. But the authors didn't share that
> enthousiasm, I've still got to see the first Milan application appear...

Well, I can't tell you if there are any Milan-specific applications, but
there are Milan-specific drivers, which drive sound/scsii/etc.
MilanBlaster anyone? Altho it is hardly "applications" in that sense, they
help existing applications work on the new Hardware. Ever used Papyrus on
a bog-standard Falcon editing real heavy documents? I think the speed of
the Hades/Milan is enuff to call Papyrus a "clones application" ;-)

> I can understand that commercial authors have reservations, but what about
> the "free" market? One could argue that the Milan-1 is a MiNT computer, it

> comes with MiNT/N.AES as standard OS, the MiNT platform never had a better
> opportunity to promote the OS, but even the MiNT developers didn't want to
> know about it.... except for some serial drivers nothing happened.

Then you don't know that the main MiNT maintainer is actually maintaining
using a Milan 060?

>
> Three years on... with an ever shrinking number of authors some German
> clowns hope to attract a *lot* of talented programmers to get their crazy
> design working, that's pure nonsense or to put it bluntly: bullshit :-)

Well, I'm attracted, and I'm a programmer.. altho not the most talented
one ;-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1384. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 00:47:12 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.30.0101270145200.112-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 51122

Hello!

> opportunity to promote the OS, but even the MiNT developers didn't want to
> know about it.... except for some serial drivers nothing happened.

I like to know your ideas about the things that don't happened?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

1385. Re: GEMulator 2000

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 00:48:50 UTC
From: TomW <tom_wilkinson@canada.com>
Message-ID: <SVoc6.157800$f36.6214211@news20.bellglobal.com>
Source record: 51118

Will that explorer program that comes on emulators.com's website not do what you need?
From their website:

"With Gemulator Explorer, you can access and copy files from any Macintosh 1.44M floppy disk, Macintosh CD-ROM, Macintosh ZIP disk, external Macintosh SCSI hard drive, Atari ST formatted floppy disk, Atari ST ZIP disk, Atari ST formatted hard drive, and even disk image files."

http://www.emulators.com/freefile/gemxplor.zip

"Paul Lefebvre" <paul@maine.com> wrote in message news:fOZb6.3219$1K1.29332@newsr1.maine.rr.com...
> I took your suggestion and e-mailed support. I got a reply within a few
> hours, but basically it just confirmed what I had run into and that there
> was no way to have both an Atari virtual HD and a real Windows HD available
> at the same time. He recommends going through the floppy to transfer files.
>
> He did say I could install Atari software to read the CD, though.
>
> Still, it seems to me that someone should be able to whip up a utility to
> copy files into a virtual hard drive file (or even a virtual floppy file).
>
> -- Paul
>
> "Mike Saeger" wrote:
> > I had a Gemulator question and sent it off to Derick -- he answered me the
> > next day! So go ahead and ask the developer directly.
> support@emulators.com.
> >
> >
>
>

1386. LFN's reply

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 02:10:05 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <94talt$1h0$1@plutonium.compulink.co.uk>
Source record: 51119

Hi!

For some reasons CixRead crashes when I try and reply direct with a
'com' so I am trying a 'say':

In message <e5A1KUAeuNb6EwYa@my-ste.demon.co.uk>, nospam@my-ste.demon.co.uk said:

>All this goes to show that LFNs are stored in the directory sectors along
>with their 8+3 equivalents.

Thanks! A bit clearer now. I don't understand why there are variable
gaps in the LFN character bytes, though. Also, what happens when you
switch LFNs on or off temporarily - I presume than when switched off,
any new file saved will only have 8+3 but the LFNs for others will still
be there, and recoveable by switching LFNs on again.

If you ask why I just don't enable LFNs on all partitions, the answer is
that Kobold 3.5 is *much* slower in copying these, having to do it in
GEMDOS mode if either source or destination has LFNs enabled. But I have
LFNs on B and not A, so I'll try saving a few files to both and then
having a look with Harlekin's Monitor.

Regards, /Peter/

1387. Magic Mac on Power Mac AV question

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 04:02:11 UTC
From: guitarra@afn.org
Message-ID: <94th83$nui6$1@spnode25.nerdc.ufl.edu>
Source record: 51121

Hi friends:

Is there a trick to run MagicMac on a PowerMac?

I was able to run it on sys 7.6 but now does not run on sys 8.6
and it says something in German about page size 4096.

Any one using this program please let me know of any possible
solution.

Thanks! Raymond

1388. FS-1040ST,color monitor,software

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 06:00:13 UTC
From: mfreiwald@aol.com-nospam
Message-ID: <20010127010013.07688.00001278@ng-ct1.aol.com>
Source record: 51123

Internal and external floppy drives,Color monitor,mouse,KB cover and lots of software. Great condition. Would like to see it go to a good home. Located in NJ and any local persons get preference. Discount given for pickup.
E-mail direct @ Mfreiwald@aol.com

1389. Re: Magic Mac on Power Mac AV question

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 06:02:21 UTC
From: rsmac@t-online.de
Message-ID: <1envrqn.n127c5z0cx4yN%rsmac@t-online.de>
Source record: 51124

<guitarra@afn.org> wrote:

> Is there a trick to run MagicMac on a PowerMac?

Normaly not :)

> I was able to run it on sys 7.6 but now does not run on sys 8.6
> and it says something in German about page size 4096.

Latest release of MagiCMac runs fine on MacOS 8.5, 8.6, 9.0.4 but not in
the moment on OS 9.1. I remember my of an update for OS 8.x some time..
(But ii¿½m not sure)

Try the latestes demo.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

1390. the new site of bengy (ex magicos.de)

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 11:21:27 UTC
From: omignard@club-internet.fr
Message-ID: <94uavn$8rm$4@front7.grolier.fr>
Source record: 51126

www.magical-sides.de

1391. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 13:39:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980607874-20096AEicMi@gmx.net>
Source record: 51131

From: "Mark" <mark@recycledsteel.co.uk>
Date: Thu, 25 Jan 2001 16:27:36 -0800

>OK, don't think I am picking sides or whatever just after an opinion.
>Seeing as the 680x0 is not being produced and is very very quickly being
>left behind (and getting very expensive)
It doesn't really matter that the 680x0 isn't produced anymore, it's not like there's a need for 100.000 of them. If a new clone would be produced and 2.000 units of these would be build and sold, it would be an *enormous* success.

>what CPU would you like to see the 'ST' migrate to?
To nothing... the ST doesn't have to migrate at all, the 68060 and even the 68040 will do nicely. In this newsgroup the majority of the people are using a Falcon or TT, both 68030 based. Most don't even have a clue what the term fast graphics is all about, since they don't have a graphic card installed. I find it hard to grasp that people who never seen a 68060 in action dismiss it purely on the basis that a PPC or Coldfire *could* be faster.
What software do you use that needs to run at "three times" the speed of a Hades 060? except for some raytracing stuff I can't really think of anything that would benefit...

>As far as I can tell the options are PPC, Coldfire or Intel (8086 type
>stuff), there are others (RISC stuff, etc) but I think these are the ones
>in the general market and with a price tag the majority of us can afford.
This is a joke right? the Coldfire isn't exactly a processor of which I would say it's "in the general market".

Cheers from Belgium
Dennis
--


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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1392. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 13:39:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980607870-19591AEicMi@gmx.net>
Source record: 51132

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Fri, 26 Jan 2001 18:18:00 +0100 (MET)

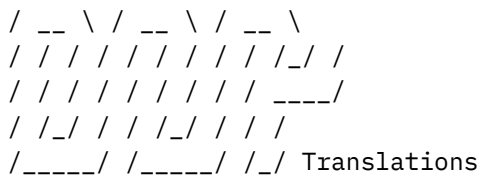
>I don't know if the latest Iconnect works with MiNT but the previous
>surely works with MiNT.
IConnect 1.7 works with MiNT

>But what's the use of it? It's compared to MiNT-net damned slown and above
>all the Iconnect clients do need Magic so....
Emailer 2.3f works with MiNT as well...

Would you care to define "damned slow" please?

With IConnect it takes exactly 23 seconds to dial and login to my ISP...
Checking and retrieving 23 mails from the POP server and 87 postings from 5
different newsgroups took exactly 1min 37 secs... on average download speed
from the chapelie ftp is 5200cps. If this is "damned slow" then I must have
hit the slow motion button somewhere along the line...

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1393. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 14:54:14 UTC
From: ebaiz@skyenet.net
Message-ID: <qiBc6.3626$Uo2.8295@newsfeed.slurp.net>
Source record: 51129

On 26 Jan 2001 16:53:16 , Dennis Vermeire wrote:

>Where's the support for your Hades, where's the support for the Milan? and
>what makes you think that it would be any different now? Unless the Pegasus
>can run unpatched applications it has no chance...
>Remember when the Milan-1 was lounched? On paper it offered everything the
>average Atari user could possibly want. But the authors didn't share that
>enthousiasm, I've still got to see the first Milan application appear...
>I can understand that commercial authors have reservations, but what about
>the "free" market? One could argue that the Milan-1 is a MiNT computer, it
>comes with MiNT/N.AES as standard OS, the MiNT platform never had a better
>opportunity to promote the OS, but even the MiNT developers didn't want to
>know about it.... except for some serial drivers nothing happened.

The support for the Hades is out there, it is just not in the amount that I would like it to be. Sometimes it is frustrating like Odd's soundcard driver. It is does not work fully for myself and other Hades owners who bought the Hades when it came out. It seems to work on the models released in the last 1-2 years. I do not blame it on Odd at all, I appreciated his effort and other like him who have written Hades-only programs. I would think this new computer should be able to run applications from other platforms like Linux, PC and Mac. That is what I was hoping for when I bought my machine. Still, I am very happy with it.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1394. Re: Biggest drive on an STe

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 14:54:19 UTC
From: ebaiz@skyenet.net
Message-ID: <viBc6.3627$Uo2.8295@newsfeed.slurp.net>
Source record: 51128

On 26 Jan 2001 20:09:51 , Chris wrote:
>Hi all,
>
>What's the biggest drive I can use with an STe? I've got a 1g and a
>500Mb in a case with a CD-ROM. Using HDDriver 7.01 it only sees the
>500Mb and CD. Mind you I can't seem to see the 1g on my Falcon so maybe
>it's knackered?

On a regular ST with a regular OS like TOS, the maximum partition size that can be read is 500mb. Is there only 1 partition on the 1gb drive? If that is so, an OS like Magic should be able to read it with no problems.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1395. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 14:54:22 UTC
From: ebaiz@skyenet.net
Message-ID: <yiBc6.3628$Uo2.8295@newsfeed.slurp.net>
Source record: 51130

On 26 Jan 2001 20:49:03 , Michael and Nicole Freeman wrote:
>> I believe that is coming for existing 68030 machines and above. It is
>> called Destiny and will offer a PPC cpu. This will actually turn an Atari
>> computer into a two-cpu system.
>
>Not to be picky, but it's actually Tempest you're speaking of. Destiny is
>just an adapter board that lets you use Falcon PDS cards on TT's and
>compatibles. You could then plug in cards like Tempest, Eclipse, etc. into
>these machines. You'd need to buy both Destiny and Tempest in order to have
>the PPC CPU on a TT or Hades/Medusa/Milan machine. Falcons just need
>Tempest.

Yes, that is picky (g), but you are correct. I realized that after I sent
the reply. I think everyone understood just what I meant.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1396. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 15:37:36 UTC
From: Joakim H�gberg <gokmase@my-deja.com>
Message-ID: <94uq00tlp1@nnrp1.deja.com>
Source record: 51133

> I'll keep saying it. Make a 32MHz 68030, 32-Bit Atari clone with DSP
and
> good board design, incorporate a second MIDI channel or at least
ensure
> it is fully compatible with existing equipment, and give it a proper
> Thru port, /make sure it's stable/ and sell it for �500 in a rackmount
> case (or a case that can be rackmounted by adding 'ears').
>
> It has to be able to run Falcon DSP apps and ST MIDI apps. Then your
> market is guaranteed. I've seen the kludges for making Falcons more
> stable, for adding memory to the TT, for increasing the bus speed of
the
> Falcon, so I know that the knowledge and experience is out there.

Compatibility is all and well, but who would want to buy a brand new
32Mhz TOS-computer? Why develop a new computer with specs that would
make the thing end up so outdated already at the day of its release?
IMHO if someone bothers to develop a new board, it would have to be
something with a lot more power than a 030 at 32Mhz.

And as previously mentioned, if a new tos-comptuter would actually
against all odds hit the market again, don�t you think the ones
producing software would be interested in supporting it?

Finally, I have no idea if this computer will acutally be available one
day, but unlike others I will not insist on convincing the rest of the
world it will fail miserably. I wish Medusa all the best with the
project,and since it seems like it is the only clone in progress, it is
pretty much all we have left to hope for, even if details are vague and
project is not presented in the most professional way...

Just my 2 cents..

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com
http://www.deja.com/

1397. Re: MagiC Online News

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 15:39:48 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <980621258-479444AEicMi@xs4all.nl>
Source record: 51137

>>http://www.magical-sides.de
Way to go, Bengy!

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1398. GMC S-15 Ext Cab PickUp 4 sale

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 16:48:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3a736ce9$1_1@news.pacifier.com>
Source record: 51047

1990 GMC Extended Cab 2 wheel drive Pick Up Truck $5,000
Red & Black in color
Kelly Blue Book Retail price lists for $6,120 without warranties for near new tires & battery, BackUp Warning Beeper, Burglar Alarm/Remote Door Locks and Shop Manuals.

This little used truck has less than 50,000 original miles and has been faithfully serviced by Bill Copps, the dealer who sold it to me. The dated service records are included for your reference.

Equipment includes:
Owner's & Shop Manuals
Clifford Burglar/Remote Door Locks Manual
Recently new tires with Transferable Les Schwab Warranty Contract
Recently new battery with Transferable Les Schwab Warranty Contract

4.3L V-6 engine
Automatic Transmission
Digital Instrument Panel
Air Conditioning
Cruise Control
Power Brakes
Power Stering
Tilt Steering Wheel
Rear Side Swing-Out Windows
Vanity Mirror on Passenger Visor
AM/FM Radio with Cassette Tape Deck
Power Door Locks with Remote
Power Windows
Back Jump Seats with Safety Belts
Clifford Burglar Alarm
BackUp Lights
BackUp Warning Beeper
Rear Bumper with Trailer Ball
Bed Liner

I'm retired and no longer have a need for this truck.

I can be reached at:

Don Schmidt dschmidt@pacifier.com
(360) 573-3333
11111 NE 30 Ave
Vancouver, WA 98686-4326
--
---

pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

1399. 2 hard drives and stuff

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 16:48:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3a736ce9$1_2@news.pacifier.com>
Source record: 51048

I've got two SCSI hard drives, a 540 mb and a 1.1 gig. One has an Adaptic card and the other has a Link II. Both have tape drives in them and I've got 9 tapes for them. Also, I've got a Monitor Master that I've modified to switch the AC along with the monitor signalling. Lots of software and maybe some cords and stuff.

Here's the deal. Its FREE to who ever comes and gets it AND brings along a working ST, monitor and mouse so I can delete some personal files.

If you really feel you must pay me for this I'll take your money but its FREE! (But the tapes and drives need some erasing).

The 1.1 gig drive was used on the Bear Cavern BBS and contain thousands of files which you can have, just not the personal files.

Don Schmidt (360) 573-3333 dschmidt@pacifier.com
11111 NE 30 Ave
Vancouver, WA 98686
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

1400. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 17:53:05 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94v1u1$1a0$1@snipp.uninett.no>
Source record: 51134

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>what CPU would you like to see the 'ST' migrate to?
> To nothing... the ST doesn't have to migrate at all, the 68060 and even the
> 68040 will do nicely. In this newsgroup the majority of the people are using

The problem with these chips is their price. If you can find any expect to
pay $$$ for them. Ask Rodolphe Czuba or Sven Karlsson (or the Milan people
for that matter) how eazy it is to find these chips for a reasonable
price...

> What software do you use that needs to run at "three times" the speed of a
> Hades 060? except for some raytracing stuff I can't really think of anything
> that would benefit...

Indeed. Why would one even need a Hades060? A TT with some TT-RAM is more
than enough. Or a 14Mb Falcon, which should cover all our needs.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1401. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 18:00:37 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94v2c5$1a0$2@snipp.uninett.no>
Source record: 51135

Jeff Armstrong <jba4@po.cwru.edu> wrote:

>>Hmmmm, Magic already runs on 3 different platforms but another is good. I
>>would like to see 'us' migrate down the PPC too as I am unsure as to how far
>>Motorola will take the Coldfire, don't get me wrong though I will be banging
>>at their doors the day Medusa have some in stock.

> Forgot aboput Magic. But doesn't Magic run as an emulator on the
> Intel at least? Not quite the same, but sorta. That gets back into
> the arguments about emulation.

> How does MagicMAC work? Does it take over OS functions from MacOS?
> I'm just interested.

MagiC PC/Mac are emulators and depends on the underlying OS (Windows and
MacOS).

> Sounds good to me! If I could walk to the store and get an Intel
> motherboard that runs TOS natively, that'd be fine with me. Although

Don't even say this here ;-) I tried to a couple of months ago, I didn't
get many followers then ;-) But I agree with you, a TOS-compatible OS that
runs on PC/x86 hardware would be extremely interesting.

> I know how a lot of people here hate the Intel machines ;-)

Well, the only Intel chip in my house is the keyboard-controller in my TT
;-) And this includes my PC.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1402. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 18:10:26 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94v2ui$1a0$3@snipp.uninett.no>
Source record: 51136

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> average Atari user could possibly want. But the authors didn't share that
> enthousiasm, I've still got to see the first Milan application appear...

I don't understand what you're trying to say here... Is Milan-only
applications what you want? Why? Modern applications and games use the OS
and not the hardware. Graphics editors will benefit from accelerated
graphics cards (and not only on the Milan, and not only one specific brand
and model), but won't *need* them, only run a lot slower on old hardware.

Sound applications will perform better with a modern sound card on a Milan
or Hades than on a plain Falcon, but it will work on both. Word processors
will run faster, thus utilizing the faster CPU. Games like Doom or Quake
will benefit from faster graphics and a faster CPU, but will still work on
a Falcon.

Why is this a bad thing?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1403. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 19:16:18 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <urB9sXcC6xc6Ewnn@lovecraft.demon.co.uk>
Source record: 51138

Once upon a time <94uq00tlp1@nnrp1.deja.com>, Joakim Hï¿½gberg
<gokmase@my-deja.com> grabbed chalk and scrawled:

>Compatibility is all and well, but who would want to buy a brand new
>32Mhz TOS-computer?

People who have realised that a 32MHz TOS computer did exactly what they
wanted 10 years ago, and still want to do the same things. Why do you
think so many Ataris are floating around, and why in music circles, an
ST is considered worth up to ï¿½180, and Falcon/TTs up to ï¿½450? What is an
equivalent Amiga worth? ï¿½20? Maybe, just maybe, ï¿½100 for an A4000 or
something similar?

>Why develop a new computer with specs that would
>make the thing end up so outdated already at the day of its release?

Why develop another computer at all, when there are PCs/Macs already
saturating the market? The Atari had a niche where it is still extremely
popular.

>And as previously mentioned, if a new tos-comptuter would actually
>against all odds hit the market again, donï¿½t you think the ones
>producing software would be interested in supporting it?

A new TOS-based machine with no compatability, or the machine I'd like
to see?

I think that many talented programmers worked in the Atari MIDI field,
and they still exist but as the computer died off with the last Falcons,
the real market for software followed. I suspect that if a simple
solution existed that musicians could buy and use, then the Atari
programmers would adopt it as these musicians would obviously buy
software.

I don't think something like a Coldfire based clone would. It doesn't
attract consumers, it attracts enthusiasts. Enthusiasts don't really buy
that much software, because part of the appeal of these clones is that
they're a new toy to tweak - for those of use for whom the task is
primary, the technology secondary, clones make bugger all sense, as the
task time is spent faffing around making the software work, and the
technology side is (usually) more expensive than a PC of equivalent
power.

>Finally, I have no idea if this computer will acutally be available one
>day, but unlike others I will not insist on convincing the rest of the
>world it will fail miserably. I wish Medusa all the best with the
>project,and since it seems like it is the only clone in progress, it is

>pretty much all we have left to hope for, even if details are vague and
>project is not presented in the most professional way...

I don't want to see it fail any more than I'd want to see a new games system, or a new car brand, or a new flavour of coffee fail. One, I don't gain anything from the failure, and I am interested in the technology.

However, I simply don't see it being a success. I might consider investing in a new games platform (if I'd had a lobotomy or Sony went bust), a new brand of car, or a new coffee producer, but not in any company making some leftfield computer system with no intellectual property as equity. Be at least had BeOS, with some new ideas, and FWIW the BeBox was a good system. The sad thing is, these clones all trade on someone else's intellectual property, there is no innovation beyond the idea of putting /that/ CPU and /this/ old OS and /this/ load of OS patches together, and in that case, they need a cast iron market first - like, say, music.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1404. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 19:45:24 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <KIEE06cUVyc6Ewxi@lovecraft.demon.co.uk>
Source record: 51139

Once upon a time <Pine.MNT.4.10.10101262043470.127-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> grabbed chalk and scrawled:

>Some interesting angles on the situation, however are you
>aware that a video card in a TT more or less turns it into
>a GEM box?

No, I didn't actually know how the expansion handled the video...

>Once the video is redirected to the video card you
>can run only well behaved GEM apps that also use the VDI
>correctly. Some where the paltform has to give, and this
>is one of those areas since no one will ever update the
>the shifter or videl.

In some ways, Videl is adequate, but I'm thinking in terms of backwards
compatability as a stop gap. How about - :

The OS can't switch resolutions on the fly anyway. Maybe later updates
can, but the Falcon can't, and nothing before that can as far as I know.
Why not have a shifter, videl and some form of enhanced graphics for new
apps that can use them, and make /less/ of a thing of being able to
change - essentially, choose a new mode and the computer reboots, but
because TOS is in ROM (and perhaps a couple of basic apps, too, since we
can have Flash ROM now), the reboot isn't as noticeable as it was on
Windows 95.

The largest problems with apps are colour depth, rather than pixel
resolution. I find many good GEM apps don't have the resources to handle
16 or 256 colours, but otherwise work fine. IMO, this shouldn't be too
hard to fix, either by updating the software, or by writing a smart
patch into the OS that can change colour depth on the fly.

>I have had a TT for years with a gfx card, I can tell you
>from my own use the gfx card really puts limits on what you can and
>cannot run. Since I was used to that arrangement, the Hades
>seemed like a logical step, I run the same stuff as I did.
>For me the 060 is not an oddity anymore, it's an everyday
>thing, and worth every penny.

nods It depends on how much data you've acquired, in what apps, how
dependent/loyal to your platform (or at least, the apps that you are
using) as to whether something like that is a benefit. As you said, what
about Tempest?

I don't like those ideas because they're a patch on a patch (still
thinking of the CT60, though a big part of that is that I can always

remove it). Something like the Falcon needs to be taken back to design stage, the couple of errors like the address bus width need fixing, and then it can be left to it's own devices.

>I wish the situation was better, but the computer industry itself
>is so messed up, that it's hard to do anthing "the right way"
>anymore.

Which is why I think that this idea would work. There /are/ hardware issues, but I think resolving the issues first would make for a product that perhaps wasn't cutting edge technology, but also was accessible (since a Hades is ï¿½1,500, and to the consumer has no real advantages, I don't consider that accessible).

I'm serious. I really would buy the machine I'm attempting to describe.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1405. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 19:52:14 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6987529.9C41%nameerf@flash.net>
Source record: 51140

in article 980607874-20096AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 1/27/01 5:39 AM:

>> OK, don't think I am picking sides or whatever just after an opinion.
>> Seeing as the 680x0 is not being produced and is very very quickly being
>> left behind (and getting very expensive)
> It doesn't really matter that the 680x0 isn't produced anymore, it's not
> like there's a need for 100.000 of them. If a new clone would be produced
> and 2.000 units of these would be build and sold, it would be an *enormous*
> success.

Yes. However, if there is to be any kind of future for Atari clones, what
will happen when there are no more 680x0's left, even if that is far in the
future? We will be forced to either switch to a different CPU anyway, or
just give up. Wouldn't it be easier to start the transition now, while we
still have options?

>> what CPU would you like to see the 'ST' migrate to?
> To nothing... the ST doesn't have to migrate at all, the 68060 and even the
> 68040 will do nicely. In this newsgroup the majority of the people are using
> a Falcon or TT, both 68030 based. Most don't even have a clue what the term
> fast graphics is all about, since they don't have a graphic card installed.
> I find it hard to grasp that people who never seen a 68060 in action dismiss
> it purely on the basis that a PPC or Coldfire *could* be faster.

Faster, cheaper, currently produced and supported, constantly being
improved, etc. Yes, I would find all these to be very good reasons to switch
to Coldfire or PPC (preferably). I have a Falcon, and I know exactly how
dead slow it is. At one point, the 68030 in the Falcon seemed nice and
speedy, compared to my ST, and my ST seemed speedy compared to my 1200XL.
What happens when we all finally get around to using 68040's and 060's as
our 68000's and 68030 eventually die or get replaced? Eventually software
will meet the limits of these CPU's as well.

> What software do you use that needs to run at "three times" the speed of a
> Hades 060? except for some raytracing stuff I can't really think of anything
> that would benefit...

That's because most software is designed to run happily on 68000's and
030's. There are pieces of software slowly being developed that take
advantage of the 68040 and 68060, because these machines exist. When we all
catch up to this point, software will once again push the limits and we'll
feel once again that our machines are too slow for modern applications. The
way I see it working, is that we grow into the CPU's we have, no matter what
their speed, and eventually *any* CPU will become too slow. An example of
software that we can't use because of lack of CPU speed is Java

applications. More and more web sites are using them, and if we are going to stay online with our machines, we will have to be able to use Java at some point. 68060's are way too slow to make this really usable. My G3 Mac even slows down quite a bit to run Java apps.

>> As far as I can tell the options are PPC, Coldfire or Intel (8086 type
>> stuff), there are others (RISC stuff, etc) but I think these are the ones
>> in the general market and with a price tag the majority of us can afford.
> This is a joke right? the Coldfire isn't exactly a processor of which I
> would say it's "in the general market".

I would agree. However, if you change "in the general market" to read "in production, and widely available compared to 680x0's", then it makes perfect sense.

Basically, my point is that we do too much settling for 2nd best. Over the years, I've always heard in this group, "we'll never need X, we can do just fine with Y because it suites our current need just fine", and then a year or two later, everyone is complaining because Y won't do what they need done and we have to struggle along with Y while the developers try to implement X. Meanwhile Z comes out, and we say, "we'll never need Z, we can do just fine with X..." etc. I hate that! An example of this mentality is with Javascript and Java. A few years ago, I was reading the arguments about that saying, "Java/Javascript (there was no mention of the difference at the time) is just used for flashy extras. There's no need to push for a Java/Javascript-compatible browser." And now we're running into more and more web sites that won't allow you on them unless you have Javascript enabled. It's the same with CPU's. If we say, "we'll never need that much speed," we'll eventually hit a brick wall and struggle to catch up to 2nd best again.

Mike Freeman
nameerf@flash.net

1406. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 20:20:46 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a732e1221575c0@online.be>
Source record: 51141

on Sat 27-01-2001 14:39 Dennis Vermeire wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Fri, 26 Jan 2001 18:18:00 +0100 (MET)
>
>>I don't know if the latest Iconnect works with MiNT but the previous
>>surely works with MiNT.

>IConnect 1.7 works with MiNT

But works Iconnect 1.8 with MiNT? AFAIK, no.

>
>>But what's the use of it? It's compared to MiNT-net damned slown and above
>>all the Iconnect clients do need Magic so....

>Emailer 2.3f works with MiNT as well...

Wow that's what I call world breaking news. One Iconnect client that
works under MiNT. I'm impressed.
Tell me how performs the rest, Chatter, Teli, Fiffi under MiNT?

>
>Would you care to define "damned slow" please?
>
>With IConnect it takes exactly 23 seconds to dial and login to my ISP...
>Checking and retrieving 23 mails from the POP server and 87 postings from 5
>different newsgroups took exactly 1min 37 secs... on average download speed
>from the chapelie ftp is 5200cps. If this is "damned slow" then I must have
>hit the slow motion button somewhere along the line...

As on my machine I only can make Cab working with Iconnect and MiNT I
can only share you my experience with Cab and Iconnect. If I've the luck
Cab will go up to 2.500 cps when I use Iconnect. With MiNT-net Cab
usualy doesn't go under the 4.000 cps.

My phone line isn't good. In order to get a stable connection I must
tune down the modem speed to 42.000 bps. Even then downloading stuff
from the ftp-servers using wget for instance happens usualy with 4200
bps.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********

** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1407. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 21:16:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980666994-225968AEicMi@cwcom.net>
Source record: 51056

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Fri, 26 Jan 2001 16:50:50 +0100

>>Is Nima updating his scanner drivers? He was to add direct printer output
>>from the driver IIRC - imagine that, a colour photocopier :-)
>
>You're not really thinking of forging banknotes? are you? :-)

You want me to admit that here? ;-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1408. Re: LFNs and VFATCONF

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 21:19:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980666998-226440AEicMi@cwcom.net>
Source record: 51058

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Fri, 26 Jan 2001 16:53:06 +0100

>>And the buggy "Unsorted" directory list - it's not on an Atari, but works
>>fine on the author's setup.
>You forgot to mention the buggy implementation of the packer/unpacker
>plugins when running under MiNT/N.AES. The unpacked archives are saved at
>random somewhere on the harddisk... one has to go and search them ;-)

I wasn't aware of that one - eek! :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1409. Re: Zetnet and Freeserve

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 21:22:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980667000-226896AEicMi@cwcom.net>
Source record: 51057

From: "Shiuming Lai" <lais@zetnet.co.uk>
Date: Fri, 26 Jan 2001 18:46:50 -0000

>> The chips on my CT2B run quite cool, so I'm thinking of installing
>> thermostatically controlled blowtorches :-)
>
>Are you kidding? Those Lattice chips
>burn. I've now put heat-sinks on them.

Perhaps I should remove the asbestos gloves first? ;-)

But seriously...

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1410. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 22:16:56 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <sNHc6.181171$w35.33014628@news1.rdc1.nj.home.com>
Source record: 51142

Mark,

A gentleman named Don emailed me the original Supra software.
I found out that the 20 meg Miniscribe 8425S drive wasn't spinning
due to stiction or else the brake was stuck. It slows down quickly
so I think that it's got a brake system. Once I got it spinning, no files
were found so I tried to format it. It went through the format routine
fine until it reached the inner tracks of the disk and then gave a hard
disk error. I tried this many times with the same result. Now I figured
I would try a bigger drive like many from this group have suggested.
I tried a Seagate ST1480N, an HP C2235, and many Quantum drives
(40,80,160Meg). The controller doesn't see any of these drives. I set
the SCSI id to 0 (like the Miniscribe was), turned parity on and off,
tried every type of termination setup but none of the drives were
recognized.
If I put the Miniscribe back, the controller sees it but the drive won't
format.
All of the drives that I've tried are SCSI II. I've been told that they
should
work with what I assume to be a SCSI I controller in the Supra box. I got
another 20Meg Miniscribe drive on ebay which I should get in about a week.
Do you have any tips on how to get any of these bigger drives to work.
These are all good working drives. Thanks a lot.

Ralph

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:980329948.23920.0.nnrp-14.9e98a620@news.demon.co.uk...
> > I just got a 20 MB SupraDrive with no software or documentation.
> > What software is needed to access this drive and where can I get it?
>
> I have the Supra Drivers is you want them, not as god as HDDriver or ICD
but
> they do work and you can simply select the model you have and it will sort
> it out.
>
> > It has one cable about 2 feet long with a 19 pin connector. On the back
> > it has one 19 pin female and one 25 pin female connector. I assume that
> > the 19 pin female would be for adding another drive. Is the 25 pin
> another
> > printer port? Thanks a lot.
>
> On the back of the drive units are 2 ports one is an ACSI port (the same
as
> on the ST), yes this is for adding extra devices and the other is a

standard
> SCSI and again it is for adding standard SCSI devices.
>
> Opening the unit up you should find a regular SCSI 20Mb drive in it, I
> seriously recommend finding a newer unit to increase size and speed. With
> this controller I have seen a 400Mb drive, CD-ROM and DAT drive running
with
> no problems, this is using the Supra drivers too.
>
> Mark
>
>

1411. keyboard for Milan

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 22:46:04 UTC
From: rking@zetnet.co.uk
Message-ID: <3a734fac$0$179@news.zetnet.co.uk>
Source record: 51143

Hi All,

Some time ago I mentioned a fault (1s repeating whenever I touched it) on my Milan Keyboard, an NEC. I mentioned this to the service guy in a small computer service shop. 'Oh that's always happening, its your membrane breaking down'. He then went on to describe other symtoms. So I bought a Genius keyboard for
£11.00. Fault cured, much better tactile keys AND a wrist and palm rest. Point of message is to show an often forgotten advantage of Milan --- it's use of standard PC parts. He was able to show me some SCSI cards with the correct chip set, but a bit pricy, so I'll shop around a bit!!

BTW anyone know a program to make the Caps and Num lock LEDs light up, they do work when the keyboard is polled at boot.

Bob King.

1412. Re: atari order - for real or a rip?

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 23:14:11 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A735643.7468F13D@jps.net>
Source record: 51144

atarigalen@my-deja.com wrote:

> Amazing. I am familiar with USAA (in fact, my 403b is with them), but
> no such branches exist in California.
>
I'm in California, but USAA is real easy to work with on the phone. I
just call the 800 number, and a teller takes the money out of my account
and mails me a foreign draft.

John

1413. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-27 23:51:38 UTC
From: bindon@madasafish.com
Message-ID: <t76noaep2k9dbc@corp.supernews.com>
Source record: 51145

On 27 Jan 2001 19:45:24 , Richard Kilpatrick wrote:
>Once upon a time <Pine.MNT.4.10.10101262043470.127-100000@Hades060>,
>Lonny Pursell <fatal@SYNTAX.ERROR> grabbed chalk and scrawled:
>
>>Once the video is redirected to the video card you
>>can run only well behaved GEM apps that also use the VDI
>>correctly. Some where the paltform has to give, and this
>>is one of those areas since no one will ever update the
>>the shifter or videl.
>
>In some ways, Videl is adequate, but I'm thinking in terms of backwards
>compatability as a stop gap. How about - :

I think there would be no need. The Videl is a great chip, as proven
by CENTscreen and Videlity. You can throw whatever resoultion at it
and it seems to get on fine. All you'd have to do is to clone it with
a faster logic speed core, and give it some nice clock of around
64-100Mhz. should easily do big resolutions. This can be possible in
a Falcon, but the CPU is just too slow to process the huge amounts of
data.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1414. Re: Editing icons with Interface

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 00:19:03 UTC
From: Remi Villatel <maxilys@normandnet.fr>
Message-ID: <3A736577.4703BC34@normandnet.fr>
Source record: 51046

Hallvard Tangeraas wrote:

[---SNIP---]
> The next step is where I'm stuck. Some icons don't have a black/white
> part, or the black/white icon is simply a generic or completely
> different icon.

> I want to be able to copy the colour icon over to the black/white
> section. I realize of course that any other colour than white will
> become black (i.e. different shades in the colour icon will all become
> black), which is fine by me.
> I've tried to copy the icon, move to the black/white part then "paste",
> but no go.
> How do I do this without manually having to re-draw the icon?

My method to convert color icons to B&W:

- Save color icon as IMG.

- Save the mask as ICN.

- Convert the IMG to B&W with Graftool (Floyd-Steinberger is the best).

- Edit B&W icon: load B&W IMG then the mask. (FS produced very irregular
outlines for which it's very tricky to create a mask.)

- Et voilï¿½!

I mentionned Graftool because it's the only program I know that enables you to
convert images to any color depth without needing to have this resolution on
screen.

You can also use PixArt, for example, or any graphical program but, this time,
you'll need to switch to monochrom then back to color, once the IMGs are
converted.

Hope it helps.

See ya,

==========
Remi Villatel
maxilys@normandnet.fr
==========

1415. Why do I have my Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 00:55:16 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <8Ls50oB032c6Ew2w@lovecraft.demon.co.uk>
Source record: 51049

hops
This is why I've got my Atari - if it interests you, please have a
listen to the first song I ever recorded, though not using the Atari (it
was 3 years ago).

http://www.mp3.com/RichardKilpatrick

I'm working on new songs, which /are/ recorded using an Atari Falcon
(and may even feature Falcon sounds, depending on what happens!). I'd
like feedback, whilst I work on more stuff.

This is my first song to MP3, it's in a strange category (Electronic,
Ambient, Abstract) and I reached number 3 in the appropriate charts
yesterday!

Richard, very happy!
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1416. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 01:41:09 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <94vtbkoqc1@nnrp1.deja.com>
Source record: 51051

In article <urB9sXcC6xc6Ewnn@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> Once upon a time <94uq00tlp1@nnrp1.deja.com>, Joakim H&#65533;gberg
> <gokmase@my-deja.com> grabbed chalk and scrawled:
>
> >Compatibility is all and well, but who would want to buy a brand new
> >32Mhz TOS-computer?
>
> People who have realised that a 32MHz TOS computer did exactly what
they
> wanted 10 years ago, and still want to do the same things. Why do you
> think so many Ataris are floating around, and why in music circles, an
> ST is considered worth up to &#65533;180, and Falcon/TTs up to &#65533;450? What is
an
> equivalent Amiga worth? &#65533;20? Maybe, just maybe, &#65533;100 for an A4000 or
> something similar?

Well for those that are satisfied with performance in that range, an
accelerator should be enough to fill all their needs. But I do think
that filling the needs ppl had 10 years ago, is not a good way of
preparing for the future (if there is one). And I&#65533;d say you can almost
get an STe with a mono monitor for nothing these days.

```
> >Why develop a new computer with specs that would
> >make the thing end up so outdated already at the day of its release?
>
> Why develop another computer at all, when there are PCs/Macs already
> saturating the market? The Atari had a niche where it is still
extremely
> popular.

Because one would want the niche to stay alive, and not die due to
outdated hardware?
```

> >And as previously mentioned, if a new tos-comptuter would actually
> >against all odds hit the market again, don&#65533;t you think the ones
> >producing software would be interested in supporting it?
>
> A new TOS-based machine with no compatability, or the machine I'd like
> to see?

You don&#65533;t know it will have no compatibility. I don&#65533;t know it will have
a great compatibility rate, but I will not say so either....

> I think that many talented programmers worked in the Atari MIDI field,
> and they still exist but as the computer died off with the last
Falcons,
> the real market for software followed. I suspect that if a simple
> solution existed that musicians could buy and use, then the Atari
> programmers would adopt it as these musicians would obviously buy
> software.

Yes, but I don't think that the simple solution should be hardware
running at speeds that even Ataris were up to several years ago, like a
68030 running in 32 Mhz. Even if I am a die-fan (and I am!), I would
simply not find it worth buying a machine like that.

And I think most programmers would not find it worth the effort to start
supporting a system that is not at all prepared for the future.

> I don't think something like a Coldfire based clone would. It doesn't
> attract consumers, it attracts enthusiasts.

Again, that should be heavily depending on how the machine will work. I
think that it is more likely that only enthusiasts would by a 100%
compatible clone running true 680x0 CPU in 32mhz these days. I would
rather advice them to buy a secondhand Falcon.

> I don't want to see it fail any more than I'd want to see a new games
> system, or a new car brand, or a new flavour of coffee fail. One, I
> don't gain anything from the failure, and I am interested in the
> technology.

Well that is something at least ;)

--
WWW: http://gokmase.atari.org

Sent via Deja.com
http://www.deja.com/

1417. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 01:49:15 UTC
From: sidcelery@cix.co.uk
Message-ID: <94vtqr$7h5$1@plutonium.compulink.co.uk>
Source record: 51050

On 30 Dec 2000 13:46:12 , Steve Sweet wrote:
>> The only way I can get in is either by removing NVDI (which means
>> I end up in 640*400 mono and can't run VMG4000) or by keeping NVDI
>> and removing NVDIVGA.INF completely and booting to the normal
>> monitor port in 640*480*16 (which is killing me!).
> Eeek! pass him a knife, Harry-kirry is required, but post me that
> MSTE first.
I didn't get down to the smoke thsi Xmas. Sorry.
It's still on my list - honest!

> Anyway, that software must be a right dog.
Well, it's the only thing I know of in existence that creates
resolutions and is part of the NVDI distribution. Yes, it does woof a
bit.

> I made sure very early on that I had Recovery options, so the
> minimum I get is 1024*768*256 via the VGA and under TOS. I've also
> recently completed a MAGIC/NVDI recovery disk so I can boot into
> MAGIC with NVDI from a floppy.
I haven't created a floppy backup, but I do have everything backed up
elsewhere on the HD. I've got an HDDriver backup to get into the HD
and I've always hoped that was enough.

The problem was that NVDI writes to the INF file on every boot, so
when something goes wrong it screws up on a permanent basis. Even
reinstalling the backup is no good.

Strangely as well, the dot clocks I detect from the hardware can be
different on each occasion I set up an INF file, so no one file is
compatible with another. The format also seems to be different between
VMG4000 versions. It's a miracle I got everything back, but I can't
find any way of recreating the higher resolutions I was happily using
at some time in the past...

> Don't you have a backup of your last working setup somewhere, won't
> the default installation give you something to work with?
As stated above, the backups refused to work at all.

> Once you get it working, reach for the floppies and make a boot disk.
I don't think that'll help in this wierd situation B^<

rgds
H

1418. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 02:10:46 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <aqIg8VDm+3c6EwBG@lovecraft.demon.co.uk>
Source record: 51052

Once upon a time <94vtbkoqc1@nnrp1.deja.com>, Joakim Hï¿½gberg
<gokmase@my-deja.com> grabbed chalk and scrawled:

>Well for those that are satisfied with performance in that range, an
>accelerator should be enough to fill all their needs.

The people I'm thinking of are satisfied with the performance, but are
perhaps worried about the physical age of their machines, with plastic
cases, old circuits...

>But I do think
>that filling the needs ppl had 10 years ago, is not a good way of
>preparing for the future (if there is one).

The future of computing is media. The future of media is accessibility.
The media is governed by standards.

Try launching a new TV standard. See how far you get.

>And Iï¿½d say you can almost
>get an STe with a mono monitor for nothing these days.

In some markets. The people I'm thinking of have the money, but aren't
interested in looking for a cheap STE. They go to, say, Atari workshop
because their studio Atari has just gone boom and they have to have
another working one /now/.

>Because one would want the niche to stay alive, and not die due to
>outdated hardware?

But it's a niche. And the new hardware IMO doesn't make it any less of a
niche, it makes it a different niche, one which again, IMO, has no past.
It's just another weird computer.

>You donï¿½t know it will have no compatibility.

I've got a better chance of being right than people who say it will be
compatible.

>Yes, but I donï¿½t think that the simple solution should be hardware
>running at speeds that even Ataris were up to several years ago, like a
>68030 running in 32 Mhz. Even if I am a die-fan (and I am!), I would
>simply not find it worth buying a machine like that.

I'm thinking of particular applications. The speed of the application is
less critical than the fundamental design of the system, specifically
MIDI timings, and the ability to run older software to allow back-
catalogues of data to be re-used.

>And I think most programmers would not find it worth the effort to start
>supporting a system that is not at all prepared for the future.

Prepared for who's future?

Just because a computer can't do Java, or play MP3s well, or have
superfast 3d graphics, doesn't mean it isn't prepared for the future.
And I feel that a machine which has a fairly specific purpose has a
better chance than a machine which tries to do those things, but will
inevitably be inferior /to the end user/ to existing, readily available,
widely supported hardware.

>Again, that should be heavily depending on how the machine will work. I
>think that it is more likely that only enthusiasts would by a 100%
>compatible clone running true 680x0 CPU in 32mhz these days. I would
>rather advice them to buy a secondhand Falcon.

Again, secondhand brings with it no warranty, doubts about reliability,
plus the Falcon has issues Atari never ironed out.

I would rather buy a machine that had a slower processor and
architecture, but that I knew would do exactly what I wanted and wasn't
messing around trying to integrate multimedia and stuff, then something
which is theoretically powerful enough to do anything, but ends up doing
nothing well.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7, JV50, D50, Falcon030, TR505, S50 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1419. Re: Editing icons with Interface

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 02:13:17 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <94vv7t$qo3$1@cubacola.tninet.se>
Source record: 51053

On 27 Jan 2001 23:33:15 , Hallvard Tangeraas wrote:
>
snip
>
>How do I do this without manually having to re-draw the icon?
>
>
>Hallvard

Hi Hallvard

Before you click on 'Edit', there is a menubar that let's one make a
colour or bw icon, it's in the middle top part of the window, IIRC.
Is this of any help?

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1420. Re: keyboard for Milan

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 02:18:57 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <94vvih$qo3$2@cubacola.tninet.se>
Source record: 51054

On 27 Jan 2001 22:46:04 , Bob King wrote:
>
>Hi All,
>
>
snip
>
>BTW anyone know a program to make the Caps and Num lock LEDs light up, they do
>work when the keyboard is polled at boot.
>
>Bob King.
>.
Hi Bob

I bought a (whisper mode on) Microsoft Natural Pro (whisper mode off)
, and for me the Caps Lock led works. The Num Lock doesn't, but I
think that's just as good. I use those keys for numbers only.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1421. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 04:35:59 UTC
From: Don <dons@qnet.com>
Message-ID: <3A73A1AF.1A8AE7EC@qnet.com>
Source record: 51055

Ralph,

The early versions of the Supra host adaptor didnt like bigger drives.
I remember trying to install a Quantum 105s in a Supra but, it wouldnt
work. Then I was told I had a older revision of the adaptor and that
was the problem. It had the same miniscribe in it. Everyonce in awhile
it wouldnt spin up so I kept the screws of the cover so I could give the
magneto on the side of the drive a spin. It worked for years and after
awhile I didnt have to spin it up.
\
Good luck,

Don

1422. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 09:56:15 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <950qbu$e67$1@nnrp1.deja.com>
Source record: 51059

In article <aqIg8VDm+3c6EwBG@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> Once upon a time <94vtbkoqc1@nnrp1.deja.com>, Joakim H&#65533;gberg
> <gokmase@my-deja.com> grabbed chalk and scrawled:

> The people I'm thinking of are satisfied with the performance, but are
> perhaps worried about the physical age of their machines, with plastic
> cases, old circuits...

I find it very hard to imagine that there are enough of those people, to
make a clone-project like that work. I know of all too many Atari users
that moved on to PCs some years ago, because their atari could not do
what they wanted to, and they were using it for midi and audio.

> I would rather buy a machine that had a slower processor and
> architecture, but that I knew would do exactly what I wanted and
wasn't
> messing around trying to integrate multimedia and stuff, then
something
> which is theoretically powerful enough to do anything, but ends up
doing
> nothing well.

I guess it all comes down to what you want the thing to be able to do.
An Atari with those specs would not be able to do what I want it to do,
that is why I would not consider souch a machine.

Enough said, opinions seems to differ.. ;)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com
http://www.deja.com/

1423. Re: Why do I have my Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 11:34:21 UTC
From: bindon@madasafish.com
Message-ID: <t780ttd93ek243@corp.supernews.com>
Source record: 51060

On 28 Jan 2001 00:55:16 , Richard Kilpatrick wrote:
>*hops*
>This is why I've got my Atari - if it interests you, please have a
>listen to the first song I ever recorded, though not using the Atari (it
>was 3 years ago).
>
>http://www.mp3.com/RichardKilpatrick

Unfortunatly I@ve never got http://www.MP3.com to work on my machine.
I have cookies enabled but it keeps on asking for my post code,
language preference etc. Would a different OVL help?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1424. Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 12:02:23 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <jTTc6.12675$s4.6747@news.indigo.ie>
Source record: 51061

Hello all,

I've been wondering if it's possible to get Papyrus to import ArtWorx/Kandinsky GEM metafiles in colour?

I used to think this was a papyrus problem until GemGraph colour graphs imported correctly with all colours intact. When I import a GEM metafile from either Kandinsky or Artworx all the colours are changed to blacK! Hardly ideal.

I've just received my copy of ArtWorx and was hoping that this problem would go away... alas it didn't. (Seething about this as ArtWorx is capable of some great effects...)

Does anyone have any ideas/suggestions on ways to get round this?

Ulli Ramps from Rom-Logicware told me this is a problem with ArtWorx/Kandinsky not obeying the GEM standards. =(*sigh*

I'm using Papyrus 8.23A, ArtWorx 2.09, Kandinsky 2.51, NVDI 5.03, Magic 6.01

Any help/advice appreciated!

Regards,

Jerry

Jerry Martin----------
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG

1425. WTD: Reset-proof ramdisc for TT

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 12:06:17 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <95127a$3ko$1@news.comnet.co.nz>
Source record: 51063

Can anyone suggest a good resetproof ramdisc that uses TT RAM ?

At present, I use the Hisoft HRAMDISC that came with Devpac/Lattice, but this gobbles ST RAM, which causes a bit of a problem for me.

After setting HRAMDISC to a decent size (1.5 megs - I have around half a meg of files that get loaded when the ramdisc first starts, and I need about 800k of free space on it while working), there's precious little ST RAM left (800-900k is typical, and not enough if I want to use the SLM printer under GDOS).

Is there a resetproof ramdisc that actually works, and uses TT RAM?

--

Quote for the month:

"Geez Wayne!"
("A Week Of It", SPTV, circa 1980)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

1426. Re: Why do I have my Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 12:13:27 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <zMZKlFFnzAd6Ewel@lovecraft.demon.co.uk>
Source record: 51062

Once upon a time <t780ttd93ek243@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> grabbed chalk and scrawled:

>Unfortunatly I@ve never got http://www.MP3.com to work on my machine.
>I have cookies enabled but it keeps on asking for my post code,
>language preference etc. Would a different OVL help?

What browser are you using? MP3.com relies on cookies to track listens
and stuff (if you do well, you get paid for listens, though I'm not even
close to getting the sort of traffic that makes it happen), to prevent
cheating of the system etc.

OVL?

If you want to hear the music, much as I'd like to get the traffic to my
site, I'm happy to email you the MP3 file - it's about 2.6Mb though.

Richard, working on more recordings and using Arp to control the SH-101
:)
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7, JV50, D50, Falcon030, TR505, S50 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1427. <no subject>

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 13:13:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <980687668-743040AEicMi@xs4all.nl>
Source record: 51064

Hi,

does anyone know how to get what has been made
in Texel in the right way imported in Calamus?
Is it the ASCII option or another? I need it to
be put in a report.

Thanks,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1428. Re: where can i buy a TT

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 13:48:56 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0101280845130.25605-100000@moose.erie.net>
Source record: 51065

Got no repsonse. Is Systems Solutions still around? How much
does a Riebl card cost?

On Sun, 19 Nov 2000, Shiuming Lai wrote:

>
> "Martin "Nightowl" Byttebier" <tos4ever@online.be> wrote in message
> news:3a16c3962223740@online.be...
> > > Sure you can use an ethernet card on the TT030. The only problems is
> where
> > to find a Riebl network card.
>
> You can find boxes full of Riebl
> cards at sales@system-solutions.co.uk
>
> Shiuming Lai
>
>
>

1429. Re: Any more Atari shows

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 13:49:06 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <J2Wc6.827$pq6.1654@nntpserver.swip.net>
Source record: 51068

"John N Oakes" <doyene@zetnet.co.uk> wrote:

> hei all.
> Is there going to be anymore shows to go to this year.

Hi,
It depends on which country you're in... ;)
Here in Sweden, SAK ("Svenska Atari Klubben") arranges NAS (Nordic Atari Show) every year, with enthusiasts and dealers attending and there are always a couple of very interesting seminars held. NAS is located in Malmo in southern Sweden this year and you can find more info at: www.sak.nu .

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

1430. Re: keyboard for Milan

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 13:50:23 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-1871E1.08502328012001@bigmomma.idirect.com>
Source record: 51066

In article <94vvih$qo3$2@cubacola.tninet.se>,
jorgen.nyberg@mailbox.hogia.net (J�rgen Nyberg) wrote:

> Hi Bob
>
> I bought a (whisper mode on) Microsoft Natural Pro (whisper mode off)
> , and for me the Caps Lock led works. The Num Lock doesn't, but I
> think that's just as good. I use those keys for numbers only.
>
no need to whisper, the product you're speaking of comes from the
GOOD Micro$oft.

there's actually two Micro$ofts - there's the good one, which
actually comes up with great innovations (the optical mouse, the
ergonomic keyboard, IE5 for Mac), and then its evil twin, which makes
Windows :)

but of course some good comes out of the evil Micro$oft, a chance to
laugh - like what happened at Comdex Canada last July at a keynote
speech. E-mail me and I'll supply the gory details :)

1431. Re: 520ST ROM cart slot

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 14:00:58 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <K2Wc6.828$pq6.1654@nntpserver.swip.net>
Source record: 51069

"Graham Cox" <graham_78@hotmail.com> wrote:

> I need any info anyone has on how the ST addresses the rom slot. Does
anyone
> have schematics of a cart? Does anyone know how the Upper and Lower Data
> Strobe lines are used?
>
> Could you e-mail responses to me please. graham_78@hotmail.com

Hi,
You can probably find schematics for the computer here:
http://www.fortunecity.com/skyscraper/quadra/455/
I don't know if there's any schematics available for the cartridge itself,
but it should be possible to sort out how to connect it if you check out the
ST's schematics if you have enough knowledge about computer hardware...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

1432. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 14:12:44 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101281408001.83-100000@Hades060>
Source record: 51073

On Sat, 27 Jan 2001, Lyndon Amsdon wrote:

> On 27 Jan 2001 19:45:24 , Richard Kilpatrick wrote:
> >Once upon a time <Pine.MNT.4.10.10101262043470.127-100000@Hades060>,
> >Lonny Pursell <fatal@SYNTAX.ERROR> grabbed chalk and scrawled:

> I think there would be no need. The Videl is a great chip, as proven
> by CENTscreen and Videlity. You can throw whatever resoultion at it
> and it seems to get on fine. All you'd have to do is to clone it with
> a faster logic speed core, and give it some nice clock of around
> 64-100Mhz. should easily do big resolutions. This can be possible in
> a Falcon, but the CPU is just too slow to process the huge amounts of
> data.

I agree up to a point, but having had 24-bit video on my
TT for years, and some people do need it for preofessional
uses, it simply comes down to you cannot please everyone.
If I use my raytracer, I can tell 65k output from 24-bit output
fairly easily for example. Sure it may depend on the image
in some cases. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1433. Re: denoiser question

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 14:15:31 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <L2Wc6.829$pq6.1654@nntpserver.swip.net>
Source record: 51067

"Janka Gerhard" <gerhard.janka@siemens.at> wrote:

> Some time ago I bought the soundpool denoiser program. I hoped to be
> able to enhance sound quality with it when I transfer some of my old
> audio tapes to CD.
>
> The problem is that when denoiser subtracts the noise the result has
> another kind of noise in it, kind of 'clicking, clanking' sounds which
> makes it worse than the original sample.

I don't use DeNoiser now myself, but I tried it for a while before I
switched to PC - and I didn't notice any such problems.
The only time there should be problems is if you run at 48kHz and move the
fader. Then there is some noise because the DSP can't handle the load - but
if you don't mive the fader, the result should be ok. If running at 44.1kHz
instead, this problem shouldn't appear (according to both SoundPool's
replies to me and my own experience).

> Maybe this is because one has to mark some quiet passages (containing
> only the noise to be subtracted) and I found no way to be sure I
> really set the markers right (unfortunately the interface is not as
> easy as at audiomaster). But as it is I'm not sure whether the bad
> results are my fault or denoisers fault or somehow my hardware causes
> the problems (which is the least probable reason I think).

I could imagine there may be problems either if you have an accellerator
which isn't completely stable installed - or if the CPU-clock modification
hasn't been made.
Otherwise, it could be as you say, that you haven't found a "quiet" passage.
The best place to find the right spot is just before the music starts - and
you don't need a long passage. Just a second or even less should be enough
for the program to be able to sort out the tape noise and hum. Don't apply
too much of the DeNoiser effect either - then there's risk to start to
destroy the original music too...
When I tried the program, I also had the first model of Behringer's DeNoiser
(rack unit for studio use) and the DeNoiser program for Falcon actually
sounded better and didn't remove as much treble as the rack unit when both
reduced about the same amount of noise...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

1434. Re: WTD: Reset-proof ramdisc for TT

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 14:17:32 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101281415450.83-100000@Hades060>
Source record: 51074

On Mon, 29 Jan 2001, G Swaine wrote:

> Is there a resetproof ramdisc that actually works, and uses TT RAM?

The one on the CodeHead utilities disk does, but it won't
work with mint. Singletos only far as I can tell.
That is a commercial product however.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1435. Re: Cubase 3/SMP 24

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 14:27:52 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <L2Wc6.830$pq6.1654@nntpserver.swip.net>
Source record: 51070

"Chris" <mrg@mrgs.cix.co.uk> wrote:

> I'm trying to get these to work together on a 4Mb STe. I've got them
> connected via the printer port. There doesn't seem to be an option to
> external sync on the SMPTE page. Only a few things match with what it
> says in the manual which is for Pro 24. I've only got Internal or MTC.
> The other settings have Int, Atari, MROS, Xport 1-3, none of these do
> anything.

Have you checked if there's a driver for it in the MROS-folder? To activate the driver, you must rename it to .DRV in the extension. When inactive, the extension is probably .DR - so you have to add a V ...

> Does this only work with Pro 24? I believe Pro is free now, where can I get it?

Pro24 is still under copyright by Steinberg, even if it's not being sold anymore - but I'm sure someone has put it on the web somewhere, even though I have no idea where.
I'm pretty certain that you should be able to use the SMP24 with Cubase - just try to find the MROS driver. BTW - do you use an original of Cubase? When I used my ST's, I tried the Midex+ with a couple of cracked versions and it was impossible to make it work correctly - while it worked perfectly with my original. Maybe the same problem could apply to the SMP24 - I don't know, but there may be a risk for it...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

1436. Re: GEMulator 2000

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 15:11:09 UTC
From: Paul Lefebvre <bob@hotmail.com>
Message-ID: <LAWc6.508$1w.4423@newsr1.maine.rr.com>
Source record: 51071

No. It will only get files out of the virtual hard disk, but not into it.

-- Paul

TomW wrote in message ...
>Will that explorer program that comes on emulators.com's website not do
what
>you need?
>From their website:
>
>"With Gemulator Explorer, you can access and copy files from any Macintosh
>1.44M floppy disk, Macintosh CD-ROM, Macintosh ZIP disk, external Macintosh
>SCSI hard drive, Atari ST formatted floppy disk, Atari ST ZIP disk, Atari
ST
>formatted hard drive, and even disk image files."
>
>http://www.emulators.com/freefile/gemxplor.zip
>
>
>
>
>
>
>"Paul Lefebvre" <paul@maine.com> wrote in message
>news:fOZb6.3219$1K1.29332@newsr1.maine.rr.com...
>> I took your suggestion and e-mailed support. I got a reply within a few
>> hours, but basically it just confirmed what I had run into and that there
>> was no way to have both an Atari virtual HD and a real Windows HD
>available
>> at the same time. He recommends going through the floppy to transfer
>files.
>>
>> He did say I could install Atari software to read the CD, though.
>>
>> Still, it seems to me that someone should be able to whip up a utility to
>> copy files into a virtual hard drive file (or even a virtual floppy
file).
>>
>> -- Paul
>>
>> "Mike Saeger" wrote:
>> > I had a Gemulator question and sent it off to Derick -- he answered me
>the
>> > next day! So go ahead and ask the developer directly.
>> support@emulators.com.

>> >
>> >
>>
>>
>
>

1437. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 17:02:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <951jbl$o1l$1@plutonium.compulink.co.uk>
Source record: 51072

In message <94l808ioa3@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>I'm desperately trying to remember which ICD had AHDI compatibility -
>it was either 5.5.0 or 6.3.x, but I can't remember. What I do seem to
>recall is that with this version the drive would have to be
>*re-partitioned* to be AHDI-compatible. Just using the driver was not
>sufficient IIRC.
>
>Does that help?

Hi Harry!

Fraid not! All of the ICD programs I had had AHDI compatibility options
and my disks were formatted that way, I believe. But on the Falcon,
running any of the versions of HDUTILS.PRG brings up an 'ICD Host
Adapter or ICDBOOT required!' alert, and attempting to run ICDBOOT.PRG
shows its loading screen but then freezes with only device 15 showing.
Maybe it doesn't recognise the internal IDE? Even with an external SCSI
connected as well, it still freezes the computer and I have to reboot.

Doesn't matter too mucg as I have HDDRIVER now, but I wanteds to use
some of the auxilliaary programs from ICD but couldn't.

1438. Re: Why do I have my Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 20:24:48 UTC
From: bindon@madasafish.com
Message-ID: <t7900geivra745@corp.supernews.com>
Source record: 51075

On 28 Jan 2001 12:13:27 , Richard Kilpatrick wrote:
>Once upon a time <t780ttd93ek243@corp.supernews.com>, Lyndon Amsdon
><bindon@madasafish.com> grabbed chalk and scrawled:
>
>>Unfortunatly I@ve never got http://www.MP3.com to work on my machine.
>>I have cookies enabled but it keeps on asking for my post code,
>>language preference etc. Would a different OVL help?
>
>What browser are you using? MP3.com relies on cookies to track listens
>and stuff (if you do well, you get paid for listens, though I'm not even
>close to getting the sort of traffic that makes it happen), to prevent
>cheating of the system etc.

CAB 2.8 with cookies enabled. It apears in the cookies list.

>OVL?

Latest one from Dan.

>If you want to hear the music, much as I'd like to get the traffic to my
>site, I'm happy to email you the MP3 file - it's about 2.6Mb though.

That would be cool. Zip it up and MIME convert it for me please.

Thanks.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1439. ** SKAMPY **

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 20:28:19 UTC
From: Jason Damisch <jasondamisch@earthlink.net>
Message-ID: <Dh%c6.3936$2t5.342196@newsread2.prod.itd.earthlink.net>
Source record: 51076

New ST Game

http://www.memnonio.com/skampy.html

If people want more levels they need to
ask. I don't know how many requests
it would take to convice me.

1440. Atari ST Commandments - Request #2

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 21:37:14 UTC
From: computerclassics@my-deja.com
Message-ID: <9523ea$c7f$1@nnrp1.deja.com>
Source record: 51078

Hi All,

I posted this message back on Jan 13th but received only 1 reply, which did not contain the information I was hoping to find. So...one more try before I give up.

Does anyone know what the last four 'commandments' were that Jack Tramiel issued regarding the marketing of the Atari ST? I've only been able to uncover the first 6 from the magazines that I have in my collection. I've included the ones that I do have below. Thanks!

Bill Gaskill
www.timeline.99er.net

During Tramiel's early days at Atari he brought out the ST line and surrounded it with a lot of fanfare and marketing hype. Among the most remembered hype was "The Atari Ten Commandments":
1. We shall create a computer that will be a landmark in the history of computers.
2. We shall create a computer that is as smart as the buy who buy it.
3. We shall create a computer that sets a new standard for speed and performance.
4. We shall create a computer that lets consumers choose what is right for them.
5. We shall create a computer that gives consumers power without the price.
6. We shall create a computer that is as powerful in the music studio as it is in the office.
7.
8.
9.
10.

Sent via Deja.com
http://www.deja.com/

1441. No sound on modem

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 21:39:07 UTC
From: e-n-bor@frisurf.no
Message-ID: <%j0d6.472$MO4.10245@news1.oke.nextra.no>
Source record: 51077

I once asked in a newsgroup how to get rid of all that noise from my modem when using Sting. No answere came, perhaps because the solution was too obvious...?:

atz,atm0

in the init-string.

My problem was that I did not know how to separate two commands. Space did not work, comma with space neither, semiconlon the same and so on....

-

Norvald

Atari Falcon

1442. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 22:15:05 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <JR0d6.89959$xW4.686437@news-server.bigpond.net.au>
Source record: 51079

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t740ftdaka5s96@corp.supernews.com...
> On 26 Jan 2001 15:53:10 , Derryck Croker wrote:
> >From: "Mark" <mark@recycledsteel.co.uk>
> >Date: Thu, 25 Jan 2001 16:25:33 -0800
> >
> >>As for HSModem, I do not think it could have been made any harder to use
> >>even they tried, I used SCC on my TT, is that right? I did not
understand
> >>why there was a MFP_TT as well, what is the difference?
> >
> >You'll have to wait for a TT expert to come along for that one - but
you'd
> >run drvin.prg plus whatever supplementary driver is required at the end
of
> >your auto folder, but just before stacks such as sting.prg or
sockets.prg.
>
> I'm no TT expert, but MFP_TT is for the 19,200bps compatible port that
> is driven by the MFP like in the old STs. SCC is for the two ports
> driven by the SCC, the LAN and Serial/Modem 2. I have no Idea how
> this are presented socket wise on the back of a TT. Put both in after
> driven.prg and you'll be safe.

It's a 9 pin socket, same as the MegaSTe. All atari 16/32 machines have the
MFP, except the Falcon, which only has the SCC and uses an emulation mode,
and that is a bit troublesome too.

Mark

1443. Re: Atari ST Commandments - Request #2

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 22:21:18 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a749b5e$1_1@athena.netset.com>
Source record: 51080

Sorry to tell you but I missed this particular campaign, if it was
standard atari it probably only ran in southern california, with a couple
of brief fly bys in New York City and Chicago. I've seen some of the
lines you have collected, but never under some grand Atari's 10
commandments.

However in the flavour of the previous respondant, I think this
was in there somewhere ... We will provide a computer that will be
available RSN...

I witnessed that one quite a bit ;)

Dan Ackerman
aka baldrick@netset.com

In article <9523ea$c7f$1@nnrp1.deja.com>,
<computerclassics@my-deja.com> wrote:
>Hi All,
>
>I posted this message back on Jan 13th but received only 1 reply, which
>did not contain the information I was hoping to find. So...one more try
>before I give up.
>
>Does anyone know what the last four 'commandments' were that Jack
>Tramiel issued regarding the marketing of the Atari ST? I've only been
>able to uncover the first 6 from the magazines that I have in my
>collection. I've included the ones that I do have below. Thanks!
>
>Bill Gaskill
>www.timeline.99er.net
>
>During Tramiel's early days at Atari he brought out the ST line and
>surrounded it with a lot of fanfare and marketing hype. Among the most
>remembered hype was "The Atari Ten Commandments":
>1. We shall create a computer that will be a landmark in the history of
>computers.
>2. We shall create a computer that is as smart as the buy who buy it.
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>performance.
>4. We shall create a computer that lets consumers choose what is right
>for them.
>5. We shall create a computer that gives consumers power without the
>price.
>6. We shall create a computer that is as powerful in the music studio
>as it is in the office.

>7.
>8.
>9.
>10.
>
>
>
>Sent via Deja.com
>http://www.deja.com/

1444. MagicMac on G4?

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 22:23:55 UTC
From: Steve Duff <steveduff3@home.com>
Message-ID: <%Z0d6.327306$U46.10202555@news1.sttls1.wa.home.com>
Source record: 51081

I'm wondering if MagicMac works on the G4? I was told some months ago that
it doesn't. Has anything changed?

--
Best;
Steve Duff Team *AMIGA*
ICQ Nick: Amphicyon

1445. Re: MagicMac on G4?

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 22:33:11 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B699EC1A.97CD%bengy@mac.com>
Source record: 51082

in article %Z0d6.327306$U46.10202555@news1.sttls1.wa.home.com, Steve Duff at steveduff3@home.com wrote on 1/28/01 3:23 PM:

> I'm wondering if MagicMac works on the G4? I was told some months ago that
> it doesn't. Has anything changed?

I know of many people who run magicmac on G4's; just make sure you don't use the recently released Macos 9.1, as no current MM version runs on it.
Bengy
Magical-sides.de

1446. Re: Cubase 3/SMP 24

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 22:43:58 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A74A0AC.DAE94692@mrgs.cix.co.uk>
Source record: 51083

Claes Holmerup wrote:
>
> "Chris" <mrg@mrgs.cix.co.uk> wrote:
>
> Have you checked if there's a driver for it in the MROS-folder? To activate
> the driver, you must rename it to .DRV in the extension. When inactive, the
> extension is probably .DR - so you have to add a V ...

There's no SMPTE driver.

> Pro24 is still under copyright by Steinberg, even if it's not being sold
> anymore - but I'm sure someone has put it on the web somewhere, even though
> I have no idea where.
> I'm pretty certain that you should be able to use the SMP24 with Cubase -
> just try to find the MROS driver. BTW - do you use an original of Cubase?

Well I've got it running sort of but it's only syncing via midiclock.
Anyone got an original going cheap?

Chris

1447. Re: keyboard for Milan

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 23:33:57 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <952a95$h8$1@draco.stochastik.rwth-aachen.de>
Source record: 51084

In article <3a734fac$0$179@news.zetnet.co.uk>,
Bob King <rking@zetnet.co.uk> wrote:
>
>BTW anyone know a program to make the Caps and Num lock LEDs light up, they do
>work when the keyboard is polled at boot.

Caps Lock should work (check under TOS, but I remember fixing it for Magic
quite some time ago). Num Lock is never lit since TOS does not have a num
lock function.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

1448. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 23:37:51 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <952agfiq1@draco.stochastik.rwth-aachen.de>
Source record: 51085

In article <Pine.MNT.4.10.10101270005270.157-100000@mail.online.no>,
Odd Skancke <oskancke@online.no> wrote:
>
> Not only that, TOS won't run on 040/060, because those does not implement
>all 030 instructions! This means that Milan/Hades TOS had to be patched
>(totally rewritten in Milan's case, but not only because of this) to run
>effectively on 040/060. Ofcourse, the 040/060 can emulated this completely
>using unimplemented integer/fpu instructions handler...

Well? TOS *does* RUN on a 040/060. And for the Milan, TOS was not rewritten
- part of the (X)Bios was, as far as new hardware was concerned (but the
same happened for the TT or Falcon). Gemdos, VDI (at least in monochrome
mode) and AES are modified but not rewritten.
The Milan TOS is not a patched 4.04 but a clean re-compile with the changes
applied where necessary.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

1449. Re: MagicMac on G4?

Newsgroup: comp.sys.atari.st
Date: 2001-01-28 23:40:12 UTC
From: Steve Duff <steveduff3@home.com>
Message-ID: <w52d6.327391$U46.10214616@news1.sttls1.wa.home.com>
Source record: 51086

Bengy <bengy@mac.com> wrote in message news:B699EC1A.97CD%bengy@mac.com...
> in article %Z0d6.327306$U46.10202555@news1.sttls1.wa.home.com, Steve Duff
at
> steveduff3@home.com wrote on 1/28/01 3:23 PM:
>
> > I'm wondering if MagicMac works on the G4? I was told some months ago
that
> > it doesn't. Has anything changed?
>
> I know of many people who run magicmac on G4's; just make sure you don't
use
> the recently released Macos 9.1, as no current MM version runs on it.
> Bengy
> Magical-sides.de

Thanks! BTW, glad to see your page back up. I was beginning to worry. :)

--
Best;
Steve Duff Team *AMIGA*
ICQ Nick: Amphicyon

1450. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 00:42:24 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101290132590.96-100000@mail.online.no>
Source record: 51087

On 29 Jan 2001, Michael Schwingen wrote:

> In article <Pine.MNT.4.10.10101270005270.157-100000@mail.online.no>,
> Odd Skancke <oskancke@online.no> wrote:
> >
> > Not only that, TOS won't run on 040/060, because those does not implement
> >all 030 instructions! This means that Milan/Hades TOS had to be patched
> >(totally rewritten in Milan's case, but not only because of this) to run
> >effectively on 040/060. Ofcourse, the 040/060 can emulated this completely
> >using unimplemented integer/fpu instructions handler...
>
> Well? TOS *does* RUN on a 040/060. And for the Milan, TOS was not rewritten
> - part of the (X)Bios was, as far as new hardware was concerned (but the
> same happened for the TT or Falcon). Gemdos, VDI (at least in monochrome
> mode) and AES are modified but not rewritten.
> The Milan TOS is not a patched 4.04 but a clean re-compile with the changes
> applied where necessary.

I was trying to point out that originally TOS did not run on 040/060.
So, the patches to TOS to make it run on 040/060 was not only to make
it work with PCI, new hardware, etc. Kinda tried to say that it would not
be hard to make TOS work on a CF 4e CPU and that emulation would not be
necessary if you, for example, recompiled TOS for it. Ofcourse, necessary
changes would have to be made to (x)bios.. but that is indipendant of CPU,
only dependant on the surrounding hardware.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1451. Appologies for delay's ahppeing and about to happen:(

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 03:05:29 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <zkDmYjA53Nd6EwMt@steverosie.demon.co.uk>
Source record: 51088
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I would like to apologise to anyone who has been waiting for replies to emails or enquires etc.. over the past few months, this was due to ill health.

But during an upgrade I blew the motherboard, hoping it's just motherboard, on my main machine:(this means I don't have access to any email or addresses sent to me BEFORE or ON Sunday 28th January.

Talk about bad luck, I reinstalled an operating system on the laptop and it wiped out my entire hard drive partitions including the updates to my web sites and my entire inventory of Atari gear:((and the web sites were nearly ready for uploading...

Anyway, if you have written to me on an urgent matter, please rewrite and I'll do what I can.

Steve <><
steve@atari.org.uk

--
Steve Stupple

1452. MagicMac PowerPC

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 03:24:40 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A74E278.9839EAA5@pcisys.net>
Source record: 51089

I have a very early version of Magic Mac (1.04 I think...) that won't run on my PowerPC. Says I must have a 68030 / 68040 with a PMMU.

Any suggestions around this problem?

I tried using the upgrade files from ASH web site, but they don't support the version I have.

Glenn

1453. (US) Atari Charitable Organizations

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 04:16:30 UTC
From: ahrma83z@my-deja.com
Message-ID: <952qqquik1@nnrp1.deja.com>
Source record: 51090

If you work or belong to a U.S. legal charitable organization (must provide tax number) that can utilize Atari hardware, software, manuals magazines, and can provide a retail price receipt for goods donated to your organization, please contact me for details. Must be willing to pay for shipping cost.

Thanks,

Mike

Sent via Deja.com
http://www.deja.com/

1454. Re: Atari ST Commandments - Request #2

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 06:13:09 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <gmv97t0olejllct8jok6l8gaom2bjumgp0@4ax.com>
Source record: 51091

Bill - sorry, I was hoping someone else here might know more about these "Commandments" and fill in when I posted the "13th Commandment". (although I really did like the "RSN" one...)

While I don't recall ever hearing anything about these particular statements from Jack (and I was pretty heavily involved through most of the Tramiel years), I'll be the first to admit I might have missed the "slogan of the week" for that week.

(Atari changed slogans about as often as the Tramiels changed their underwear - witness how soon these "Commandments" were forgotten).

A suggestion though - try contacting Don Thomas at http://www.cheek.org/atari/

He worked at Atari, although somewhat later than the timeframe you appear to be indicating for these slogans, but he's something of a historian and might recall having seen something about them.

In a world populated with Tramiels, Don was always one of the "good guys".

BobR

>In article <9523ea$c7f$1@nnrp1.deja.com>,
> <computerclassics@my-deja.com> wrote:
>>Hi All,
>>
>>I posted this message back on Jan 13th but received only 1 reply, which
>>did not contain the information I was hoping to find. So...one more try
>>before I give up.
>>
>>Does anyone know what the last four 'commandments' were that Jack
>>Tramiel issued regarding the marketing of the Atari ST? I've only been
>>able to uncover the first 6 from the magazines that I have in my
>>collection. I've included the ones that I do have below. Thanks!
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>>Bill Gaskill
>>www.timeline.99er.net
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>>surrounded it with a lot of fanfare and marketing hype. Among the most
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>>computers.
>>2. We shall create a computer that is as smart as the buy who buy it.

>>3. We shall create a computer that sets a new standard for speed and
>>performance.
>>4. We shall create a computer that lets consumers choose what is right
>>for them.
>>5. We shall create a computer that gives consumers power without the
>>price.
>>6. We shall create a computer that is as powerful in the music studio
>>as it is in the office.
>>7.
>>8.
>>9.
>>10.
>>
>>
>>
>>Sent via Deja.com
>>http://www.deja.com/
>

1455. Re: Why do I have my Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 08:05:37 UTC
From: swampfox1@earthlink.net
Message-ID: <lv9d6.867$gz1.79132@newsread2.prod.itd.earthlink.net>
Source record: 51092

On 28 Jan 2001 20:24:48 , Lyndon Amsdon wrote:
>On 28 Jan 2001 12:13:27 , Richard Kilpatrick wrote:
>>Once upon a time <t780ttd93ek243@corp.supernews.com>, Lyndon Amsdon
>><bindon@madasafish.com> grabbed chalk and scrawled:
>>
>>>Unfortunatly I@ve never got http://www.MP3.com to work on my machine.
>>>I have cookies enabled but it keeps on asking for my post code,
>>>language preference etc. Would a different OVL help?
>>
>>What browser are you using? MP3.com relies on cookies to track listens
>>and stuff (if you do well, you get paid for listens, though I'm not even
>>close to getting the sort of traffic that makes it happen), to prevent
>>cheating of the system etc.
>
>CAB 2.8 with cookies enabled. It apears in the cookies list.
>
>>OVL?
>
>Latest one from Dan.
>
>>If you want to hear the music, much as I'd like to get the traffic to my
>>site, I'm happy to email you the MP3 file - it's about 2.6Mb though.
>
>That would be cool. Zip it up and MIME convert it for me please.
>
>Thanks.
>
>Lyndon Amsdon
>--
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+
>.
Lyndon,
Could'nt seem to get it to work here (Falcon/Cab2.8/Dan's latest
or Olivers/cookies enabled or disabled)! The 2.6mb is there to be
downloaded but does'nt happen nor do the smaller files! I'm just returned
to the original page. However, MP3.com did register my E-mail address
(guess I'm on their mailing list now, eh!/that worked fine!!!).
John G.

1456. In search of CHAOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 08:50:13 UTC
From: Ben <ben.morcombe@gecm.com>
Message-ID: <3A752EC4.5F0A7CE7@gecm.com>
Source record: 51093

Can anyone help?

I am looking for an old Public Domain game called CHAOS, all I remember
was it was a conversion of an old pectrum game and was written by
Jullian Gollop. Also there was 2 versions 512K and 1meg (Had more
sampled SFX I think)

Any Idea where I might find it?

aTdHvAaNnKcSe

--
Ben

1457. Re: where can i buy a TT

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 08:52:50 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <953b0a$4g5$1@pegasus.csx.cam.ac.uk>
Source record: 51094

Sage wrote in message ...
>
>
> Got no repsonse. Is Systems Solutions still around? How much
>does a Riebl card cost?
>

System Solutions are still around, they have been updating their web site recently and have also split the Atari side of their business from the PC side (+ versions of Magic for MAC + PC), this part of the business is now known as Atari Workshop and can be reached at http://www.atari-workshop.co.uk .

Stephen Moss.

1458. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 10:35:15 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3A754763.DB93432E@nospam.no.no>
Source record: 50996

Exactly what I think.
People running office applications want PCs.
Anything new should be geared towards music.
Especially a laptop Falcon.

>
> I still maintain that the answer is to produce a rackmounted, dead
> straightforward TOS machine that will reliably run all the old music
> software, but with a better file manager (Long File names). Something
> can can smart-sort resources so even if you're running 24-bit colour, it
> can get a mono resource item and display it correctly. A Falcon with
> real addressing, so newer software could be written to use it. Then the
> studios would buy it to replace dead or dying STs ;)
>
> The B

1459. Re: In search of CHAOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 13:52:39 UTC
From: sonicmig@my-deja.com
Message-ID: <953sj5njb1@nnrp1.deja.com>
Source record: 51002

A *corker* of a game... http://retro-remakes.com/Chaos/Chaos.php

I recomend that site actually, plenty of atari stuff there!!!

Cheers,
Simon.

In article <3A752EC4.5F0A7CE7@gecm.com>,
Ben <ben.morcombe@gecm.com> wrote:
> Can anyone help?
>
> I am looking for an old Public Domain game called CHAOS, all I
remember
> was it was a conversion of an old pectrum game and was written by
> Jullian Gollop. Also there was 2 versions 512K and 1meg (Had more
> sampled SFX I think)
>
> Any Idea where I might find it?
>
> aTdHvAaNnKcSe
>
> --
> Ben
>
>

Sent via Deja.com
http://www.deja.com/

1460. Re: In search of CHAOS

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 14:36:39 UTC
From: Ben <ben.morcombe@gecm.com>
Message-ID: <3A757FF7.5A5ADB@gecm.com>
Source record: 51003

BRILLIANT :)

Cheers m8

sonicmig@my-deja.com wrote:

> A *corker* of a game... http://retro-remakes.com/Chaos/Chaos.php
>
> I recomend that site actually, plenty of atari stuff there!!!
>
> Cheers,
> Simon.
>
> In article <3A752EC4.5F0A7CE7@gecm.com>,
> Ben <ben.morcombe@gecm.com> wrote:
> > Can anyone help?
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> > I am looking for an old Public Domain game called CHAOS, all I
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> > was it was a conversion of an old pectrum game and was written by
> > Jullian Gollop. Also there was 2 versions 512K and 1meg (Had more
> > sampled SFX I think)
> >
> > Any Idea where I might find it?
> >
> > aTdHvAaNnKcSe
> >
> > --
> > Ben
> >
> >
>
> Sent via Deja.com
> http://www.deja.com/

--
Ben

1461. UK Atari t-shirts

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 14:45:10 UTC
From: sonicmig@my-deja.com
Message-ID: <953vljqbi1@nnrp1.deja.com>
Source record: 51004

Hi,

Does anyone know where I can order one of those atari t-shirts in the
UK? Preferably online...

Thanks,
Simon.

Sent via Deja.com
http://www.deja.com/

1462. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 15:17:22 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101291514430.75-100000@Hades060>
Source record: 51020

On Mon, 29 Jan 2001, Mark wrote:

> That's it, no one will help me sort out my Crazy Dots card and Sting
> problems after these comments.

I solved my STinG problems by deleting it, been using MiNT-Net
ever since. Not the answer you wanted I bet. ;-)
As for the gfx card I use NVDI 5.03 on my TT and Hades060.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1463. Re: WTD: Reset-proof ramdisc for TT

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 15:28:24 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101291524460.75-100000@Hades060>
Source record: 51019

On Mon, 29 Jan 2001, Dennis Vermeire wrote:

> There are two kinds of RAM in the Atari TT: The normal ST RAM (slow RAM) and
> the additional TT RAM (fast RAM). M-Disk 6.3 and later uses the TT RAM
> whenever this is possible. In cases when there is not enough TT RAM
> the ST RAM is used.
> You should know the behavior with reset resident disks. Currently reset
> resident disks can only be installed in ST RAM. So whenever a disk has been
> installed in TT RAM it is impossible to make it reset resident without
> removing it and installing it again (thus loosing the contents).

The one from CodeHead uses STram or TTram, you decide and
is RESET proof. What mystical basis determines that TTram
looses it's contents apon reset? Might be the case with
a card needing a driver, but it's not he case with a TT.
I used the CodeHead ramdisk for ages with TTram, it works
and can even preload an entire disk image at boot up.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1464. Re: WTD: Reset-proof ramdisc for TT

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 16:29:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980795292-53167AEicMi@gmx.net>
Source record: 51016

From: "G Swaine" <g.swaine@the.gluepot.com>
Date: Mon, 29 Jan 2001 01:06:17 +1300

Hi,

>Is there a resetproof ramdisc that actually works, and uses TT RAM?
I thought there were plenty, but after wading through a lot of them I've come
to the conclusion that this is an utility which is missing (?)
The best I can come up with is MDISK 6.94, this will use TT RAM but then it
will not be resetproof....

If you use MagiC or MINT then there's no problem, plenty of dynamic ramdisks
around for these OS's.

<SNIP>

There are two kinds of RAM in the Atari TT: The normal ST RAM (slow RAM) and
the additional TT RAM (fast RAM). M-Disk 6.3 and later uses the TT RAM
whenever this is possible. In cases when there is not enough TT RAM
the ST RAM is used.
You should know the behavior with reset resident disks. Currently reset
resident disks can only be installed in ST RAM. So whenever a disk has been
installed in TT RAM it is impossible to make it reset resident without
removing it and installing it again (thus loosing the contents).

If you have TT RAM in your computer and want a reset resident RAM-Disk
you have to turn on the `reset resident' button inside the setup dialog
before installing the RAM disk.
On the other hand if you select the `reset resident' button you will force
installation in ST RAM. But if you deselect the `reset resident' button
M-Disk will do installation in TT RAM only if there is enough TT RAM space.
<SNAP>

A copy of MDESK 6.94 is now in your mailbox :-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk

http://www.cix.co.uk/~derryck/index.htm

1465. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 16:32:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980795272-49156AEicMi@gmx.net>
Source record: 51015

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Sat, 27 Jan 2001 21:20:46 +0100 (MET)

Hi Martin,

>>IConnect 1.7 works with MiNT
>
>But works Iconnect 1.8 with MiNT? AFAIK, no.
No it doesn't, simply because it uses some features of MagiC which aren't implemented in MiNT, one of these features are threads....
BTW: a multitasking OS that doesn't know threading? but that's off topic of course :-)

>>Emailer 2.3f works with MiNT as well...
>
>Wow that's what I call world breaking news. One Iconnect client that
>works under MiNT. I'm impressed.
Well, considering that you've claimed here that nothing works...
CAB is also a client, so that makes two.

>Tell me how performs the rest, Chatter, Teli, Fiffi under MiNT?
They don't... and simply put, they shouldn't. If and when someone opts to use IConnect as stack, he also opts for MagiC. You may find this unlogical but I can reverse the question.. MiNTNet clients need their appropriate OS also in order to run, don't they?

>>With IConnect it takes exactly 23 seconds to dial and login to my ISP...
>>Checking and retrieving 23 mails from the POP server and 87 postings from
>>5 different newsgroups took exactly 1min 37 secs... on average download
>>speed from the chapelie ftp is 5200cps. If this is "damned slow" then I
>>must have hit the slow motion button somewhere along the line...
>
>As on my machine I only can make Cab working with Iconnect and MiNT I
>can only share you my experience with Cab and Iconnect. If I've the luck
>Cab will go up to 2.500 cps when I use IConnect.
You've stated here that IConnect is "damned slow", I've given you some of the figures I get on average...
Whatever you get with IConnect under MiNT is beside the point, give us the average figures you get using your favourite stack and clients. How long does it take to get a connection to your ISP, how many postings and mails can you retrieve in a minute, what's the average download speed from the chapelie ftp server? I'm bracing myself here for some amazingly fast numbers... "damned slow" must mean at least 25-30% lower then yours.

> With MiNT-net Cab usualy doesn't go under the 4.000 cps.
4000 ? that's pathetic....

>My phone line isn't good. In order to get a stable connection I must
>tune down the modem speed to 42.000 bps. Even then downloading stuff
>from the ftp-servers using wget for instance happens usualy with 4200
>bps.
Which still isn't good enough...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1466. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 16:32:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980795264-47383AEicMi@gmx.net>
Source record: 51010

From: Odd Skancke <oskancke@online.no>
Date: Sat, 27 Jan 2001 00:17:59 +0100

Hi Odd,

>The 8 months to me is great new, as that means they will wait for 4e to
>become available. I agree with it being a hopeless project using
>non-pmmu/fpu version of the ColdFire.
Yes, that's exactly what they are claiming, but just like with the previous processor they intended to use, they haven't got a clue what the Coldfire 4e is capable of. It's like someone whispered in their ears " wait for the 4e, it looks better on paper"... it seems to me that the big argument to wait for the 4e is the mere fact that it is faster, Ulrich Goessel simply hasn't got a clue of the mmu/fpu problem, which IMO tells us a lot about this project.

>CAB is a dead-end, I agree, but then again, we've got XGEM so we can soon
>run netscape on Atari.. under MiNT ofcourse.
Oh boy...not again. Instead of claiming things like this why for a change not actually do it? time and time again I've been reading stuff like this here... in fact it's the *big* MiNT argument, one can port all these nice apps to it... well, where are they?

>I think your attitude is bullshit! Afraid MagiC wont run on it?
What on earth is MagiC doing in this discussion? have I mentioned it once? but since you throw it up in here...
I've written this hundred times before: the day that there are some real MiNT applications available (like that Netscape port) I'll switch. I'm not married with ASH and I haven't got money invested in them either. But at the moment there's not *one* application out there that can even persuade me to switch. I would say the opposite is true...
As for the Pegasus: a TOS compatible clone should be able to run MiNT *and* MagiC, if none or just only one of them would run on it, I certainly wouldn't buy it.

>I will personally make sure MiNT runs on this machine, if it becomes
>available. Thats why I'm so concerned it MUST have a pmmu. Ofcourse
>recompiling isn't enuff, but one have the full source, so making it work
>is not hard.
Nicely spoken, better get to work... only 7 months and 28 days left, if it wasn't for the Coldfire 4e CPU, the Pegasus would have been for sale in 8 weeks from now :-)
You still don't think that's bullshit?

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1467. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 16:32:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980795270-48647AEicMi@gmx.net>
Source record: 51011

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 23 Jan 2001 13:29:33 -0500

Hi Dan,

>As to your question on a site that works or don't work. Here are
>a couple for you to try with the Iconnect OVL.
>
> http://www.forbes.com/
>
> http://www.planetarion.com/

Both sites can be accessed and seem to work with no problems what so ever. Is there a section on the forbes site that needs to be accessed? It seems to be a portal to news snippets...

Planetarion is just great! thanks for the tip :-)

This of course means that the question still stands... what can the two alternative STiNG/STIK OVL's do or access, that the IConnect OVL can't ?

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1468. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 16:33:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980795268-48064AEicMi@gmx.net>
Source record: 51012

From: Odd Skancke <oskancke@online.no>
Date: Sat, 27 Jan 2001 00:31:37 +0100

>Well, I can't tell you if there are any Milan-specific applications, but
>there are Milan-specific drivers, which drive sound/scsii/etc.
Nice try... but you know very well that I ment applications in a real sense
of the word. Of course there are specific drivers written for the Milan,
without these one couldn't even get a display (S3 driver).

>Ever used Papyrus on a bog-standard Falcon editing real heavy documents?
One could argue that you need the right tools for the right job..
Papyrus isn't suited for this, try out the demo of Tempus Word Pro and be
pleasantly surprised.

> I think the speed of the Hades/Milan is enuff to call Papyrus a "clones
>application" ;-)
I would rather call it a "shitty application" then a "clones application",
it's not because it's the only English wordprocessor around these days that
one has to drool over it...

>Then you don't know that the main MiNT maintainer is actually maintaining
>using a Milan 060?
No... and what on earth has this got to do with it?

>>Three years on... with an ever shrinking number of authors some German
>>clowns hope to attract a *lot* of talented programmers to get their crazy
>>design working, that's pure nonsense or to put it bluntly: bullshit :-)
>
>Well, I'm attracted, and I'm a programmer.. altho not the most talented
>one ;-)
Talent is no criteria... Ulrich Goessel will just love you... be prepared
and brace yourself for some crazy plans <grin>

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1469. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 16:33:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980795280-50607AEicMi@gmx.net>
Source record: 51017

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Sat, 27 Jan 2001 19:52:14 GMT

Hi Michael

>>It doesn't really matter that the 680x0 isn't produced anymore, it's not
>>like there's a need for 100.000 of them. If a new clone would be produced
>>and 2.000 units of these would be build and sold, it would be an
>>*enormous* success.
>
>Yes. However, if there is to be any kind of future for Atari clones, what
>will happen when there are no more 680x0's left, even if that is far in the
>future? We will be forced to either switch to a different CPU anyway, or
>just give up. Wouldn't it be easier to start the transition now, while we
>still have options?
I don't think so, I realise that there will come a day that there are no
more 680x0's available, but by that time Motorola could have possibly
designed a Coldfire 5e, which would be 100% compatible with the 680x0.
That's the problem when one has to predict the future, if I could..., then I
would be a millionaire and produce Atari clones simply for a hobby , giving
them away with a box of corn flakes :-)
Seriously... IMO the Coldfire 4e simply is much to limited to be used as a
proper replacement, if one would be forced to switch to a different CPU
today, I would say that the PPC is a better alternative. Which doesn't mean
that I changed my mind about the Tempest card :-)

>An example of software that we can't use because of lack of CPU speed is
>Java applications. More and more web sites are using them, and if we are
>going to stay online with our machines, we will have to be able to use Java
>at some point. 68060's are way too slow to make this really usable. My G3
>Mac even slows down quite a bit to run Java apps.
I don't really think so... the way things are going, the web will be accessed
in the near future with cellular telephones (WAP), TV top boxes, handheld
organisers... etc. Websites using Java apps, flash modules, enormous JPEG's
or anything similar will fall out, most of the websites these days are pretty
looking, but not functional... I think this will change a lot in the future.

>Basically, my point is that we do too much settling for 2nd best. Over the
>years, I've always heard in this group, "we'll never need X, we can do just
>fine with Y because it suites our current need just fine", and then a year
>or two later, everyone is complaining because Y won't do what they need done
>and we have to struggle along with Y while the developers try to implement
>X. Meanwhile Z comes out, and we say, "we'll never need Z, we can do just
>fine with X..." etc.
I understand your point, but it's a universal problem, not an Atari related

issue... PC or Mac users face the same dilemma.

IMO the big problem here is money... in general Atari users don't like to spend money on upgrades, this has been proven time and time again. Why are they developing the Tempest card? Simply because it's cheaper then a PPC clone. The fact that this card needs to be fitted in an "outdated" computer doesn't seem to bother most of the people here, it's cheap... and that's all what seems to matter.
Suppose they would design a full blown TOS compatible PPC clone motherboard based on the Tempest engine, would it really cost that much more? add the cost of the Eclipse and the Tempest together... non Falcon users have to fork out money for the DesTTiny card as well, the proposed price tag will probably be higher... one thing is certain, it would blow the Pegasus away...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1470. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 16:33:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980795276-49815AEicMi@gmx.net>
Source record: 51013

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 27 Jan 2001 18:10:26 GMT

Hi Jo Even,

>> average Atari user could possibly want. But the authors didn't share that
>> enthousiasm, I've still got to see the first Milan application appear...
>
>I don't understand what you're trying to say here...
I'll try to explain it.... read on :-)

>Is Milan-only applications what you want? Why? Modern applications and games
>use the OS and not the hardware.
No, what I would like to see are applications that are written exclusively
with the 68040/68060 in mind.

>Graphics editors will benefit from accelerated graphics cards (and not only
>on the Milan, and not only one specific brand and model), but won't *need*
>them, only run a lot slower on old hardware.
Yep, I know this but the bottomline is that most of these apps are written to
run on a ST/68000. While there's nothing wrong itself with these apps, they
lack features which aren't implemented by the programmers simply because
there's no point... (too slow).

>Sound applications will perform better with a modern sound card on a Milan
>or Hades than on a plain Falcon, but it will work on both. Word processors
>will run faster, thus utilizing the faster CPU. Games like Doom or Quake
>will benefit from faster graphics and a faster CPU, but will still work on
>a Falcon.
That's logical... I'm not saying that development for the ST/TT/Falcon should
stop, but merely that applications for the Milan and Hades should appear...

Why does a PC or Mac user upgrade his machine frequently? it *could* be to
run some of his apps faster, but more likely it's because he wants to use the
newest apps which require a faster processor to run. A Pentium 200 may be
fine for M$ Office, but it's not good enough for editing Video or play DVD's.
The above situation is something which we as Atari users have hardly ever
known. Except for some specific Falcon software, when we upgrade to a faster
machine it's simply to run the apps faster. For some of us this extra speed
is essential, but the general mood here is usally that it's not such a big
issue. Someone who uses a CT-2 Falcon or expanded TT has no real incentive
to buy a Atari clone, except for the fact that it will be faster, everything
remains the same.

If however there would be apps around that simply need to be run on at least
a 68040 and preferably higher, there might just be an incentive to upgrade.

In another thread someone is playing with the idea of porting the Netscape browser... it doesn't take a genius to realise that one simply needs a more powerfull processor than the 68030 to run such an application. The simple fact that it's possible to run such a program only on a clone could well be the incentive for people to finally upgrade.
Why have so many people bought a Falcon when on paper the TT is much better, IMO they bought it because of the dedicated Falcon apps...
What I'm trying to say here is that there should be apps developed that offer possibilities which simply aren't possible on the older machines. With apps I don't mean drivers, but real applications. Before you ask me what apps I've got

in mind.. well, I've got a wishlist that's at least a mile long, from a simple game all the way up to live video editing, you name it and it's there...
And no... I don't really mind if some of these would be ported MiNT apps, we can't afford to be choosy anymore, the handfull of commercial developers that remain can't turn around the mess we're in either.

A while ago Dan and Lonny talked here about the catch 22 situation, it's quite obvious to me that to break it, it will need to come from the developers side. Atari users don't upgrade their computers to run existing apps faster. The Hades and Milan have proven this... less than 1500 computers sold in a period stretching well over five years!!

Cheers from Belgium
Dennis

PS: I've known people that bought an ST simply because there was something like

1st Word around in 1985, the TT was bought in 1990 because it made DTP possible

for an affordable price, the Falcon sold in numbers because of some dedicated packages like Cubase Audio (a miracle in 1993) etc...
What's the incentive software-wise of bying a clone?
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1471. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 16:33:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980795290-52584AEicMi@gmx.net>
Source record: 51018

From: jtmartin@gofree.indigo.ie (Jerry Martin)
Date: Sun, 28 Jan 2001 12:02:23 GMT

Hi Jerry,

>Ulli Ramps from Rom-Logicware told me this is a problem with
>ArtWorx/Kandinsky not obeying the GEM standards. =(*sigh*
Tell him with my compliments this is nonsense in it's purest form...
Just ask him why and how he can explain that coloured GEM files produced
by Artworx are accepted in Calamus, Photoline, Zeigs mir, Phoenix and even
in TMS Vector (written in 1990). And if you really want to get up his nose,
just mention that Tempus Word Pro can do it also :-)

>I've been wondering if it's possible to get Papyrus to import
>ArtWorx/Kandinsky GEM metafiles in colour?
Unless R.O.M admits there's something wrong and remedies it in a future
version, I'm afraid not...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1472. Problems in Paradise....

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 16:37:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980795300-54472AEicMi@gmx.net>
Source record: 51014

Hi all,

Due to some problems with GMX (email forwarding service) I've seem to lost
a lot of mails posted between wednesday evening and sunday morning...

Anyone who mailed me and expects some kind of reply, please repost your
mail.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1473. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 17:02:31 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a75a227$0$173@news.zetnet.co.uk>
Source record: 51005

On 27 Jan 2001 17:53:05 , Jo Even Skarstein wrote:

| . . . .
|> What software do you use that needs to run at "three times" the speed of a
|> Hades 060? except for some raytracing stuff I can't really think of anything
|> that would benefit...
|
|Indeed. Why would one even need a Hades060? A TT with some TT-RAM is more
|than enough. Or a 14Mb Falcon, which should cover all our needs.

Long Papyrus documents on the Hades are much more managable that
they were on the TT especially when it comes to many 'find and
replaces.'
--
JI Logan

1474. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 17:52:32 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <954al0$1nm$1@snipp.uninett.no>
Source record: 51006

JI Logan <jlog@zetnet.co.uk> wrote:

> |> What software do you use that needs to run at "three times" the speed of a
> |> Hades 060? except for some raytracing stuff I can't really think of anything
> |> that would benefit...
> |
> |Indeed. Why would one even need a Hades060? A TT with some TT-RAM is more
> |than enough. Or a 14Mb Falcon, which should cover all our needs.

> Long Papyrus documents on the Hades are much more managable that
> they were on the TT especially when it comes to many 'find and
> replaces.'

Tell this to Dennis ;-)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1475. re: Atari Tee-shirts

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 17:54:29 UTC
From: chrisc1966@my-deja.com
Message-ID: <954aof$4rn$1@nnrp1.deja.com>
Source record: 51007

http://www.asseenonscreen.com/product.asp?sku=2MCTS0015

In article <953vljqbi1@nnrp1.deja.com>,
sonicmig@my-deja.com wrote:
> Hi,
>
> Does anyone know where I can order one of those atari t-shirts in the
> UK? Preferably online...
>
> Thanks,
> Simon.
>
> Sent via Deja.com
> http://www.deja.com/
>

Sent via Deja.com
http://www.deja.com/

1476. IDE version of Panaonic PD-Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 17:59:48 UTC
From: chrisc1966@my-deja.com
Message-ID: <954b2d$58q$1@nnrp1.deja.com>
Source record: 51008

Hi folks,

I'm having a bit of a problem with one of my Flacons...it is recased with a desktopper and as I use Panasonic PD-650 drives (joint MO and CDROM) for back-up storage I wanted to put one in there...unfortunately what I was sold as a SCSI device turned out to be an IDE one (I didn't know they made an IDE one)....the drive powers up OK, and I have it installed as a slave to the Falcons IDE boot-drive (a 3.5" 120Mb Samsung) however it isn't being picked up by HD-Driver 7.71....Is there a general problem with this type of drive when it is IDE, I have a SCSI external; one that works fine...alternatively I'd be interested in getting an internal SCSI one in exchange if any of you have them on PC's.....

chrisc

Sent via Deja.com
http://www.deja.com/

1477. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 18:13:40 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980763311.17680.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 51095

It is tricky installing big drivers, I found that the drivers parameters needed to be added manually plus getting it to Autoboot was also a bit tricky.

Find out the exact details in of the bigger drive (the one in my brothers is a Maxtor), you should be able to locate all of the info and enter it, what version of the Supra drivers do you have (IIRC I have version 3.01 or something but different programs came up with different versions).

Mark.

Ralph E. Dodd <redodd@home.com> wrote in message
news:sNHc6.181171$w35.33014628@news1.rdc1.nj.home.com...
> Mark,
>
> A gentleman named Don emailed me the original Supra software.
> I found out that the 20 meg Miniscribe 8425S drive wasn't spinning
> due to stiction or else the brake was stuck. It slows down quickly
> so I think that it's got a brake system. Once I got it spinning, no files
> were found so I tried to format it. It went through the format routine
> fine until it reached the inner tracks of the disk and then gave a hard
> disk error. I tried this many times with the same result. Now I figured
> I would try a bigger drive like many from this group have suggested.
> I tried a Seagate ST1480N, an HP C2235, and many Quantum drives
> (40,80,160Meg). The controller doesn't see any of these drives. I set
> the SCSI id to 0 (like the Miniscribe was), turned parity on and off,
> tried every type of termination setup but none of the drives were
> recognized.
> If I put the Miniscribe back, the controller sees it but the drive won't
> format.
> All of the drives that I've tried are SCSI II. I've been told that they
> should
> work with what I assume to be a SCSI I controller in the Supra box. I got
> another 20Meg Miniscribe drive on ebay which I should get in about a week.
> Do you have any tips on how to get any of these bigger drives to work.
> These are all good working drives. Thanks a lot.
>
> Ralph
>
>
> "Mark" <mark@recycledsteel.co.uk> wrote in message
> news:980329948.23920.0.nnrp-14.9e98a620@news.demon.co.uk...
> > > I just got a 20 MB SupraDrive with no software or documentation.
> > > What software is needed to access this drive and where can I get it?
> >

> > I have the Supra Drivers is you want them, not as god as HDDriver or ICD
> but
> > they do work and you can simply select the model you have and it will
sort
> > it out.
> >
> > > It has one cable about 2 feet long with a 19 pin connector. On the
back
> > > it has one 19 pin female and one 25 pin female connector. I assume
that
> > > the 19 pin female would be for adding another drive. Is the 25 pin
> > another
> > > printer port? Thanks a lot.
> >
> > On the back of the drive units are 2 ports one is an ACSI port (the same
> as
> > on the ST), yes this is for adding extra devices and the other is a
> standard
> > SCSI and again it is for adding standard SCSI devices.
> >
> > Opening the unit up you should find a regular SCSI 20Mb drive in it, I
> > seriously recommend finding a newer unit to increase size and speed.
With
> > this controller I have seen a 400Mb drive, CD-ROM and DAT drive running
> with
> > no problems, this is using the Supra drivers too.
> >
> > Mark
> >
> >
>
>

1478. Redundancy

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 18:38:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980790032-534772AEicMi@madasafish.com>
Source record: 51009

Hi guyz

Guess who's on the "Extreme Risk" redundancy list for this round!.

How does "Unemplyed work" in Britain?.

STEve.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1479. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 18:41:25 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980764976.18299.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 50997

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:980530438-74579AEicMi@gmx.net...
> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Wed, 24 Jan 2001 17:38:42 +0000
>
> >Just like you I have a Falcon, TT030, and a Hades060 all in the same
room.
> >If I had yet another even more powerful clone sitting next to these, why
> >not?
> Because it's the odd one out...
> The Pegasus is not a clone, but a desktop computer based around a Coldfire
> running TOS under emulation.
> The Hades and Milan both have a patched TOS, but these patches were made
to
> make TOS aware of PCI.. etc. The Pegasus TOS will need to run under
several
> emulation layers and be so heavily patched that one can hardly talk of a
> "Atari clone" anymore. Is an Apple running MagiCMac a Atari clone?

Define 'clone' ..... (moreover what is an 'Atari Clone' I can't
run XE stuff)

In my books, I would say it is a computer that will run the applications
originally made for the original computer BUT it should have an OS to do
this i.e. you can't say a PC running DOS but booting directly into Pacifist
is a clone, if Pacifist was able to boot directly from the Harddisk boot
strap then I would probably call this a clone so by this rational if
MagicMac did not need MAC OS then I would call it a clone.

A Falcon is not far off what you describe, it has different harddisk
controller, different CPU, different graphics chip, different bus, different
serial ports, different parallel ports, different floppy drive, different,
different, different and the TOS was massively changed to make these items
available, you then start to run SOFTWARE such as backwards to make ST
Emulation more compatible, your Hades was not even made by Atari. Any of
your machines running Linux? are they not a Linux clone?

And in my opinion this is all academic "beggars can't be choosers", what
good is an OS with a 10 year old platform in this day and age?

Mark.

1480. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 18:54:34 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980765766.18655.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 50998

Give an example application for a clone that has its own software beyond
drivers and the supporting software and will ONLY run on that clone?

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:980530434-73927AEicMi@gmx.net...
> From: Odd Skancke <oskancke@online.no>
> Date: Wed, 24 Jan 2001 04:21:36 +0100
>
> Hi Odd,
>
> > Then you, Sven and Uwe and I have different opinions.
> 3:1... you're outnumbered :-)
> TBH: Sven never said it was nonsense, he merely pointed out that because
of
> the to be used emulation layers and the very heavy patching that would
need
> to be applied, the Coldfire design would hardly be faster then a Milan-1,
> this is not exactly 3X faster then a Hades 060 is it?
> I think Uwe has different reasons to call it nonsense, the way the project
> is presented is enough to make anyone think twice...
>
> > If such a machine actually became available, do you think existing
> >software authors would let it go without their software?
> Frankly... yes.
> Where's the support for your Hades, where's the support for the Milan? and
> what makes you think that it would be any different now? Unless the
Pegasus
> can run unpatched applications it has no chance...
> Remember when the Milan-1 was lounched? On paper it offered everything the
> average Atari user could possibly want. But the authors didn't share that
> enthousiasm, I've still got to see the first Milan application appear...
> I can understand that commercial authors have reservations, but what about
> the "free" market? One could argue that the Milan-1 is a MiNT computer, it
> comes with MiNT/N.AES as standard OS, the MiNT platform never had a better
> opportunity to promote the OS, but even the MiNT developers didn't want to
> know about it.... except for some serial drivers nothing happened.
>
> Three years on... with an ever shrinking number of authors some German
> clowns hope to attract a *lot* of talented programmers to get their crazy
> design working, that's pure nonsense or to put it bluntly: bullshit :-)
>
> Cheers from Belgium
> Dennis
> --

> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

1481. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 18:59:58 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980766089.18807.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 50999

> I believe that is coming for existing 68030 machines and above. It is
> called Destiny and will offer a PPC cpu. This will actually turn an Atari
> computer into a two-cpu system.

Bring it on..... lets not restrict ourselves

Mark.

1482. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 19:32:02 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980768016.19634.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 51000

> Sounds good to me! If I could walk to the store and get an Intel
> motherboard that runs TOS natively, that'd be fine with me. Although
> I know how a lot of people here hate the Intel machines ;-)

I don't care either, its Microsoft I hate and basically the 680x0 is a sinking ship however I would use Via/AMD arrangement rather than Intel.

I do understand how this depresses people but direction needs to be found and soon we are not going to have anyone building hardware for us if we have attitudes like the above threads suggest. I would prefer us to go down the PPC path to at least keep the Motorola feel but as mentioned we may have no choice and soon the remain software developers to rebuild there drivers, OSs, etc to boot on a 'Intel' MoBo and that will last about 4 days until the Atari community start to fire bomb them.

That's it, no one will help me sort out my Crazy Dots card and Sting problems after these comments.

Mark.

1483. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 19:57:46 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980769558.20261.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 51001

> It doesn't really matter that the 680x0 isn't produced anymore, it's not
> like there's a need for 100.000 of them. If a new clone would be produced
> and 2.000 units of these would be build and sold, it would be an
enormous
> success.

> To nothing... the ST doesn't have to migrate at all, the 68060 and even
the
> 68040 will do nicely. In this newsgroup the majority of the people are
using
> a Falcon or TT, both 68030 based. Most don't even have a clue what the
term
> fast graphics is all about, since they don't have a graphic card
installed.
> I find it hard to grasp that people who never seen a 68060 in action
dismiss
> it purely on the basis that a PPC or Coldfire *could* be faster.

The 68060 is one of the reason why the clones are so expensive, these things really are not cost effective. The PPC and coldfire are *faster*, they just are, OK maybe not as much faster when emulating but then that is why people use C and not Assembly these days so things can be re-worked easily (many bits of software have 030 versions as well as standard 68K).

> What software do you use that needs to run at "three times" the speed of a
> Hades 060? except for some raytracing stuff I can't really think of
anything
> that would benefit...

Doom, Quake, High speed Multitasking, Papyrus, RayTrace (as mentioned), DTP (I imagine)compression could be faster, copying, and I think generaly my TT is running a bit slow for most of the things I do on it.

What software would you like to see runing in TOS but has never been developed because the platform is to slow?

I would like to see Java, OpenGL (think how much easier it would be to port games, OK just an idea but its fesable), usable Emulation (Win 95A would be cool), etc, etc, etc. Lets not be narrow minded and limit ourselves to the software that was made 10 years ago, many of us still use TOS machines for more than music (I don't even have a midi keyboard).

When your bought your Hades what was it you needed to run faster?

> This is a joke right? the Coldfire isn't exactly a processor of which I
> would say it's "in the general market".

The 68060 only ever made it into Hades and a few Amigas, the 68060 went into thousands of embedded applications such as routers, etc. This is why the Coldfire is used in embedded stuff because it was the intended replacement for the 68060.

But OK I concur it is not really a desktop CPU but I believe it is more adapt than the 68060 especial seeing as Motorola realise that they need to introduce more compatibility and bring back the PMMU and FPU (which by the way was also cut from the later 68060s as they were not being used I imagine). Note that last bit is only based on what I have read here.

Mark.

1484. Re: MagiC Online News

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 21:00:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980874388-765366AEicMi@madasafish.com>
Source record: 50965

Hi Bengy

Is bengy@mac.com your permanent eMail address?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1485. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 21:37:27 UTC
From: ACE <acesoft@NOSPAMfree4all.co.uk>
Message-ID: <Ftld6.4081$jn6.62015@news2-hme0>
Source record: 51021

email me at acesoft@free4all.co.uk for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

1486. Re: Still Having problems with Crazy Do

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 21:52:35 UTC
From: sidcelery@cix.co.uk
Message-ID: <954on3sqn4@plutonium.compulink.co.uk>
Source record: 51022

On 24 Jan 2001 18:05:45 , Jo Even Skarstein wrote:
> Joshua Kaijankoski <joshua@vianet.ca> wrote:
>> version for regular Ataris won't work. Try get your hands on NVDI
>> 5 since it supports all gfx cards.
> NVDI 5 only supports ET4000 based graphics card the last time I
> checked. This includes Crazy Dots (2), ET4000 based Novas, VoFa and
> Panther (II) ISA adapters with ET4000 cards. It does not support
> cards like the various Matrix cards, Mach based Novas, Eclipse or
> Cyrel cards. These needs additional software.

In fact, NVDI5 does finally support Matrix cards at last! At one time
I had v2.51, v4 Matgraph and v4 ET4k and there was no cross-grade
allowed in a similar way that there was no cross-grade between Atari
and PC/Mac versions. Now, at last, all are on the same disks.

rgds
H

1487. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 21:52:37 UTC
From: sidcelery@cix.co.uk
Message-ID: <954on5sqn5@plutonium.compulink.co.uk>
Source record: 51023

On 27 Jan 2001 17:53:05 , Jo Even Skarstein wrote:
>Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>> What software do you use that needs to run at "three times" the
>> speed of a Hades 060? except for some raytracing stuff I can't
>> really think of anything that would benefit...
> Indeed. Why would one even need a Hades060? A TT with some TT-RAM
> is more than enough. Or a 14Mb Falcon, which should cover all our
> needs.

The most frequent benefit of running faster than a TT would be the
speed of unpacking JPGs in CAB!

While I'm on the subject, how come there isn't a JPEG_OVL that takes
advantage of an FPU copro and not just the Falcon's DSP in the
Brainstorm/Fieblkorn version? That's what I'd really like to see.

Dan?

rgds
H

1488. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 21:52:39 UTC
From: sidcelery@cix.co.uk
Message-ID: <954on7sqn6@plutonium.compulink.co.uk>
Source record: 51024

On 26 Jan 2001 23:02:21 , Lyndon Amsdon wrote:
>> From: "Mark" <mark@recycledsteel.co.uk>
>>> As for HSModem, I do not think it could have been made any harder
>>> to use even they tried, I used SCC on my TT, is that right? I did
>>> not understand why there was a MFP_TT as well, what is the
>>> difference?
> I'm no TT expert, but MFP_TT is for the 19,200bps compatible port
> that is driven by the MFP like in the old STs.

It's for the use of the Serial 1 port on the VME backplate of the TT -
not to be confused with the Modem 1 port which is for backward
compatibility with software that only recognises the ST modem port,
which still uses MFP.PRG.

> SCC is for the two ports driven by the SCC, the LAN and
> Serial/Modem 2. I have no Idea how this are presented socket wise
> on the back of a TT. Put both in after drvin.prg and you'll be safe.

Modem 2 is next to Modem 1 and <ahem> Serial 2 is next to Serial 1 on
the VME backplate. If you set the SCC to LAN rather than serial 2,
that's obviously by the MIDI ports...

Except of course if you have a VME card, in which case you have a
right arse of a game to file the case down under the backplate where
the cables would have been, plug the backplate cables back into the
MB, slide the graphics card back in and try to get the modem plug into
it without fouling against the monitor, printer and DMA cables...

B^<

rgds
H

1489. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 21:52:41 UTC
From: sidcelery@cix.co.uk
Message-ID: <954on9sqn7@plutonium.compulink.co.uk>
Source record: 51025

On 24 Jan 2001 12:38:36 , Derryck Croker wrote:
> From: sidcelery@cix.co.uk (Harry Sideras)
> Date: 24 Jan 2001 00:35:22 GMT
>
>>> The one I have here is 1.0700, this was the most recent available
>>> from ASH that i know about, i dont know of any updates, are you
>>> guys over there holding out on us brits?. :-)
>> Where are you picking up this version number from, Steve?
> It's listed in CAB's "About..." box (where you'll find details of
> any other overlays that might be loaded).

So it is! Ta!

rgds
H

1490. Re: Problems with STing

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 21:52:42 UTC
From: sidcelery@cix.co.uk
Message-ID: <954onasqn8@plutonium.compulink.co.uk>
Source record: 51026

On 24 Jan 2001 12:40:42 , Derryck Croker wrote:
> From: sidcelery@cix.co.uk (Harry Sideras)
>>>| N.B. you'd need a PPP compatible eMail/news client unless youre
>>>| happy getting mail and news seperately.
>>> That might be a problem. Is NEWSie compatible?
>> It works for me with Newsie v0.96
> I find that hard to believe Harry, there's no way that I know of
> that would allow IConnect to collect mail and let NEWSie import it.

Sorry. I missed the bit about IConnect. I'm using STinG' Dialer.

Ooops...

rgds
H

1491. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 21:52:46 UTC
From: sidcelery@cix.co.uk
Message-ID: <954onesqn9@plutonium.compulink.co.uk>
Source record: 51028

On 25 Jan 2001 17:46:41 , Jo Even Skarstein wrote:
>Sir Tossalot The Third <fire.extinguisher@bigpondwest.net.au> wrote:
>> from my understanding, the TT has a faster CPU than the falcon, in
>> stock standard terms im talking, as for reliability, I think it
>> would be just the same.
> ...
> The TT also has lot more stable hardware than the Falcon, and the
> SCSI controller is very reliable. In general I'd say that a TT is
> more stable than a Falcon, although this depends on what software
> you use.
My opinions on Falcon build quality are already on record (ie little
or none). In terms of software compatibility it should be remembered
that the TT was out there for far longer and older software was much
more likely to be made compatible with it.

> Define "business" ;-) The Falcon is much better suited for games,
> demos, graphics and sound in general. But the TT can have upto
> 256Mb RAM, and with a graphics card (Mario Becroft is selling his
> Galaxy card now I believe) it beats the Falcon easily when it comes
> to "serious" graphics.

Graphics capability out of the box is little better on a TT than the
ST. 320*240*256 is pointless and 1280*960*2 is unavailable unless you
have the a monitor that drives this resolution (in whichcase it allows
no other). That just leaves a respectable 640*480*16. A stock Falcon
(while treacly) beats that pretty comprehensively.

Mario's card is not supported by graphics card versions of NVDI AIUI
(is that right?). That may well give people concerns. Which means a
second-user graphics card needs to be sourced, which is often a
problem...

>>> What are the fundamental differences in operation between them,
>>> and is the TT any more reliable with software written for the ST
>>> such as Explorer32?
> I don't know Explorer32, but the Falcon is generally more
> compatible with older ST software.

Strange... I'd say the other way round by quite a way...

rgds
H

1492. Re: keyboard for Milan

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 21:52:48 UTC
From: sidcelery@cix.co.uk
Message-ID: <954ongsqn10@plutonium.compulink.co.uk>
Source record: 51027

On 27 Jan 2001 22:46:04 , Bob King wrote:

> BTW anyone know a program to make the Caps and Num lock LEDs light
> up, they do work when the keyboard is polled at boot.

No, but if you use the excellent MenuInfo then you can get a Caps Lock
indicator in the menu bar, if that helps...

rgds
H

1493. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 22:17:11 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <HZld6.92249$xW4.706089@news-server.bigpond.net.au>
Source record: 51029

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:980766089.18807.0.nnrp-08.9e98a620@news.demon.co.uk...
> > I believe that is coming for existing 68030 machines and above. It is
> > called Destiny and will offer a PPC cpu. This will actually turn an
Atari
> > computer into a two-cpu system.
>
> Bring it on.................. lets not restrict ourselves

It is for ALL atari's, including the STFM and the Milan. In fact any thing
with a pci bus. Check out Fmax.

Mark Too

1494. Re: IDE version of Panaonic PD-Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 22:26:51 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <L6md6.92253$xW4.706275@news-server.bigpond.net.au>
Source record: 51030

<chrisc1966@my-deja.com> wrote in message
news:954b2d$58q$1@nnrp1.deja.com...
> Hi folks,
>
> I'm having a bit of a problem with one of my Flacons...it is recased
> with a desktopper and as I use Panasonic PD-650 drives (joint MO and
> CDROM) for back-up storage I wanted to put one in there...unfortunately
> what I was sold as a SCSI device turned out to be an IDE one (I didn't
> know they made an IDE one)....the drive powers up OK, and I have it
> installed as a slave to the Falcons IDE boot-drive (a 3.5" 120Mb
> Samsung) however it isn't being picked up by HD-Driver 7.71....Is there
> a general problem with this type of drive when it is IDE, I have a SCSI
> external; one that works fine...alternatively I'd be interested in
> getting an internal SCSI one in exchange if any of you have them on
> PC's.....

You have to force HDdriver to scan ide1. Won't work otherwise. Then us Spin
to set it up. Should be no trouble. Altho, I found Hddriver didn't always
get it first time

Mark

1495. Re: where can i buy a TT

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 22:28:55 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <H8md6.92259$xW4.706277@news-server.bigpond.net.au>
Source record: 51031

Bloody nice site it is too. Been a long time comming.

Mark

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:953b0a$4g5$1@pegasus.csx.cam.ac.uk...
>
> Sage wrote in message ...
> >
> >
> > Got no repsonse. Is Systems Solutions still around? How much
> >does a Riebl card cost?
> >
>
>
> System Solutions are still around, they have been updating their web site
> recently and have also split the Atari side of their business from the PC
> side (+ versions of Magic for MAC + PC), this part of the business is now
> known as Atari Workshop and can be reached at
> http://www.atari-workshop.co.uk .

1496. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 22:39:09 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <954red$4hq$1@snipp.uninett.no>
Source record: 51032

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>CAB is a dead-end, I agree, but then again, we've got XGEM so we can soon
>>run netscape on Atari.. under MiNT ofcourse.
> Oh boy...not again. Instead of claiming things like this why for a change
> not actually do it? time and time again I've been reading stuff like this
> here... in fact it's the *big* MiNT argument, one can port all these nice
> apps to it... well, where are they?

I have run Netscape under MiNT on my Falcon using XGEM. XGEM is still
alpha though, so it wasn't very stable. It wasn't very fast either, but
that was probably caused by me running it remotely over a modem connection
;-)

I don't know if anyone has attempted to actually compile and run Netscape
under MiNT. Personally I wouldn't bother, it's just too big and bloated
(and pretty crap anyway).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1497. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 22:44:00 UTC
From: bindon@madasafish.com
Message-ID: <t7bshgm1hb8182@corp.supernews.com>
Source record: 51033

On 29 Jan 2001 21:52:39 , Harry Sideras wrote:
>On 26 Jan 2001 23:02:21 , Lyndon Amsdon wrote:

>It's for the use of the Serial 1 port on the VME backplate of the TT -
>not to be confused with the Modem 1 port which is for backward
>compatibility with software that only recognises the ST modem port,
>which still uses MFP.PRG.
>
>Modem 2 is next to Modem 1 and <ahem> Serial 2 is next to Serial 1 on
>the VME backplate. If you set the SCC to LAN rather than serial 2,
>that's obviously by the MIDI ports...

Well I warned you I was no TT expert :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

1498. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 22:57:37 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101292349060.15377-100000@mail.online.no>
Source record: 51034

On Mon, 29 Jan 2001, Dennis Vermeire wrote:

> From: Odd Skancke <oskancke@online.no>
> Date: Sat, 27 Jan 2001 00:17:59 +0100
>
> Hi Odd,
>
> >The 8 months to me is great new, as that means they will wait for 4e to
> >become available. I agree with it being a hopeless project using
> >non-pmmu/fpu version of the ColdFire.
> Yes, that's exactly what they are claiming, but just like with the previous
> processor they intended to use, they haven't got a clue what the Coldfire 4e
> is capable of. It's like someone whispered in their ears " wait for the 4e,
> it looks better on paper"... it seems to me that the big argument to wait for
> the 4e is the mere fact that it is faster, Ulrich Goessel simply hasn't got a
> clue of the mmu/fpu problem, which IMO tells us a lot about this project.

Well, I don't know much about the project at all, all I know is that if a
ColdFire 4e machine really makes it, I'll get one. If a machine wihtout
pmmu appeared it would NOT get one. Mind you, pmmu is not important to
anything but MiNT, as no other OS's use it.

>
> >CAB is a dead-end, I agree, but then again, we've got XGEM so we can soon
> >run netscape on Atari.. under MiNT ofcourse.
> Oh boy...not again. Instead of claiming things like this why for a change
> not actually do it? time and time again I've been reading stuff like this
> here... in fact it's the *big* MiNT argument, one can port all these nice
> apps to it... well, where are they?

In fact, we can already now use Netscape (along with other x-apps)
remotely on MiNT becaues of xgem.

For nice mint apps, try sparemint.atari.org

>
> >I think your attitude is bullshit! Afraid MagiC wont run on it?
> What on earth is MagiC doing in this discussion? have I mentioned it once?
> but since you throw it up in here...
> I've written this hundred times before: the day that there are some real
> MiNT applications available (like that Netscape port) I'll switch. I'm not
> married with ASH and I haven't got money invested in them either. But at the
> moment there's not *one* application out there that can even persuade me to
> switch. I would say the opposite is true...

Keep your eyes open in the future then :)

> As for the Pegasus: a TOS compatible clone should be able to run MiNT *and*
> MagiC, if none or just only one of them would run on it, I certainly wouldn't
> buy it.

Well, some Falcons can't even run MagiC right. And Falcon's are not
considered a clone, now is it?

>
> >I will personally make sure MiNT runs on this machine, if it becomes
> >available. Thats why I'm so concerned it MUST have a pmmu. Ofcourse
> >recompiling isn't enuff, but one have the full source, so making it work
> >is not hard.
> Nicely spoken, better get to work... only 7 months and 28 days left, if it
> wasn't for the Coldfire 4e CPU, the Pegasus would have been for sale in 8
> weeks from now :-)
> You still don't think that's bullshit?

That would have been bullshit, yes. But luckily they've seem to have
decided to wait for the 4e...

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1499. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 23:14:39 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101292359170.15377-100000@mail.online.no>
Source record: 51035

On Mon, 29 Jan 2001, Dennis Vermeire wrote:

> From: Odd Skancke <oskancke@online.no>
> Date: Sat, 27 Jan 2001 00:31:37 +0100
>
> >Well, I can't tell you if there are any Milan-specific applications, but
> >there are Milan-specific drivers, which drive sound/scsii/etc.
> Nice try... but you know very well that I ment applications in a real sense
> of the word. Of course there are specific drivers written for the Milan,
> without these one couldn't even get a display (S3 driver).

Ok, in that case there are no Milan or Hades specific apps, only
Falcon-specific apps. The rest works on all other Atari/TOS-clones as
well...

>
> >Ever used Papyrus on a bog-standard Falcon editing real heavy documents?
> One could argue that you need the right tools for the right job..
> Papyrus isn't suited for this, try out the demo of Tempus Word Pro and be
> pleasantly surprised.

I think Papyrus is a great application. What makes you think Tempus Word
is better? (I've not tested Tempus Word, mind you). Papyrus on Hades is
very nice. Papyrus on Falcon or TT is a nightmare

>
> > I think the speed of the Hades/Milan is enuff to call Papyrus a "clones
> >application" ;-)
> I would rather call it a "shitty application" then a "clones application",
> it's not because it's the only English wordprocessor around these days that
> one has to drool over it...

Why is it shitty?

>
> >Then you don't know that the main MiNT maintainer is actually maintaining
> >using a Milan 060?
> No... and what on earth has this got to do with it?

You wondered about Milan development, weren't you?

>
> >>Three years on... with an ever shrinking number of authors some German
> >>clowns hope to attract a *lot* of talented programmers to get their crazy
> >>design working, that's pure nonsense or to put it bluntly: bullshit :-)
> >
> >Well, I'm attracted, and I'm a programmer.. altho not the most talented

> >one ;-)
> Talent is no criteria... Ulrich Goessel will just love you... be prepared
> and brace yourself for some crazy plans <grin>

I like crazy plans. If I was completely sane, would I even be in here?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1500. Amail

Newsgroup: comp.sys.atari.st
Date: 2001-01-29 23:32:24 UTC
From: Robert Frederick King <rking@NOSPAMzetnet.co.uk>
Message-ID: <980886612-160231AEicMi@zetnet.co.uk>
Source record: 50978

Hi All

I'm still trying to get Amail to recieve newsgroups. I have followed the instructions in setting up a custom box for this NG, but for one thing anything like comp.atari as a file gets trucated to comp.ata, and I dont see how you can avoid having to subscribe, but how? Has anyone suceeded in receiving NG with Amail. This is being sent with Emailer, but no printing!!!

Bob King

1501. Re: Editing icons with Interface

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 00:06:24 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9550i0$23o$1@plutonium.compulink.co.uk>
Source record: 51036

In message <1emwlag.1fs1auuxpkqkgN%northstar2010@yahoo.no>, northstar2010@yahoo.no said:

>The icons in question are colour icons. If they're not animated I often
>make my own "selected" icon, changing it a bit to make it different from
>the un-selected icon, thus becoming animated.
>
>The next step is where I'm stuck. Some icons don't have a black/white
>part, or the black/white icon is simply a generic or completely
>different icon.
>I want to be able to copy the colour icon over to the black/white
>section. I realize of course that any other colour than white will
>become black (i.e. different shades in the colour icon will all become
>black), which is fine by me.
>I've tried to copy the icon, move to the black/white part then "paste",
>but no go.
>How do I do this without manually having to re-draw the icon?

Don't you have the manual? The procedure is described there (p.57-8 in
my original Compo translation - 'The clipboard'):

Load the colour icon into the editor and use Control-C to copy it to the
clipboard. It will be saved both as a colour XIMG (*.ICO) and a mono
IMG. Open the clipboard and delete SCRAP.ICO but leave SCRAP.IMG. Now
switch to mono resolution, go back to the icon editor and use Control-V
which will copy the first plane of the image file to the editor's
drawing area. The outlines of the colour icon should now be visible and
can be used as a template for the correspopnding mono resolution
version.

This procedure works because Interface will only insert an IMG file in
the icon editor when there is no ICO file in the clipboard. This is
because the ICO file also contains the monochrome resolution of the
icon, which however will be empty for Windows and OS/2 icons. By
deleting the ICO file one forces Interface to insert the IMG file
instead.

I have just checked and this portion seems to be missing in the Tom
Thomason version of the manual :-(

Regards, /Peter/

1502. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 00:06:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9550i1$23p$1@plutonium.compulink.co.uk>
Source record: 51037

In message <94vtqr$7h5$1@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>The problem was that NVDI writes to the INF file on every boot, so
>when something goes wrong it screws up on a permanent basis. Even
>reinstalling the backup is no good.

Mine doesn't! In any case, all that's in it is the cache sizes and the paths to the fonts and printer etc. What it does/can write each boot is the LOG file, though you can prevent this by putting LOGFILE = U:\NUL under MagiC. I believe you must be thinking of another INF file, which is why reinstalling NVDI.INF won't help your problem.

Regards, /Peter/

1503. An idea of value for a system.... (In UK)

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 00:07:49 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1eo0syh.1e9j8e6zlx68lN%hairy.biker@ntlworld.com>
Source record: 51038

Hi, I have had my ST for about 10 years, and now I have a new iMac (my second Mac actually), I am near the end of my need for the ST.

All I use it for is to edit VHS videos from the home camcorder tapes. I plan to by a box for the iMac so I can connect that to the VHS recorder instead.

I'm looking at possibly selling the ST setup - complete if possible - in order to raise a bit of the cost of a USB-TV out adapter.

Anyway, I have no idea of what the kit would be worth nowadays, and I'd appreciate a bit of advice there.

The systems consists of....

Atari STFM 512k - TOS 1.4 (aka Rainbow TOS) - with;
2mb upgrade from Power Computing - a total of 2.5mb of Ram.
a High Density internal floppy upgrade.
a Power Computing DS external floppy, with blitter.
a Star LC 24/200 mono printer.
cables and power supplies.
Trackball
Hi-res mouse.

Software includes,

A massive box of cover disks from 1990 to 1995 - many full applications included - such as Harlekin, EasyText, Steinberg Pro 12, graphics apps etc.
Protext 4.3
Protext 6.5 - both with manuals
Prodata
Superbase
Calligrapher - with manual
Microprose F1 simulator
Reach for the skies
Flight of the Intruder
Plus loads of other games and apps.
All original copies and manuals where appropriate

Oh yes, and a heap of STFormat, ST User and ST Review magazines.

If anyone is interested I am in Luton, UK.

If I've posted off topic here, please just say so.

Thanks.

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 11/00 http://homepage.ntlworld.com/ahewitt/index.htm

1504. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 01:33:06 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7619d2_1@athena.netset.com>
Source record: 51039

In article <980795270-48647AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 23 Jan 2001 13:29:33 -0500
>
>Hi Dan,
>
>>As to your question on a site that works or don't work. Here are
>>a couple for you to try with the Iconnect OVL.
>>
>> http://www.forbes.com/
>>
>> http://www.planetarion.com/
>
>Both sites can be accessed and seem to work with no problems what so ever. Is
>there a section on the forbes site that needs to be accessed? It seems to be
>a portal to news snippets...

Not that I know of particularly. These were both sites that I had
had problems with in the past and knew worked now. As I said in the last
post they relied on an undocumented action of CAB. I was just curious if
the ASH programmers knew about it or not ;)

>
>Planetarion is just great! thanks for the tip :-)
>

Does look like a really cool site. I've never had time enough to
play it except for the short period of time I was working out how the OVl
needed to handle the site.

>This of course means that the question still stands... what can the two
>alternative STiNG/STIK OVL's do or access, that the IConnect OVL can't ?
>

Well I am certain some mint people could supply you with SSL
sites, but I'm not going to bother. I'm personally interested in are
there any sites that can be retrieved with the Iconnect OVL that can't be
reached with mine.

Here is one that I would like you to try. Well not the direct URL but
it's easy to find. Can you use the form to request Yahoo maps. There are
alot of other map servers out there so it's loss is nothing really to us.
However I'm curious if the programmers at ASH found away to work around
CAB's get functions limited implementation for modern and wacky standards.

Here is one that I have an OVl in beta over as well. Can you view the following site as a web page.

http://www.cast.org/bobby/

As I warned to people this doesn't work with my released OVL. I have one in testing that fixes this problem though. Some of the recent changes have been modifications to how stuff is handled, so I've been throwing them to a restricted pool for testing before I find out that they cause serious problems.

Dan Ackerman
aka baldrick

1505. Re: No sound on modem

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 01:38:26 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a761b12$1_2@athena.netset.com>
Source record: 51040

In article <%j0d6.472$MO4.10245@news1.oke.nextra.no>,
E Norvald Bordal <e-n-bor@frisurf.no> wrote:
>I once asked in a newsgroup how to get rid of all that noise from my modem when using
>Sting. No answere came, perhaps because the solution was too obvious...?:
>
>atz,atm0
>
>in the init-string.
>
>My problem was that I did not know how to separate two commands. Space did not work,
>comma with space neither, semiconlon the same and so on....
>

Well I don't think you would use those two in conjuction. atz is
a reset. But in general it also depends on the variable you are setting.
Some use nothing, some & and some %

I always thought a modem init string generator would be a great
program for someone to write.

Dan Ackerman
aka baldrick

ps so the answer to your question above is probably the following init
string ATM0

some modems desire uppercase

1506. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 01:56:59 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a761f6b_2@athena.netset.com>
Source record: 51041

In article <954onesqn9@plutonium.compulink.co.uk>,
Harry Sideras <sidcelery@cix.co.uk> wrote:
>On 25 Jan 2001 17:46:41 , Jo Even Skarstein wrote:
> >Sir Tossalot The Third <fire.extinguisher@bigpondwest.net.au> wrote:
> >> from my understanding, the TT has a faster CPU than the falcon, in
> >> stock standard terms im talking, as for reliability, I think it
> >> would be just the same.
> > ...
> > The TT also has lot more stable hardware than the Falcon, and the
> > SCSI controller is very reliable. In general I'd say that a TT is
> > more stable than a Falcon, although this depends on what software
> > you use.
>My opinions on Falcon build quality are already on record (ie little
>or none). In terms of software compatibility it should be remembered
>that the TT was out there for far longer and older software was much
>more likely to be made compatible with it.

Both had quality issues. Atari was just alot more honest with the
TT, probably because it was in production longer. There were several
revisions to the TT motherboard. I have a revision k, I believe. There
used to be great sources of information around here, who could quickly
list off some of the benifits and some of the downfalls to specific TT
motherboard types.

Now the Falcon however was a different story. As a developer, the
company I was working with received two developer machines. These were
great, Magic ran on them no problem, never a problem encountered with
either one of them except for the DEV TOS chip frying and falling apart on
one of them.

I think the first run of 10,000 machines were all of a fairly good
standard. I think they went with another and cheaper company for later
runs though. However I'm not certain there is any real way to tell what
run your Falcon came from.

>
> > Define "business" ;-) The Falcon is much better suited for games,
> > demos, graphics and sound in general. But the TT can have upto
> > 256Mb RAM, and with a graphics card (Mario Becroft is selling his
> > Galaxy card now I believe) it beats the Falcon easily when it comes
> > to "serious" graphics.
>
>Graphics capability out of the box is little better on a TT than the
>ST. 320*240*256 is pointless and 1280*960*2 is unavailable unless you
>have the a monitor that drives this resolution (in whichcase it allows

>no other). That just leaves a respectable 640*480*16. A stock Falcon
>(while treacly) beats that pretty comprehensively.
>

I always found it funny the number of Falcon users that run in
this resolution though (640x480 4 bit color). When I ran on one I never
ran in less that 8 bit color unless I was running an ST app. Speed be
damned I wanted the colors ;)

>Mario's card is not supported by graphics card versions of NVDI AIUI
>(is that right?). That may well give people concerns. Which means a
>second-user graphics card needs to be sourced, which is often a
>problem...
>

That's a kind of harsh judgement on Marios Card. Let's put a few
things in order.

Mario claims it is probably the Fastest VME video card developed
for the Atari. Mario isn't one to over state. Having a Qwerty on my
system, I can say that his quality and support are 100%.

The Galaxy card ships with an fVDI driver. This is the VDI that
will be used by the fMax kit. It's still in development and all the
information about how to make your own drivers is available. NVDI however
hasn't seen an update in quite some time and only handles ET4000 cards as
far as atari graphics cards go. And then realisticly not all ET4000
cards. I have a Nova et4000 card on my machine and NVDI won't touch it
for love or money, even with quite a bit of experimentation on my side.

And here I think is the thing that really sums this all up. For
less than I paid for my used NOVA et4000 card a few years ago, you can buy
a NEW board that is SUPPORTED from a developer who is still developing for
our platform. And that new cards driver isn't locked up in some chest in
a trash heap near bremen. It's still being developed as well.

LONG LIVE MARIO! (may he never come to his senses)

coming down off the soapbox...

Dan Ackerman
aka baldrick

1507. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 02:04:34 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a762132$1_1@athena.netset.com>
Source record: 51042

In article <954on5sqn5@plutonium.compulink.co.uk>,
Harry Sideras <sidcelery@cix.co.uk> wrote:
>On 27 Jan 2001 17:53:05 , Jo Even Skarstein wrote:
> >Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> >> What software do you use that needs to run at "three times" the
> >> speed of a Hades 060? except for some raytracing stuff I can't
> >> really think of anything that would benefit...
> > Indeed. Why would one even need a Hades060? A TT with some TT-RAM
> > is more than enough. Or a 14Mb Falcon, which should cover all our
> > needs.
>
>The most frequent benefit of running faster than a TT would be the
>speed of unpacking JPGs in CAB!
>
>While I'm on the subject, how come there isn't a JPEG_OVL that takes
>advantage of an FPU copro and not just the Falcon's DSP in the
>Brainstorm/Fieblkorn version? That's what I'd really like to see.
>
>Dan?
>
>rgds
>H

I don't know nothing about birthin no babies...

er I mean I don't know anything about the Jpeg OVL. I think Dieter
Fieblkorn might have had the specs though. If someone is interested they
could mail and ask him. I always found him to be a very nice and helpful
guy.

Dan Ackerman
aka baldrick

1508. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 02:17:33 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a76243d$1_3@athena.netset.com>
Source record: 51043

In article <980795280-50607AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: Michael and Nicole Freeman <nameerf@flash.net>
>Date: Sat, 27 Jan 2001 19:52:14 GMT
>
>>years, I've always heard in this group, "we'll never need X, we can do just
>>fine with Y because it suites our current need just fine", and then a year
>>or two later, everyone is complaining because Y won't do what they need done
>>and we have to struggle along with Y while the developers try to implement
>>X. Meanwhile Z comes out, and we say, "we'll never need Z, we can do just
>>fine with X..." etc.
>I understand your point, but it's a universal problem, not an Atari related
>issue... PC or Mac users face the same dilemma.
>
>IMO the big problem here is money... in general Atari users don't like to
>spend money on upgrades, this has been proven time and time again. Why are
>they developing the Tempest card? Simply because it's cheaper then a PPC
>clone. The fact that this card needs to be fitted in an "outdated" computer
>doesn't seem to bother most of the people here, it's cheap... and that's all
>what seems to matter.
>Suppose they would design a full blown TOS compatible PPC clone motherboard
>based on the Tempest engine, would it really cost that much more? add the
>cost of the Eclipse and the Tempest together... non Falcon users have to fork
>out money for the DesTTiny card as well, the proposed price tag will probably
>be higher... one thing is certain, it would blow the Pegasus away...
>

And the first person to market a PowerPC motherboard with open
specs and less than mercedes prices will be a very busy person. IBM
released specs for the CHRP board, but ommitted to manufacture a critical
chip until this year. Well actually I'm not certain they are
manufacturing them yet. They finally made one in the last 6 months.
I think it's the Northbridge. Development tunnel vision here again ;)

Anyway the PPC bundle chip that they are going to use on the Fenix
has a northbridge on it, but everyone in the PowerPC linux community thing
it is not really up to the job. So they aren't interested in using it.

There are alot of Apple motherboards out there for power PC's some at
laughably cheap used prices. However older cheaper ones require the Apple
rom to even boot the machine. I long thought this would be a lucarative
market as long as you operated underground and hid from the apple
attorneys, that market being a ROM chip with open specs that could boot
and address the hardware on the board. There was some talk, which I have
no verification on of newer apples coming out with no rom chip as OSX

won't use them anymore. I have no idea of if this is serious or has happened.

So yes I would like an open spec PowerPC board. There are several thousand people around the planet at least that would buy one with in a week if they could. However alot of people have put alot of time and effort into it so far with nothing to show.

Personally not being a hard ware Guru, I'm like you after going over everything that is thrown onto that chip you wonder what else you need to have on the motherboard. The slots for the PCI bus, connectors for the USB and Memory and of course someway to hook up a power supply. Too bad that the people who could do it won't bother <insert the name of any major electronics manufacturer> and the people who would like to, can't afford the initial costs.

Enough lamenting fo one day.

Dan

1509. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 02:19:18 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <Gwpd6.192250$w35.34369677@news1.rdc1.nj.home.com>
Source record: 51044

Mark,

The files are dated 7-6-92. The supfmt.prg is Supra Hard Disk Formatter
V4.10
and the suputl.prg is Supra Hard Disk utilities V3.11.

Ralph
"Mark" <mark@recycledsteel.co.uk> wrote in message
news:980763311.17680.0.nnrp-08.9e98a620@news.demon.co.uk...
> It is tricky installing big drivers, I found that the drivers parameters
> needed to be added manually plus getting it to Autoboot was also a bit
> tricky.
>
> Find out the exact details in of the bigger drive (the one in my brothers
is
> a Maxtor), you should be able to locate all of the info and enter it, what
> version of the Supra drivers do you have (IIRC I have version 3.01 or
> something but different programs came up with different versions).
>
> Mark.
>
>
>
>
> Ralph E. Dodd <redodd@home.com> wrote in message
> news:sNHc6.181171$w35.33014628@news1.rdc1.nj.home.com...
> > Mark,
> >
> > A gentleman named Don emailed me the original Supra software.
> > I found out that the 20 meg Miniscribe 8425S drive wasn't spinning
> > due to stiction or else the brake was stuck. It slows down quickly
> > so I think that it's got a brake system. Once I got it spinning, no
files
> > were found so I tried to format it. It went through the format routine
> > fine until it reached the inner tracks of the disk and then gave a hard
> > disk error. I tried this many times with the same result. Now I
figured
> > I would try a bigger drive like many from this group have suggested.
> > I tried a Seagate ST1480N, an HP C2235, and many Quantum drives
> > (40,80,160Meg). The controller doesn't see any of these drives. I set
> > the SCSI id to 0 (like the Miniscribe was), turned parity on and off,
> > tried every type of termination setup but none of the drives were
> > recognized.
> > If I put the Miniscribe back, the controller sees it but the drive won't
> > format.

> > All of the drives that I've tried are SCSI II. I've been told that they
> > should
> > work with what I assume to be a SCSI I controller in the Supra box. I
got
> > another 20Meg Miniscribe drive on ebay which I should get in about a
week.
> > Do you have any tips on how to get any of these bigger drives to work.
> > These are all good working drives. Thanks a lot.
> >
> > Ralph
> >
> >
> > "Mark" <mark@recycledsteel.co.uk> wrote in message
> > news:980329948.23920.0.nnrp-14.9e98a620@news.demon.co.uk...
> > > > I just got a 20 MB SupraDrive with no software or documentation.
> > > > What software is needed to access this drive and where can I get it?
> > >
> > > I have the Supra Drivers is you want them, not as god as HDDriver or
ICD
> > but
> > > they do work and you can simply select the model you have and it will
> sort
> > > it out.
> > >
> > > > It has one cable about 2 feet long with a 19 pin connector. On the
> back
> > > > it has one 19 pin female and one 25 pin female connector. I assume
> that
> > > > the 19 pin female would be for adding another drive. Is the 25 pin
> > > another
> > > > printer port? Thanks a lot.
> > >
> > > On the back of the drive units are 2 ports one is an ACSI port (the
same
> > as
> > > on the ST), yes this is for adding extra devices and the other is a
> > standard
> > > SCSI and again it is for adding standard SCSI devices.
> > >
> > > Opening the unit up you should find a regular SCSI 20Mb drive in it, I
> > > seriously recommend finding a newer unit to increase size and speed.
> With
> > > this controller I have seen a 400Mb drive, CD-ROM and DAT drive
running
> > with
> > > no problems, this is using the Supra drivers too.
> > >
> > > Mark
> > >
> > >

> >
> >
>
>

1510. Re: $^&*"$^%(*$" Falcon.

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 02:25:22 UTC
From: wongck@letterbox.com
Message-ID: <9558ln$6h2@usenet.pa.dec.com>
Source record: 50946

On my falc (internal 524MB HDD, 1GB external SCSI, CDROM) I am using a boot manager (Xboot) for the following selectable configurations:

1/ Mint/Thing with NAES
2/ Mint with TOS 4.9(?) (the developer's TOS/AES)
3/ Mint without AES ie as a console (csh)
4/ MagiC
5/ TOS with WinX
6/ TOS

and experimenting with

7/ MinT/XaAES <----- don't work - hangs

Use a boot manager, it helps alot!

Rgds
William

1511. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 02:25:30 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a76261a$1_3@athena.netset.com>
Source record: 51045

In article <980765766.18655.0.nnrp-08.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> wrote:
>
>Give an example application for a clone that has its own software beyond
>drivers and the supporting software and will ONLY run on that clone?
>
>

Well I would have to say you either have a manufacturer that is
looking for a hook, or you have a very insane programmer on your hands ;)

However I can give you one pseudo clone example that has software that
works only for it and on nothing else... MagicPC which from time to time
will compile and run something that refuses to work on my TT until I
recompile it. So you see it obviously has any software that it has thus
munged that won't work on other clones. (MagicPC at work vs Magic on my
TT at home).

Dan Ackerman
aka baldrick

1512. TT Modem port II, 56k and Sting -getting it to work

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 02:37:48 UTC
From: Alyre Chiasson <epinoche@nbnet.nb.ca>
Message-ID: <0Opd6.3486$TR6.109888@sodalite.nbnet.nb.ca>
Source record: 50947

I have read that port 2 on the TT can supports speeds up to 56K whereas port 1 cannot. I puchased a 56K modem and hooked it up to port 2. I have tried setting the Sting Port settings to Modem 2 and well as the General Port settings to Modem 2 but they revert back to Modem 1 even after a save. I have also changed the modem reference in the Dial.scr file to Modem 2. All of this results in a failure to connect with the modem. Anyone get this combination to work or can suggest what I should change? By the way, it does work on port 1 but at a slower speed - in other words the modem is okay.

Thanks

Alyre

1513. Microware OS-9/68k for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 02:38:26 UTC
From: John Linville <linvjw@earthlink.net>
Message-ID: <COpd6.141$kP3.20602@newsread2.prod.itd.earthlink.net>
Source record: 50948

Greetings!

Would anyone happen to know where I might be able to acquire OS-9/68k (aka OSK) packaged to run on an Atari ST? And how much it will cost?

Thanks in advance!

John

P.S. I imagine this is heresy in this group, but I'd be interested in finding OS-9/68k for the Amiga or Mac (or just about anything else) as well... :-)

1514. Re: TT Modem port II, 56k and Sting -getting it to work

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 03:04:13 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a762f2d$1_1@athena.netset.com>
Source record: 50949

In article <0Opd6.3486$TR6.109888@sodalite.nbnet.nb.ca>,
Alyre Chiasson <epinoche@nbnet.nb.ca> wrote:
>I have read that port 2 on the TT can supports speeds up to 56K whereas port
>1 cannot. I puchased a 56K modem and hooked it up to port 2. I have tried
>setting the Sting Port settings to Modem 2 and well as the General Port
>settings to Modem 2 but they revert back to Modem 1 even after a save. I
>have also changed the modem reference in the Dial.scr file to Modem 2. All
>of this results in a failure to connect with the modem. Anyone get this
>combination to work or can suggest what I should change? By the way, it does
>work on port 1 but at a slower speed - in other words the modem is okay.
>
>Thanks
>
>Alyre
>
>

Use Serial 2 if you can, if you have a video card installed and
lost the ports go to a good electronics store and get a 9 pin serial port
back plane adaptor and hook it back up. You'll be much happier.

And if STiNG continues to give you problems with it, I can suggest
you try STiK2 as I use a 56k modem on my serial2 port with a dte of 230k
everyday on my TT with STiK2. But then again I think that my machine is
very similar to one of the programmers machines ;)

Dan Ackerman
aka baldrick

1515. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 03:13:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980878572-187123AEicMi@gmx.net>
Source record: 50970

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 29 Jan 2001 17:52:32 GMT

>> Long Papyrus documents on the Hades are much more managable that
>> they were on the TT especially when it comes to many 'find and
>> replaces.'
>
>Tell this to Dennis ;-)
.... here comes the bull storming the china-store :-)

IMO there's a world of difference between being managable or working like a dream. The way that Papyrus treats long documents (>200pages) is enough to make a grow man cry or simply delete the whole lot from the harddisk.... Since I'm off topic here I'll just shut up, but I'm ready to discuss the "virtues" of Papyrus in another thread any day :-)

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1516. atari order - its for real!

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 04:51:44 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a764862$0$7158$272ea4a1@news.execpc.com>
Source record: 50950

On Mon, 22 Jan 2001, Ken Kosut wrote:

Hello,

Well today I received my package.
The beginning of the 7th week.
Everything appears to be in good order.

U.S. postoffice could not track because it was sent surface and not
express.

They said to allow 6-8 weeks for delivery.
(and the horror story that it might take 6 weeks just to ship)

It would have been better to specify air.
I assumed thats the way it was being shipped.

Thanks again for your help.

ken

1517. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 05:55:29 UTC
From: jba4@po.cwru.edu
Message-ID: <3a765651.19413744@news.cwru.edu>
Source record: 50951

On Mon, 29 Jan 2001 17:33:36 +0100, Dennis Vermeire
<dennis.vermeire@gmx.net> wrote:

>
>Seriously... IMO the Coldfire 4e simply is much to limited to be used as a
>proper replacement, if one would be forced to switch to a different CPU
>today, I would say that the PPC is a better alternative. Which doesn't mean
>that I changed my mind about the Tempest card :-)

Or perhaps an Intel or AMD chip running MiNT natively ? And I mean
natively, no emulation for the OS. And yes, I know this isn't a
possibilty right now, but with a lot of rework, it could be. An
emulator could handle apps that needed it. That would probably outrun
all of them.

Just offering this alternative again. I'm sure most people still hate
this idea. So let the flames begin! ;-)

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1518. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 06:13:18 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <2Ysd6.92782$xW4.710046@news-server.bigpond.net.au>
Source record: 50952

"Jeff Armstrong" <jba4@po.cwru.edu> wrote in message
news:3a765651.19413744@news.cwru.edu...
> On Mon, 29 Jan 2001 17:33:36 +0100, Dennis Vermeire
> <dennis.vermeire@gmx.net> wrote:
>
> >
> >Seriously... IMO the Coldfire 4e simply is much to limited to be used as
a
> >proper replacement, if one would be forced to switch to a different CPU
> >today, I would say that the PPC is a better alternative. Which doesn't
mean
> >that I changed my mind about the Tempest card :-)
>
> Or perhaps an Intel or AMD chip running MiNT natively ? And I mean
> natively, no emulation for the OS. And yes, I know this isn't a
> possibilty right now, but with a lot of rework, it could be. An
> emulator could handle apps that needed it. That would probably outrun
> all of them.
>
> Just offering this alternative again. I'm sure most people still hate
> this idea. So let the flames begin! ;-)

The idea is good. But a rewrite of all thing's TOS is needed, a bloody big job. I doubt that any one in this comunity has the resources to do it. I had hoped ASH would do it. MagicPC and all. There is the Tosx86 project, check http://www.volny.cz/phanatic/

mark

1519. Re: Microware OS-9/68k for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 08:06:19 UTC
From: Wilfried Busalski <wibu@telda.de>
Message-ID: <958eng$g83e9$1@ID-40417.news.dfncis.de>
Source record: 50905

Hi...

What kind of Version ?
Cumana (the better one) or Microware ?

"John Linville" <linvjw@earthlink.net> schrieb im Newsbeitrag
news:COpd6.141$kP3.20602@newsread2.prod.itd.earthlink.net...
> Greetings!
>
> Would anyone happen to know where I might be able to acquire OS-9/68k (aka
> OSK) packaged to run on an Atari ST? And how much it will cost?
>
> Thanks in advance!
>
> John
>
> P.S. I imagine this is heresy in this group, but I'd be interested in
> finding OS-9/68k for the Amiga or Mac (or just about anything else) as
> well... :-)
>

1520. Re: An idea of value for a system.... (In UK)

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 09:39:18 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <11xbrvAGvod6Ewcv@lovecraft.demon.co.uk>
Source record: 50954

Once upon a time <1eo0syh.1e9j8e6zlx68lN%hairy.biker@ntlworld.com>, Andy
Hewitt <hairy.biker@ntlworld.com> grabbed chalk and scrawled:

>Atari STFM 512k - TOS 1.4 (aka Rainbow TOS) - with;
>2mb upgrade from Power Computing - a total of 2.5mb of Ram.
>a High Density internal floppy upgrade.
>a Power Computing DS external floppy, with blitter.

Wow! That must really speed up file copies ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7, JV50, D50, Falcon030, TR505, S50 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

1521. Programmers: Anyone want to produce a GEM metafile converter?

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 09:52:14 UTC
From: jerrytmartin@my-deja.com
Message-ID: <9562scljd1@nnrp1.deja.com>
Source record: 50955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech,maus.comp.atari.software

Hi all,

I have been banging my head against a brick wall lately. It appears the GEM-Metafile format exists in two formats: one supported by the Likes of ArtWorx and Calamus, and another supposedly the 'GEM standard' which is supported by Papyrus, Gemgraph and others.

The files show colour loss when imported across the 'boundary' - Papyrus shows ArtWorx/Kandinsky metafiles as only black and white, while GemGraph files import with the colours all messed up into ArtWorx/Kandinsky.

This is a horrific situation.

As the image data is all intact, the only problem seems to be in colour mapping, definition.

I guess it wouldn't really be too difficult to produce a converter which would alter the colour values appropriately?

Anyone out there want to take up the challenge?

This really is an unacceptable situation, and a program of this ilk would be most appreciated.

Help please!

Kind regards,

Jerry Martin

Sent via Deja.com
http://www.deja.com/

1522. News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 10:54:07 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A769D4F.2FF09CFE@patent.gov.uk>
Source record: 50957

Hi All,

I am trying to use Atack's Amail for receiving/sending News Group postings. According to the Readme doc, it's a matter of defining a custom postbox in the CFG file. I've done that, but when I access news.zetnet.co.uk I always get, 'no messages'. The doc says call the mail storage string comp.atari and the mail box comp.sys.atari.st. I did, but the storage string got truncated to the 8.3 state comp.ata. Also there seems no provision for subscribing and unsubscribing from NGs. What am I missing.

Also, any work arounds for printing mails from EMailer?

Thanks in advance.

Bob King.

1523. Re: Programmers: Anyone want to produce a GEM metafile converter?

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 12:03:04 UTC
From: jerrytmartin@my-deja.com
Message-ID: <956ahl$r43$1@nnrp1.deja.com>
Source record: 50958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech,maus.comp.atari.software

It turns out that Rom-Logicware have aggreed to look into the possibility of getting ArtWorx compatibility incorporated into Papyrus. Great news!!!

However, the utility might still be very useful. Anyone who wants to include e.g. GemGraph GEM metafiles in Kandinsky/ArtWorx documents (or modify them) will have the same trouble with colours. So there is still a need for this application as a 'first-aid' patch until the GEM standard can be finally set to rest!

Thanks all,

Jerry

I just want to compliment both Ulli Ramps of Rom-Logicware and Oliver Buchman of ASH for their willingness to help on this! You definitely don't find this level of support/concern for users on other platforms! ;-)

Sent via Deja.com
http://www.deja.com/

1524. re: IDE Panasonic PD-650 on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 12:15:38 UTC
From: chrisc1966@my-deja.com
Message-ID: <956b97$rk5$1@nnrp1.deja.com>
Source record: 50959

In article <L6md6.92253$xW4.706275@news-server.bigpond.net.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
>
> <chrisc1966@my-deja.com> wrote in message
> news:954b2d$58q$1@nnrp1.deja.com...
> > Hi folks,
> >
> > I'm having a bit of a problem with one of my Flacons...it is recased
> > with a desktopper and as I use Panasonic PD-650 drives (joint MO and

*S*N*I*P*

> > PC's.....
>
> You have to force HDdriver to scan ide1. Won't work otherwise. Then
us Spin
> to set it up. Should be no trouble. Altho, I found Hddriver didn't
always
> get it first time
>

Hmm... I thought I'd done all that, I'll check though... the Samsung
drive has a jumper that needs to be set if the slave doesn't support
DASP protocol (a <Hello world> signal from the slave)...maybe I need to
set that too....plus I did end up having to install HD-Driver on the
SCSI drive I use for CAF and then get it to use the IDE as C:....I'll
check it out...

chrisc
> Mark
>
>

Sent via Deja.com
http://www.deja.com/

1525. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 12:37:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980923246-112151AEicMi@cwcom.net>
Source record: 50906

From: Bob King <robert.king@patent.gov.uk>
Date: Tue, 30 Jan 2001 10:54:07 +0000

>I am trying to use Atack's Amail for receiving/sending News Group
>postings. According to the Readme doc, it's a matter of defining a

Don't bother, it doesn't work.

>Also, any work arounds for printing mails from EMailer?

Try on the lines of installing a viewer for the appropriate file names in
your desktop. I've got 1stGuide installed as the default viewer, it
displays messages but isn't able to print plain text.

You could always save the message as plain text and print it later.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1526. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 14:54:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980878566-185943AEicMi@gmx.net>
Source record: 50969

From: "Mark" <mark@recycledsteel.co.uk>
Date: Mon, 29 Jan 2001 11:57:46 -0800

>The 68060 is one of the reason why the clones are so expensive, these
>things really are not cost effective.
The proposed price of the Pegasus is between 1600DM-2000DM, which is not really cheap, a Milan060 would cost 2100DM depending from where you get the 68060.
Another point speaking in favour of the available clones are the drivers, you don't really think that the proposed USB drivers will be free do you? If you would like to connect a scanner, cdwriter or harddisk to these ports you'll need to fork out money... and i've got a feeling that they wont come cheap, assuming of course that these drivers ever appear.. otherwise you'll be stuck with a nice desktop based Coldfire 4e Atari clone, which will be pretty useless :-)

BTW: does anyone know the price for the Coldfire 4e? Motorola isn't exactly cheap, especially when it concerns brandnew CPU's

>The PPC and coldfire are *faster*, they just are, OK maybe not as much
>faster when emulating but then that is why people use C and not Assembly
>these days so things can be re-worked easily (many bits of software have
>030 versions as well as standard 68K).
.... ???? sorry, you've lost me here :-/

>Doom, Quake, High speed Multitasking, Papyrus, RayTrace (as mentioned),
>DTP (I imagine) compression could be faster, copying, and I think
>generaly my TT is running a bit slow for most of the things I do on it.
Of course these are a bit slow on a TT, depending if you're using an expanded TT (fast RAM and graphic card), a 68060 based Milan or Hades will do the job at least six to seven times faster (15 times for a Falcon). If you haven't got a graphic card in your TT, you'll be blown away by the speed of these two clones.

My point has been all along that there's no need for any *new* clones, the existing ones will do just fine.... all that people need to do is buy them instead of dreaming of vapourware. The argument that these clones are not available from their local dealer doesn't cut wood. The Pegasus will be just as difficult to obtain, no matter what Ulrich Goessel and co claim.

I've lost count of the postings here from people looking for a graphic card for their TT/MegaSTE. Now that the Galaxy card is finally ready I'm really looking forward to see how many people will actually buy it, I've got this feeling that it will be a lot less then all those postings, but that's the beauty of vapourware.... one doesn't have to commit himself.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1527. Re: MagicMac PowerPC

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 14:54:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980878570-186615AEicMi@gmx.net>
Source record: 50971

From: Glenn Bruner <brunergs@pcisys.net>
Date: Sun, 28 Jan 2001 20:24:40 -0700

Hi Glenn,

>I have a very early version of Magic Mac (1.04 I think...) that won't
>run on my PowerPC. Says I must have a 68030 / 68040 with a PMMU.
Version 1.04 ? where have you been hiding all these years?

>Any suggestions around this problem?
Yes, buy an upgrade from ASH, the latest version is 6.10.4

>I tried using the upgrade files from ASH web site, but they don't
>support the version I have.
These files are ment for version 6.10.4, they enable iMac DV and DV+
owners to use MagiCMac, these files are not upgrades but more or less
updates or bugfixes (depending on your views).

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1528. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 14:54:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <980878576-187651AEicMi@gmx.net>
Source record: 50972

From: "Mark" <mark@recycledsteel.co.uk>
Date: Mon, 29 Jan 2001 10:41:25 -0800

>Define 'clone' ..... (moreover what is an 'Atari Clone' I
>can't run XE stuff)
I suppose that a few definitions are in order, not everyone has the same
opinion, and I'm not going to stick my ugly neck out...

>In my books, I would say it is a computer that will run the applications
>originally made for the original computer BUT it should have an OS to do
>this i.e. you can't say a PC running DOS but booting directly into Pacifist
>is a clone, if Pacifist was able to boot directly from the Harddisk boot
>strap then I would probably call this a clone so by this rational if
>MagicMac did not need MAC OS then I would call it a clone.
Well, that's in your books...
My book hasn't got that many pages: on a clone one should be able to run
TOS, MiNT and MagiC....

>If MagicMac did not need MAC OS then I would call it a clone.
Supposing this is possible, I don't think that TOS and MiNT users would
agree, MagiC is a TOS compatible OS, but it's not really TOS is it?

>A Falcon is not far off what you describe, it has different harddisk
>controller, different CPU, different graphics chip, different bus,
>different serial ports, different parallel ports, different floppy drive,
>different, different, different and the TOS was massively changed to make
>these items available, you then start to run SOFTWARE such as backwards to
>make ST Emulation more compatible
Take a look at the parts list of a Falcon, you'll be surprised how much it
got in common with the TT/MegaSTE. In general apps that don't work on a
Falcon wont work on the TT either... mostly sloppy programming is to blame,
if not how do you explain the apps that *do* work?

>And in my opinion this is all academic "beggars can't be choosers", what
>good is an OS with a 10 year old platform in this day and age?
Personally I would rather drop dead then to trade MagiC for Window$, OS 9,
Linux, Be... etc, ask the same question to a MiNT user and the answer will
be likewise.
I'm still here and crazy about this nearly 16 years old platform, meaning
that the OS and the platform suits me just fine...

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
```

/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1529. Re: denoiser question

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 14:59:28 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A76D6D0.46B14C59@siemens.at>
Source record: 50960

Claes Holmerup wrote:
> I don't use DeNoiser now myself, but I tried it for a while before I
> switched to PC - and I didn't notice any such problems.
> The only time there should be problems is if you run at 48kHz and move the
> fader. Then there is some noise because the DSP can't handle the load - but
> if you don't mive the fader, the result should be ok. If running at 44.1kHz
> instead, this problem shouldn't appear (according to both SoundPool's
> replies to me and my own experience).

I always work at 44.1kHz, so that should be no problem.

> I could imagine there may be problems either if you have an accellerator
> which isn't completely stable installed - or if the CPU-clock modification
> hasn't been made.

IIRC I did most of the experiments before the CT2 has been installed
but after the clock patch. I'm not sure whether the clock patch was
done 100% okay because I think there were sporadic SCSI problems
even after the modification (but very very seldom) but I don't
remember a single SCSI error since CT2 has been installed.

> Otherwise, it could be as you say, that you haven't found a "quiet" passage.
> The best place to find the right spot is just before the music starts - and
> you don't need a long passage. Just a second or even less should be enough
> for the program to be able to sort out the tape noise and hum. Don't apply
> too much of the DeNoiser effect either - then there's risk to start to
> destroy the original music too...

Do you remember to what percentage of reduction you set the slider ?
I think the problems started when I set it to more than 10%.
BTW, I always marked several passages, but each of them quite short.
Maybe that was a bad idea.

> When I tried the program, I also had the first model of Behringer's DeNoiser
> (rack unit for studio use) and the DeNoiser program for Falcon actually
> sounded better and didn't remove as much treble as the rack unit when both
> reduced about the same amount of noise...

So there's still hope I didn't spend the money for nothing.

Thanks

Gerhard

1530. Atack - Rapid response!!

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 15:48:08 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A76E238.9FD04CB5@patent.gov.uk>
Source record: 50962

Hi All,

Isn't it nice to report a rapid response to a query about software. I sent a query to Jan Krivanek of the Atack team re. my problem with aMail, (see my mail), at 13:04, and he replied at 15:27!!!!!!!!! Give the guy a medal. He may have some good news for us soon.

Bob king

1531. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 15:52:52 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a76e354$0$174@news.zetnet.co.uk>
Source record: 50961

On 29 Jan 2001 11:57:46 , "Mark" wrote:

| . . . .
|The 68060 is one of the reason why the clones are so expensive, these things
|really are not cost effective. The PPC and coldfire are *faster*, they just
|are, OK maybe not as much faster when emulating but then that is why people
|use C and not Assembly these days so things can be re-worked easily (many
|bits of software have 030 versions as well as standard 68K).
| . . . .

And the funny thing is that the Hades with its '060 was no faster
than my TT at formatting a very large Papyrus file when the Hades
cache was off. In other words, the greater speed didn't matter.
--
JI Logan

1532. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 16:04:12 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <1T$7CMD8Xud6Ew+K@lovecraft.demon.co.uk>
Source record: 50963

Once upon a time <3a76e354$0$174@news.zetnet.co.uk>, JI Logan
<jlog@zetnet.co.uk> grabbed chalk and scrawled:

>And the funny thing is that the Hades with its '060 was no faster
>than my TT at formatting a very large Papyrus file when the Hades
>cache was off. In other words, the greater speed didn't matter.

Have you ever used a PPC Macintosh without L2 Cache?
They are painfully slow, even with 225MHz processors.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1533. HELP for RAM accesses performances !

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 16:14:05 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <hLBd6.1883$iW2.4163708@nnrp5.proxad.net>
Source record: 50964

Hello,

For a study and comparison with the future CT60 performances, I'm looking
for the RAM bandrate (READ & WRITE) with the following machines :

MILAN 040.
HADES 040 : FPM ram (no EDO).
HADES 040 : EDO ram (updated hardware).
HADES 060 : FPM ram (no EDO).
HADES 060 : EDO ram (updated hardware).

The measures must be taken with NEMBENCH from TITAN (is there now a better
soft ?)...
I don't want GEMBENCH results !
Send me the results files.

Thanks a lot !

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

1534. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 16:25:49 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101301624190.82-100000@Hades060>
Source record: 50977

On 30 Jan 2001, JI Logan wrote:

> On 29 Jan 2001 11:57:46 , "Mark" wrote:
>
> | . . . .
> |The 68060 is one of the reason why the clones are so expensive, these things
> |really are not cost effective. The PPC and coldfire are *faster*, they just
> |are, OK maybe not as much faster when emulating but then that is why people
> |use C and not Assembly these days so things can be re-worked easily (many
> |bits of software have 030 versions as well as standard 68K).
> | . . . .
>
> And the funny thing is that the Hades with its '060 was no faster
> than my TT at formatting a very large Papyrus file when the Hades
> cache was off. In other words, the greater speed didn't matter.

Well a fussy program on the TT can have the same effect,
turn off the cache and the TT crawls. Perhaps less likely
but I've had it happen. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1535. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 16:43:01 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101301629030.82-100000@Hades060>
Source record: 50982

On Tue, 30 Jan 2001, Dennis Vermeire wrote:

> My point has been all along that there's no need for any *new* clones, the
> existing ones will do just fine.... all that people need to do is buy
> them instead of dreaming of vapourware. The argument that these clones are
> not available from their local dealer doesn't cut wood. The Pegasus will be
> just as difficult to obtain, no matter what Ulrich Goessel and co claim.

I agree with this one paragraph. I also took action and
got the Hades060 as most already know. I hear alot of talk
and not to many walking the walk. So when will you take your own
advise?

I don't know who stated a TT with a gfx card was good enough,
I have a wacked out TT. The hades makes the TT look like slow
motion "at all times". The Hades blew me away, I have them side
by side, set up near identically so I am not mistaken.

This is not directed at anyone in particular, but I think some people
are passing judgement about equipment they have never used on a
daily basis or perhaps never even seen. Based purely on articles
stating this is x times faster than that... blah.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1536. re: IDE Panasonic PD-650 on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 17:18:36 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <980882754-570824AEicMi@xs4all.nl>
Source record: 50973

Hi,

>Hi All,
>
>Isn't it nice to report a rapid response to a
> query about software. I sent a query to Jan
> Krivanek of the Atack team re. my problem with
> aMail, (see my mail), at 13:04, and he
> replied at 15:27!!!!!!!!! Give the guy a
> medal. He may have some good news for us soon.
>
>Bob king

I've had a similar experience with Uwe Seimet
from HDDriver. Once I replaced the driver in my
stacy and did something wrong. Mr. Seimet kept
sending solutions off- and online till it was
all solved. He does not take rest till it is all
over.

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1537. Re: UK Atari t-shirts

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 17:29:51 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980847085.19090.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 50953

I bought 2 from

www.emerchandise.com

They were out of stock but I got them after 3 weeks or so, no problems -
postage we about ?10 and the t-shorts were ?15 or so each.

Mark.

<sonicmig@my-deja.com> wrote in message news:953vljqbi1@nnrp1.deja.com...
> Hi,
>
> Does anyone know where I can order one of those atari t-shirts in the
> UK? Preferably online...
>
> Thanks,
> Simon.
>
>
> Sent via Deja.com
> http://www.deja.com/

1538. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 18:14:18 UTC
From: jba4@po.cwru.edu
Message-ID: <3a7702f3.8391902@news.cwru.edu>
Source record: 50966

On Tue, 30 Jan 2001 06:13:18 GMT, "Mark Bedingfield"
<mark@baypc.com.au> wrote:

>The idea is good. But a rewrite of all thing's TOS is needed, a bloody big
>job. I doubt that any one in this comunity has the resources to do it. I had
>hoped ASH would do it. MagicPC and all. There is the Tosx86 project, check
>http://www.volny.cz/phanatic/

I have seen this project. It looks very interesting, but I don't know
if it'll ever be completed. You're right, the job to convert TOS to
x86 is an extremely difficult job and I doubt it could get done unles
a whole pile of programmersdecided to try it. And considering the
hatred many people have for the x86 hardware, it'll be impossible.

It would be really intersesting if MiNT could be ported to the x86
along with TOS with some minimal low-level emulation, still using TOS
as the ONLY loaded OS. Then a program similar to Digital/Compaq's
FX!32 could be used to run the 68k apps on the system.

Is anyone familar with this software? It is used emulate the x86 on
DEC Alpha platforms. But instead of just emulating, it slowly
translates more and more of the software to native Alpha code so that
the program operation speeds up a little more each time it's used
until, finally, it is all Alpha-native code. Neat process.

Maybe they should consider implementing something like this on the
Pegasus or the Tempest. I thought something like that might actually
be under development for the Tempest, but I really don't remember.

Just some thoughts! ;-)

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1539. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 18:14:22 UTC
From: osian@zetnet.co.uk
Message-ID: <3a77047e$0$174@news.zetnet.co.uk>
Source record: 50967

On 29 Jan 2001 17:33:48 , Dennis Vermeire wrote:
>Tell him with my compliments this is nonsense in it's purest form...
>Just ask him why and how he can explain that coloured GEM files produced
>by Artworx are accepted in Calamus, Photoline, Zeigs mir, Phoenix and even
>in TMS Vector (written in 1990). And if you really want to get up his nose,
>just mention that Tempus Word Pro can do it also :-)

Hnn, I wouldn't necessarily subscribe to that point of view! It's one reason why HTML is in danger of becoming something it wasn't supposed to be because some browsers accept and interpret incorrectly-coded pages. The fault then goes unrectified and more and more browsers then have to accept the fault and the fault eventually becomes part of the HTML specification!

The blame lies fairly and squarely with Artworx if it is producing incorrect files, the other programs you mentioned are a bit lax in interpreting what they're supposed to be. I reckon the makers of Artworx should be persuaded to correct the fault first, or if they could provide a utility to convert incorrect files.

I have a similar problem with Papyrus and fVDI actually. A certain fault, only when fVDI is running, causes Papyrus Office to crash when trying to run a report. I have to disable fVDI and run Papyrus in low resolution and 16 colours :-(

I contacted the author of fVDI, who very kindly loked into it and traced the fault to an incorrect function call in Papyrus which exploits a bug in the original VDI. Since fVDI is a 'debugged' version of the VDI, Papyrus fails with fVDI.

So...should fVDI be persuaded to reproduce the VDI's bug, or should Papyrus be persuaded not to exploit the bug? While this debate rages on, I'm still left with an unusable combination of programs.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1540. Re: MagiC Online News

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 18:20:04 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B69C53E2.9E1D%bengy@mac.com>
Source record: 50968

in article 980874388-765366AEicMi@madasafish.com, Steve Sweet at
steve_sweet@madasafish.com wrote on 1/29/01 2:00 PM:

> Hi Bengy
>
> Is bengy@mac.com your permanent eMail address?.

Hi Steve,
yep :-)

Bengy

1541. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 18:28:14 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980850583.20589.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 50956

Sent off for NVDI 5.xx or whatever, as for StinG I think I am going to try
Stik2 at some point.

Mark.

Lonny Pursell <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10101291514430.75-100000@Hades060...
> On Mon, 29 Jan 2001, Mark wrote:
>
> > That's it, no one will help me sort out my Crazy Dots card and Sting
> > problems after these comments.
>
> I solved my STinG problems by deleting it, been using MiNT-Net
> ever since. Not the answer you wanted I bet. ;-)
> As for the gfx card I use NVDI 5.03 on my TT and Hades060.
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

1542. Re: Floppy disk copy protection

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 19:17:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200101302017.a21518@su2.maus.de>
Source record: 50937

Hi Hallvard,

HT>Anyway, the situation is this: I've bought a commercial program which
HT>uses a "key disk", and I'm afraid of using the original disk for this
HT>every time, so I want to make a backup copy.
Synchro Express will copy any floppy, but it needs hardware (to
synchronise the two drives) and a small Atari (no Falcon, no TT).

Und TTschï¿½
ps

1543. 2 hard drives and stuff

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 19:49:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3a778f6c$3_1@news.pacifier.com>
Source record: 50903

> I've got two SCSI hard drives, a 540 mb and a 1.1 gig.

a > Don, have you tried getting your information off via emulation?

a > P.S.: I'm too far away, but if you're interested in mailing the
a > drives to me, I'd be happy to get your files for you. Giving me the
a > drives would be optional.

I'm not looking to incur any expense on the drives. They are Toad Tower boxes with a tape drive in each. One has an Adaptec 2940 and the other a Link II to interface with a ST, STe, etc. The 1.1 gig was the hard drive on my Bear Cavern BBS which I shut down some months ago. It must have 1000+ files on it and I now want to give them to someone who could use them but I want all of my personal files removed. It saddens me to think I may have to destroy them. I plan to try to put the drives into my Windows box and do some deleting. It is also set up with SCSI drives. Also in the package are nine tapes that have multiple backups of the drives. Without a ST I'll have to destory them.

BTW what do you mean by "via emulation"?

Don
Vancouver, USA
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

1544. Re: An idea of value for a system.... (In UK)

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 20:33:23 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1eo2e89.xv2493xc5yvjN%hairy.biker@ntlworld.com>
Source record: 50974

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:

> Once upon a time <1eo0syh.1e9j8e6zlx68lN%hairy.biker@ntlworld.com>, Andy
> Hewitt <hairy.biker@ntlworld.com> grabbed chalk and scrawled:
>
> >Atari STFM 512k - TOS 1.4 (aka Rainbow TOS) - with;
> >2mb upgrade from Power Computing - a total of 2.5mb of Ram.
> >a High Density internal floppy upgrade.
> >a Power Computing DS external floppy, with blitter.
>
> Wow! That must really speed up file copies ;)

Well, it has been a while :-)

Did I mean a blitz copy gadget? It's the hardware that Power Computing
devised to allow direct disk>disk copying. Although it's a little
redundant with the internal HD floppy.

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 11/00 http://homepage.ntlworld.com/ahewitt/index.htm

1545. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 21:12:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <957ao4nbv1@snipp.uninett.no>
Source record: 50975

Jeff Armstrong <jba4@po.cwru.edu> wrote:

> I have seen this project. It looks very interesting, but I don't know
> if it'll ever be completed. You're right, the job to convert TOS to
> x86 is an extremely difficult job and I doubt it could get done unles

Why must TOS (or MiNT, or MagiC...) be converted? It could very well run under the same 68k emulator as the apps would do. Hardware drivers (or atleast part of them) would be x86, and this is enough to get it started. Even if *everything* runs under the CPU-emulator it will still be faster than anything we've seen before.

Later, when the userbase grows and things starts to settle down, one could gradually port the OS and apps to x86. Or even better, some sort of meta-CPU like the new "Amiga" seems to be using. Then you wouldn't be restricted to the x86 either.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1546. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 21:16:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <957av3nbv2@snipp.uninett.no>
Source record: 50976

JI Logan <jlog@zetnet.co.uk> wrote:

> And the funny thing is that the Hades with its '060 was no faster
> than my TT at formatting a very large Papyrus file when the Hades
> cache was off. In other words, the greater speed didn't matter.

Then try turning off the caches on your TT ;-) The cache contributes a lot
to a computer's speed, and should never be switched off. Speed tests
without the cache enabled is like running a Viper on its starter motor and
complain about the poor handling and lack of speed...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1547. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 21:38:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <957c7o$nj3$1@snipp.uninett.no>
Source record: 50979

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>> average Atari user could possibly want. But the authors didn't share that
>>> enthousiasm, I've still got to see the first Milan application appear...
>>
>>I don't understand what you're trying to say here...
> I'll try to explain it.... read on :-)

OK, I see what you mean: You want killer apps that take advantage of the Milan's faster CPU, accelerated graphics etc. to such a degree that they don't make sense on lesser hardware. I don't know about any such application today, perhaps except a few game ports.

The problem with these is basically that they're huge and complex project, and with the very limited resources we have at our disposal now, it will take time to develop such applications. But I can assure you that you'll see some rather heavy ports (mainly games and X-apps) the very moment we have hardware to run it on.

> No, what I would like to see are applications that are written exclusively
> with the 68040/68060 in mind.

That doesn't make sense.

> Why does a PC or Mac user upgrade his machine frequently? it *could* be to
> run some of his apps faster, but more likely it's because he wants to use the
> newest apps which require a faster processor to run. A Pentium 200 may be

There's three main reasons for upgrading a PC:

1. The next version of Windows, which needs four times as much memory and disk as the previous version.
2. Games!!
3. The ever decreasing prices on already ridiculous cheap hardware.

> The above situation is something which we as Atari users have hardly ever
> known. Except for some specific Falcon software, when we upgrade to a faster
> machine it's simply to run the apps faster. For some of us this extra speed

I disagree. More memory, faster CPU and better graphics means that one can build much more complex systems, and do much more simply by combining existing software. And the applications gets more and more complex, despite what you seem to believe. Look at the difference between 1ST Word Plus and Papyrus, the two defacto standard word processors from two different eras.

> is essential, but the general mood here is usally that it's not such a big
> issue. Someone who uses a CT-2 Falcon or expanded TT has no real incentive

> to buy a Atari clone, except for the fact that it will be faster, everything
> remains the same.

Following this logic there would be no need for computers at all, because
everything can be done with some paper, a pencil and time...

> In another thread someone is playing with the idea of porting the Netscape
> browser... it doesn't take a genius to realise that one simply needs a more
> powerfull processor than the 68030 to run such an application. The simple

It will require a more powerful CPU than any of the current and planned
clones or accelerators can provide. Besides that, Netscape needs 90Mb or
so just to start.

> Why have so many people bought a Falcon when on paper the TT is much better,
> IMO they bought it because of the dedicated Falcon apps...

...or the fact that the TT was twice as expensive.

> PS: I've known people that bought an ST simply because there was something like

> 1st Word around in 1985, the TT was bought in 1990 because it made DTP possible

> for an affordable price, the Falcon sold in numbers because of some dedicated
> packages like Cubase Audio (a miracle in 1993) etc...
> What's the incentive software-wise of bying a clone?

To me? All the mp3-players and encoders I could start using. Or high-speed
networking with streamed sound and video. TV-cards.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1548. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 21:39:58 UTC
From: vdjole@EUnet.yu
Message-ID: <957cbepl1@SOLAIR2.EUnet.yu>
Source record: 50980

On 22 Jan 2001 07:37:04 , Derryck Croker wrote:

>>>The resource editor Interface 2.30 resource file (MISC section)

Derryck, there seems to be something slightly incorrect with the English resource for Interface. Apparently it doesn't do any harm, but may signify some hidden problem: when one selects Quit from Interfece's menu, the clipboard icon on Interface's desktop gets redrawn a little bit to the left of the previous location, over the old icon so that for a second it appears as there are two clipboard icons. This does not happen with original German resource file.

(btw. this was noticed on a MegaST with TOS2.06)

Cu.

1549. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 21:53:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <957d4d$nj3$2@snipp.uninett.no>
Source record: 50981

Harry Sideras <sidcelery@cix.co.uk> wrote:

> Mario's card is not supported by graphics card versions of NVDI AIUI
> (is that right?). That may well give people concerns. Which means a
> second-user graphics card needs to be sourced, which is often a
> problem...

First of all, the Galaxy can work with NVDI's 16 bit driver, but ofcourse without any of the acceleration that the card offers. It should still be quite a lot faster than a Falcon running in 16 bit resolutions though, since the Galaxy's RAM doesn't share the bus with the CPU and DMA sub-system like the Videl does on the Falcon.

Then there's the fVDI driver, which use the card's built-in "CPU" to accelerate output a *lot*. I don't know if this driver is finished in this respect, but I know that it works already.

And if you absolutely need NVDI too, you can run NVDI on top of fVDI and get the best of both worlds - fVDI's accelerated driver and NVDI's outline-font and printer support. I've been using this combo on my Eclipse for a few months already (although I've stopped using NVDI now, as fVDI replace GDOS as well. And it's a lot faster than NVDI since it use the facilities on my RageII graphics card).

For all of you that doesn't know how much difference an accelerated graphics card can do: I recently ran VDIbench on the Videl using NVDI 5.03 on my Falcon/AB. The polygon-test was very, very slow, I could see each and every polygon being drawn and filled. On the RageII - using fVDI and the RageII-driver - the polygons were drawn so fast that everything was just a blur. It's not possible for the human eye to detect that the polygons are drawn, they just completely drown the screen at an increible rate. We're talking about tens and tens of thousands of filled 16-bit polygons per second here, imagine what that can do to 3D games on our platform.

> > I don't know Explorer32, but the Falcon is generally more
> > compatible with older ST software.

> Strange... I'd say the other way round by quite a way...

The Falcon is just an expanded STE with the same memory layout, same bus and very similar hardware. The TT is very different, it's a true 32 bit computer with a real 32 bit CPU.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1550. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 22:09:47 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <LYGd6.94791$xW4.723622@news-server.bigpond.net.au>
Source record: 50983

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:957ao4nbv1@snipp.uninett.no...
> Jeff Armstrong <jba4@po.cwru.edu> wrote:
>
> > I have seen this project. It looks very interesting, but I don't know
> > if it'll ever be completed. You're right, the job to convert TOS to
> > x86 is an extremely difficult job and I doubt it could get done unles
>
> Why must TOS (or MiNT, or MagiC...) be converted? It could very well run
> under the same 68k emulator as the apps would do. Hardware drivers (or
> atleast part of them) would be x86, and this is enough to get it started.
> Even if *everything* runs under the CPU-emulator it will still be faster
> than anything we've seen before.
>
But it would be a hell of a lot faster if it was native code, tho. Beside's
I would use my PC alot more if I could get rid of the crappy os's it uses.
Win9x/NT sux, linux is great but a little inflexible, compared to TOS. Still
what isn't, yeah, yeah Mint;-)

> Later, when the userbase grows and things starts to settle down, one could
> gradually port the OS and apps to x86. Or even better, some sort of
> meta-CPU like the new "Amiga" seems to be using. Then you wouldn't be
> restricted to the x86 either.

Still a big effort for programmer's tho. This all need's someone to grab it
by the Ball's and do it.

Mark

1551. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 22:11:52 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <I_Gd6.94792$xW4.723591@news-server.bigpond.net.au>
Source record: 50984

"JI Logan" <jlog@zetnet.co.uk> wrote in message
news:3a76e354$0$174@news.zetnet.co.uk...
> On 29 Jan 2001 11:57:46 , "Mark" wrote:
>
> | . . . .
> |The 68060 is one of the reason why the clones are so expensive, these
things
> |really are not cost effective. The PPC and coldfire are *faster*, they
just
> |are, OK maybe not as much faster when emulating but then that is why
people
> |use C and not Assembly these days so things can be re-worked easily (many
> |bits of software have 030 versions as well as standard 68K).
> | . . . .
>
> And the funny thing is that the Hades with its '060 was no faster
> than my TT at formatting a very large Papyrus file when the Hades
> cache was off. In other words, the greater speed didn't matter.

Cache is the answer. Try turning a Twin Zeon's cache off. It will be
horrible;-)

Mark

Ps I NEVER turn off the Mega's or the Falcon's cache.

1552. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 22:22:12 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <957eqk$nj3$3@snipp.uninett.no>
Source record: 50985

Mark Bedingfield <mark@baypc.com.au> wrote:

> But it would be a hell of a lot faster if it was native code, tho. Beside's

Sure, but developing or porting a complete OS would take years...

> I would use my PC alot more if I could get rid of the crappy os's it uses.

I don't think you got my point: MiNT could still be the native OS on a
x86-PC, even when running on a 68k emulator. This is how e.g. MacOS worked
when they made the transition from 68k to PPC.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1553. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 22:36:51 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101302334540.16205-100000@mail.online.no>
Source record: 50986

On 30 Jan 2001, JI Logan wrote:

> On 29 Jan 2001 11:57:46 , "Mark" wrote:
>
> | . . . .
> |The 68060 is one of the reason why the clones are so expensive, these things
> |really are not cost effective. The PPC and coldfire are *faster*, they just
> |are, OK maybe not as much faster when emulating but then that is why people
> |use C and not Assembly these days so things can be re-worked easily (many
> |bits of software have 030 versions as well as standard 68K).
> | . . . .
>
> And the funny thing is that the Hades with its '060 was no faster
> than my TT at formatting a very large Papyrus file when the Hades
> cache was off. In other words, the greater speed didn't matter.

And when the cache was off, was the superscalar also off? If both of
those are off, the 060 is not a very fast chip. The secret of its speed
lies in the cache/superscalar capabilities. So, this did not come as a
bomb ;-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1554. Re: No sound on modem

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 23:22:14 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a774ca6$0$173@news.zetnet.co.uk>
Source record: 50987

On 29 Jan 2001 20:38:26 , Dan Ackerman wrote:

|I once asked in a newsgroup how to get rid of all that noise from my modem when using
|Sting. No answere came, perhaps because the solution was too obvious...?:
| . . . .

For my modem, the command atm0 is supposed to turn the loudspeaker
off always; atm1 keeps it on till connect; atm2 turns it on always;
atm3 turns it off during dialing and receiving carrier and on during
answering.
--
JI Logan

1555. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 23:22:16 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a774ca8$0$173@news.zetnet.co.uk>
Source record: 50988

On 30 Jan 2001 21:16:19 , Jo Even Skarstein wrote:

|> And the funny thing is that the Hades with its '060 was no faster
|> than my TT at formatting a very large Papyrus file when the Hades
|> cache was off. In other words, the greater speed didn't matter.
|
|Then try turning off the caches on your TT ;-) The cache contributes a lot
|to a computer's speed, and should never be switched off.

I think that was the precise point I was making. The TT, as far as I
know, does not have caches, the Hades does. The TT uses a '030 at
whatever MHz, the Hades a '060 at some more MHz, yet with the Hades
cache off the speed was the same.
--
JI Logan

1556. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 23:31:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <957irk$f4p$1@draco.stochastik.rwth-aachen.de>
Source record: 50990

In article <Pine.MNT.4.10.10101290132590.96-100000@mail.online.no>,
Odd Skancke <oskancke@online.no> wrote:
>
> I was trying to point out that originally TOS did not run on 040/060.
>So, the patches to TOS to make it run on 040/060 was not only to make
>it work with PCI, new hardware, etc. Kinda tried to say that it would not
>be hard to make TOS work on a CF 4e CPU and that emulation would not be
>necessary if you, for example, recompiled TOS for it. Ofcourse, necessary
>changes would have to be made to (x)bios.. but that is indipendant of CPU,
>only dependant on the surrounding hardware.

Ah - OK. When talking about a "patch", I usually think about modifying the
OS without access to the source (and thus without a clean integration).

Anyway, porting TOS to a CF without emulation would be hard work: there are
lots of assembler parts in TOS which I did not need to touch for the
040/060, but which would definitely need reworking for a CF port - or you
could run these through the emulation, too, but that would probably not give
a very good performance.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

1557. Re: B,U.I-L,D. -Y,O.U-R, .C-A,B.L;E. ,D.E;S-C,R.A,M.B,L.E,R..,.,;;.:,;;;

> not move back through the line!
>
> Q: Do I have to alter my existing c-a-b-l-e system,
> television or VCR?
> A: The answer is no!
>
> Q: Does this work with my remote control?
> A: The answer is yes. The descrambler is
> manually controlled--but very easy to use!
>
> Q: Can you email me the plans?
> A: No the program comes with an easy to follow picture guide.
>
> Q: Does this work everywhere across the country?
> A: Yes, everywhere in the USA plus England,
> Brazil, Canada and other countries!
>
> Q: Is this deal guaranteed?
> A: Yes, if you are unhappy for any reason we will refund your money.
>
> Q: When I order, when will I get my package?
> A: We mail out all orders within 24 hours of receiving them.
>
> Q: How much does it cost to get the instruction
> plans, the easy to follow diagram, and most
> important of all the "Using a D-e-s-c-r-a-m-b-l-e-r LEGALLY Report".
> A: You get the complete 6 page report and instruction package all for
just--$10.00
>
> Q: How do I order?
> A: Fill out form below and send it, along
> with your $10.00 payment to:
>
> C-a-b-l-e-F-R-E-E-TV
> 1342 East Vine Str #216
> Kissimmee Fl 34744
>
> (Cash, Check or Money Order.)
>
> (Florida residents include 7% Florida State Sales Tax)
>
> (All orders outside the U.S.A. add $5.00)
>
>
> PRINT YOUR:
>
> NAME_____
>
> ADDRESS_____
>

> CITY/STATE/ZIP_____
>
> E-MAIl ADDRESS_____
>
> We are NOT ASSOCIATED in any way with R-A-D-I-O S-H-A-C-K.
> Neither the design nor instructions were developed
> by, are sold by, or are endorsed by R-a-d-i-o S-h-a-c-k.
> Parts for this fine-tuning device are available
> at many electronics stores (including R-a-d-i-o S-h-a-c-k)
> This is not a R-a-d-i-o S-h-a-c-k product.
>

[Inline base64-encoded payload not displayed]
>
>

>
>
>

1558. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-30 23:35:25 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <957j3t$f5t$1@draco.stochastik.rwth-aachen.de>
Source record: 50991

In article <3a774ca8$0$173@news.zetnet.co.uk>,
JI Logan <jlog@zetnet.co.uk> wrote:
>I think that was the precise point I was making. The TT, as far as I
>know, does not have caches, the Hades does. The TT uses a '030 at

It does - the 68030 has both data and instruction caches on-chip. Otherwise
it would make no sense to run it at 32MHz when the TT's bus only runs at
16MHz.

However, the caches are quite small compared to these in a 040 or 060.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

1559. Re: MagicMac PowerPC

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 00:09:59 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A7757D7.744EF4B4@pcisys.net>
Source record: 50992

Dennis Vermeire wrote:

> From: Glenn Bruner <brunergs@pcisys.net>
> Date: Sun, 28 Jan 2001 20:24:40 -0700
>
> Hi Glenn,
>
> >I have a very early version of Magic Mac (1.04 I think...) that won't
> >run on my PowerPC. Says I must have a 68030 / 68040 with a PMMU.
> Version 1.04 ? where have you been hiding all these years?

I was in Alaska when I got the program (1995). And I never could find a
page in
English, years later, to get any support on the program.

>
>
> >Any suggestions around this problem?
> Yes, buy an upgrade from ASH, the latest version is 6.10.4
>

I just recently found the page, in English, that I can order the update.

Thanks,
Glenn

1560. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 00:36:13 UTC
From: atarigalen@my-deja.com
Message-ID: <957mlt$4n6$1@nnrp1.deja.com>
Source record: 50994

In article <3a7619d2_1@athena.netset.com>,
baldrick@dilbert.netset.com (Dan Ackerman) wrote:
> Here is one that I would like you to try. Well not the direct URL
> but it's easy to find. Can you use the form to request Yahoo maps.

http://maps.yahoo.com

> There are alot of other map servers out there so it's loss is
> nothing really to us.

Which do you recommend? I've been using mapquest, which sometimes
works and sometimes doesn't.

Galen

Sent via Deja.com
http://www.deja.com/

1561. Re: 2 hard drives and stuff

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 01:09:18 UTC
From: atarigalen@my-deja.com
Message-ID: <957ojp$6g6$1@nnrp1.deja.com>
Source record: 50995

In article <3a736ce9$1_2@news.pacifier.com>,
Don Schmidt <dschmidt@pacifier.com> wrote:

> I've got two SCSI hard drives, a 540 mb and a 1.1 gig.

Don, have you tried getting your information off via emulation?

Galen

P.S.: I'm too far away, but if you're interested in mailing the drives
to me, I'd be happy to get your files for you. Giving me the drives
would be optional.

Sent via Deja.com
http://www.deja.com/

1562. Re: Biggest drive on an STe

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 01:12:09 UTC
From: atarigalen@my-deja.com
Message-ID: <957op4$6jb$1@nnrp1.deja.com>
Source record: 50896

In article <3A71D98D.7B3CA599@mrgs.cix.co.uk>,
mrg@mrgs.cix.co.uk wrote:
> Hi all,
>
> What's the biggest drive I can use with an STe?
Under normal TOS, 256Mb per partition (I think)

> Mind you I can't seem to see the 1g on my Falcon so maybe
> it's knackered?

Do a hardware ID check. There's a good chance you have a SCSI cabling
or termination problem.

Galen

Sent via Deja.com
http://www.deja.com/

1563. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 01:19:18 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <qKJd6.95009$xW4.725714@news-server.bigpond.net.au>
Source record: 50993

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:957eqk$nj3$3@snipp.uninett.no...
> Mark Bedingfield <mark@baypc.com.au> wrote:
>
> > But it would be a hell of a lot faster if it was native code, tho.
Beside's
>
> Sure, but developing or porting a complete OS would take years...

Thats what I said before, no one reading this would have the resource's. Be
neat if it could be done the same way as Linux, etc.
>
> > I would use my PC alot more if I could get rid of the crappy os's it
uses.
>
> I don't think you got my point: MiNT could still be the native OS on a
> x86-PC, even when running on a 68k emulator. This is how e.g. MacOS worked
> when they made the transition from 68k to PPC.

Yeah, I get what your saying, but how low level an emulator are you talking?
Can't be done on chip. Need's at least some form of i/o to get running.

Mark

1564. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 01:21:23 UTC
From: sidcelery@cix.co.uk
Message-ID: <957paj$qb5$1@plutonium.compulink.co.uk>
Source record: 50899

On 28 Jan 2001 17:02:45 , xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>> I'm desperately trying to remember which ICD had AHDI
>> compatibility - it was either 5.5.0 or 6.3.x, but I can't
>> remember. What I do seem to recall is that with this version the
>> drive would have to be *re-partitioned* to be AHDI-compatible.
>> Just using the driver was not sufficient IIRC.
>>
>> Does that help?
> Fraid not! All of the ICD programs I had had AHDI compatibility
> options and my disks were formatted that way, I believe. But on the
> Falcon, running any of the versions of HDUTILS.PRG brings up an
> 'ICD Host Adapter or ICDBOOT required!' alert, and attempting to
> run ICDBOOT.PRG shows its loading screen but then freezes with only
> device 15 showing. Maybe it doesn't recognise the internal IDE?
> Even with an external SCSI connected as well, it still freezes the
> computer and I have to reboot.
>
> Doesn't matter too mucg as I have HDDRIVER now, but I wanted to use
> some of the auxilliaary programs from ICD but couldn't.

Have you tried running ICDBOOT.PRG from the desktop after booting with
HDDriver? I'm sure I got HDUTILS to work this way at one time...

rgds
H

1565. Re: AWOL dealers?

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 01:21:26 UTC
From: sidcelery@cix.co.uk
Message-ID: <957pam$qb5$2@plutonium.compulink.co.uk>
Source record: 50897

On 27 Jan 2001 21:16:28 , Derryck Croker wrote:
> From: Dennis Vermeire <dennis.vermeire@gmx.net>
> Date: Fri, 26 Jan 2001 16:50:50 +0100
>
>>> Is Nima updating his scanner drivers? He was to add direct
>>> printer output from the driver IIRC - imagine that, a colour
>>> photocopier :-)
>> You're not really thinking of forging banknotes? are you? :-)
> You want me to admit that here? ;-)

Forging car tax discs is a trick more likely to succeed IMO. I have
some text on the subject IIRC B^)

rgds
H

1566. Re: No sound on modem

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 01:21:28 UTC
From: sidcelery@cix.co.uk
Message-ID: <957pao$qb5$3@plutonium.compulink.co.uk>
Source record: 50898

On 28 Jan 2001 21:39:07 , E Norvald Bordal wrote:
> I once asked in a newsgroup how to get rid of all that noise from
> my modem when using Sting. No answere came, perhaps because the
> solution was too obvious...?:
>
> atz,atm0
>
> in the init-string.
>
> My problem was that I did not know how to separate two commands.
> Space did not work, comma with space neither, semiconlon the same
> and so on...

The answer is to use atzm0. You only need to use "at" once if you want
to string commands together. A further example of chained commands
might be:

Init string:
ATL1S38=5

Hangup modem:
ATH0&C1Z

rgds
H

1567. Re: IDE version of Panaonic PD-Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 01:32:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <957pvc$qm9$1@plutonium.compulink.co.uk>
Source record: 50900

In message <954b2d$58q$1@nnrp1.deja.com>, chrisc1966@my-deja.com said:

>I'm having a bit of a problem with one of my Flacons...it is recased
>with a desktopper and as I use Panasonic PD-650 drives (joint MO and
>CDROM) for back-up storage I wanted to put one in there...unfortunately
>what I was sold as a SCSI device turned out to be an IDE one (I didn't
>know they made an IDE one)....the drive powers up OK, and I have it
>installed as a slave to the Falcons IDE boot-drive (a 3.5" 120Mb
>Samsung) however it isn't being picked up by HD-Driver 7.71....Is there
>a general problem with this type of drive when it is IDE, I have a SCSI
>external; one that works fine...alternatively I'd be interested in
>getting an internal SCSI one in exchange if any of you have them on
>PC's.....

Can't help directly, but does this translated quote from Uwe's README
for HDDRIVER 8 help?:

PD drives can be set to two operating modes: Mac-compatible and
PC-compatible. Both can be used on an Atari. In Mac-compatible mode the
PD drive occupies a single SCSI-ID with logical device number 0 (LUN0).
In order to be able to address PD media as well as CD-ROMs, the hard
disk driver and the CD-ROM driver must manage the same device. In the
PC-compatible mode the PD drive registers itself twice, namely as an
optical drive under LUN0 as well as a CD-ROM drive under LUN1. In order
to use a PD drive in PC-compatible mode one needs a CD-ROM driver that
can access CD-ROM drives with the SCSI logical unit number 1 (LUN1), for
instance SPIN!. If the PD drive is used in Mac-mode, you have to switch
on 'CD-ROM Drives like Removable Disk Drives' in the 'Removable Media'
dialog.

Whether a similar thing applies with IDE drives you'll have to ask Uwe.

Regards, /Peter/

1568. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 01:32:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <957pvdqma1@plutonium.compulink.co.uk>
Source record: 50901

In message <980795276-49815AEicMi@gmx.net>, dennis.vermeire@gmx.net said:

>No, what I would like to see are applications that are written exclusively
>with the 68040/68060 in mind.

Hi Dennis!

I don't really see the point of this. Surely equivalent applications will exist on the Intel/Mac platforms? To my mind the only reason for sticking with Atari is that I don't want to start learning a new operating system, and I want to be able to run my huge collection of existing software. If the new 'clone' or 'emulator' does not run most of them, it is of no interest to me. I suspect the same goes for most other Atari users. Sure, a few are interested in screwing the most they can out of their machines with hardware upgrades (I have a Nemesis in my Falcon) and a few others seem to think that a 'real' Atari (whatever that is nowadays!) is a must, but most would be content with a compatible machine that has a better browser that understands Javascript. But, I repeat, it MUST be compatible with the majority of well-written software.

Regards, /Peter/

1569. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 04:05:49 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a778f1d$1_3@athena.netset.com>
Source record: 50902

In article <957mlt$4n6$1@nnrp1.deja.com>, <atarigalen@my-deja.com> wrote:
>In article <3a7619d2_1@athena.netset.com>,
> baldrick@dilbert.netset.com (Dan Ackerman) wrote:
>> Here is one that I would like you to try. Well not the direct URL
>> but it's easy to find. Can you use the form to request Yahoo maps.
>
>http://maps.yahoo.com
>
>> There are alot of other map servers out there so it's loss is
>> nothing really to us.
>
>Which do you recommend? I've been using mapquest, which sometimes
>works and sometimes doesn't.
>
>Galen
>
>
>Sent via Deja.com
>http://www.deja.com/

Mapquest works fairly well. Yahoo maps was the last time I really
used it, was just an overlay onto mapquest with an extra option or two.
Also never count on the directions it gives. We had quite a fun time on a
slow day getting driving directions to places we knew how to get to. Sometimes
they were only off by 2 or 3 houses + maybe the side of the street. Other
times we were getting things that would put you in the range of a mile or
two away from where you wanted to be.

I'm trying to remember the trick with mapquest but it's escaping
me. Basically there is one route through of requesting the information
that will almost always pull your map up for you. Other routes vary in
effectiveness. I grabbed a bunch of maps off it in November. I think
it was the driving directions that didn't work if you wanted the map as
well? I'm not certain, would have to give it a few tests and it's past my
bed time for this evening ;)

Dan Ackerman
aka baldrick

1570. Help needed making disk images

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 05:34:56 UTC
From: Josh Renaud <kirkman_NOSPAM@umsl.edu>
Message-ID: <B69D0020.A057%kirkman_NOSPAM@umsl.edu>
Source record: 50904

Hello all..

I'm using an iMac and Philippe Gerin's wonderful Nostalgia and PowerST emulators. I use the utility DUST to convert my Atari disks into .img files for the emulators.

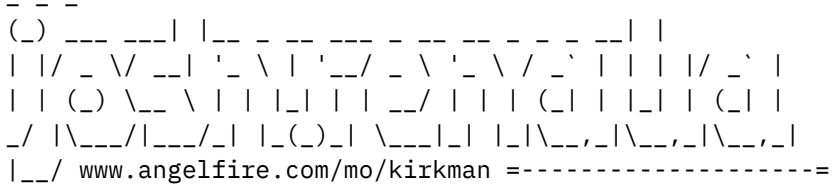
Unfortunately, I no longer have my 1040STe. There are several programs I've downloaded from the internet that I'd like to convert into disk images, but I can't do it because I can't copy them on Atari disks.

I thought that maybe I could format a PC disk and copy the files onto it, then use DUST to make an image of the PC disk. But it hasn't worked.

So, I'm wondering if some kind person might be willing to make 1 or 2 disk images for me. I'd be happy to email you the files if you could put them onto a disk and then convert them into an .img on a Mac or PC and send them back to me.

Thanks so much for your help!

--



1571. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 09:06:09 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10101311005140.16301-100000@mail.online.no>
Source record: 50907

On 30 Jan 2001, JI Logan wrote:

> On 30 Jan 2001 21:16:19 , Jo Even Skarstein wrote:
>
> |> And the funny thing is that the Hades with its '060 was no faster
> |> than my TT at formatting a very large Papyrus file when the Hades
> |> cache was off. In other words, the greater speed didn't matter.
> |
> |Then try turning off the caches on your TT ;-) The cache contributes a lot
> |to a computer's speed, and should never be switched off.
>
> I think that was the precise point I was making. The TT, as far as I
> know, does not have caches, the Hades does. The TT uses a '030 at
> whatever MHz, the Hades a '060 at some more MHz, yet with the Hades
> cache off the speed was the same.

Oh yes, the 030 also has caches. Altho the 030 caches are much smaller
than the 060 caches, they are there and make a big impact on the 030's
performance.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1572. Re: IDE version of Panaonic PD-Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 09:25:43 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A77DA17.375AE9D4@ooc.de>
Source record: 50908

xlator@cix.compulink.co.uk wrote:

> Whether a similar thing applies with IDE drives you'll have to ask Uwe.

I would expect that but I have never used a PD IDE drive.

--

Dr. Uwe Seimet mailto:us@ooc.de
Object Oriented Concepts GmbH http://www.ooc.de

1573. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 10:45:55 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A77ECE3.4EF7E35F@patent.gov.uk>
Source record: 50909

Derryck Croker wrote:
>
> From: Bob King <robert.king@patent.gov.uk>
> Date: Tue, 30 Jan 2001 10:54:07 +0000
>
> >I am trying to use Atack's Amail for receiving/sending News Group
> >postings. According to the Readme doc, it's a matter of defining a
>
> Don't bother, it doesn't work.
>
> >Also, any work arounds for printing mails from EMailer?
>
> Try on the lines of installing a viewer for the appropriate file names in
> your desktop. I've got 1stGuide installed as the default viewer, it
> displays messages but isn't able to print plain text.
>
> You could always save the message as plain text and print it later.
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

Hi Derryck,

bad news about aMail, particularly as Jan Krivanek sent me a very upbeat response to my query to him. Does it need Mint etc and LFNs? A query to MyMail got the response that the NEWS part is on the long term agenda, but don't hold your breath. Your advice is the same as another of the DDP gang, Dennis, great minds think alike!!!. I have installed QED as both the Editor and Viewer in Jinnee and it works. I still miss the 'extract binaries' of Newsie, when the binary is embedded in the message, not with a JIF header I notice, (further encoded??) but if it's ASH's policy to be lean and mean with their Magic applications, for compatibility with the low end ST, then I suppose it's better to have the essentials working well than a lot of additional facilities working so so.

All the best,

Bob.

1574. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 12:16:43 UTC
From: ebaiz@skyenet.net
Message-ID: <LmTd6.7586$Uo2.28451@newsfeed.slurp.net>
Source record: 50911

>Have you tried running ICDBOOT.PRG from the desktop after booting with
>HDDriver? I'm sure I got HDUTILS to work this way at one time...
>
>rgds
>H

You could also just run the ICDBOOT.prg by itself and it will work just as
good.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1575. Re: IDE version of Panaonic PD-Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 12:27:07 UTC
From: chrisc1966@my-deja.com
Message-ID: <9590am$5da$1@nnrp1.deja.com>
Source record: 50912

Many thanks Peter, that makes a lot of sense, and I didn't realise I could get the SCSI one to work in Mac mode, however the IDE one has no LUN settings.....Maybe it wants to be both Master and Slave, but seeing as it has a jumper set for them I don't see it somehow...

chrisc

In article <957pvc$qm9$1@plutonium.compulink.co.uk>, xlator@cix.compulink.co.uk wrote:
> In message <954b2d$58q$1@nnrp1.deja.com>, chrisc1966@my-deja.com said:
>
> >I'm having a bit of a problem with one of my Flacons...it is recased
> >with a desktopper and as I use Panasonic PD-650 drives (joint MO and
> >CDROM) for back-up storage I wanted to put one in
there...unfortunately
> >what I was sold as a SCSI device turned out to be an IDE one (I
didn't
> >know they made an IDE one)....the drive powers up OK, and I have it
> >installed as a slave to the Falcons IDE boot-drive (a 3.5" 120Mb
> >Samsung) however it isn't being picked up by HD-Driver 7.71....Is
there
> >a general problem with this type of drive when it is IDE, I have a
SCSI
> >external; one that works fine...alternatively I'd be interested in
> >getting an internal SCSI one in exchange if any of you have them on
> >PC's.....
>
> Can't help directly, but does this translated quote from Uwe's README
> for HDDRIVER 8 help?:
>
> PD drives can be set to two operating modes: Mac-compatible and
> PC-compatible. Both can be used on an Atari. In Mac-compatible mode
the
> PD drive occupies a single SCSI-ID with logical device number 0
(LUN0).
> In order to be able to address PD media as well as CD-ROMs, the hard
> disk driver and the CD-ROM driver must manage the same device. In the
> PC-compatible mode the PD drive registers itself twice, namely as an
> optical drive under LUN0 as well as a CD-ROM drive under LUN1. In
order
> to use a PD drive in PC-compatible mode one needs a CD-ROM driver
that
> can access CD-ROM drives with the SCSI logical unit number 1 (LUN1),
for
> instance SPIN!. If the PD drive is used in Mac-mode, you have to

switch
> on 'CD-ROM Drives like Removable Disk Drives' in the 'Removable
Media'
> dialog.
>
> Whether a similar thing applies with IDE drives you'll have to ask
Uwe.
>
> Regards, /Peter/
>
>

Sent via Deja.com
http://www.deja.com/

1576. Re: IDE version of Panaonic PD-Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 12:27:10 UTC
From: chrisc1966@my-deja.com
Message-ID: <9590ap$5db$1@nnrp1.deja.com>
Source record: 50913

Many thanks Peter, that makes a lot of sense, and I didn't realise I could get the SCSI one to work in Mac mode, however the IDE one has no LUN settings.....Maybe it wants to be both Master and Slave, but seeing as it has a jumper set for them I don't see it somehow...

chrisc

In article <957pvc$qm9$1@plutonium.compulink.co.uk>, xlator@cix.compulink.co.uk wrote:
> In message <954b2d$58q$1@nnrp1.deja.com>, chrisc1966@my-deja.com said:
>
> >I'm having a bit of a problem with one of my Flacons...it is recased
> >with a desktopper and as I use Panasonic PD-650 drives (joint MO and
> >CDROM) for back-up storage I wanted to put one in there...unfortunately
> >what I was sold as a SCSI device turned out to be an IDE one (I didn't
> >know they made an IDE one)....the drive powers up OK, and I have it
> >installed as a slave to the Falcons IDE boot-drive (a 3.5" 120Mb
> >Samsung) however it isn't being picked up by HD-Driver 7.71....Is there
> >a general problem with this type of drive when it is IDE, I have a SCSI
> >external; one that works fine...alternatively I'd be interested in
> >getting an internal SCSI one in exchange if any of you have them on
> >PC's.....
>
> Can't help directly, but does this translated quote from Uwe's README
> for HDDRIVER 8 help?:
>
> PD drives can be set to two operating modes: Mac-compatible and
> PC-compatible. Both can be used on an Atari. In Mac-compatible mode the
> PD drive occupies a single SCSI-ID with logical device number 0 (LUN0).
> In order to be able to address PD media as well as CD-ROMs, the hard
> disk driver and the CD-ROM driver must manage the same device. In the
> PC-compatible mode the PD drive registers itself twice, namely as an
> optical drive under LUN0 as well as a CD-ROM drive under LUN1. In order
> to use a PD drive in PC-compatible mode one needs a CD-ROM driver that
> can access CD-ROM drives with the SCSI logical unit number 1 (LUN1), for
> instance SPIN!. If the PD drive is used in Mac-mode, you have to

switch
> on 'CD-ROM Drives like Removable Disk Drives' in the 'Removable
Media'
> dialog.
>
> Whether a similar thing applies with IDE drives you'll have to ask
Uwe.
>
> Regards, /Peter/
>
>

Sent via Deja.com
http://www.deja.com/

1577. FA:Complete 520st

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 12:55:56 UTC
From: Chris Rex <chrisrex@robbware.com>
Message-ID: <t7g2qb3on1av6a@news.supernews.com>
Source record: 50914
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

For auctions

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211533143

1578. SLM804 on a network?

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 14:49:14 UTC
From: jba4@po.cwru.edu
Message-ID: <3a782539.3746783@news.cwru.edu>
Source record: 50915

Hey everyone! I'm running MiNT on my TT equipped with a parallel ethernet adapter and a SLM804 laser printer. I also have my PC sitting nexrt to the Atari. I was wondering if, using MintNet, there is any way to get my PC to print through the TT over the ethernet network. I don't want to have to convert my files on the PC and copy them to the TT. I would much rather have the SLM show up as a network priinter or something similar. Has anyone done this and, if so, how do I set this up? THanks for any help in advance!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1579. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 18:07:08 UTC
From: vdjole@EUnet.yu
Message-ID: <959k8c$4ns$1@SOLAIR2.EUnet.yu>
Source record: 50918

On 30 Jan 2001 21:12:36 , Jo Even Skarstein wrote:
>
>Why must TOS (or MiNT, or MagiC...) be converted? It could very well run
>under the same 68k emulator as the apps would do. Hardware drivers (or
>atleast part of them) would be x86, and this is enough to get it started.
>Even if *everything* runs under the CPU-emulator it will still be faster
>than anything we've seen before.

Maybe we should appeal to developers of once and future emulators of Atari on PC- to do a few steps more and make something like PaCifiST, STonX or TOSBox completely (D)OS-free and able to use all peripheral ports.
Or nicely ask the emulator-developers to release the sources, if they do not want to develop any further, so some enthusiast may work on. Only STonX source is currently available AFAIK.

On the other hand, maybe it would be good to keep just the barest core of DOS hidden somewhere within the emulator, just for the sake of device drivers- so the existing DOS drivers for a multitude of devices maybe might be used through the emulator (or whatever it be called)- the problem with developing new drivers is that they would be needed now, not in 2010.

Out of curiosity, has somebody compared the real speed and Atari-compatibility of a clone like, say, Milan (or even a TT with a graphic card) vs. a fast PC with a PaCifiST, STonX or TOSBox? Is the compatibility of a current "emulator" really much worse than that of a current "clone"? Which crucial applications do not run on emulators and run on clones (ok, I know that emulators are currently 68000-only, but that's not a fundamental limitation)?

1580. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 18:07:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a78604429a6920@online.be>
Source record: 50924

on Tue 30-01-2001 12:37 Derryck Croker wrote:

>From: Bob King <robert.king@patent.gov.uk>
>Date: Tue, 30 Jan 2001 10:54:07 +0000
>
>>I am trying to use Atack's Amail for receiving/sending News Group
>>postings. According to the Readme doc, it's a matter of defining a
>
>Don't bother, it doesn't work.

Receiving works just fine. Sending News is not implemented (yet)

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1581. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 18:10:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a78604429a6921@online.be>
Source record: 50925

on Wed 31-01-2001 10:45 Bob King wrote:

>
>

>DDP gang, Dennis, great minds think alike!!!. I have installed QED as
>both the Editor and Viewer in Jinnee and it works. I still miss the
>'extract binaries' of Newsie,

Why don't you use Okami then? It's the most versatile reader I know and
above all it works on *all* system and not just on one.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1582. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 18:20:20 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <959l14$v5q$1@draco.stochastik.rwth-aachen.de>
Source record: 50919

In article <qKJd6.95009$xW4.725714@news-server.bigpond.net.au>,
Mark Bedingfield <mark@baypc.com.au> wrote:

>Yeah, I get what your saying, but how low level an emulator are you talking?
>Can't be done on chip. Need's at least some form of i/o to get running.

Not necessarily. All you need is some RAM to get the emulator running, then
the emulated m68k code can initialize everything else just as on a real 68k
CPU.

Agreed, for debugging some minimal I/O might be nice, but it is not required
for operation of the emulator, provided the emulator is the first thing that
is started by the reset code in ROM/Flash.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

1583. V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 18:32:15 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <PSYd6.2175$2v5.3861606@nnrp6.proxad.net>
Source record: 50920

Some People think now that the COLFIRE V4e will be the ultime solution that
will open the door of a new atari area !
That's false ! The V4e needs an emulation with a library !
We asked to MOTOROLA and READ the ANSWER !
Please, stop to dream and repeat that the V4e is compatible with the 68K !

Conclusion :
The futur V4e will be less powerfull than a 060 to run our current software.
It is so evidence that the future of atari computers must be thought with
some very more powerfull processors like the PPC, which when emulating 68K
is more speed than the 060, and consequently than the Coldfire V4e !

Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

----- Original Message -----
From: Xavier Joubert <Xavier-Joubert@defontaine.com>
To: Rodolphe Czuba <rczuba@free.fr>; Didier MEQUIGNON
<didier.mequignon@wanadoo.fr>
Sent: Wednesday, January 31, 2001 10:12 AM
Subject: Compatibilit&#65533; m68k du CF V4e

> Bonjour !
>
> J'ai donc pos&#65533; la question directement au support motorola. Voici leur
> r&#65533;ponse.
>
> Motorola Customer Service a &#65533;crit:
> >
> > Dear Xavier Joubert,
> >
> > In reply to your Service Request SR 1-520AD (see details below):
> >
> > The V4e does not use the exact same instruction set as the 68k. Like the
> > other ColdFire cores the V4e ISA is a subset of the 68k instructions.
> > There are emulation libraries available from MicroAPL that could be used
> > to run 68k code on a V4e. The MMU on the V4e is a new module, but it
> > should be very similar to the MMU for the 68K family.
> >
> > ------- Details of your request: -------

> >
> > Date Opened : 1/26/01 10:31:13 AM
> > Product : XCF5407FT162
> > Cust Part Nbr:
> > Category: Technical Request
> > Topic : Technical Request
> >
> > Subject: ColdFire V4e, ISD# 4420
> >
> > Description :
> > Dear Mister,
> >
> > We are curently designing a MC68060 based board to update an MC68030
based
> > system. We are considering migrating to ColdFire.
> >
> > A compagny says that the v4e core is natively fully m68k compatible (see
:
> > http://www.xtos.de).
> >
> > We've read your description of the v4e core, and didn't find any
> > informations on this, appart from the 060 compatible FPU.
> >
> > So, will the integer unit of the v4e execute the same instructions as
the
> > v4, or will it natively execute m68k code (add.b, add.w,...) ? Will the
MMU
> > be 040/060 compatible ?
> >
> > Regards,
> >
> > Xavier Joubert
> >
> > ------- End of request details -------
> >
> > To respond to this mail, to review or update a Service Request, or to
enter
> > a new Service Request, please access Motorola's Customer Support web
site at
> > http://www.motorola.com/semiconductors/support
> >
> > If there is ever an occasion when you cannot access Motorola's Customer
> > Support web site, you can contact us by sending an email to:
> >
> > DigitalDNA.Help@motorola.com
> >
> > You may also contact us at one of the following numbers:
> >
> > Americas 1-800-521-6274 6AM-5PM Mountain

Standard Time
> > Asia +852-2666-8307 8AM-6PM Hong Kong
> > Japan 0120-191-014 8AM-5PM Tokyo
> > Europe +49-89-92103-559 9AM-5PM Munich
> >
> > Regards,
> > Motorola Semiconductors Customer Support

1584. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 18:33:02 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <959lou$6no$1@snipp.uninett.no>
Source record: 50921

Mark Bedingfield <mark@baypc.com.au> wrote:

>> I don't think you got my point: MiNT could still be the native OS on a
>> x86-PC, even when running on a 68k emulator. This is how e.g. MacOS worked
>> when they made the transition from 68k to PPC.

> Yeah, I get what your saying, but how low level an emulator are you talking?
> Can't be done on chip. Need's at least some form of i/o to get running.

You don't need anything more that what you need to bootstrap the OS
anyway.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1585. Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 18:33:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980962762-729183AEicMi@madasafish.com>
Source record: 50923

Hi guys

Does anyone know of an application that will allow me to sort grouplist
from newsgroups servers into alphabetic order?.

When i get the whole list from the IP its all nicely sorted, but as the
list gets appended it gets a bit of a mess and can cause some problems.

If there is no specific software to do this then i lay it down as a
challenge to the Atari coding fraternity to come up with something. :-)

The interface wont have to be anything special, a TOS windowed prg will
do that preferably makes a backup before it gets busy. If you want to get
flash then a list that allows deletion of chosen groups and maybe even
some search facility would be a nice touch.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1586. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 18:34:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981010834-104823AEicMi@cwcom.net>
Source record: 50945

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: 30 Jan 2001 21:39:58 GMT

>Derryck, there seems to be something slightly incorrect with the English
>resource for Interface. Apparently it doesn't do any harm, but may
>signify some hidden problem: when one selects Quit from Interfece's
>menu, the clipboard icon on Interface's desktop gets redrawn a little bit
>to the left of the previous location, over the old icon so that for a

Agreed. I don't know why that should be.

This resource was formerly included in the commercial version of Interface
sold by Compo, so if there had been a problem I'm pretty sure that it would
have come to light :-)

Thanks for the report.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1587. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 18:34:55 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <959lsf$6no$2@snipp.uninett.no>
Source record: 50922

JI Logan <jlog@zetnet.co.uk> wrote:

> |Then try turning off the caches on your TT ;-) The cache contributes a lot
> |to a computer's speed, and should never be switched off.

> I think that was the precise point I was making. The TT, as far as I
> know, does not have caches, the Hades does. The TT uses a '030 at
> whatever MHz, the Hades a '060 at some more MHz, yet with the Hades
> cache off the speed was the same.

The TT has caches too, and just like with the 060 and 040 - don't switch
them off ;-) They're there for a reason.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1588. Wanted: Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 19:30:04 UTC
From: Charles Goddeeris <atarian@atari7800.com>
Message-ID: <0IZd6.517$YI4.22685@news.itd.umich.edu>
Source record: 50926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a 520ST, a disk drive and a color sc1224 monitor to buy.
Thanks.

Charles Goddeeris
atarian@atari7800.com

1589. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 19:31:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a786a023143890@online.be>
Source record: 50927

on Wed 31-01-2001 18:33 Steve Sweet wrote:

>Hi guys
>
>Does anyone know of an application that will allow me to sort grouplist
>from newsgroups servers into alphabetic order?.
>

Try a-to-z

A-Z (pronounce A-to-Z) is a GEM program to sort a text
file from A to Z (or vice versa). Supports: GEMJing,
BubbleGEM, OLGA (Client/Server), ST-Guide and VA_START.
Bilingual release (German/English).

The author is Matthias Jaap.
WWW: http://www.penguin.atari-world.com/

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1590. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 20:03:59 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980942736.28165.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50910

> I suppose that a few definitions are in order, not everyone has the same
> opinion, and I'm not going to stick my ugly neck out...

I agree, I also think that people are much stricter when it comes to their beloved Atari (including me but I am trying to change my ways).

> My book hasn't got that many pages: on a clone one should be able to run
> TOS, MiNT and MagiC....

Also agreed, a clone should be as compatible as possible but then it should not also be confined to the above OSes, some here would be very upset if there TT could not run Linux and even Atari made a version System V. Why should the reverse not be true? The point is a 'PC' is not a Win box or Linux box, etc it is not more than a box (OK AT Compatible) but why can't we exploit it?

> >If MagicMac did not need MAC OS then I would call it a clone.
> Supposing this is possible, I don't think that TOS and MiNT users would
> agree, MagiC is a TOS compatible OS, but it's not really TOS is it?

Mint Is Not Tos either, lets not forget its origins, OK the point being is if a version of TOS booted directly on a MAC or PC then I would class that as a clone.

> Take a look at the parts list of a Falcon, you'll be surprised how much it
> got in common with the TT/MegaSTE. In general apps that don't work on a
> Falcon wont work on the TT either... mostly sloppy programming is to blame,
> if not how do you explain the apps that *do* work?

I forget what the original point was but something along the lines of clone compatibility, etc. It was about similar components and how far one can stretch them - i.e. migration from old hardware to new such as 68000 - 68060 - PPC.......

Well I believe the reason some apps work and others don't is a combination, yes sloppy programming has also meant that some software that runs under TOS 1 will not a TOS 1.4 machine, or a ST520 compeered to a ST1040. Another reason may be compatibility between newer hardware and older stuff e.g. a 68060 is not 100% compatible with a 68000, the instructions are simply not the same (in that not all of them perform the in the same way). The word 'clone' maybe overstretching the truth some times.

> >And in my opinion this is all academic "beggars can't be choosers", what
> >good is an OS with a 10 year old platform in this day and age?
> Personally I would rather drop dead then to trade MagiC for Window$, OS 9,
> Linux, Be... etc, ask the same question to a MiNT user and the answer will

> be likewise.
> I'm still here and crazy about this nearly 16 years old platform, meaning
> that the OS and the platform suits me just fine...

Me too, I would never suggest that someone drop TOS, etc for any of the others but I also think that these OSes need to expand and grow and at present they are limited by user base and hardware. No TTs, Falcons, etc are being built and have not done for many many years shear limitations on hardware available to run such software is becoming hard to find, my TT took me a long time to find and when it breaks I am not sure I will find another.

Mark.

1591. 2 hard drives and stuff

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 20:04:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3a78e30b$1_2@news.pacifier.com>
Source record: 50943

a > Ah, I see, you wish to give away the files, not the hardware.

I wish to give away the two SCSI hard drives which are in seperate mini-tower boxes and they each contain a tape drive. One has a Link II and the other has an Adaptic card. I'd like to leave all the NON PERSONAL files on them which on the 1.1 gig drive are in excess of 1000 files for Atari, MS-DOS and Windows. The 1.1 gig drive was used as the file library on the Bear Cavern BBS which I took off line about 6 months ago due to lack of callers.

One of these days, soon I hope, I'll try putting the drives into my Windows Computer which has SCSI drives.

Don
Vancouver, USA
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

1592. Atari ST/STE games for sale

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 20:04:47 UTC
From: Adrian Clabburn <adrianclabburn@gornad.freeserve.co.uk>
Message-ID: <959r6h$u6s$1@newsg2.svr.pol.co.uk>
Source record: 50928

Hiya folks!
I have a list of Atari software for sale. I also have a lot
of PD games and cover disks (no magazines) for sale.

If you are interested, please contact via e-mail.

Regards,
Adrian

1593. TAF website?

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 20:22:22 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <Qs_d6.133$Up3.1209@newsfeed.slurp.net>
Source record: 50929

I can't seem to locate the Toronto Atari Federation website... Are they still operational?

--

Joshua Kaijankoski
ViaNet Sudbury
Technical Support
www.vianet.ca
1-800-788-0363

1594. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 21:05:17 UTC
From: leaver@alphalink.com.au
Message-ID: <h6%d6.5$zt5.1198@news0.optus.net.au>
Source record: 50930

On 31 Jan 2001 18:34:55 , Jo Even Skarstein wrote:
>JI Logan <jlog@zetnet.co.uk> wrote:
>
>> |Then try turning off the caches on your TT ;-) The cache contributes a lot
>> |to a computer's speed, and should never be switched off.
>
>> I think that was the precise point I was making. The TT, as far as I
>> know, does not have caches, the Hades does. The TT uses a '030 at
>> whatever MHz, the Hades a '060 at some more MHz, yet with the Hades
>> cache off the speed was the same.
>
>The TT has caches too, and just like with the 060 and 040 - don't switch
>them off ;-) They're there for a reason.

Yes the TT has caches, but only those on the 68030 itself. The MSTe
has an separate cache as the 68000 has no on chip cache.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1595. Re: FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 21:52:48 UTC
From: ACE <ace@NOSPAMbreathe.com>
Message-ID: <xP%d6.914$c82.9358@news1-hme0>
Source record: 50931

please reply to ACE@BREATHE.COM (not Free4all)

Alan

ACE wrote in message ...
>email me at acesoft@free4all.co.uk for huge list of
>Atari ST software/books/magazines for sale
>
>Alan
>Ace Software

1596. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 22:40:03 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <7v0e6.97260$xW4.740634@news-server.bigpond.net.au>
Source record: 50932

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:959lou$6no$1@snipp.uninett.no...
> Mark Bedingfield <mark@baypc.com.au> wrote:
>
> >> I don't think you got my point: MiNT could still be the native OS on a
> >> x86-PC, even when running on a 68k emulator. This is how e.g. MacOS
worked
> >> when they made the transition from 68k to PPC.
>
> > Yeah, I get what your saying, but how low level an emulator are you
talking?
> > Can't be done on chip. Need's at least some form of i/o to get running.
>
> You don't need anything more that what you need to bootstrap the OS
> anyway.

The way to do it would be to load JUST a command.com and then run some sort of Emulator. In theory you can alredy do that with Winston, but Driver's for video, NIC, and sound etc are the problem. It still need's a complete rewrite.

Mark

1597. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 22:41:04 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <4w0e6.97262$xW4.740515@news-server.bigpond.net.au>
Source record: 50933

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:959lou$6no$1@snipp.uninett.no...
> Mark Bedingfield <mark@baypc.com.au> wrote:
>
> >> I don't think you got my point: MiNT could still be the native OS on a
> >> x86-PC, even when running on a 68k emulator. This is how e.g. MacOS
worked
> >> when they made the transition from 68k to PPC.
>
> > Yeah, I get what your saying, but how low level an emulator are you
talking?
> > Can't be done on chip. Need's at least some form of i/o to get running.
>
> You don't need anything more that what you need to bootstrap the OS
> anyway.

Sorry, I mean Pacifist......

Mark

1598. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 22:42:53 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Nx0e6.97263$xW4.740706@news-server.bigpond.net.au>
Source record: 50934

"David Leaver" <leaver@alphalink.com.au> wrote in message
news:h6%d6.5$zt5.1198@news0.optus.net.au...
> On 31 Jan 2001 18:34:55 , Jo Even Skarstein wrote:
> >JI Logan <jlog@zetnet.co.uk> wrote:
> >
> >> |Then try turning off the caches on your TT ;-) The cache contributes a
lot
> >> |to a computer's speed, and should never be switched off.
> >
> >> I think that was the precise point I was making. The TT, as far as I
> >> know, does not have caches, the Hades does. The TT uses a '030 at
> >> whatever MHz, the Hades a '060 at some more MHz, yet with the Hades
> >> cache off the speed was the same.
> >
> >The TT has caches too, and just like with the 060 and 040 - don't switch
> >them off ;-) They're there for a reason.
>
> Yes the TT has caches, but only those on the 68030 itself. The MSTe
> has an separate cache as the 68000 has no on chip cache.

And that will double it's performance. A 68000 at 16Mhz is NOT twice as fast
as a 8Mhz variety. But it IS with cache on. Just show's how important it is,
eh.

Mark

1599. Re: Any more Atari shows

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 23:15:12 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a789c80$0$179@news.zetnet.co.uk>
Source record: 50935

On 24 Jan 2001 11:54:07 , Richard Kilpatrick wrote:
>Once upon a time <3a6eb8f1.7576221@news.cis.dfn.de>, Mike Kerslake
><publish@welshnet.co.uk> grabbed chalk and scrawled:
>
>>I think we all have to face the fact that the UK Atari scene can't
>>support a printed magazine, or shows, or even keep a few dealers in
>>business nowadays.
>
>I think that the internet has killed the printed magazine side of
>things; after all, it's a lot easier to find information and it's
>cheaper. I don't think this reflects a drop in the numbers, merely a
>change in the way the information is handled.
>
>I can't go to shows in Stafford; it's not worth it. If there was an
>Atari dealer I could walk into and buy programs off the shelf in
>Edinburgh, I probably would do.

Nor me. I went twice and thoroughly enjoyed it - and spent a lotta dough,
but had to miss last November and could not spend the time and dosh in
future: I'm in Aberdeen (the original, Scottish Aberdeen). [Any other
Atarians nearby?]

Pity.
Charles.

1600. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 23:15:14 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a789c82$0$179@news.zetnet.co.uk>
Source record: 50936

On 26 Jan 2001 23:02:21 , Lyndon Amsdon wrote:
>On 26 Jan 2001 15:53:10 , Derryck Croker wrote:
>>From: "Mark" <mark@recycledsteel.co.uk>
>>Date: Thu, 25 Jan 2001 16:25:33 -0800
>>
>>>As for HSModem, I do not think it could have been made any harder to use
>>>even they tried, I used SCC on my TT, is that right? I did not understand
>>>why there was a MFP_TT as well, what is the difference?
>>
>>You'll have to wait for a TT expert to come along for that one - but you'd
>>run drvin.prg plus whatever supplementary driver is required at the end of
>>your auto folder, but just before stacks such as sting.prg or sockets.prg.
>
>I'm no TT expert, but MFP_TT is for the 19,200bps compatible port that
>is driven by the MFP like in the old STs. SCC is for the two ports
>driven by the SCC, the LAN and Serial/Modem 2. I have no Idea how
>this are presented socket wise on the back of a TT. Put both in after
>driven.prg and you'll be safe.

For the TT, use DRVIN, then MFP_TT (for SErial 2 port for Internet) and
SCC if you also use Modem 2 (as I do for amateur radio packet, 9600 bd):
I use both at the same time. These must be before STinG/STiK/Sockets
progs.

I think the English tranlations for the HSModem docs are on Derryck's
site, whose URL I cannot remember, of course.

All the best,
Charles.

1601. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 23:33:13 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980955285.3820.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50916

When I bought the machine there was a Crazy Dots VME card in the slot (don't get me started on that one), so it would appear that I am missing a number of ports and have only been left with the 2 under the PSU and the LAN port to the left..

What I want to achieve is a fast connection via serial to another computer AND (maybe without swapping ports) a 33.6 or 56.6 modem connection.

Seeing as I have only the 2 (9 pin) ports mentioned I take it I should be using the SCC program?

When I use the Connect program non of the settings come close to any other standards under Terminal, is this because I was using the MFP version or what?

What settings should I use for the SCC program (there are a number and the English instructions did not really help)?

Mark.

Harry Sideras <sidcelery@cix.co.uk> wrote in message
news:954on7sqn6@plutonium.compulink.co.uk...
> On 26 Jan 2001 23:02:21 , Lyndon Amsdon wrote:
> >> From: "Mark" <mark@recycledsteel.co.uk>
> >>> As for HSModem, I do not think it could have been made any harder
> >>> to use even they tried, I used SCC on my TT, is that right? I did
> >>> not understand why there was a MFP_TT as well, what is the
> >>> difference?
> > I'm no TT expert, but MFP_TT is for the 19,200bps compatible port
> > that is driven by the MFP like in the old STs.
>
> It's for the use of the Serial 1 port on the VME backplate of the TT -
> not to be confused with the Modem 1 port which is for backward
> compatibility with software that only recognises the ST modem port,
> which still uses MFP.PRG.
>
> > SCC is for the two ports driven by the SCC, the LAN and
> > Serial/Modem 2. I have no Idea how this are presented socket wise
> > on the back of a TT. Put both in after drvin.prg and you'll be safe.
>
> Modem 2 is next to Modem 1 and <ahem> Serial 2 is next to Serial 1 on
> the VME backplate. If you set the SCC to LAN rather than serial 2,
> that's obviously by the MIDI ports...
>
> Except of course if you have a VME card, in which case you have a
> right arse of a game to file the case down under the backplate where

> the cables would have been, plug the backplate cables back into the
> MB, slide the graphics card back in and try to get the modem plug into
> it without fouling against the monitor, printer and DMA cables...
>
> B^<
>
> rgds
> H

1602. WANTED: Megamax or Lattice C compiler for Atari ST. North America

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 23:42:05 UTC
From: Peter Willis <peterw@borstad.com>
Message-ID: <Gxme6.136053$47.2071201@news.bc.tac.net>
Source record: 50820

I'm looking for Megamax or Lattice 'C'
for the Atari ST.
I am in North America.

I am also looking for an Atari Hard drive that is compatible
with my 1040 ST FM.

Thanks if you can help.

Peter

1603. Re: Biggest drive on an STe

Newsgroup: comp.sys.atari.st
Date: 2001-01-31 23:54:52 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980956584.4499.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50917

I could be wrong but I think we have approched this from the wrong end.

When we talk about the limitations on size of partionings we should remember that this is TOS and NOT the driver/partitioning software such as HD driver, ICD, etc. Even if TOS can not use the partiniongs the software should still see the unit, this is more likly to be a hardware problem.

Ideas could be termiantion, parity, ID or simply not pluged in properly, there may also be a very small number of STEs around with dodgy DMA chips (very unlikly).

Ealry TOS could only see up to 16 MB on a partition, later they inporved this along with a number of other problems such as folder depth, etc. There are many patches out there but I think that modern drivers such as HDDriver will replace and patch these areas for your (could be wrong).

The type of interface that you are using would be helpful?
Version of HD Driver?
TOS Version (maybe)?

Mark.

Chris <mrg@mrgs.cix.co.uk> wrote in message
news:3A71D98D.7B3CA599@mrgs.cix.co.uk...
> Hi all,
>
> What's the biggest drive I can use with an STe? I've got a 1g and a
> 500Mb in a case with a CD-ROM. Using HDDriver 7.01 it only sees the
> 500Mb and CD. Mind you I can't seem to see the 1g on my Falcon so maybe
> it's knackered?
>
> Chris
>

1604. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 00:21:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981047038-132345AEicMi@madasafish.com>
Source record: 50808

Hi martin

>>Does anyone know of an application that will allow me to sort grouplist
>>from newsgroups servers into alphabetic order?.

>Try a-to-z

I'l look that out, cheers dude.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1605. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 00:28:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981047042-132836AEicMi@madasafish.com>
Source record: 50809

Hi Djordje

>>>>The resource editor Interface 2.30 resource file (MISC section)

>Derryck, there seems to be something slightly incorrect with the English
>resource for Interface. A

S'OK here dude.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1606. Re: V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 01:34:56 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <95aeg0gpn1@nnrp1.deja.com>
Source record: 50938

Rodolphe,

If someone would design a PPC based TOS (MINT, Magic WHATEVER..
etc) system.. I know people would prefer that over the Coldfire. But
for now.. this is the only offer we have.

Why don't you get together with the XTOS/Medusa guys and create a PPC
computer together? Then the Atari community will get the true Atari
computer it wants!

With both groups working on the same project it will help create
a "Standard". I know you have the PPC Riored, so you do have a head
start.

it was just a thought.. so don't trash me!

Rob Mahlert
webmaster@atari-users.net
http://www.atari-users.net

In article <PSYd6.2175$2v5.3861606@nnrp6.proxad.net>,
"Rodolphe Czuba" <rczuba@free.fr> wrote:
> Some People think now that the COLFIRE V4e will be the ultime
solution that
> will open the door of a new atari area !
> That's false ! The V4e needs an emulation with a library !
> We asked to MOTOROLA and READ the ANSWER !
> Please, stop to dream and repeat that the V4e is compatible with the
68K !
>
> Conclusion :
> The futur V4e will be less powerfull than a 060 to run our current
software.
> It is so evidence that the future of atari computers must be thought
with
> some very more powerfull processors like the PPC, which when
emulating 68K
> is more speed than the 060, and consequently than the Coldfire V4e !
>
> Rodolphe CZUBA
> 28, rue des Sorbiers
> F-60290 LAIGNEVILLE
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com
>

Sent via Deja.com
http://www.deja.com/

1607. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 01:52:26 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <95afgnhlt1@nnrp1.deja.com>
Source record: 50939

In article <980878566-185943AEicMi@gmx.net>,>
> I've lost count of the postings here from people looking for a
graphic card
> for their TT/MegaSTE. Now that the Galaxy card is finally ready I'm
really
> looking forward to see how many people will actually buy it, I've got
this
> feeling that it will be a lot less then all those postings, but
that's the

I had a e-mail conversation with Mario about that last month.. He had more people trying to purchase it than expected. It was about 10 people.. nothing much.. but more than expected. The next batch of cards was due this month with the ethernet.. haven't seen any news about them. On Atari-Users.Net.. the Galaxy announcement is the most read post on the site.. 68 times.

Rob
webmaster@atari-users.net
http://www.atari-users.net

Sent via Deja.com
http://www.deja.com/

1608. Re: 2 hard drives and stuff

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 02:14:55 UTC
From: atarigalen@my-deja.com
Message-ID: <95agqpilv1@nnrp1.deja.com>
Source record: 50940

In article <3a778f6c$3_1@news.pacifier.com>,
Don Schmidt <dschmidt@pacifier.com> wrote:
>It must have 1000+ files on it and I now want to give them to someone
>who could use them but I want all of my personal files removed. It
>saddens me to think I may have to destroy them. I plan to try to put
>the drives into my Windows box and do some deleting. It is also set up
>with SCSI drives. Also in the package are nine tapes that have
>multiple backups of the drives. Without a ST I'll have to destory them.
>
> BTW what do you mean by "via emulation"?
>
Ah, I see, you wish to give away the files, not the hardware.

Anyhow, Gemulator Explorer can read Atari HDs on a Windows system. A
working demo is at www.emulators.com .

Galen

Sent via Deja.com
http://www.deja.com/

1609. Re: MagicMac PowerPC

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 02:16:43 UTC
From: atarigalen@my-deja.com
Message-ID: <95agu5$io8$1@nnrp1.deja.com>
Source record: 50941

In article <3A7757D7.744EF4B4@pcisys.net>,
Glenn Bruner <brunergs@pcisys.net> wrote:
> > Yes, buy an upgrade from ASH, the latest version is 6.10.4

> I just recently found the page, in English, that I can order the
> update.

Really? Where?

Galen

Sent via Deja.com
http://www.deja.com/

1610. Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 02:18:38 UTC
From: audi100cd@my-deja.com
Message-ID: <95ah1o$j0a$1@nnrp1.deja.com>
Source record: 50942

I have just installed the original Multitos o.s onto my Falcon,and I want to get the mint-net files so that I can access the internet with it the trouble is that the only file that I found was a:tar.gz,or something like that,is there a Zip file of mint-net so that I can install it as easily as the Atari multitos disk was.I usually run Geneva/Neodesk Sting/MyMail/Cab,but there is no message piping so I can't for example click on a URL in a MyMail email and get sent straight to that site in Cab,which is what I want to do,as well as create web pages in Everest and have them appear in Cab via OLGA.So basically I'm trying Multitos to give me more functionality in this respect.How do I read read a tar/gz file ?,or preferably where can I find a simple Zip of Mint-net to get Sting dialler working again ? HELP !

Sent via Deja.com
http://www.deja.com/

1611. Re: V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 06:34:51 UTC
From: rsmac@t-online.de
Message-ID: <1eo51vh.1xs4vvb1pi53n2N%rsmac@t-online.de>
Source record: 50944

Rob <rmahlert@delphi.com> wrote:

> Why don't you get together with the XTOS/Medusa guys and create a PPC
> computer together? Then the Atari community will get the true Atari

Perfect beautifull idea.

I vote some weeks ago (http://www.atari-home.de) that milan/medusa
people should speak together about a new payable hardware. But i think
thats simple on the same way as it is by software projects.
Strait down to trash.

Since years it looks for me that NOBODY like to talk with any other..
Anybody brewed his own soup. More as one example around.

One of my family had a (bad, bad) ;) message for:

"Hier riecht es wie im Altersheim" :->

Anyone may translate that ;->>

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

1612. Re: V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 08:18:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10102010917110.96-100000@mail.online.no>
Source record: 50796

On Thu, 1 Feb 2001, Rob wrote:

> Rodolphe,
>
> If someone would design a PPC based TOS (MINT, Magic WHATEVER..
> etc) system.. I know people would prefer that over the Coldfire. But
> for now.. this is the only offer we have.
>
> Why don't you get together with the XTOS/Medusa guys and create a PPC
> computer together? Then the Atari community will get the true Atari
> computer it wants!
>
> With both groups working on the same project it will help create
> a "Standard". I know you have the PPC Riored, so you do have a head
> start.
>
>
> it was just a thought.. so don't trash me!

Rob, an excellent thought.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1613. Re: WTD: Reset-proof ramdisc for TT

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 08:29:14 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <95b70b$1odk$1@news.comnet.co.nz>
Source record: 50797

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote ...
> From: "G Swaine" <g.swaine@the.gluepot.com> :
> >Is there a resetproof ramdisc that actually works, and uses TT RAM?
> I thought there were plenty, but after wading through a lot of them
I've come
> to the conclusion that this is an utility which is missing (?)
> The best I can come up with is MDISK 6.94, this will use TT RAM but
then it
> will not be resetproof....

Pity - I'd have thought it would have been something people would've crowed about when the TT was first released in 1990 - the "mine is the only one that works in TT RAM" self-promotion one tends to notice when a new/different machine comes along.

> There are two kinds of RAM in the Atari TT: The normal ST RAM (slow
RAM) and
> the additional TT RAM (fast RAM). M-Disk 6.3 and later uses the TT RAM
> whenever this is possible. In cases when there is not enough TT RAM
> the ST RAM is used.
> You should know the behavior with reset resident disks. Currently
reset
> resident disks can only be installed in ST RAM. So whenever a disk has
been
> installed in TT RAM it is impossible to make it reset resident without
> removing it and installing it again (thus loosing the contents).
>
> If you have TT RAM in your computer and want a reset resident RAM-Disk
> you have to turn on the `reset resident' button inside the setup
dialog
> *before* installing the RAM disk.
> On the other hand if you select the `reset resident' button you will
force
> installation in ST RAM. But if you deselect the `reset resident'
button
> M-Disk will do installation in TT RAM only if there is enough TT RAM
space.
> <SNAP>
>
> A copy of MDESK 6.94 is now in your mailbox :-)

Thanks - I'll see what it's like when I download it from the PC to the TT.

(BTW: Would there be any point to me spending some time and writing a reset-proof TT-RAM ramdisc when I finish the stock controller program I'm currently working on?)

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

1614. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 09:22:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981097318-63896AEicMi@cwcom.net>
Source record: 50830

From: Bob King <robert.king@patent.gov.uk>
Date: Wed, 31 Jan 2001 10:45:55 +0000

>> >I am trying to use Atack's Amail for receiving/sending News Group
>> >postings. According to the Readme doc, it's a matter of defining a
>>
>> Don't bother, it doesn't work.

>bad news about aMail, particularly as Jan Krivanek sent me a very upbeat
>response to my query to him. Does it need Mint etc and LFNs? A query to

I meant that aMial doesn't work as it stands - so if Jan's working on adding functionality to that menu item then that's great. I'm not sure how one is supposed to get round the truncation of group names, but I'd assume that there would be some sort of aliasing in operation.

I was quite impressed by what I saw of aMail, so I hope that it is developed further.

>DDP gang, Dennis, great minds think alike!!!. I have installed QED as
>both the Editor and Viewer in Jinnee and it works. I still miss the

QED isn't the best choice for a system-wide viewer!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1615. Re: SLM804 on a network?

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 09:33:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981097322-64871AEicMi@cwcom.net>
Source record: 50831

From: jba4@po.cwru.edu (Jeff Armstrong)
Date: Wed, 31 Jan 2001 14:49:14 GMT

>Hey everyone! I'm running MiNT on my TT equipped with a parallel
>ethernet adapter and a SLM804 laser printer. I also have my PC

Grab MagicSLM from the MISC section of my website, URL in sig.

I can't see that you'd be able to network it in the way you want, but:

Basically this utilty allows you to print to your PC's HP 300dpi driver set
to output to the serial port, which this utility collects, massages to SLM
codes and sticks it out the DMA port to your laser.

In your case, you'd print to a disk file, get it over to the TT by whateevr
means, and use MagicSLM's print from disk file option.

HTH.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1616. Re: V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 13:17:23 UTC
From: Konrad Kokoszkiewicz <draco@piwo.bl.pg.gda.pl>
Message-ID: <3A7961E3.E6DE6E85@piwo.bl.pg.gda.pl>
Source record: 50802

Rodolphe Czuba wrote:

> Please, stop to dream and repeat that the V4e is compatible with the 68K !

> > > In reply to your Service Request SR 1-520AD (see details below):
> > >
> > > The V4e does not use the exact same instruction set as the 68k. Like the
> > > other ColdFire cores the V4e ISA is a subset of the 68k instructions.
> > > There are emulation libraries available from MicroAPL that could be used
> > > to run 68k code on a V4e. The MMU on the V4e is a new module, but it

Just to remind: also the 68060 CPU does not use the exact same instruction set as 68k,
and also needs software library to emulate many instructions formerly supported by
the MC68882 floating point unit (same applies to 68040), and also needs software

library to emulate such instructions as new multiply/divide or cmp2 introduced in the 68020.

However, these instructions are not so often used, so that a 68060 based system can
actually do excellent and fast work executing 68030 programs. 68060 is able to do
sinus calculation faster in software, than MC68882 did it in hardware, by the way.

So, such an information, that "this is a subset of 68k instructions", is not a reason to reject
ColdFire processors as possible hardware platform for the future. To make such a decision,
one should know first, what instructions are exactly missing, because it for example might
be BFFFO or other such "useful" stuff.

At the other hand, if the compatibility is relatively high, the migration may be done off the
68060 system, without awaiting until the ColdFire v4e appears on the market.

I would like to see the v4e users manual, rather than that press release note, which is for
journalists and explains nothing :<

1617. Correction about NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 13:42:04 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7967ac$1_2@athena.netset.com>
Source record: 50803

I made an incorrect statement about NVDI5, that I wanted to
publicly correct.

I stated that NVDI5 only ran on atari graphics cards that used an
ET4000 as the video card cpu. This was not correct. I had made an
assumption about some of the graphics cards I did not know based on the
ones that I did know.

NVDI5 can directly drive Matrix cards that use COCO chips as the
main processor and others as well.

Sorry for being the source of misinformation,

Dan Ackerman
aka baldrick@netset.com

1618. Re: V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 17:32:08 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <981048846-390891AEicMi@xs4all.nl>
Source record: 50807

```
>From: Konrad Kokoszkiewicz <draco@piwo.bl.pg.gda.pl>
>Date: Thu, 01 Feb 2001 14:17:23 +0100
>
>Rodolphe Czuba wrote:
>
>> Please, stop to dream and repeat that the V4e is compatible with
>the 68K !
>
>> > > In reply to your Service Request SR 1-520AD (see details
>below):
>> > >
>> > > The V4e does not use the exact same instruction set as the 68k.
>Like the
>> > > other ColdFire cores the V4e ISA is a subset of the 68k
>instructions.
>> > > There are emulation libraries available from MicroAPL that
>could be used
>> > > to run 68k code on a V4e. The MMU on the V4e is a new module, but it
>
>Just to remind: also the 68060 CPU does not use the exact same
>instruction set as 68k,
>and also needs software library to emulate many instructions
>formerly supported by
>the MC68882 floating point unit (same applies to 68040), and
>also needs software
>
>library to emulate such instructions as new multiply/divide or
>cmp2 introduced in the 68020.
>
>However, these instructions are not so often used, so that a
>68060 based system can
>actually do excellent and fast work executing 68030 programs.
>68060 is able to do
>sinus calculation faster in software, than MC68882 did it in
>hardware, by the way.
>
>So, such an information, that "this is a subset of 68k
>instructions", is not a reason to reject
>ColdFire processors as possible hardware platform for the
>future. To make such a decision,
>one should know first, what instructions are exactly missing,
>because it for example might
>be BFFFO or other such "useful" stuff.
```

Hello,
A list of instructions of the Coldfire 5307, 5407e, an article
about the Coldfire from the French Atari mag ACC as well as
comments about and possible solutions for the Xtos project
(under "info's) can be found on :
http://www.coldfire.free.fr

Most of it in French !

Cheers,
Dan

1619. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 17:35:58 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981020248.28676.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50798

> The way to do it would be to load JUST a command.com and then run some
sort
> of Emulator. In theory you can alredy do that with Winston, but Driver's
for
> video, NIC, and sound etc are the problem. It still need's a complete
> rewrite.

So basically you want to run Microsoft DOS with an Emulator?

Not really a clone as the OS is not TOS compatible.....

1620. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 17:41:29 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981020580.28822.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50799

Speed is not that good, a Hades or a Milan would bet them hands down but
saying that they are not either.

The main problem is that (most) do not support things like high resolutions,
etc as they are just ST emulators and not Flacon or TT emulators. I think
TOS BOX would probably be the best at present.

Anyone got the source for Winston, wonder how hard it would be to get it to
talk directly to the BIOS rather than through Windows? If you can do that
then you have a 8086 Clone.

Mark.

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:959k8c$4ns$1@SOLAIR2.EUnet.yu...
> On 30 Jan 2001 21:12:36 , Jo Even Skarstein wrote:
> >
> >Why must TOS (or MiNT, or MagiC...) be converted? It could very well run
> >under the same 68k emulator as the apps would do. Hardware drivers (or
> >atleast part of them) would be x86, and this is enough to get it started.
> >Even if *everything* runs under the CPU-emulator it will still be faster
> >than anything we've seen before.
>
> Maybe we should appeal to developers of once and future emulators of Atari
> on PC- to do a few steps more and make something like PaCifiST, STonX or
> TOSBox completely (D)OS-free and able to use all peripheral ports.
> Or nicely ask the emulator-developers to release the sources, if they do
not
> want to develop any further, so some enthusiast may work on. Only STonX
> source is currently available AFAIK.
>
> On the other hand, maybe it would be good to keep just the barest core
> of DOS hidden somewhere within the emulator, just for the sake of device
> drivers- so the existing DOS drivers for a multitude of devices maybe
might
> be used through the emulator (or whatever it be called)- the problem with
> developing new drivers is that they would be needed now, not in 2010.
>
> Out of curiosity, has somebody compared the real speed and Atari-
> compatibility of a clone like, say, Milan (or even a TT with a graphic
card)
> vs. a fast PC with a PaCifiST, STonX or TOSBox? Is the compatibility of a
> current "emulator" really much worse than that of a current "clone"? Which
> crucial applications do not run on emulators and run on clones (ok, I know
> that emulators are currently 68000-only, but that's not a fundamental

> limitation)?
>

1621. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 18:21:35 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981022988.29889.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50800

With the above threads having a mixed response (mostly negative about the Coldfire) and Rodolphe CZUBA (Czuba Tech) also believes it is a dead end, when will the developers of the XTOS machine join in with these discussions and clear these things up.

I really hope they can make it work but I think I need some reassurance about this.

Mark.

Dan <aahuls@xs4all.nl> wrote in message news:979949142-764483AEicMi@xs4all.nl...
> Hello,
> Just read on
> http://www.xtos.de
> that the Coldfire Atari clone (with a Coldfire 4e) is going to be
> made !
>
> Cheers
> Dan
>
>

1622. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 18:31:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <95ca2k$n0k$1@snipp.uninett.no>
Source record: 50810

Mark Bedingfield <mark@baypc.com.au> wrote:

>> You don't need anything more that what you need to bootstrap the OS
>> anyway.

> The way to do it would be to load JUST a command.com and then run some sort
> of Emulator. In theory you can alredy do that with Winston, but Driver's for

No, this means having to deal with DOS. Instead of loading DOS, you should
load the 68k emulator instead, and then boot the real OS on that.

> video, NIC, and sound etc are the problem. It still need's a complete
> rewrite.

We already have drivers for PCI graphics cards, sound cards, SCSI cards
and ethernet cards. These would only require some basic support in some
sort of BIOS and perhaps some slight modifications.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1623. Re: V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 19:02:50 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981025461.973.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50801

Who would like to see a PPC Atari, lets give the developers some idea of the numbers involved.

Put me down for at least 1 if not 2.

Mark.

Rodolphe Czuba <rczuba@free.fr> wrote in message
news:PSYd6.2175$2v5.3861606@nnrp6.proxad.net...
> Some People think now that the COLFIRE V4e will be the ultime solution
that
> will open the door of a new atari area !
> That's false ! The V4e needs an emulation with a library !
> We asked to MOTOROLA and READ the ANSWER !
> Please, stop to dream and repeat that the V4e is compatible with the 68K !
>
> Conclusion :
> The futur V4e will be less powerfull than a 060 to run our current
software.
> It is so evidence that the future of atari computers must be thought with
> some very more powerfull processors like the PPC, which when emulating 68K
> is more speed than the 060, and consequently than the Coldfire V4e !
>
> Rodolphe CZUBA
> 28, rue des Sorbiers
> F-60290 LAIGNEVILLE
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com
>
> ----------
> ----- Original Message -----
> From: Xavier Joubert <Xavier-Joubert@defontaine.com>
> To: Rodolphe Czuba <rczuba@free.fr>; Didier MEQUIGNON
> <didier.mequignon@wanadoo.fr>
> Sent: Wednesday, January 31, 2001 10:12 AM
> Subject: Compatibilit&#65533; m68k du CF V4e
>
> > Bonjour !
> >
> > J'ai donc pos&#65533; la question directement au support motorola. Voici leur
> > r&#65533;ponse.
> >
> > Motorola Customer Service a &#65533;crit:

> > >
> > > Dear Xavier Joubert,
> > >
> > > In reply to your Service Request SR 1-520AD (see details below):
> > >
> > > The V4e does not use the exact same instruction set as the 68k. Like
the
> > > other ColdFire cores the V4e ISA is a subset of the 68k instructions.
> > > There are emulation libraries available from MicroAPL that could be
used
> > > to run 68k code on a V4e. The MMU on the V4e is a new module, but it
> > > should be very similar to the MMU for the 68K family.
> > >
> > > ------- Details of your request: -------
> > >
> > > Date Opened : 1/26/01 10:31:13 AM
> > > Product : XCF5407FT162
> > > Cust Part Nbr:
> > > Category: Technical Request
> > > Topic : Technical Request
> > >
> > > Subject: ColdFire V4e, ISD# 4420
> > >
> > > Description :
> > > Dear Mister,
> > >
> > > We are curently designing a MC68060 based board to update an MC68030
> based
> > > system. We are considering migrating to ColdFire.
> > >
> > > A compagny says that the v4e core is natively fully m68k compatible
(see
> :
> > > http://www.xtos.de).
> > >
> > > We've read your description of the v4e core, and didn't find any
> > > informations on this, appart from the 060 compatible FPU.
> > >
> > > So, will the integer unit of the v4e execute the same instructions as
> the
> > > v4, or will it natively execute m68k code (add.b, add.w,...) ? Will
the
> MMU
> > > be 040/060 compatible ?
> > >
> > > Regards,
> > >
> > > Xavier Joubert
> > >

> > > ------- End of request details -------
> > >
> > > To respond to this mail, to review or update a Service Request, or to
> enter
> > > a new Service Request, please access Motorola's Customer Support web
> site at
> > > http://www.motorola.com/semiconductors/support
> > >
> > > If there is ever an occasion when you cannot access Motorola's
Customer
> > > Support web site, you can contact us by sending an email to:
> > >
> > > DigitalDNA.Help@motorola.com
> > >
> > > You may also contact us at one of the following numbers:
> > >
> > > Americas 1-800-521-6274 6AM-5PM Mountain
> Standard Time
> > > Asia +852-2666-8307 8AM-6PM Hong Kong
> > > Japan 0120-191-014 8AM-5PM Tokyo
> > > Europe +49-89-92103-559 9AM-5PM Munich
> > >
> > > Regards,
> > > Motorola Semiconductors Customer Support
>
>
>
>
>

1624. WTD: Atari TT or Falcon (US) could possibly go for a Mega STE

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 19:39:43 UTC
From: mhill <mhill@hillsoftware.com>
Message-ID: <67fj7tc0cpupvnfutafgvga0n4d2ctg8dv@4ax.com>
Source record: 50812

Hello,

I know availability is tough on these bad boys, but......

I'm looking for an Atari TT (my first choice). Not concerned with
memory configurations. If it has a Crazy Dots card even better.

Also looking for a Falcon or Mega STE.

Any sellers who have any of the above please email me and let me know
what you have (working non -working, etc), and I will get back to you.

Mike

1625. Re: keyboard for Milan

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 19:40:20 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a79bba4.0@energise.enta.net>
Source record: 50811

On 27 Jan 2001 22:46:04 , Bob King wrote:
>
>Hi All,
>
>
>Some time ago I mentioned a fault (1s repeating whenever I touched it) on my
>Milan Keyboard, an NEC. I mentioned this to the service guy in a small computer
>service shop. 'Oh that's always happening, its your membrane breaking down'. He
>then went on to describe other symtoms. So I bought a Genius keyboard for
>>�11.00. Fault cured, much better tactile keys AND a wrist and palm rest. Point
>of message is to show an often forgotten advantage of Milan --- it's use of
>standard PC parts. He was able to show me some SCSI cards with the correct chip
>set, but a bit pricy, so I'll shop around a bit!!
>
>BTW anyone know a program to make the Caps and Num lock LEDs light up, they do
>work when the keyboard is polled at boot.

```
Hi Bob,

My CapsLock LED works ok but the NumLock key is meaningless to TOS
since I dont think even the Milan version uses the numerica keypad
as cursor keys.

I never understood why this facility is still available on PCs it's
just a nuisance. But then we are dealing with the people who added
extra keys to use the menu !!!

Peter

>
>Bob King.
>.

--------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
--------------------------------------------------------------------
--------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
--------------------------------------------------------------------
```

1626. Re: Floppy disk copy protection

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 20:01:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102012101.a24667@su2.maus.de>
Source record: 50885

Hi Hallvard,

HT>Tell me more about this.
I don't know too much about that, sorry. A friend of mine owns one but isn't able to locate it right now, for he's desktop publishing with his PC, and his falcon is sleeping. :-)

If you've got ACOPY.PRG, very old copy program, you might getm ore information.

Synchro is hardware that has to be plugged in the external floppy jack and in the cartridge port (in Germany applied to as ROM port) of an ST. A second floppy drive (no HD!) is needed though you won't have a drive B at that moment.

Then you start ACOPY that speeds up the two drives (internal and external) so that they have will turn at the same speed with narrow tolerance. Afterwards the internal floppy is copied to the external one track by track...

I'm sorry I don't know eitehr the producer nor a retailer of that hard/soft package... It's a small (chocolate size) board.

Ask for it (Synchro Express). Maybe someone has got it and is ready to sell.

Maybe you could try PROCOPY, an old and even free (but not so 'hard') copy software (ST only).

Und TTschï¿½
ps

1627. Wanted: Mega ST 4! Pay upto $100! Buy or Trade! USA only!

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 20:52:07 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102011248140.17705-100000@shell.pacifier.com>
Source record: 50813

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to atari@pacifier.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1628. Atari Website has moved!

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 20:55:53 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102011252180.17705-100000@shell.pacifier.com>
Source record: 50814
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.
Fell free and E-Mail me in the mean time and I'll get back to you.

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com
and as always www.atari.benjamin.net and atari@benjamin.net still work
but are being redirected to my new ISP and since I've moved, I have
revamped and updated my WebSite and all my WebPages. So Check it out
and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1629. Have you got the time

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 21:49:55 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A79D9FE.4D1A9363@mrgs.cix.co.uk>
Source record: 50817

Hi All,

Can anyone remember the little program that adds 20 years to the FMC clock cartridge so you can go past 2000? I need it for my ST.

Chris

1630. Re: Biggest drive on an STe

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 21:57:21 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A79DBBB.C41A37F9@mrgs.cix.co.uk>
Source record: 50818

Mark wrote:
>
> The type of interface that you are using would be helpful?

Link I

> Version of HD Driver?

7.01

> TOS Version (maybe)?

2.62?

I'm using a different drive now, I'll investigate when I've got time.

BFN

Chris

1631. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 22:19:03 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <rhle6.2$l01.178@news-server.bigpond.net.au>
Source record: 50815

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:981020248.28676.0.nnrp-02.9e98a620@news.demon.co.uk...
>
> > The way to do it would be to load JUST a command.com and then run some
> sort
> > of Emulator. In theory you can alredy do that with Winston, but Driver's
> for
> > video, NIC, and sound etc are the problem. It still need's a complete
> > rewrite.
>
>
> So basically you want to run Microsoft DOS with an Emulator?
>
> Not really a clone as the OS is not TOS compatible..............

No, I would rather Piss off all of Micro$oft's shite and run a whole new
TOS. But it won't happen. Not unless debian or someone get's involved.

Mark

1632. Re: V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 22:20:22 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B69F2F63.A082%nameerf@flash.net>
Source record: 50816

in article 981025461.973.0.nnrp-02.9e98a620@news.demon.co.uk, Mark at mark@recycledsteel.co.uk wrote on 2/1/01 11:02 AM:

> Who would like to see a PPC Atari, lets give the developers some idea of the
> numbers involved.
>
> Put me down for at least 1 if not 2.

I would, but only if it's Falcon-compatible enough to run Cubase Audio. This is why I'm really hoping the Tempest comes out. Even if the Tempest isn't able to run Cubase, I could still run it on the original 68030, and have a nice speed boost for my other software. But if one could get, for example, a G3 or G4 machine, with 56k DSP compatibility (either hardware or software driven) that was compatible with Cubase, had a DSP port for things like the Cubase Audio Clock (for 44.1khz) and JAM In/Out (or maybe even had compatible 24-bit in/out audio ports, with 1/4" jacks built-in), then I'd be one of the first in line! Oh yeah, having it available in the U.S. would be a big plus, too...

Mike Freeman
nameerf@flash.net

1633. Software

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 22:37:21 UTC
From: David Hester <dhester@hesterhome.fsnet.co.uk>
Message-ID: <95cocf$n0k$1@news6.svr.pol.co.uk>
Source record: 50819

I don't know if this is the rigth place for this post, but I am trying to find the following ST software;

Cyber Studio (CAD 3d V2)
Hippo C
Lattice C 5.5

David

1634. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 22:39:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981133654-280169AEicMi@madasafish.com>
Source record: 50850

HI Martin

>>Does anyone know of an application that will allow me to sort grouplist
>>from newsgroups servers into alphabetic order?.

>Try a-to-z

Tried it following yesterdays reply, no good, it access the disk, not long enough to load the file, then dies and leaves a ghost appname in APPLINE with the origional file untouched. I think its GFA basic, Magic doesnt seem to like that here!!. Thanks anyway.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1635. Re: Appologies for delay's ahppeing and about to happen:(

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 22:51:04 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981039153.6948.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50804
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

And the moral of the story is??????????? (but I suppose you know that).

Steve Stupple <Steve@steverosie.demon.co.uk> wrote in message
news:zkDmYjA53Nd6EwMt@steverosie.demon.co.uk...
> Hi
>
> I would like to apologise to anyone who has been waiting for replies to
> emails or enquires etc.. over the past few months, this was due to ill
> health.
>
> But during an upgrade I blew the motherboard, hoping it's just
> motherboard, on my main machine:(this means I don't have access to any
> email or addresses sent to me BEFORE or ON Sunday 28th January.
>
> Talk about bad luck, I reinstalled an operating system on the laptop and
> it wiped out my entire hard drive partitions including the updates to my
> web sites and my entire inventory of Atari gear:((and the web sites
> were nearly ready for uploading...
>
> Anyway, if you have written to me on an urgent matter, please rewrite
> and I'll do what I can.
>
> Steve <><
> steve@atari.org.uk
>
> --
> Steve Stupple

1636. Re: Problems in Paradise....

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 22:51:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981133656-280673AEicMi@madasafish.com>
Source record: 50851

Hi Dennis

>Due to some problems with GMX (email forwarding service) I've seem to
>lost a lot of mails posted between wednesday evening and sunday
>morning...

You sure that the secret squirells arent investigating you for that
pimping you done in a previous life.

It seems your losing eMail and parcels lately.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1637. Re: Atari emulator for PlayStation 2

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 22:54:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981133660-281157AEicMi@madasafish.com>
Source record: 50852

Hi JH

> It would be great to run all my nice Falcon and ST software on
> a Playstation II.

Oh yeah!, i cant wait to try out Papyrus, but where would i shove the printer lead, Texel is aching for a spin, but how would i type in my data!!. Doh!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1638. Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 23:50:52 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981042752.8473.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50805

I am looking for the hardware based 286 emulator which I think is called Falcon Speed, anyone point me in the right direction or sell me one?

Mark.

1639. Re: Floppy disk copy protection

Newsgroup: comp.sys.atari.st
Date: 2001-02-01 23:57:56 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981043165.8651.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50806

Basically there are a few about, Syncro Express and Blitz Turbo come to mine
but there was also another which you could build yourself (very easy).

With the above you need an internal and external floppy drive plus the
additional bit of hardware (there were 2 versions of the Blitz Turbo, the
2nd being crap), these devices often plugged into the printer port as well
as the floppy. Software will then do a very very quick and 'good' copy of
the disk, I think Syncro was the best as this had a very accurate copying
method (which took hours).

I think I may have the software and hardware for all the above, I will try
and find the one that you can build yourself and you can have a go.

I don't know if this is going to help your MSA file problems though.

Mark.

Hallvard Tangeraas <northstar2010@yahoo.no> wrote in message
news:1eo5e2o.8yvuwa13z5i2oN%northstar2010@yahoo.no...
> Peter Schneider <Peter_Schneider@su2.maus.de> wrote:
>
> > Hi Hallvard,
> >
> > HT>Anyway, the situation is this: I've bought a commercial program which
> > HT>uses a "key disk", and I'm afraid of using the original disk for this
> > HT>every time, so I want to make a backup copy.
>
> > Synchro Express will copy any floppy, but it needs hardware (to
> > synchronise the two drives) and a small Atari (no Falcon, no TT).
>
> Tell me more about this. Any website etc?
> Price?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

1640. User Groups

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 02:24:38 UTC
From: "@Home user group" <mcashm2@home.com>
Message-ID: <GToe6.220321$iy3.51210852@news1.rdc1.tn.home.com>
Source record: 50821

Hi Guys,

Does anyone know if there is any kind of Atari meets in the Nashville Tn
area
will travel if there is a good one.

Randy McClain
mcashm2@home.com

1641. Repair man need for 1040STe

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 03:03:06 UTC
From: "@Home user group" <mcashm2@home.com>
Message-ID: <Krpe6.220507$iy3.51238224@news1.rdc1.tn.home.com>
Source record: 50822

I need to find someone who can work on and repair Atari computers in the USA, I live in Nashville Tennessee. I have music files in master Tracks Pro format and I need to convert them to MIDI format.

Randy McClain
mcashm2@home.com

1642. What is an Atari PS3000??

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 03:05:15 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <vspe6.12451$%64.4816@newsfeed.slurp.net>
Source record: 50823

I have the chance of getting a couple of STs and an Atari PS3000 monitor.
What is it really? It's supposed to have a built-in disk drive. Can anyone
shed some light for me please? Thanks.

Joshua Kaijankoski
ViaNet Sudbury
Technical Support
www.vianet.ca
1-800-788-0363

1643. Repair man need for 1040STe

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 03:18:57 UTC
From: "@Home user group" <mcashm2@home.com>
Message-ID: <BGpe6.220540$iy3.51249893@news1.rdc1.tn.home.com>
Source record: 50824

I need to find someone who can work on and repair Atari computers in the USA, I live in Nashville Tennessee. I have music files in master Tracks Pro format and I need to convert them to MIDI format.

Randy McClain
mcashm2@home.com

1644. Re: MagicMac PowerPC

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 04:13:35 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A7A33EF.38B58B89@pcisys.net>
Source record: 50825

I found it here.

http://www.atari-workshop.co.uk/

Glenn

atarigalen@my-deja.com wrote:

> In article <3A7757D7.744EF4B4@pcisys.net>,
> Glenn Bruner <brunergs@pcisys.net> wrote:
> > > Yes, buy an upgrade from ASH, the latest version is 6.10.4
>
> > I just recently found the page, in English, that I can order the
> > update.
>
> Really? Where?
>
> Galen
>
> Sent via Deja.com
> http://www.deja.com/

1645. Re: What is an Atari PS3000??

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 05:48:49 UTC
From: Don <dons@qnet.com>
Message-ID: <3A7A4A41.3F213D8F@qnet.com>
Source record: 50826

Lord Gaiyan wrote:

> I have the chance of getting a couple of STs and an Atari PS3000 monitor.
> What is it really? It's supposed to have a built-in disk drive. Can anyone
> shed some light for me please? Thanks.
>
>

The PS3000 is a monitor that had a built in disk drive like you mentioned. It was built in under the monitor and was only a 360k disk drive(single sided). The monitor was a JVC. It also has a BIG block of a power supply that weighs almost as much as the monitor itself. Ive opened a couple of them up and it looks like a second drive could be added (if I remember correctly). The only thing preventing the 360k drive from upgrading to a 720k drive would be the fact that Atari used a weird edge connector on the data cable of the disk drive. On the back of the monitor was a port to hook up the disk drive to the ST and the power supply plug. It also had a built in speaker. Overall the monitor is a great monitor plus you get the floppy drive that doesnt take up any space.

Don

1646. FA: MagicSac+ Mac emulator adapter w/68kRoms

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 06:25:57 UTC
From: Lawrence Walker <lgwalker@look.ca>
Message-ID: <0tjk7t8agkle65hpe6hrrptkcjlkdjovuu@4ax.com>
Source record: 50827

The original MagicSac Mac-emulator adapter from Dave Small. Has the Mac ROMs installed. Likely needs a CR2032 battery cause it has been unused for some time. Comes with 1 original Data Pacific Atari boot disk and 2 other disks. To boot in Mac 68k you need Mac boot disks. They are freely available on the Apple site. I think it uses v. 6.0.8

ciao larry

1647. Re: FA: MagicSac+ Mac emulator adapter w/68kRoms

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 06:43:39 UTC
From: Lawrence Walker <lgwalker@look.ca>
Message-ID: <tjlk7tcnmspr9pb60r0vf438oko80qodoq@4ax.com>
Source record: 50828

On Fri, 02 Feb 2001 06:25:57 GMT, Lawrence Walker <lgwalker@look.ca>
wrote:

>The original MagicSac Mac-emulator adapter from Dave Small. Has the
>Mac ROMs installed. Likely needs a CR2032 battery cause it has been
>unused for some time. Comes with 1 original Data Pacific Atari boot
>disk and 2 other disks. To boot in Mac 68k you need Mac boot disks.
> They are freely available on the Apple site. I think it uses v. 6.0.8
>
>ciao larry

Sorry. Forgot the URL. It's

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211625447

L.

1648. My first test

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 07:52:27 UTC
From: bindon@madasafish.com
Message-ID: <t7kpprptksr8d4@corp.supernews.co.uk>
Source record: 50829

My news server seems to have changed all the Xref numbers so all the
NG start at 500 or so :(

Sorry

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

1649. FS: Boxed Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 09:18:34 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <_Wue6.13066$Q94.311200@monolith.news.easynet.net>
Source record: 50832

Hi There,

though I wanted to keep this machine I really need to clear some space again
and must therefore offer it on this group;

Boxed UK atari Falcon in excellent condition
14Mb RAM
800Mb IDE Hard Drive (original 64Mb Drive comes with the machine)
All original Disks and Manuals
Origianl Atari Video (19 Pin D Type on the Falcon) to VGA converter
1.44 Mb Floppy drive

I am open to offers, I would like to see a figure of £300 plus for this as
the machine is in such good condition and is sold as new, but please feel
free to make me an offer. Unfortunately it is unlikely that trades will
swing me as I really have a space problem.

Regards

Julian

1650. FS: Boxed Mega ST 2

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 09:22:28 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <D_ue6.13067$Q94.311390@monolith.news.easynet.net>
Source record: 50833

Space causes an issue again, another machine to keep, now sadly to be sold.

Atari Mega 2
Keyboard & Mouse
Boxed with Manual

The front of the Mega 2 has yellowed a little otherwise in good condition.

Please make me an offer 50- 75 quid? I also have a megafile 30 with a US
power supply, that I might be talked into throwing in with this.

Regards

Julian

1651. Re: Software

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 12:21:49 UTC
From: ebaiz@skyenet.net
Message-ID: <xDxe6.12754$%64.2848@newsfeed.slurp.net>
Source record: 50834

On 1 Feb 2001 22:37:21 -, "David Hester" wrote:
>I don't know if this is the rigth place for this post, but I am trying to
>find the following ST software;
>
>Cyber Studio (CAD 3d V2)
>Hippo C
>Lattice C 5.5

I would try B&C at: http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1652. Re: WANTED: Megamax or Lattice C compiler f

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 12:21:52 UTC
From: ebaiz@skyenet.net
Message-ID: <ADxe6.12755$%64.2848@newsfeed.slurp.net>
Source record: 50835

On 31 Jan 2001 15:42:05 , nospam wrote:
>I'm looking for Megamax or Lattice 'C'
>for the Atari ST.
>I am in North America.
>
>I am also looking for an Atari Hard drive that is compatible
>with my 1040 ST FM.

I would try B&C at: http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1653. Re: Repair man need for 1040STe

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 12:21:54 UTC
From: ebaiz@skyenet.net
Message-ID: <CDxe6.12756$%64.2848@newsfeed.slurp.net>
Source record: 50836

On 2 Feb 2001 03:03:06 G, "@Home user group" wrote:
>I need to find someone who can work on and repair Atari computers in the
>USA, I live in Nashville Tennessee. I have music files in master Tracks
>Pro format and I need to convert them to MIDI format.
>
>Randy McClain
>mcashm2@home.com

Try these places:

http://www.vme.net/dvm/aty/
http://www.myatari.com/
http://www.best-electronics-ca.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1654. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 12:32:01 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A7AA8C1.619F3745@patent.gov.uk>
Source record: 50837

Derryck Croker wrote:

Snip

> QED isn't the best choice for a system-wide viewer!
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

Hi Derryck,

Yes I agree, and I used the Jinnee suggested Mview, until Dennis
suggested a text viewer that printed, so Qed it was. Have you any
suggestions?

Bob.

1655. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 12:46:13 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A7AAC15.F58E3B70@patent.gov.uk>
Source record: 50838

Martin \"Nightowl\" Byttebier wrote:
>
> on Wed 31-01-2001 10:45 Bob King wrote:
>
> >
> >
>
> >DDP gang, Dennis, great minds think alike!!!. I have installed QED as
> >both the Editor and Viewer in Jinnee and it works. I still miss the
> >'extract binaries' of Newsie,
>
> Why don't you use Okami then? It's the most versatile reader I know and
> above all it works on *all* system and not just on one.
>
> CU
> Martin
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be **********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Hi Martin,

Yes, I've looked at Okami several times, but reluctantly put it down.
It's all that Unix jargon. It may well be the all singing, all dancing
answer to my prayers, but for the life of me I can't understand the
lyrics or the choreography. When I took Electronic Engineering way back
in 1960, we all used slide rules!! and we had one lecture on
transistors!! 'I can safely predict that nothing will ever come of these
things' (Lecturer). Programming and main frames were something we humble
graduates never came across. Unixese always strikes me as being a bit
like Latin as used (abused) by doctors, a useful means of keeping the
plebs at bay.

Paranoid Bob.

1656. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 13:23:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981187804-57384AEicMi@cwcom.net>
Source record: 50875

From: Bob King <robert.king@patent.gov.uk>
Date: Fri, 02 Feb 2001 12:32:01 +0000

>> QED isn't the best choice for a system-wide viewer!

>Yes I agree, and I used the Jinnee suggested Mview, until Dennis
>suggested a text viewer that printed, so Qed it was. Have you any
>suggestions?

My choice is still 1stGuide, but as we've seen, it won't print text.
However, I have a faint memory of a different version of this software that
would. I can't find the archive ATM, but I'm going to take a look for it at
work later. I think that there was something about it which made me take it
off my hard drive though, so don't hold your breath!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1657. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 13:25:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981187806-57921AEicMi@cwcom.net>
Source record: 50876

From: Bob King <robert.king@patent.gov.uk>
Date: Fri, 02 Feb 2001 12:46:13 +0000

>Yes, I've looked at Okami several times, but reluctantly put it down.
>It's all that Unix jargon. It may well be the all singing, all dancing

I got it working after a couple of hours' work, so it can't be that hard ;-)

I'm told that the latest version has some of the config options brought out
into the program, which would help a lot.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1658. FA-Complete Atari st system $1.80

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 14:11:54 UTC
From: Chris Rex <chrisrex@robbware.com>
Message-ID: <t7lg0j1st1era2@news.supernews.com>
Source record: 50839
Cross-posted to: comp.sys.atari.st,alt.atari,rec.games.video.classic,comp.sys.atari.advocacy

Current bid is $1.80
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211533143

1659. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 15:16:46 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a7ae7a23a55b71@online.be>
Source record: 50846

on Mon 29-01-2001 17:32 Dennis Vermeire wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Sat, 27 Jan 2001 21:20:46 +0100 (MET)
>
>Hi Martin,
>
>>>IConnect 1.7 works with MiNT
>>
>>But works Iconnect 1.8 with MiNT? AFAIK, no.

>No it doesn't, simply because it uses some features of MagiC which aren't
>implemented in MiNT, one of these features are threads....
>BTW: a multitasking OS that doesn't know threading? but that's off topic of
>course :-)

This is off topic indeed and I won't give any comment on your
statements. I don't want to start a MiNT vs. MagiC war again.

>>>Emailer 2.3f works with MiNT as well...
>>
>>Wow that's what I call world breaking news. One Iconnect client that
>>works under MiNT. I'm impressed.
>Well, considering that you've claimed here that nothing works...
>CAB is also a client, so that makes two.

I don't see Cab as an Iconnect client as it works with the two Atari
TCP/IP standards STik/STing and MiNT-net. Hell it even works with the
good old NOS.

>>Tell me how performs the rest, Chatter, Teli, Fiffi under MiNT?

>They don't... and simply put, they shouldn't. If and when someone opts to
>use IConnect as stack, he also opts for MagiC. You may find this unlogical
>but I can reverse the question.. MiNTNet clients need their appropriate OS
>also in order to run, don't they?

Hmm, unlogical it is. Iconnect up to v1.7 works with MiNT so one
could assume that the clients will work also but to my knowledge with
the exception of one client they just doesn't work. AFAIK the MiNT-net
clients can be adapted to run with STik/Sting.

>Whatever you get with IConnect under MiNT is beside the point, give us the
>average figures you get using your favourite stack and clients. How long
>does it take to get a connection to your ISP, how many postings and mails
>can you retrieve in a minute, what's the average download speed from the
>chapelie ftp server? I'm bracing myself here for some amazingly fast

>numbers... "damned slow" must mean at least 25-30% lower then yours.

To put it clear. I was talking about Iconnect and MiNT. My experience with this combo is that it's compared to MiNT/MiNT-net damned slow. With MagiC it's maybe fast but certainly not on my system using MiNT. The original poster of this thread asked if Iconnect could be used with MiNT. I've given a fair answer "yes but..."

You know perfectly well that one can't make a comparation between two different machines on different places. The max. speed that one can achieve is higly depended of quite some things, especialy if one use a 56k modem. With such a modem one can get theoretical 56000 baud/sec (bps) but the speed that one really can get range from 42Kbps to 50 Kbps depending of factors such as:
-the physical distance between the modem
and the phone company. The greater the distance the slower the connection.
-The quality and type of connection between the user and ISP.
-Max speed allowed by the PTT. AFAIK for Belgium it's currently 54 Kbps.
-The traffic on the Net.
-Type of modem.

To illustrate this the following:
A few years ago I've installed a MiNT-net setup on a friends TT030. Although we were both using exactly the same setup with even the same modem and ISP his connection was 30% faster then mine.

I have said it already, the quality of my phone line is rather poor. Even if I take away the speed restriction I only can get a max. speed of 44Kbps but it's usually around the 42Kbps. But again due the bad phone line the speed sometimes drops down after some time to 37Kbps or even slower and in the worst case a disconnection.
So given that it's rather useless I give some figures. Making a speed comparation between News/Mails servers is also useless. The only thing that can give a indication of the speed is a ftp-session. For me using wget I get most of the time 4200-4400 cps (if the line stays good)

18:07:02 (4.44 KB/s) - `mint-guides.tar.gz' saved [187172/187172]

>
>> With MiNT-net Cab usualy doesn't go under the 4.000 cps.

>4000 ? that's pathetic....

Not with the bad line I've. 4.000 cps is an average speed. If I've the luck to have a good connection and if there aren't too many people on the Net I can go up to 6.000 and more but these moments are rather exceptional.

>>My phone line isn't good. In order to get a stable connection I must
>>tune down the modem speed to 42.000 bps. Even then downloading stuff
>>from the ftp-servers using wget for instance happens usualy with 4200
>>bps.

>Which still isn't good enough...

Indeed this isn't good enough but this has nothing to do with the used
TCP/IP stack. With MagiCHades/Iconnect I would have the same bad
results. I've the bad luck to have a bad line.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1660. Re: SLM804 on a network?

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 15:27:43 UTC
From: jba4@po.cwru.edu
Message-ID: <3a7ad1db.5993915@news.cwru.edu>
Source record: 50840

Sounds like a good solution. tHanks!

On Thu, 01 Feb 2001 09:33:34 GMT, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

>From: jba4@po.cwru.edu (Jeff Armstrong)
>Date: Wed, 31 Jan 2001 14:49:14 GMT
>
>>Hey everyone! I'm running MiNT on my TT equipped with a parallel
>>ethernet adapter and a SLM804 laser printer. I also have my PC
>
>Grab MagicSLM from the MISC section of my website, URL in sig.
>
>I can't see that you'd be able to network it in the way you want, but:
>
>Basically this utilty allows you to print to your PC's HP 300dpi driver set
>to output to the serial port, which this utility collects, massages to SLM
>codes and sticks it out the DMA port to your laser.
>
>In your case, you'd print to a disk file, get it over to the TT by whateevr
>means, and use MagicSLM's print from disk file option.
>
>HTH.
>
>--
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> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1661. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 16:08:22 UTC
From: rand@cd.chalmers.se
Message-ID: <95em1m$s8n$1@nyheter.chalmers.se>
Source record: 50841

In article <zLfc6.2883$Uo2.1258@newsfeed.slurp.net>,
Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>On 25 Jan 2001 13:41:39 , Artur Stachon wrote:
>>The best solution is Motorola PPC. Forget Intel or Coldfire. All this cold fire
>>stuff for Atari is already too slow, expensive, incompatible, and obsolete.
>>Anyway why to use 160Mhz cpu when all macs and pcs run above 500mhz ?
>
>Well if the Coldfire is like the 68000 series, then the 333mhz speed would

The ColdFire is a cut down version of the 68000 (few of the >='020
features are in there). Besides some mostly irrelevant stuff (like the BCD
instructions) they removed for example:

- All arithmetic operations on byte (8 bit) or word (16 bit) data.
This is used a _lot_ in Atari software, since the 68000 can often do
these operations twice as fast as the corresponding long (32 bit) ones.
(Code compiled by TurboC/PureC is very likely to have huge amounts of
16 bit operations, since an 'int' is a 16 bit word in those. Lattice C
and gcc can be told to do the same, but at least the compilers are able
to use 32 bit 'int'.)

- DBcc, a 'shorthand' instruction often used to speed up loops.

- The rotate (ROL/ROR/ROXL/ROXR) instructions. Perhaps not all that
common, but they tend to be used in the inner loops of graphics code.

The first one of these points will cause enormous speed penalities for
lots of 'legacy' code due to the necessary emulation. The new chip talked
about here has added byte/word compare and immediate move instructions,
but there are still none of the arithmetic instructions (and it's very
unlikely that Motorola will ever change the ColdFire architecture to
include them).
The second one may be just as bad, but compilers don't always use it.
The third can affect certain things a lot, but most programs won't be
affected directly.

Motorola claims ColdFire is a RISC architecture, which is at least
somewhat justifiable.

>be a much greater equivalent when you compare it to the Pentium. Like my
>Hades 68060 runs at 60mhz, but that is euivalent to a 200-400mhz Pentium
>depending on what you are running.

I keep hearing people claiming such things, but for (decent) programs
actually doing the same thing, that is just plain impossible.
If you want to try and prove me wrong, feel free to do so. ;-)
(I do own an AB040 board and 300/400/650 MHz PCs (K6-2/K6-3/Duron).)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1662. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 16:19:59 UTC
From: rand@cd.chalmers.se
Message-ID: <95emnfsbb1@nyheter.chalmers.se>
Source record: 50842

In article <t76noaep2k9dbc@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>On 27 Jan 2001 19:45:24 , Richard Kilpatrick wrote:
>>Once upon a time <Pine.MNT.4.10.10101262043470.127-100000@Hades060>,
>>Lonny Pursell <fatal@SYNTAX.ERROR> grabbed chalk and scrawled:
>>
>>>Once the video is redirected to the video card you
>>>can run only well behaved GEM apps that also use the VDI
...
>>In some ways, Videl is adequate, but I'm thinking in terms of backwards
>>compatability as a stop gap. How about - :
>
>I think there would be no need. The Videl is a great chip, as proven
>by CENTscreen and Videlity. You can throw whatever resoultion at it
>and it seems to get on fine. All you'd have to do is to clone it with

All that tells us is that it doesn't have any artificial limitations.
The easiest way to make a graphics chip is to make the timing completely
software configurable. Then you don't have to worry about it at all in
the hardware. ;-)

>a faster logic speed core, and give it some nice clock of around
>64-100Mhz. should easily do big resolutions. This can be possible in

You should be able to do that easily in a rather cheap FPGA/CPLD.

Making such a thing VIDEL compatible in any useful sense would require
it to be on the same bus as the CPU, though, which is not a terribly
good idea.

>a Falcon, but the CPU is just too slow to process the huge amounts of
>data.

The bus couldn't handle it in any case.

Anyway, simply adding solid/pattern fill, mono-expand blitting, and
perhaps a hardware cursor to a graphics chip takes care of most
acceleration needs. For the rest, add a small programmable RISC.
Oh, wait! Isn't that a Galaxy? ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1663. MagiCMac 6: Where to buy in North America

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 16:25:44 UTC
From: Doug Kendall <kendald@oneonta.edu>
Message-ID: <3A7ADF88.C352DD6C@oneonta.edu>
Source record: 50844

Friends,

Are there any retailers who currently sell MagiCMac in the US or Canada? An email to Systems for Tomorrow (which I would normally consider the most likely source) hasn't yet elicited a reply; neither they nor Chromagic currently list it on their web pages. To be sure, the SFT webpage is in a state of reconstruction, so perhaps they've got it after all...

Has anyone on this side of the pond bought it from http://www.atari-workshop.co.uk , which was noted as a source in another MagiCMac thread here a few days ago? If so, what was your experience?

Thanks in advance for any ideas...

Doug Kendall
Oneonta, NY, USA

1664. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 16:27:12 UTC
From: rand@cd.chalmers.se
Message-ID: <95en50$sd2$1@nyheter.chalmers.se>
Source record: 50843

In article <954on5sqn5@plutonium.compulink.co.uk>,
Harry Sideras <sidcelery@cix.co.uk> wrote:
>On 27 Jan 2001 17:53:05 , Jo Even Skarstein wrote:
> >Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
...
>The most frequent benefit of running faster than a TT would be the
>speed of unpacking JPGs in CAB!

Hmm. Shouldn't a TT be able to depack a JPG faster than it can be
downloaded over a modem (not counting mapping to 256 colours (get a
graphics card))?
I guess the current software can't do it at the same time, but it might
be something for someone to consider.

>While I'm on the subject, how come there isn't a JPEG_OVL that takes
>advantage of an FPU copro and not just the Falcon's DSP in the
>Brainstorm/Fieblkorn version? That's what I'd really like to see.

I doubt it. It would almost certainly be slower than not using the FPU.
On an '040 the FPU might possibly be a win, but I don't think so.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1665. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 16:39:01 UTC
From: rand@cd.chalmers.se
Message-ID: <95enr5$sf2$1@nyheter.chalmers.se>
Source record: 50845

In article <LYGd6.94791$xW4.723622@news-server.bigpond.net.au>,
Mark Bedingfield <mark@baypc.com.au> wrote:
>
>"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
>news:957ao4nbv1@snipp.uninett.no...
>> Jeff Armstrong <jba4@po.cwru.edu> wrote:
>>
>> > I have seen this project. It looks very interesting, but I don't know
>> > if it'll ever be completed. You're right, the job to convert TOS to
>> > x86 is an extremely difficult job and I doubt it could get done unles

Why do you think it would be all that difficult or even a particularly
large project?
I mean, we already have MiNT and XaAES/oAESis, which are almost 100% C.
fVDI is a bit more assembly, but not all that much.
The only thing that's left is the XBIOS and that's pretty small.

>> Why must TOS (or MiNT, or MagiC...) be converted? It could very well run
>> under the same 68k emulator as the apps would do. Hardware drivers (or

Yes.

>> atleast part of them) would be x86, and this is enough to get it started.
>> Even if *everything* runs under the CPU-emulator it will still be faster
>> than anything we've seen before.
>>
>But it would be a hell of a lot faster if it was native code, tho. Beside's

Who needs a faster setscreen() or even malloc()?

The only parts of the Atari OS where you'd normally even notice a ten
times speedup is the VDI and the AES (and the latter probably not to any
major degree by itself).
GEMDOS, BIOS, XBIOS doesn't contain anything that spends any significant
time running on the processor.

>I would use my PC alot more if I could get rid of the crappy os's it uses.
>Win9x/NT sux, linux is great but a little inflexible, compared to TOS. Still

Linux inflexible compared to TOS? ;-)

>> Later, when the userbase grows and things starts to settle down, one could
>> gradually port the OS and apps to x86. Or even better, some sort of

There's a relatively active group of people working on the x86 AES/VDI.
They are nowhere near NVDI/N.AES/MagiC of course, but significant
improvements have been made over the original PC GEM.

>> meta-CPU like the new "Amiga" seems to be using. Then you wouldn't be

A strange notion if I ever heard one, but interesting in its way.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1666. Okami: Fun with Oexport.

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 17:41:54 UTC
From: augeas@cableinet.co.uk
Message-ID: <3a7ad766132ae70@cableinet.co.uk>
Source record: 50847

I really like the latest beta version of Okami, and I'd
register to kill off the nagging were it not for one small problem: -I
can't send anything ! I've had no trouble with V1.34, which I've had
to use to send this. Is there any intrinisc reason why the latest
Oexport should have trouble with a Falcon and Magic 5. -I don't have
any luck with single TOS either. Here's the log file:

```
31 Jan 2001 17:57: Started `oexport -L 99'
31 Jan 2001 17:57: System: MagiC 5.3
31 Jan 2001 17:57: Cwd: I:\OKAMI.21
31 Jan 2001 17:57: Drive `I:\': max path length: 128, max name length: 12, truncation: 2,
case sensitive: 1
31 Jan 2001 17:57: News dir `i:\okami.21\news': max path length: 128, max name length: 12,
truncation: 2, case sensitive: 1
31 Jan 2001 17:57: exit code -1
```

Looks suspiciously like an error, if Okami isn't happy with
something it normally complains quite vocally, but Oexport just
terminates without doing anything. O.inf makes reference to
"charset.bin", which doesn't appear to be documented. I've selected
the default character set anyway. Could someone who has this working
tell me I'm not trying in vain ?

Help,
"Augeas"

```
--
* augeas@elis.demon.co.uk ) | O | ( "I cut my wrist and ankle *
* http://www.elis.demon.co.uk/ | |___| | bounds and launched myself *
* I.C.Q: 75742578 \|/ \|/ with a rubber band." *
* | A | -Billy Childish *
```

1667. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 18:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a7af68445f60a0@online.be>
Source record: 50848

on Fri 02-02-2001 12:46 Bob King wrote:

>
>Yes, I've looked at Okami several times, but reluctantly put it down.
>It's all that Unix jargon.

It's clear to me that you haven't seen the latest beta. Allmost
everything can be configurated from inside Okami. You don't have to edit
the .inf file by yourself. Ofcourse if you want to pull Okami to its
limits you must edit some files yourself but for a commom user this
isn't necessary.

>graduates never came across. Unixese always strikes me as being a bit
>like Latin as used (abused) by doctors, a useful means of keeping the
>plebs at bay.

I'm certainly not a Un*x-guru. I hardly understand the way Un*x (or in
my case MiNT) works but it pleased me. Some years ago I was really
afraid to use command line interpreters now I love then. It give me the
felling I'm controlling the machine and not the other way around.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1668. Re: What is an Atari PS3000??

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 18:06:59 UTC
From: Joshua Kaijankoski <joshua@vianet.ca>
Message-ID: <B6A06172.13B5%joshua@vianet.ca>
Source record: 50849

in article 3A7A4A41.3F213D8F@qnet.com, Don at dons@qnet.com wrote on 2/2/01
12:48 AM:

>
>
> Lord Gaiyan wrote:
>
>> I have the chance of getting a couple of STs and an Atari PS3000 monitor.
>> What is it really? It's supposed to have a built-in disk drive. Can anyone
>> shed some light for me please? Thanks.
>>
>>
>
> The PS3000 is a monitor that had a built in disk drive like you mentioned. It
> was built in under the monitor and was only a 360k disk drive(single sided).
> The monitor was a JVC. It also has a BIG block of a power supply that weighs
> almost as much as the monitor itself. Ive opened a couple of them up and it
> looks like a second drive could be added (if I remember correctly). The only
> thing preventing the 360k drive from upgrading to a 720k drive would be the
> fact that Atari used a weird edge connector on the data cable of the disk
> drive. On the back of the monitor was a port to hook up the disk drive to the
> ST and the power supply plug. It also had a built in speaker. Overall the
> monitor is a great monitor plus you get the floppy drive that doesnt take up
> any space.
>
>
>
> Don
>
>
Thank you kind sir. So there is no way to replace the single-sided drive
with a DS-DD? That would be totally useless if there wasn't...

Joshua Kaijankoski
ViaNet Sudbury
Technical Support
1-800-788-0363
www.vianet.ca

1669. Re: Atari emulator for PlayStation 2

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 18:39:11 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <NvDe6.36444$W94.3016337@nnrp4.clara.net>
Source record: 50856

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:981133660-281157AEicMi@madasafish.com...
> Hi JH
>
> > It would be great to run all my nice Falcon and ST software on
> > a Playstation II.
>
>
> Oh yeah!, i cant wait to try out Papyrus, but where would i shove the
> printer lead, Texel is aching for a spin, but how would i type in my
> data!!. Doh!!.

You could plug both of those in
either of the two USB ports, and
you know the best thing? The
PS2's eject button has a blue LED.

Shiuming Lai

1670. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 18:44:18 UTC
From: vdjole@EUnet.yu
Message-ID: <95ev62$m45$1@SOLAIR2.EUnet.yu>
Source record: 50854

On 1 Feb 2001 09:35:58 -, "Mark" wrote:
>> The way to do it would be to load JUST a command.com and then run some
>sort of Emulator.
>So basically you want to run Microsoft DOS with an Emulator?
>
>Not really a clone as the OS is not TOS compatible..............

Not necessarily- depending on what the "emulator" actually does. I think
that he meant to use command.com just to load the "emulator" which could
then overtake all OS functions.

But even if command.com remains partailly functional one might think
of it as some sort of addition to BIOS, to be used by the new-loaded OS.

1671. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 18:44:22 UTC
From: vdjole@EUnet.yu
Message-ID: <95ev66$m45$2@SOLAIR2.EUnet.yu>
Source record: 50855

On 1 Feb 2001 09:41:29 -, "Mark" wrote:
>Speed is not that good, a Hades or a Milan would bet them hands down but
>saying that they are not either.

Are there some real examples available, like- an application XXX takes N1
seconds to do something on a Milan and N2 seconds on a ***MHz PC with
emulator YYY- preferrably without Windows. (Ok, I know that floting point
performance is an especially weak point of emulators, so it should be
some fair comparison). And what about compatibility? Apps that do/do not
run on clones vs. emulator(s)?

>The main problem is that (most) do not support things like high resolutions,
>etc as they are just ST emulators and not Flacon or TT emulators. I think
>TOS BOX would probably be the best at present.

I found TOSBOX very good, compatible and simple to use, and OK for high
resolution, (used 1024x768 monochrome). It had just a few quirks which
I thought were easily correctable. I tried e-mailing the author on this
subject, but got no response.

I suppose that some chimera between PaCifiST and TOSBox would be almost
ideal :) STonX/DOS also seemed promissing- though I could not get it to
show higher resolutions (the docs said they were available), and
it didn't handle serial and parallel ports.

Btw. I tried GEMBench on TOSBox (on 440MHz PII Compaq)- even if they say
GEMBench is not very good it shows -something- and it declared approximately
5x TT speed, except for floating point which was about 1/5 TT speed.

1672. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 18:44:24 UTC
From: vdjole@EUnet.yu
Message-ID: <95ev68$m45$3@SOLAIR2.EUnet.yu>
Source record: 50853

On 1 Feb 2001 00:28:10 -, Steve Sweet wrote:

>>Derryck, there seems to be something slightly incorrect with the English
>>resource for Interface. A
>
>S'OK here dude.

Interesting... does the problem depend on mahine/OS variant, then?

1673. Re: MagicMac PowerPC

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 19:03:48 UTC
From: ahrma83z@my-deja.com
Message-ID: <95f0acetk1@nnrp1.deja.com>
Source record: 50857

In article <3A7A33EF.38B58B89@pcisys.net>,
Glenn Bruner <brunergs@pcisys.net> wrote:
> I found it here.
>
> http://www.atari-workshop.co.uk/
>
> Glenn
>
> atarigalen@my-deja.com wrote:
>
> > In article <3A7757D7.744EF4B4@pcisys.net>,
> > Glenn Bruner <brunergs@pcisys.net> wrote:
> > > > Yes, buy an upgrade from ASH, the latest version is 6.10.4
> > >
> > > > I just recently found the page, in English, that I can order the
> > > > update.
> > >
> > > Really? Where?
> > >
> > > Galen
> > >
> > > Sent via Deja.com
> > > http://www.deja.com/

What a cool site:) Lots of neat toys!

Mikey

Sent via Deja.com
http://www.deja.com/

1674. Re: Okami: Fun with Oexport.

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 19:10:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a7b094654ac390@online.be>
Source record: 50858

on Fri 02-02-2001 17:41 G. R. Greenway wrote:

>31 Jan 2001 17:57: Started `oexport -L 99'
>31 Jan 2001 17:57: System: MagiC 5.3
>31 Jan 2001 17:57: Cwd: I:\OKAMI.21
>31 Jan 2001 17:57: Drive `I:\': max path length: 128, max name length: 12, truncation: 2, case sensitive: 1
>31 Jan 2001 17:57: News dir `i:\okami.21\news': max path length: 128, max name length: 12, truncation: 2, case sensitive: 1
>31 Jan 2001 17:57: exit code -1

Hmm, not quite sure but it looks like you haven't set up Okami
properly. You really must read the okami.htm file. There are lots of
things that has been changed.

Do you have an info dir?

root@hades060/d/okami-online/info>ls -lR
.:
total 176
-rw-rw---- 1 root wheel 385 Dec 30 10:55 alias
-rw-rw---- 1 root wheel 49519 Oct 18 1999 charset.inf
-rw-rw---- 1 root wheel 2447 Nov 10 09:01 folds.inf
-rw-rw---- 1 root wheel 1379 Sep 19 1999 groups.inf
-rw-rw---- 1 root wheel 8778 Aug 18 13:17 keymap.inf
-rw-rw---- 1 root wheel 64 Jul 31 2000 language.inf
-rw-rw---- 1 root wheel 6628 Jan 29 1985 oaddr.inf
-rw-rw---- 1 root wheel 3066 May 23 2000 oexpire.inf
-rw-rw---- 1 root wheel 56 Nov 19 1998 register.inf
-rw-rw---- 1 root wheel 2092 Oct 30 14:49 tos4ever.mfi
-rw-rw---- 1 root wheel 978 Oct 13 16:10 tos4ever.qfm
-rw-rw---- 1 root wheel 3513 Nov 5 17:30 tos4ever.sig

It must hold the above files
If I for instance remove the alias file I get this when I run oxeport:

02 Feb 2001 20:05: Started `oexport -L 99'
02 Feb 2001 20:05: System: MiNT 1.15
02 Feb 2001 20:05: Cwd: D:\okami-online
02 Feb 2001 20:05: Drive `D:\': max path length: 259, max name length: 255, truncation: 0, case sensitive: 2
02 Feb 2001 20:05: News dir `d:\okami-freegates\spool\articles': max path length: 259, max name length: 255, truncation: 0, case sensitive: 2
02 Feb 2001 20:05: exit code -1

Pretty much the same error like yours.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1675. Re: Have you got the time

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 19:30:36 UTC
From: bindon@madasafish.com
Message-ID: <t7m2mse748u279@corp.supernews.co.uk>
Source record: 50860

```
On 1 Feb 2001 21:49:55 +, Chris wrote:
>Hi All,
>
>Can anyone remember the little program that adds 20 years to the FMC
>clock cartridge so you can go past 2000? I need it for my ST.

Heh, I had the same problem but never knew of that programme. I
thought about writing a simple auto prg like Steve suggested but
haven't got round to it as I use a Falcon now.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

1676. Re: My first test

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 19:30:37 UTC
From: bindon@madasafish.com
Message-ID: <t7m2mtptui5e7a@corp.supernews.co.uk>
Source record: 50859

```
On 2 Feb 2001 07:52:27 -, Lyndon Amsdon wrote:
>My news server seems to have changed all the Xref numbers so all the
>NG start at 500 or so :(

Hmm, sorted now. Sorry about the useless waste of download time.
Well I'd better stop talking other wise I'll start wasting more bytes
:)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

1677. Re: MagicMac PowerPC

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 19:31:21 UTC
From: Chris <cvillard@club-internet.fr>
Message-ID: <3A7B0B09.F95898D3@club-internet.fr>
Source record: 50861

Well I wonder if magic (and nvdi) are supported now ; I've seen no
update since more than one year....

ahrma83z@my-deja.com a ï¿½crit:
>
> In article <3A7A33EF.38B58B89@pcisys.net>,
> Glenn Bruner <brunergs@pcisys.net> wrote:
> > I found it here.
> >
> > http://www.atari-workshop.co.uk/
> >
> > Glenn
> >
> > atarigalen@my-deja.com wrote:
> >
> > > In article <3A7757D7.744EF4B4@pcisys.net>,
> > > Glenn Bruner <brunergs@pcisys.net> wrote:
> > > > > Yes, buy an upgrade from ASH, the latest version is 6.10.4
> > > >
> > > > > I just recently found the page, in English, that I can order the
> > > > > update.
> > > >
> > > > Really? Where?
> > > >
> > > > Galen
> > > >
> > > > Sent via Deja.com
> > > > http://www.deja.com/
>
> What a cool site:) Lots of neat toys!
>
> Mikey
>
> Sent via Deja.com
> http://www.deja.com/

1678. Re: Atari emulator for PlayStation 2

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 19:37:14 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <v_De6.293$3X4.841@newsfeed.slurp.net>
Source record: 50862

Are you obsessed with blue LEDs?

Joshua.

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:NvDe6.36444$W94.3016337@nnrp4.clara.net...
>
> "Steve Sweet" <steve_sweet@madasafish.com> wrote in message
> news:981133660-281157AEicMi@madasafish.com...
> > Hi JH
> >
> > > It would be great to run all my nice Falcon and ST software on
> > > a Playstation II.
> >
> >
> > Oh yeah!, i cant wait to try out Papyrus, but where would i shove the
> > printer lead, Texel is aching for a spin, but how would i type in my
> > data!!. Doh!!.
>
> You could plug both of those in
> either of the two USB ports, and
> you know the best thing? The
> PS2's eject button has a blue LED.
>
> Shiuming Lai
>
>

1679. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 20:06:19 UTC
From: rking@zetnet.co.uk
Message-ID: <3a7b133b$0$174@news.zetnet.co.uk>
Source record: 50863

On 2 Feb 2001 19:00:00 +, "Martin \"Nightowl\" Byttebier" wrote:

>It's clear to me that you haven't seen the latest beta. Allmost
>everything can be configurated from inside Okami. You don't have to edit
>the .inf file by yourself. Ofcourse if you want to pull Okami to its
>limits you must edit some files yourself but for a commom user this
>isn't necessary.
>

>TTFN
>Martin
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.

Hi Martin,

I'm always willing to learn. Show me the way to the latest Okami please. Are you sure it works under plain Sting. As I remember it said it only worked with some protocols. Do these include or are they included in Sting/Stik?

Bob.

1680. Re: My first test

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 20:31:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981221314-282548AEicMi@madasafish.com>
Source record: 50895

Hi Lyndon

>My news server seems to have changed all the Xref numbers so all the NG
>start at 500 or so :(

I Also found that, i origonaly hard coded the IP no's in coz the
nameservers kept chucking me off, when my system failed and i realised
what was happening i re-inserted the server names and they came back with
different No's, the NNTP server was a wildly different number. I then had
to delete all my .IDX files and download NG's from scratch.

This fish is turning out to be a bit of a DOG(fish)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1681. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 20:54:48 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a7b1e98.0@energise.enta.net>
Source record: 50864

On 30 Jan 2001 10:54:07 , Bob King wrote:
>Hi All,
>
>I am trying to use Atack's Amail for receiving/sending News Group
>postings. According to the Readme doc, it's a matter of defining a
>custom postbox in the CFG file. I've done that, but when I access
>news.zetnet.co.uk I always get, 'no messages'. The doc says call the
>mail storage string comp.atari and the mail box comp.sys.atari.st. I
>did, but the storage string got truncated to the 8.3 state comp.ata.
>Also there seems no provision for subscribing and unsubscribing from
>NGs. What am I missing.

Bob,

I was baffled by this for a while. Try putting this at then
end of the AMAIL.CFG file.

```
CustomBoxName = comp.sys.atari.st
CustomBoxPath = e:\internet\amail\news\csast\csast.box
CustomBoxType = 2
NNTPMsgs = 300
CustomBoxName = comp.sys.atari.st.tech
CustomBoxPath = e:\internet\amail\news\csastech\csastech.box
CustomBoxType = 2
NNTPMsgs = 300
```

Type 2 boxes are for newsgroups. Create the folders in the appropriate
places and run amail. I don't think that the .box file is needed but
if it complains then just create an empty file.

I only used amail for a short while. It has some really nice features.
If amail and MyMail combined forces it would be a really excellent
package ;-)

>
>Also, any work arounds for printing mails from EMailer?
>
>
>Thanks in advance.
>
>Bob King.
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |

```
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
------------------------------------------------------------------------
------------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
------------------------------------------------------------------------
```

1682. Re: Okami: Fun with Oexport.

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 21:26:00 UTC
From: "G. R. Greenway" <augeas@elis.demon.co.uk>
Message-ID: <3a7b0ba03f0f00@elis.demon.co.uk>
Source record: 50865

on Fri 02-02-2001 20:10 Martin "Nightowl" Byttebier wrote:

>It must hold the above files
>If I for instance remove the alias file I get this when I run oxeport:

Hallelujah ! -I now have a totally blank alias file and things
seem to work okay. -Oexport might have had the decency to tell me,
though. Now all I have to do is to contrive to give all the different
acounts the same outgoing address but different default "reply-to"
addresses. Oh yeah, and try to get the newsgroups list and opened
groups rendered in different fonts. It's still a very cool newsreader
though, I shall tender my $30.00 forthwith. Now, if I could get STiK2
to work as easily as I managed with PPP connect and STiNG (got them
both working first time with dynamic I.P. addresses) and work out why
CAB 2.7 dies everytime I get "Connection reset by peer !" I'd border
on happy ! ;>
Cheers !
"Augeas"
--
* augeas@elis.demon.co.uk) | O | ("I cut my wrist and ankle *
* http://www.elis.demon.co.uk/ | |___| | bounds and launched myself *
* I.C.Q: 75742578 \|/ \|/ with a rubber band." *
* | A | -Billy Childish *

1683. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 21:34:16 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a7b34ae7698761@online.be>
Source record: 50866

on Thu 01-02-2001 22:39 Steve Sweet wrote:

>HI Martin
>
>>>Does anyone know of an application that will allow me to sort grouplist
>>>from newsgroups servers into alphabetic order?.
>
>>Try a-to-z
>
>Tried it following yesterdays reply, no good, it access the disk, not
>long enough to load the file, then dies and leaves a ghost appname in
>APPLINE with the origional file untouched. I think its GFA basic, Magic
>doesnt seem to like that here!!. Thanks anyway.
>

I can't believe this as the programmer afaik use Magic.

I believe that A-Z has problems with huge files. At least on my Hades060
A-Z dies with an ILLEGAL INSTRUCTION when it try to convert a 800Kb file.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1684. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 22:17:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a7b34ae7698762@online.be>
Source record: 50867

on Fri 02-02-2001 20:06 Bob King wrote:

>
>I'm always willing to learn. Show me the way to the latest Okami please. Are
>you sure it works under plain Sting. As I remember it said it only worked with
>some protocols. Do these include or are they included in Sting/Stik?

http://www.xs4all.nl/~josdb/okami.html. Download the latest beta.
Read carefully the include okami.htm.
Okami is a offliner so it works with all setups except Geneva. With
Geneva there are a few small problems but it seems to work more or the
less. To get the most out of it you need a multitasking system. Both
MiNT and Magic are good.

To retrieve mails/news you need two other programs:
Popwatch -->Mails
Newswatch -->Usenet

Both can be found on the Belgian ftp-server

ftp://chapelie.rma.ac.be/atari/internet/popw291.zip (71.690 bytes)
ftp://chapelie.rma.ac.be/atari/internet/nwtch250.zip (49.516 bytes)

These programs will work with STing/STik/Gluestik/

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1685. Re: What is an Atari PS3000??

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 23:04:54 UTC
From: Don <dons@qnet.com>
Message-ID: <3A7B3D16.39319DE5@qnet.com>
Source record: 50868

Joshua Kaijankoski wrote:

> in article 3A7A4A41.3F213D8F@qnet.com, Don at dons@qnet.com wrote on 2/2/01
> 12:48 AM:
>
> >
> >
> > Lord Gaiyan wrote:
> >
> >> I have the chance of getting a couple of STs and an Atari PS3000 monitor.
> >> What is it really? It's supposed to have a built-in disk drive. Can anyone
> >> shed some light for me please? Thanks.
> >>
> >>
> >
> > The PS3000 is a monitor that had a built in disk drive like you mentioned. It
> > was built in under the monitor and was only a 360k disk drive(single sided).
> > The monitor was a JVC. It also has a BIG block of a power supply that weighs
> > almost as much as the monitor itself. Ive opened a couple of them up and it
> > looks like a second drive could be added (if I remember correctly). The only
> > thing preventing the 360k drive from upgrading to a 720k drive would be the
> > fact that Atari used a weird edge connector on the data cable of the disk
> > drive. On the back of the monitor was a port to hook up the disk drive to the
> > ST and the power supply plug. It also had a built in speaker. Overall the
> > monitor is a great monitor plus you get the floppy drive that doesnt take up
> > any space.
> >
> >
> >
> > Don
> >
> >
> Thank you kind sir. So there is no way to replace the single-sided drive
> with a DS-DD? That would be totally useless if there wasn't...
>
> ------------------
> Joshua Kaijankoski
>

If you good with a soldering iron anything could be possible but, in the ones Ive owned they were all the same and a simple swap of the drive mech was not possible.

Don

1686. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-02 23:42:05 UTC
From: rand@cd.chalmers.se
Message-ID: <95fgkd$t3l$1@nyheter.chalmers.se>
Source record: 50869

In article <959k8c$4ns$1@SOLAIR2.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>On 30 Jan 2001 21:12:36 , Jo Even Skarstein wrote:
...
>Maybe we should appeal to developers of once and future emulators of Atari
>on PC- to do a few steps more and make something like PaCifiST, STonX or
>TOSBox completely (D)OS-free and able to use all peripheral ports.

Unless someone is prepared to spend a _lot_ of extra time on it, you're
going to have to chose between DOS-free and those peripherals (assuming
it is even possible to get hold of the necessary documenation).

>want to develop any further, so some enthusiast may work on. Only STonX
>source is currently available AFAIK.

Well, one should be enough, but STonX, being 100% C, isn't one of the
fastest. It should run on just about anything, though.

>On the other hand, maybe it would be good to keep just the barest core
>of DOS hidden somewhere within the emulator, just for the sake of device
>drivers- so the existing DOS drivers for a multitude of devices maybe might

Yes.

>Out of curiosity, has somebody compared the real speed and Atari-
>compatibility of a clone like, say, Milan (or even a TT with a graphic card)
>vs. a fast PC with a PaCifiST, STonX or TOSBox? Is the compatibility of a

Below are the results of a little speed comparison I just ran, using
MGIFv5.10 on a 1024x768 greyscale image (DSP code disabled and all the
algorithms use gcc-compiled C code).
Timings were done with a wristwatch and are accurate to within 0.5s or so.

caches on (incl cb) GEMulator2000 (free version)
Falcon+AB040 PC, 650 Mhz AMD Duron
5x5 convolution 19 6.5
bump map generation 11 4
'oil paint' effect 26 9
30x30 blur 26 7

(The FPU test in GEMBench puts GEMulator at 14 times the speed of an
FPU-less Falcon (this is really an integer test for machines without FPU
(which includes all the emulators, AFAIK)).)

Note that this is a CPU (real or emulated) only test. No graphics output
is included (except that a progress bar is updated periodically).

So, my PC is apparently around 3 times faster than my Falcon+AB040 when
running under emulation (in the case of Gemulator2000).
That should mean that it's relatively similar to the fastest Atari clones
currently available. And this is a pretty low end new PC (if you can even
find a Duron/650 these days it's well under $100).

>current "emulator" really much worse than that of a current "clone"? Which

Some of the emulators are a lot more ST-compatible than a Falcon, not to
mention the clones. Obviously, there's nothing limiting the level of
compatibility on a machine implemented as software, though you pay a
price in terms of lower performance for more hardware compatibility.
This compatibility most likely doesn't extend to hardware like serial and
parallel ports or MIDI, though.

>crucial applications do not run on emulators and run on clones (ok, I know
>that emulators are currently 68000-only, but that's not a fundamental
>limitation)?

Unless there's a bug in the emulator, it should be at least as compatible
as any clone could ever be. Since noone should be accessing the hardware
directly these days (with graphics cards and clones 'common'), the job
for the emulator gets easier.

Unfortunately, as others have mentioned, the emulators don't generally
support any decent graphics modes. There is no reason why they shouldn't,
though, since it's simple enough to write an appropriate fVDI device
driver if the emulator only provides access to an area of memory that
will be displayed directly. If parts of that device driver is implemented
natively, it could be _very_ fast (there would be nothing stopping it
from using the accelerated X, Windows GDI, DirectX, or whatever).
There is a 100% C (apart from some common driver 'glue' code) 16 bit
example driver available for fVDI which could be used as is, or as a
starting point.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1687. Re: Microware OS-9/68k for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 00:30:07 UTC
From: "John W. Linville" <linvjw@bedrocksys.com>
Message-ID: <3A7B5297.9979B1B1@bedrocksys.com>
Source record: 50870

I'd be interested in either one. Do you have a copy? What would you
want for it?

Thanks!

John

Wilfried Busalski wrote:

> What kind of Version ?
> Cumana (the better one) or Microware ?

> > Would anyone happen to know where I might be able to acquire OS-9/68k (aka
> > OSK) packaged to run on an Atari ST? And how much it will cost?

--
John W. Linville
Bedrock Systems, Proprietor

1688. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 01:10:47 UTC
From: sidcelery@cix.co.uk
Message-ID: <95flqnsjf2@plutonium.compulink.co.uk>
Source record: 50871

On 30 Jan 2001 00:06:25 , xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>> The problem was that NVDI writes to the INF file on every boot, so
>> when something goes wrong it screws up on a permanent basis. Even
>> reinstalling the backup is no good.
> Mine doesn't!
Mine always shows the date of the last res change.

> In any case, all that's in it is the cache sizes and the paths to
> the fonts and printer etc. What it does/can write each boot is the
> LOG file, though you can prevent this by... I believe you must be
> thinking of another INF file, which is why reinstalling NVDI.INF
> won't help your problem.

I'm with you now. Unfortunately, wrt the graphics card version, it's
you that's confusing the INF files. Aside from C:\NVDI.INF it's
essential to have NVDIVGA.INF in the AUTO folder, created by
VMG4000.PRG, which holds details of manually created screen
resolutions, dot-clocks, horizontal and vertical screen offsets and
multitude else. We're talking at cross-purposes here, Peter.

rgds
H

1689. Re: FPU version of CAB_JPG.OVL

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 01:10:51 UTC
From: sidcelery@cix.co.uk
Message-ID: <95flqrsjf3@plutonium.compulink.co.uk>
Source record: 50872

On 29 Jan 2001 21:04:34 , Dan Ackerman wrote:
> In article <954on5sqn5@plutonium.compulink.co.uk>,
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>> On 27 Jan 2001 17:53:05 , Jo Even Skarstein wrote:
>>> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>>>> What software do you use that needs to run at "three times" the
>>>> speed of a Hades 060? except for some raytracing stuff I can't
>>>> really think of anything that would benefit...
>>> Indeed. Why would one even need a Hades060? A TT with some TT-RAM
>>> is more than enough. Or a 14Mb Falcon, which should cover all our
>>> needs.
>> The most frequent benefit of running faster than a TT would be the
>> speed of unpacking JPGs in CAB!
>>
>> While I'm on the subject, how come there isn't a JPEG_OVL that takes
>> advantage of an FPU copro and not just the Falcon's DSP in the
>> Brainstorm/Fieblkorn version? That's what I'd really like to see.
>>
>> Dan?
> I don't know nothing about birthin no babies...
>
> er I mean I don't know anything about the Jpeg OVL. I think Dieter
> Fieblkorn might have had the specs though. If someone is
> interested they could mail and ask him. I always found him to be a
> very nice and helpful guy.

So, where does Dieter hang out nowadays?

rgds
H

1690. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 01:10:54 UTC
From: sidcelery@cix.co.uk
Message-ID: <95flqusjf4@plutonium.compulink.co.uk>
Source record: 50873

On 29 Jan 2001 20:56:59 , Dan Ackerman wrote:
>In article <954onesqn9@plutonium.compulink.co.uk>,
>Harry Sideras <sidcelery@cix.co.uk> wrote:
>>On 25 Jan 2001 17:46:41 , Jo Even Skarstein wrote:
>>> But the TT can have up to 256Mb RAM, and with a graphics card
>>> (Mario Becroft is selling his Galaxy card now I believe) it beats
>>> the Falcon easily when it comes to "serious" graphics.
>> Mario's card is not supported by graphics card versions of NVDI
>> AIUI (is that right?). That may well give people concerns. Which
>> means a second-user graphics card needs to be sourced, which is
>> often a problem...
> That's a kind of harsh judgement on Mario's Card. Let's put a few
> things in order.
It did sound that way, but I was more showing a concern for the
capability of fVDI to track the capability of NVDI rather than the
hardware itself. This was certainly more of an issue before MVDI docs
were available in English than they maybe now.

> Mario claims it is probably the Fastest VME video card developed
> for the Atari. Mario isn't one to over state. Having a Qwerty on my
> system, I can say that his quality and support are 100%
>
> The Galaxy card ships with an fVDI driver. This is the VDI that
> will be used by the fMax kit. It's still in development and all
> the information about how to make your own drivers is available.
> NVDI however hasn't seen an update in quite some time and only
> handles ET4000 cards as far as atari graphics cards go. And then
> realisticly not all ET4000 cards. I have a Nova et4000 card on my
> machine and NVDI won't touch it for love or money, even with quite
> a bit of experimentation on my side.
>
> And here I think is the thing that really sums this all up. For
> less than I paid for my used NOVA et4000 card a few years ago, you
> can buy a NEW board that is SUPPORTED from a developer who is still
> developing for our platform. And that new cards driver isn't
> locked up in some chest in a trash heap near bremen. It's still
> being developed as well.

As long as the fVDI software is still being developed and if they can
respond to user-concerns then it becomes viable, yes. I'd certainly
like to know that graphics cards continue to be possible with a TT -
for a whole while it seemed like the lack of harwdare was going to be
a real drawback from getting best use out of the machine.

t's certainly true, though, that NVDI for graphics cards are a long
way from reliable IMO.

> LONG LIVE MARIO! (may he never come to his senses)

B^)

rgds
H

1691. Re: TT Modem port II, 56k and Sting -gettin

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 01:10:57 UTC
From: sidcelery@cix.co.uk
Message-ID: <95flr1sjf5@plutonium.compulink.co.uk>
Source record: 50874

On 30 Jan 2001 02:37:48 , "Alyre Chiasson" wrote:
> I have read that port 2 on the TT can supports speeds up to 56K
> whereas port 1 cannot. I puchased a 56K modem and hooked it up to
> port 2. I have tried setting the Sting Port settings to Modem 2 and
> well as the General Port settings to Modem 2 but they revert back
> to Modem 1 even after a save. I have also changed the modem
> reference in the Dial.scr file to Modem 2. All of this results in a
> failure to connect with the modem. Anyone get this combination to
> work or can suggest what I should change? By the way, it does work
> on port 1 but at a slower speed - in other words the modem is okay.

It seems that both you and I are the only people in the world who have this problem. But first, do you have DRVIN & SCC.PRG from the HSModem package set up in your Auto folder? I do, but Serial.cpx still starts up showing Modem 1. All other comms programs work fine.

In addition, Modem 2 supports wierd port baud rates of 19k2, 38k4, 76k8, 153k6 and 230k4. You may want to use serial 2 (with the appropriate changes to SCC.PRG and STinG to match) to get the more standard 57k6 and 115k2 rates.

I've resorted to setting the CPX every time I boot up...

rgds
H

1692. [WEB] Aniplayer 2001 V2.14a

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 11:12:10 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <95gp2aksg2@wanadoo.fr>
Source record: 50877

Hi,

There are a little release on my site (V2.14a):

- Polish translation for V2.14.
- Fixed bug with AV_SENDKEY message (thanks to Claude Labelle,
the author of CD-Writer).
- MP3 DSP more fast (with DMA transfers):
The average DSP load is 64% for an MP3 44,1 KHz joint-stereo file
and a DSP at 50MHz, so it's just the limit for listen this files
in stereo with a DSP at 32 MHz (a CT60 for example if you not put
another oscillator for the DSP).
- The 'Quality' option now is used with MP3:
* With the CPU, when this option is checked the quality is better,
but decompression is more slow (some %).
* With the DSP, when this option is checked the quality is equal
to V2.13 (more slow), and when this option is unckecked the quality
is better than V2.14 (more fast) and lower than V2.13.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

1693. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 11:59:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a7bf314292b452@online.be>
Source record: 50878
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/funmedia.zip (338.043 bytes)
(Video editing tool. German version)

ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/funmedia_doc-e.zip (30.690 bytes)
(English docs of Funmedia. Hilfe.zip is needed)

ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/funmedia_doc-fr.zip (33.471 bytes)
(Doc Franï¿½ais de funmedia. T'as besoin de hilfe.zip)

ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/hilfe.zip (664.404 bytes)
(German docs of Funmedia)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0147.zip (105.437 bytes)
(Nice ICQ client for STik/STing/Gluestik)

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka102.zip (800.360 bytes)
(2D Graph Describer, 3D Modeller. French/English version)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/gem/ginit094.tgz (592.331 bytes)
(GEM-init is an init/getty/login/sh suite for single- and multi-AES.
MiNT-compatible OS required, MinixFS-compatible FS recommended.
For further documention see .../doc/*.txt.)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/a_to_z.lzh (273.663 bytes)
(an alfabetical sorter. German/English version)
```

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1694. Re: [WEB] Aniplayer 2001 V2.14a

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 12:00:20 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <981223332-691801AEicMi@xs4all.nl>
Source record: 50891

>From: "Shiuming Lai" <lais@zetnet.co.uk>
>Date: Fri, 2 Feb 2001 18:39:11 -0000
>
>"Steve Sweet" <steve_sweet@madasafish.com>
>wrote in message news:981133660-
>281157AEicMi@madasafish.com...
>> Hi JH
>>
>> > It would be great to run all my nice
>Falcon and ST software on
>> > a Playstation II.
>>
>>
>> Oh yeah!, i cant wait to try out Papyrus, but
>where would i shove the
>> printer lead, Texel is aching for a spin, but
>how would i type in my
>> data!!. Doh!!.
>
>You could plug both of those in
>either of the two USB ports, and
>you know the best thing? The
>PS2's eject button has a blue LED.
>
>Shiuming Lai
>
Hi Shiuming,

Here in Amsterdam (Holland) we have the famous
red light district. Shall I transform that in
REDLED district if you come around?

Rgds,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1695. TOS 4.92 ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 12:51:29 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <95gv46$366$1@news.comnet.co.nz>
Source record: 50879

Are there any important things one should be aware of before running it on a TT?

I seem to recall some mumblings a few years ago about it being "Falcon only" or "Falcon optimised/preferred"

(I cannot recall where I downloaded the archive from)

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

1696. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 13:04:08 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a7c00262c2e6c2@tripnet.se>
Source record: 50880

On Fri 02-02-2001 23:17 (+0100) Martin "Nightowl" Byttebier wrote:

>Okami is a offliner so it works with all setups except Geneva. With
>Geneva there are a few small problems but it seems to work more or the
>less. To get the most out of it you need a multitasking system. Both
>MiNT and Magic are good.

To be used with Geneva you have to do some minor hacking inside the Okami
binaries as Jos den Becker has put in a check for Geneva to prevent this
combination. At least with beta 18 it does work very nicely as long as
you see to that Okami _never_ launches any TTP program from within O.PRG.

Imho it would have been better if he had permitted its use under Geneva
but prevented all TTP launches instead.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1697. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 13:04:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a7c00262c2e6c3@tripnet.se>
Source record: 50881

On Fri 02-02-2001 16:16 (+0100) Martin "Nightowl" Byttebier wrote:

>So given that it's rather useless I give some figures. Making a speed
>comparation between News/Mails servers is also useless. The only thing
>that can give a indication of the speed is a ftp-session. For me using
>wget I get most of the time 4200-4400 cps (if the line stays good)

Whith CAB on one TT and the Weblight webserver on another (with only ST
RAM) I get around 6500 bits/sec in CAB on Modem 2 running at 76800bps.
Note both TT's runs Geneva and STinG.

When browsing the Weblight server on my pc connected with Ethernet I get
around 26000-30000 bits/sec in MSIE 5.0 and I suppose The Geneva+Weblight
combination is what slow things down.

So here STinG is by no means slow at all.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1698. Atari TT, STing and the LAN Port (SC422)

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 13:17:46 UTC
From: Bruce S <brew@paradisewebdesign.net>
Message-ID: <t7o1818f7ih05@corp.supernews.com>
Source record: 50882

Ok, I've tried switching the the "LAN" port in the STing CPX's and it says it fails everytime. Why would it fail? I saw Dan Ackerman say something about if you have a video card that they may be disabled???? I don't have one, but I seem to remember the guy who sold this TT to me saying something about he used to have a video card in it,

Also, I've been searching the net high and low for the latest HSMODEM release...? Can't find it... any help?

Bruce
bsarte@paradisewebdesign.net

1699. WEB SITE UPDATE

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 13:59:19 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <X8Ue6.2815$Ua4.10753138@nnrp3.proxad.net>
Source record: 50883

GENERAL MAILING to all ATARIANS

Hello,

- I have now good sources (in USA) for 060 ! See the new and good CT60 'Prices' ...

- See the new '060 vesus Coldfire V4e' area. It will nextly be completed by a technical explanation...

- The 'Overview' was updated with 2 new tables for CPU and RAM performances! Very interesting to see that some old previous machines have (very) low performances !
Still to be completed : if you have a computer for which the values are missing in the table, launch NEMBENCH 2.1 (not the 1.0 !) and give me your results for LINEAR FAST-RAM 32-Bit READ and WRITE...Thanks

- The logic design of the SDR60 (SDRAM controller) is nearly finished !

- 49 personns answered they want to buy the EC version of the 060 (don't need the FULL version) : so, the CT60 will have a boot compatible with the 2 versions of 060 !

Bye

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

1700. Re: Appologies for delay's ahppeing and about to happen:(

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 14:16:09 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <n2+K+JApKBf6Ew+Y@steverosie.demon.co.uk>
Source record: 50884
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <981039153.6948.0.nnrp-02.9e98a620@news.demon.co.uk>, Mark
<mark@recycledsteel.co.uk> writes
>
>And the moral of the story is??????????? (but I suppose you know that).

If you make a backup, don't store it on another Windoze machine!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1701. Re: TT Modem port II, 56k and Sting -gettin

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 16:27:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102031727.a24996@su2.maus.de>
Source record: 50764

Hi Harry,

HS>I've resorted to setting the CPX every time I boot up...
there is no need to do so if HSMODEM is running.

Und TTschï¿½
ps

1702. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 16:51:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981220128-59967AEicMi@gmx.net>
Source record: 50890

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Thu, 01 Feb 2001 22:39:32 -0000

Hi Steve,

>Tried it following yesterdays reply, no good, it access the disk, not
>long enough to load the file, then dies and leaves a ghost appname in
>APPLINE with the origional file untouched.

Load the list in QED, go to menu-item Edit, click on "Select all", next
select the entry "Sort..." (works for me).
Sorting a big listing may take a while, so just be a little patient, if you
have a dog take it for a walk :-)

Cheers from Belgium
Dennis
--

Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1703. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 16:51:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981220118-57915AEicMi@gmx.net>
Source record: 50886

From: osian@zetnet.co.uk (Chris Simon)
Date: 30 Jan 2001 18:14:22 GMT

Hi Chris,

>The blame lies fairly and squarely with Artworx if it is producing
>incorrect files,
This is strange reasoning... just because Papyrus isn't able to handle the coloured GEM format correctly that is generated by a number of applications Artworx is to blame?

>the other programs you mentioned are a bit lax in interpreting what
>they're supposed to be.
So Calamus, Photoline, TMS vector, Cranach studio... etc interprete the standard loosely? I've created a coloured GEM file with all of the above mentioned programs, they all accept the file(s), the only odd one out is Papyrus which screws up the picture everytime, no matter what program it was created with.

>I reckon the makers of Artworx should be persuaded to correct the fault
>first, or if they could provide a utility to convert incorrect files.
Not at all... since Papyrus is the program that has a problem, ROM should correct it. Following your reasoning nearly all apps that create coloured GEM files should provide such an utility... since it's not just with GEM files from Artworx that Papyrus has a problem. Why should the people behind Calamus, Artworx, Photoline...etc bother correcting ROM's sloppy efforts?

>I have a similar problem with Papyrus and fVDI actually. A certain
>fault, only when fVDI is running, causes Papyrus Office to crash when
>trying to run a report. I have to disable fVDI and run Papyrus in low
>resolution and 16 colours :-(
Ooops...

Cheers from Belgium
Dennis
--

Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1704. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 16:54:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981220122-58459AEicMi@gmx.net>
Source record: 50887

From: xlator@cix.compulink.co.uk
Date: 31 Jan 2001 01:32:29 GMT

Hi Peter,

>>No, what I would like to see are applications that are written
>>exclusively with the 68040/68060 in mind.

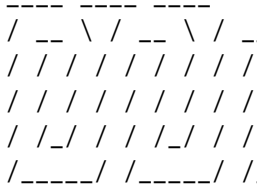
>I don't really see the point of this. Surely equivalent applications
>will exist on the Intel/Mac platforms?
I've never heard any complaint about Falcon specific apps here. What I
have in mind is the same thing, some software that exploits the hardware
of the Milan/Hades.
That these apps exist on the PC/Mac platform shouldn't be an excuse not
to develop them, this thread is not about switching platforms...

>If the new 'clone' or 'emulator' does not run most of them, it is of no
>interest to me. I suspect the same goes for most other Atari users.
I've been singing a song like this for weeks here !!

>Sure, a few are interested in screwing the most they can out of their
>machines with hardware upgrades (I have a Nemesis in my Falcon) and a
>few others seem to think that a 'real' Atari (whatever that is
>nowadays!) is a must, but most would be content with a compatible
>machine that has a better browser that understands Javascript.
Exactly, now just suppose that someone writes that browser but that it
would need the power of a 68060? it *might* be an incentive for people to
upgrade, upgrading doesn't mean loosing compatibility, the Milan/Hades
are both very good in that domain, which remain to be seen for the
proposed Pegasus... or whatever else might appear in the coming months.

>But, I repeat, it MUST be compatible with the majority of
>well-written software.
I've been singing that song for weeks as well...
The majority of us is getting on a bit... perhaps a hearing aid is more
urgent then a new clone?

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1705. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 16:54:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981220126-59503AEicMi@gmx.net>
Source record: 50889

From: Bob King <robert.king@patent.gov.uk>
Date: Wed, 31 Jan 2001 10:45:55 +0000

Hi Bob,

>I still miss the 'extract binaries' of Newsie, when the binary is
>embedded in the message, not with a JIF header I notice, (further
>encoded??)
Would you explain this in a little more detail please ?
I'm not sure I'm following you... a binary is *always* embedded in the
message, be it the form of UUE or MIME.
What's a JIF header ?

>All the best,
?? I'm not going away just yet...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1706. Re: V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 16:54:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981220124-59023AEicMi@gmx.net>
Source record: 50888

From: "Mark" <mark@recycledsteel.co.uk>
Date: Thu, 1 Feb 2001 11:02:50 -0800

Hi Mark,

>Who would like to see a PPC Atari, lets give the developers some idea of
>the numbers involved.
>
>Put me down for at least 1 if not 2.
You've seem to forgotten all about the XTOS Poll.
Since the developers decided to go for the Coldfire design, I can only
assume that this was what the majority of the people wanted, after all,
it was claimed that they would build a machine with specifications that
would closely resemble the poll results...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1707. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 17:55:43 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a7c461f$0$173@news.zetnet.co.uk>
Source record: 50892

On 2 Feb 2001 12:32:01 +, Bob King wrote:

|> QED isn't the best choice for a system-wide viewer!
| . . . .
|Yes I agree, and I used the Jinnee suggested Mview, until Dennis
|suggested a text viewer that printed, so Qed it was. Have you any
|suggestions?

Everest?
--
JI Logan

1708. Steinberg Pro 24 III

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 18:12:24 UTC
From: Simon Osborne <atariactive@my-deja.com>
Message-ID: <95hhm3dbr1@nnrp1.deja.com>
Source record: 50893

Hello,

I still have a few copies left if anyone is interested.
£5 each including postage UK.

SOrry to those that emailed me last year. Due to computer dying I
havent been able to contact anyone.

Simon Osborne

Sent via Deja.com
http://www.deja.com/

1709. Re: Any more Atari shows

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 18:16:04 UTC
From: Simon Osborne <atariactive@my-deja.com>
Message-ID: <95hhsv$dm9$1@nnrp1.deja.com>
Source record: 50894

In article <3a6eb8f1.7576221@news.cis.dfn.de>,
publish@welshnet.co.uk (Mike Kerslake) wrote:

> The November Stafford show only had about 5 stands of Atari relevance
> despite the organisers' offer of free or reduced rate stands.

I did find it very bad. At the end of the day I didn't shift any copies
of Atari Computing :(

> I think we all have to face the fact that the UK Atari scene can't
> support a printed magazine, or shows, or even keep a few dealers in
> business nowadays.

I had an idea to produce a magazine this year. Although, no-one seems
to be interested. With a result, I have even given up on my website as
there just isnt enought interest or content to fill it.

Simon Osborne

Sent via Deja.com
http://www.deja.com/

1710. Re: What is an Atari PS3000??

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 18:50:08 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <95hl9l$8m0$1@nnrp1.phx.gblx.net>
Source record: 50746

Joshua Kaijankoski <joshua@vianet.ca> writes:
: in article 3A7A4A41.3F213D8F@qnet.com, Don at dons@qnet.com wrote on 2/2/01
: 12:48 AM:
: > Lord Gaiyan wrote:
: >
: >> I have the chance of getting a couple of STs and an Atari PS3000 monitor.
: >> What is it really? It's supposed to have a built-in disk drive. Can anyone
: >> shed some light for me please? Thanks.
: >>
: >>
: Thank you kind sir. So there is no way to replace the single-sided drive
: with a DS-DD? That would be totally useless if there wasn't...

Depends entirely on time and ambition.I ran out of ambition. The same
cheap connetor was used on the external disk drives, and I got far into
the project of making a HD external drive fit in one of them to figure out
that all the needed wires are there, but a patch cable or something like
it was required.

The hard part is mechanical, since there are places for all the necessary
electrons

--_------------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

1711. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 19:38:53 UTC
From: rand@cd.chalmers.se
Message-ID: <95hmod$27g$1@nyheter.chalmers.se>
Source record: 50747

In article <95flqusjf4@plutonium.compulink.co.uk>,
Harry Sideras <sidcelery@cix.co.uk> wrote:
>On 29 Jan 2001 20:56:59 , Dan Ackerman wrote:
> >In article <954onesqn9@plutonium.compulink.co.uk>,
> >Harry Sideras <sidcelery@cix.co.uk> wrote:
> >>On 25 Jan 2001 17:46:41 , Jo Even Skarstein wrote:
> >>> But the TT can have up to 256Mb RAM, and with a graphics card
> >>> (Mario Becroft is selling his Galaxy card now I believe) it beats
> >>> the Falcon easily when it comes to "serious" graphics.
> >> Mario's card is not supported by graphics card versions of NVDI
...
> > That's a kind of harsh judgement on Mario's Card. Let's put a few
> > things in order.
>It did sound that way, but I was more showing a concern for the
>capability of fVDI to track the capability of NVDI rather than the

As was mentioned earlier, fVDI doesn't necessarily have to track NVDI,
since it can work together with it. NVDI on top of fVDI is no different
from NVDI on top of the NOVA VDI.

That said, my intention is certainly to implement most of the new NVDI
functionality in fVDI.

>hardware itself. This was certainly more of an issue before MVDI docs
>were available in English than they maybe now.

I can read German without too much trouble, anyway. ;-)

>As long as the fVDI software is still being developed and if they can

It's GPLed, so that's not nearly as major a concern as with for example
NVDI.
(If anyone is interested in helping out in some way, please let me know.)

>respond to user-concerns then it becomes viable, yes. I'd certainly

'they'? I'm usually only one person. ;-)
I guess in this context you're talking about Mario too, though, and I
obviously can't speak for him. We're not even working together on this,
except that I've been helping him out a bit with the fVDI device driver
(as well as improving the example driver the Galaxy one is based on).

I don't know if the Galaxy fVDI device driver will be GPLed (the example
one isn't, to enable it to be used as a base for commercial drivers).

>t's certainly true, though, that NVDI for graphics cards are a long
>way from reliable IMO.

What reliability problems have you seen?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1712. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 19:45:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981284968-205721AEicMi@madasafish.com>
Source record: 50781

Hi Djordje

>>>Derryck, there seems to be something slightly incorrect with the
>>>English resource for Interface. A

>>S'OK here dude.

>Interesting... does the problem depend on mahine/OS variant, then?

Wel derrycks got a mean bitch Falcon, and ive got a MegaSTE, Derryck runs
magic 6.01 and i run 6.10, bot of us with NVDI.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1713. Mint 1.15.5 on Milan

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 20:04:38 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <95ho8m$282$1@wanadoo.fr>
Source record: 50748

Hi,

I'm trying to use the Milan 1.15.5 Mint's kernel and i don't succeed in.
My Milan doesn't go on booting after the reading of the mint.cnf.

I removed the programs that might make troubles and i've only kept
the drivers without success.
The mintnp.prg (special Milan version) is the last program in the AUTO folder.

Neither Naes 1.2, nor a shell are being launched after the reading
of mint.cnf and my Milan always stops at this moment.

I'm still using the 1.15.1 kernel.

Could someone help me ?

Clement

1714. Re: Mint 1.15.5 on Milan

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 20:13:35 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <95hopf$ls8$1@zingo.tninet.se>
Source record: 50749

On 3 Feb 2001 20:04:38 G, Clement Benrabah wrote:
>Hi,
>
>I'm trying to use the Milan 1.15.5 Mint's kernel and i don't succeed in.
>My Milan doesn't go on booting after the reading of the mint.cnf.
>
>I removed the programs that might make troubles and i've only kept
>the drivers without success.
>The mintnp.prg (special Milan version) is the last program in the AUTO folder.
>
>Neither Naes 1.2, nor a shell are being launched after the reading
>of mint.cnf and my Milan always stops at this moment.
>
>I'm still using the 1.15.1 kernel.
>
>Could someone help me ?
>
>Clement
>.
Hi Clement

This is probably a problem with you using an old FNRAMFS. You MUST
use version 0.70 or better. I made the same mistake the first time I
tried it.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1715. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 20:52:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981284970-206229AEicMi@madasafish.com>
Source record: 50782

Hi Dennis

>Load the list in QED, go to menu-item Edit, click on "Select all", next
>select the entry "Sort..." (works for me).

Ive used QED a million times and i'm buggered if i saw that option, well
spotted. BTW, i spoted a mistake in the translation, as well "bevore"
instead of "before"

>Sorting a big listing may take a while, so just be a little patient, if
>you have a dog take it for a walk :-)

I dont have a dog, i left her.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1716. Re: Microware OS-9/68k for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 21:08:12 UTC
From: Wilfried Busalski <wibu@telda.net>
Message-ID: <95hrvl$h27jg$1@ID-40417.news.dfncis.de>
Source record: 50751

For the Cumana OS-9
ask at www.reccoware.de for it.
The owner has done the Cumana Implentation..

If you cant' get one there please send a email to me.

Wilfried Busalski

"John W. Linville" <linvjw@bedrocksys.com> schrieb im Newsbeitrag
news:3A7B5297.9979B1B1@bedrocksys.com...
> I'd be interested in either one. Do you have a copy? What would you
> want for it?
>
> Thanks!
>
> John
>
> Wilfried Busalski wrote:
>
> > What kind of Version ?
> > Cumana (the better one) or Microware ?
>
> > > Would anyone happen to know where I might be able to acquire OS-9/68k
(aka
> > > OSK) packaged to run on an Atari ST? And how much it will cost?
>
> --
> John W. Linville
> Bedrock Systems, Proprietor

1717. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 21:41:45 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a7c7b19.0@energise.enta.net>
Source record: 50750

I've just been having another look at A-Mail again and I remembered
why I switched back to MyMail.

Firstly, the pop-up address list only displays the top part of my
address book.

Second, I couldn't figure out how to send a message to a News group
so I reverted to Newsie.

On the subject of address books for e-mail programs, I noticed that
it is an area that most of the developers leave under-developed.

Even the one(s) in M$ Outlook are poor and they have an infinite
number of programmers to chuck at the development.

Can I make a suggestion...?

Why don't the developers of these mail programs all get together
and come up with a standard for a single Address Book program
which they all use ?

It would have a standard api which could be published and between
them they could develop a shared Address Book application.

Okay it needs a bit of co-ordination and agreement on coding
language and standards but wouldn't it be useful to have
one Address Book for everything.

It could hold e-mail addresses, phone numbers, actual addresses
(making this International may be a bit tricky), company names,
distribution list, groupings etc.

What do the developers think ?

regards,

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

1718. Connecting ST to XE?????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 21:55:53 UTC
From: firest@williams-net.com
Message-ID: <t7ovj9blg27q6c@corp.supernews.com>
Source record: 50752

Anyone,
Does anyone know how to connect a atari 1040STf to an atari 130XE.
I have heard that the ST XFORMER will work. But I also have heard
that it could hurt my XE if I connect this cable to my SIO on my XE.
Is this correct or am I being paranoid????? You can e-mail me at
fires@williams-net.com with your answer or post it here I will check
regurlarly.
Thanks,
Carey

1719. Hard Drive partition size????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 22:26:00 UTC
From: firest@williams-net.com
Message-ID: <t7p1bo55tmida7@corp.supernews.com>
Source record: 50753

Anyone,
Does anyone know the maximum size for a hard drive partition on a 1040STf with 2.5 megs of Ram and TOS 1.04?????? I have heard anything from 20megs to 1GB. What is the answer??????? If you know you can e-mail me at firest@williams-net.com. or post your answer here on this news group.
Thanks,
Carey

1720. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 22:30:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981263306-36687AEicMi@gmx.net>
Source record: 50770

From: Bob King <robert.king@patent.gov.uk>
Date: Wed, 31 Jan 2001 10:45:55 +0000

Hi Bob,

>Your advice is the same as another of the DDP gang, Dennis, great minds
>think alike!!!.
Flattering doesn't cut wood here ;-)

>I have installed QED as both the Editor and Viewer in Jinnee and it works.
Hohoho... I've only advised you to assign QED as editor in Jinnee, when in Emailer the option "Show source text" is selected, Jinnee calls up QED that displays the mailing... using QED you can then print the mail or a selected part.
As viewer QED is not really suited, I normally use ST Guide here, since pic and sound formats are assigned to Imagecopy and Aniplayer this combination is just great. Printing and copying to the clipboard from within STGuide is also possible.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1721. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 22:32:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <95i0ua$168$1@plutonium.compulink.co.uk>
Source record: 50754

In message <3a7702f3.8391902@news.cwru.edu>, jba4@po.cwru.edu said:

> Then a program similar to Digital/Compaq's
>FX!32 could be used to run the 68k apps on the system.
>
>Is anyone familar with this software? It is used emulate the x86 on
>DEC Alpha platforms. But instead of just emulating, it slowly
>translates more and more of the software to native Alpha code so that
>the program operation speeds up a little more each time it's used
>until, finally, it is all Alpha-native code. Neat process.
>
>Maybe they should consider implementing something like this on the
>Pegasus or the Tempest. I thought something like that might actually
>be under development for the Tempest, but I really don't remember.

Isn't this similar to what was being suggested for the putative Milan 3?

Regards, /Peter/

1722. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 22:38:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981263310-37200AEicMi@gmx.net>
Source record: 50771

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Sat, 03 Feb 2001 13:04:10 GMT

Hi Kenneth,

>So here STinG is by no means slow at all.
I don't remember anyone saying it was...
It was stated that IConnect was "damned slow"... hence the reactions.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1723. STiK2 convert!

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:01:09 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a7c8db5$0$175@news.zetnet.co.uk>
Source record: 50756

I had awesome troubles installing STiK2b --- no, don't ask :)

At length I've got it going beautifully (at the moment: forgive me, Dan,
well, I'm suspicious of things that work but just may not ...).

Over all, I will stick with STiK2 rather than STinG: thanks, Dan, indeed.

Regards, all,
Charles.

TT030; AmgiC 6.01; Newsie 0.961; CAB 2.7; Hades 060 (not on the Net; and,
incidentally, unable to boot to the Rage card: I live in hopes);
Papyrus (awaiting my registered version: Oy, Ulli?); Protext (so far
my favourite and regularly used dtp app, but with disappearing suppliers
of upgrades already paid for); Aniplayer 2.14 (just glorious); ExtenDOS
Gold (which currently smashes my boot-up to smithereens)......

I will not repeat this trailing notice again, I promise :)

1724. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:01:12 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a7c8db8$0$175@news.zetnet.co.uk>
Source record: 50757

On 30 Jan 2001 15:54:14 , Dennis Vermeire wrote:
>From: "Mark" <mark@recycledsteel.co.uk>
>Date: Mon, 29 Jan 2001 11:57:46 -0800
>
>great snip>
>My point has been all along that there's no need for any *new* clones, the
>existing ones will do just fine.... all that people need to do is buy
>them instead of dreaming of vapourware. The argument that these clones are
>not available from their local dealer doesn't cut wood. The Pegasus will be
>just as difficult to obtain, no matter what Ulrich Goessel and co claim.
>
>I've lost count of the postings here from people looking for a graphic card
>for their TT/MegaSTE. Now that the Galaxy card is finally ready I'm really
>looking forward to see how many people will actually buy it, I've got this
>feeling that it will be a lot less then all those postings, but that's the
>beauty of vapourware.... one doesn't have to commit himself.

I think you're right, Dennis. The presently existing clones, and the upgrades to existing models, are surely enough to satisfy the desires of most Atarians. I have a TT030 with, I think, 12 MB memory (more than my personal memory) and a Hades060 with 6 MB; these more than satisfy my desires. (My memory is very imperfect)

Cheers,
Charles.

1725. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:01:15 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a7c8dbb$0$175@news.zetnet.co.uk>
Source record: 50758

On 30 Jan 2001 16:43:01 , Lonny Pursell wrote:
>On Tue, 30 Jan 2001, Dennis Vermeire wrote:
>
>This is not directed at anyone in particular, but I think some people
>are passing judgement about equipment they have never used on a
>daily basis or perhaps never even seen. Based purely on articles
>stating this is x times faster than that... blah.

Right, Lonny.

May I ask all HADES users to inform us of their progs and unsorted order
of their AUTO and CPX folders so as to boot their Hades properly, with
what graghics card?

Thanks,
Charles.

1726. Unknown crash

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:01:16 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a7c8dbc$0$175@news.zetnet.co.uk>
Source record: 50759

While reading the newsgroups posts offline (Coldfire posts), suddenly
NEWSIE 6.91 disapeared -- completely, with 2 bombs!

Any comments?
Charles.

1727. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:23:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981263314-38148AEicMi@gmx.net>
Source record: 50773

From: "Mark" <mark@recycledsteel.co.uk>
Date: Thu, 1 Feb 2001 09:41:29 -0800

Hi Mark,

>Speed is not that good, a Hades or a Milan would bet them hands down but
>saying that they are not either.
>
>The main problem is that (most) do not support things like high resolutions,
>etc as they are just ST emulators and not Flacon or TT emulators. I think
>TOS BOX would probably be the best at present.
You're talking about the freeware emulators... Magic-PC has no problems with
high resolutions... anything that the graphic card can handle, MagiC-PC will
handle as well.

If you want to see "fast" emulation then the PC is not the way to follow, a
MAC PPC running MagiC-Mac is the ultimate in speed and compatibility... add
NVDI, Jinnee and Scripter to this combination and even die-hard Mac users will
be amazed...

Cheers from Belgium
Dennis

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1728. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:34:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981263316-38647AEicMi@gmx.net>
Source record: 50774

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 29 Jan 2001 20:33:06 -0500

Hi Dan,

>However I'm curious if the programmers at ASH found away to work around
>CAB's get functions limited implementation for modern and wacky standards.
>Here is one that I have an OVl in beta over as well. Can you view the
>following site as a web page.
>
>http://www.cast.org/bobby/
>
The IConnect OVL from ASH loads the page without any problems but... since
the contents are witten in HTML 4.0 and contain some Java applets CAB doesn't
display it all. One can only look at the source code.
Incidentally, the latest update of Draconis Pro just bombs when tyring to
access that page...

>As I warned to people this doesn't work with my released OVL. I have one
>in testing that fixes this problem though.
There's no point... even if your OVL manages to load the page, CAB just can't
handle it.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1729. Re: MagiCMac 6: Where to buy in North America

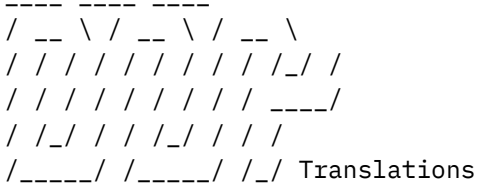
Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:41:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981263312-37660AEicMi@gmx.net>
Source record: 50772

From: Doug Kendall <kendald@oneonta.edu>
Date: Fri, 02 Feb 2001 11:25:44 -0500

Hi Doug,

>Has anyone on this side of the pond bought it from
>http://www.atari-workshop.co.uk , which was noted as a source in
>another MagiCMac thread here a few days ago? If so, what was your
>experience?
They are the official English distributors so you can't go wrong...
However, they don't sell the latest version of MagicMac meaning that you
might get into some problems when running OS9 or using one of the latest
iMacs.
The latest version of MagicMac (6.10.4) is available from ASH but will be
a German version...
http://www.application-systems.de

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1730. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:43:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981263304-36227AEicMi@gmx.net>
Source record: 50769

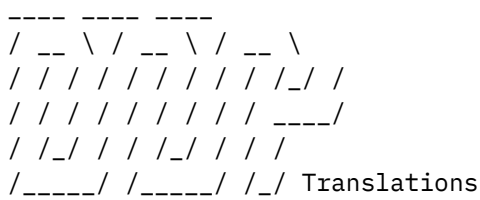
From: Rob <rmahlert@delphi.com>
Date: Thu, 01 Feb 2001 01:52:26 GMT

Hi Rob,

>I had a e-mail conversation with Mario about that last month.. He had
>more people trying to purchase it than expected. It was about 10
>people.. nothing much.. but more than expected.

10? 10 measly cards?
Isn't it about time we stop this thread? if one wouldn't know better he would come to think that everyone here is on the virge of buying a Pegasus. If that clone has the same attraction on people as Mario's Galaxy card...
I fully agree with Dan; let's hope Mario never come to his senses.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1731. Re: Good news about Coldfire clone

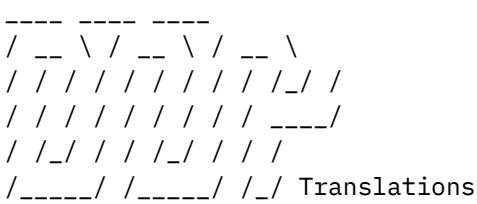
Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:44:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981263302-35731AEicMi@gmx.net>
Source record: 50768

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 29 Jan 2001 21:25:30 -0500

Hi Dan,

>However I can give you one pseudo clone example that has software that
>works only for it and on nothing else... MagicPC which from time to time
>will compile and run something that refuses to work on my TT until I
>recompile it. So you see it obviously has any software that it has thus
>munged that won't work on other clones. (MagicPC at work vs Magic on my
>TT at home).
As a matter of fact at this very moment I'm "struggling" with such an
application.
Quarx, a German MagiC only text editor which is compiled under MagiC-PC,
doesn't run under Atari-MagiC. The author has now fixed it.

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1732. Re: ? - HDDriver Partition/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:44:43 UTC
From: Andreas Dahlberg <zpq@shadowbbs.cx>
Message-ID: <Pine.MNT.4.30.0102032311190.110-100000@Shadow>
Source record: 50755

On 4 Jan 2001 xlator@cix.compulink.co.uk wrote:

> In message <3a52aa54$0$36814$272ea4a1@news.execpc.com>, kjcat@execpc.com said:
>
> >But when I boot Diamond Edge, it will not recognize the drives.
> >(Invalid boot sector)
> >
> >Then I repartitioned 200 600 600 600 - CDEF respectively
> >Diamond Edge recognized C but not D E or F.
> >
> >Does anyone know the maximum limit that Diamond Edge will accept?
>
> I don't think it takes anything over 64 MB IIRC. The 'Totals' stats
> overflow and also muck up the reporting of ussed sectors etc, so it's
> definitely not safe to optimise with it.

I have runned Diamond Edge (v1.10 and v2.04) with up to 500MB partitions
without problems on STfm, TT and Falcon.

I tested for a moment ago on a 700MB partition and Edge v2.04 was not
happy... it was complaining over corrupted directorys and lost clusters (I was
coping the files to the empty partition for a few minuts ago and then
moving/copy between directorys). That can be Edge fault, i dont know.. I
useally dont run Edge on partitions bigger then 500MB

Never use Diamond Edge on VFAT, FAT32 or MinixFS/EXT2-partitions and
make backup to be safe.

... and one more thing, run Edge in Tos.

// ZPQ

1733. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-03 23:52:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981263298-35075AEicMi@gmx.net>
Source record: 50767

From: Odd Skancke <oskancke@online.no>
Date: Mon, 29 Jan 2001 23:57:37 +0100

Hi Odd,

>Well, I don't know much about the project at all, all I know is that if a
>ColdFire 4e machine really makes it, I'll get one. If a machine wihtout
>pmmu appeared it would NOT get one. Mind you, pmmu is not important to
>anything but MiNT, as no other OS's use it.
Although I'm not a MiNT-fan <grin>, I wouldn't get one either. Disregarding
if someone uses MiNT or not, a machine that's not capable of running this
OS doesn't deserve the label "Atari clone". Including TOS there are three
widely used OS's on this platform, I expect a clone to run at least all
three...

>>in fact it's the *big* MiNT argument, one can port all these nice
>>apps to it... well, where are they?
>
>In fact, we can already now use Netscape (along with other x-apps)
>remotely on MiNT becaues of xgem.
Yep... I've just read Jo Even posting on the subject. It's my impression
that one can make it run, but between running and actually being able to use
it there's a subtle difference.

>For nice mint apps, try sparemint.atari.org
Last time I looked there, I wasn't very impressed...

>>at the moment there's not *one* application out there that can even
>>persuade me to switch. I would say the opposite is true...
>
> Keep your eyes open in the future then :)
Someone following this thread might think differently, but in general I
have an open mind...
If anything appears that is "usable" (not simply run), and unlike most of
the existing stuff is geared towards networking or internet clients, I'll
give it a try... :-)

>>As for the Pegasus: a TOS compatible clone should be able to run MiNT
>>*and* MagiC, if none or just only one of them would run on it, I
>>certainly wouldn't buy it.
>
>Well, some Falcons can't even run MagiC right. And Falcon's are not
>considered a clone, now is it?
On average once every three months this argument pops up here...
It's probably pure coincidence and sheer luck, but I haven't seen a Falcon
yet on which I couldn't install a stable running MagiC....

>> You still don't think that's bullshit?
>
>That would have been bullshit, yes. But luckily they've seem to have
>decided to wait for the 4e...
That's todays excuse... I wonder what the next excuse will be like.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1734. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 00:24:29 UTC
From: osian@zetnet.co.uk
Message-ID: <3a7ca13d$0$175@news.zetnet.co.uk>
Source record: 50760

On 3 Feb 2001 17:51:38 +, Dennis Vermeire wrote:
>This is strange reasoning... just because Papyrus isn't able to handle the
>coloured GEM format correctly that is generated by a number of applications
>Artworx is to blame?

It depends if 'coloured GEM formats' were specified in the original
GEM implementation. If they were, then Papyrus is at fault. If they
weren't, then it's a developing standard. You can lobby for inclusion
of support in Papyrus, but it's a bit unfair to do an out-and-out
criticism.

I have to admit ignorance as to what the GEM standards specify.

>So Calamus, Photoline, TMS vector, Cranach studio... etc interprete the
>standard loosely? I've created a coloured GEM file with all of the above
>mentioned programs, they all accept the file(s), the only odd one out is
>Papyrus which screws up the picture everytime, no matter what program it
>was created with.

Suppose for one moment that these file formats are non-standard files,
according to GEM specifications. Yes, in an ideal world, every
program would be able to read every other program's file formats. But
as mentioned above, go ahead and request the support, but I thought
the original criticism of Papyrus was a little over-the-top. You
ought to be taking the attitude of "coloured GEM files are a
developing standard and it would be helpful if Papyrus could read
them" rather than "Papyrus is hopeless because it can't read
non-standard files created by other programs".

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1735. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 01:01:26 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a7ca9eab81d270@online.be>
Source record: 50761

on Sat 03-02-2001 23:01 Charles Stanley wrote:

>On 30 Jan 2001 16:43:01 , Lonny Pursell wrote:
>>On Tue, 30 Jan 2001, Dennis Vermeire wrote:
>>
>>This is not directed at anyone in particular, but I think some people
>>are passing judgement about equipment they have never used on a
>>daily basis or perhaps never even seen. Based purely on articles
>>stating this is x times faster than that... blah.
>
>Right, Lonny.
>
>May I ask all HADES users to inform us of their progs and unsorted order
>of their AUTO and CPX folders so as to boot their Hades properly, with
>what graghics card?

Sure why not.
Graphic card: Nova Mach 64 4 mb

autodir unsorted:
==========

```
-rwxrwxrwx 1 root wheel 110354 Oct 2 1997 fpu__3.prg
-rwxrwxrwx 1 root wheel 12591 Jul 20 1996 emulator.prg
-rwxrwxrwx 1 root wheel 132179 May 25 2000 sta_vdi.prg
-rwxrwxrwx 1 root wheel 17990 Jun 20 1998 xmenu.prg
-rwxrwxrwx 1 root wheel 856 Dec 8 1992 jar124.prg
-rwxrwxrwx 1 root wheel 10458 Aug 2 1998 pci_conf.prg
-rwxrwxrwx 1 root wheel 13301 Jul 25 2000 pci_bios.prg
-rwxrwxrwx 1 root wheel 91630 Feb 22 2000 xboot.prg
-rwxrwxrwx 1 root wheel 76 Nov 9 1999 cache_on.prg
-rwxrwxrwx 1 root wheel 5943 Nov 9 1999 set_mmu.prg
-rwxrwxrwx 1 root wheel 320850 Sep 4 1999 nvdi.prg # v5.03
-rwxrwxrwx 1 root wheel 5337 Mar 11 1994 novacal.prg
-rwxrwxrwx 1 root wheel 6724 Dec 3 00:10 ldg.prg
-rwxrwxrwx 1 root wheel 18698 Oct 6 19:35 liberty.prg
-rwxrwxrwx 1 root wheel 7324 Dec 15 22:10 clocky.prg
-rwxrwxrwx 1 root wheel 656 Apr 1 1992 tosfix.prg
-rwxrwxrwx 1 root wheel 11638 Jul 17 2000 betados.prg
-rwxrwxrwx 1 root wheel 278703 Oct 28 17:24 mint030.prg #freeMiNT 1.15.10b
-rwxrwxrwx 1 root wheel 1004 Jan 26 1994 dtcookie.prg
```

acc. unsorted:
==========

```
-rwxrwxrwx 1 root wheel 207586 Sep 20 1998 freedom2.acc
-rwxrwxrwx 1 root wheel 123244 Jun 10 1997 1stguide.acc
-rwxrwxrwx 1 root wheel 59595 Dec 14 1999 mintsett.acc
-rwxrwxrwx 1 root wheel 22446 Jun 15 2000 jclktool.acc
-rwxrwxrwx 1 root wheel 44267 Dec 11 1996 st-guide.acc
-rwxrwxrwx 1 root wheel 61268 Nov 19 1999 zcontrol.acc

cpx unsorted:
==============

-rw-rw-rw- 1 root wheel 2680 Dec 18 1995 callfsel.cpx
-rw-rw-rw- 1 root wheel 5254 Nov 16 1995 char_tab.cpx
-rw-rw-rw- 1 root wheel 14557 Aug 20 1990 wcolours.cpx
-rw-rw-rw- 1 root wheel 5424 Aug 20 1990 config.cpx
-rw-rw-rw- 1 root wheel 14114 Jan 29 1998 n_contrl.cpx
-rw-rw-rw- 1 root wheel 2970 Jul 13 1997 dateform.cpx
-rw-rw-rw- 1 root wheel 23086 Jun 27 1995 jml_nc.cpx
-rw-rw-rw- 1 root wheel 11220 Mar 9 2000 general.cpx
-rw-rw-rw- 1 root wheel 10801 Apr 23 1998 clocky.cpx
-rw-rw-rw- 1 root wheel 10337 Apr 13 1998 ncache.cpx
-rw-rw-rw- 1 root wheel 7286 Jul 11 1998 bubgem_e.cpx
-rw-rw-rw- 1 root wheel 5827 Apr 28 1998 nvdiconf.cpx
-rw-rw-rw- 1 root wheel 4548 Aug 20 1990 printer.cpx
-rw-rw-rw- 1 root wheel 9221 Feb 6 1996 zmodule.cpx
-rw-rw-rw- 1 root wheel 17878 Nov 26 11:49 hddrconf.cpx
-rw-rw-rw- 1 root wheel 11616 Nov 26 11:36 zipctrl.cpx
-rw-rw-rw- 1 root wheel 20230 Jul 8 1998 color.cpx
-rw-rw-rw- 1 root wheel 36004 Sep 2 1998 clock.cpx
-rw-rw-rw- 1 root wheel 29210 Dec 3 00:10 ldg.cpx

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

1736. Apex Media v.2.41

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 01:09:27 UTC
From: phantomm@eastky.net
Message-ID: <95ia47$10m$1@nd.eastky.net>
Source record: 50765

Anyone in the USA using version 2.41 of Apex?

If so, contact me by e-mail. I may have found a bug and would like to see if the same results happen on another Falcon with version 2.41.

Regards,
phantomm@eastky.net

1737. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 01:28:43 UTC
From: sidcelery@cix.co.uk
Message-ID: <95ib8b$3v7$1@plutonium.compulink.co.uk>
Source record: 50762

On 2 Feb 2001 16:27:12 G, Johan Klockars wrote:
> In article <954on5sqn5@plutonium.compulink.co.uk>,
> Harry Sideras <sidcelery@cix.co.uk> wrote:
> ...
>> The most frequent benefit of running faster than a TT would be the
>> speed of unpacking JPGs in CAB!
>
> Hmm. Shouldn't a TT be able to depack a JPG faster than it can be
> downloaded over a modem (not counting mapping to 256 colours (get a
> graphics card))?
> I guess the current software can't do it at the same time, but it
> might be something for someone to consider.

Yes, that's the point. If the unpacking could commence at the same time the download was coming through there'd be no problem - although dithering to the screen res would also be an issue, I'm sure. Running in 65k colours is a plus, of course <g>

>> While I'm on the subject, how come there isn't a JPEG_OVL that takes
>> advantage of an FPU copro and not just the Falcon's DSP in the
>> Brainstorm/Fieblkorn version? That's what I'd really like to see.
> I doubt it. It would almost certainly be slower than not using the
> FPU. On an '040 the FPU might possibly be a win, but I don't think so.

So, the transfer to/from the FPU is greater than the DSP? They wouldn't run concurrent with the main processor? If that's right, what a bummer... B^<

rgds
H

1738. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 01:28:47 UTC
From: sidcelery@cix.co.uk
Message-ID: <95ib8f$3v7$2@plutonium.compulink.co.uk>
Source record: 50763

```
On 31 Jan 2001 15:33:13, "Mark" wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>>>> From: "Mark" <mark@recycledsteel.co.uk>
>>>>> As for HSModem, I do not think it could have been made any
>>>>> harder to use even they tried, I used SCC on my TT, is that
>>>>> right? I did not understand why there was a MFP_TT as well,
>>>>> what is the difference?
>> It's for the use of the Serial 1 port on the VME backplate of the
>> TT - not to be confused with the Modem 1 port which is for
>> backward compatibility with software that only recognises the ST
>> modem port, which still uses MFP.PRG.
>>
>> Modem 2 is next to Modem 1 and <ahem> Serial 2 is next to Serial 1
>> on the VME backplate. If you set the SCC to LAN rather than serial
>> 2, that's obviously by the MIDI ports...
>>
>> Except of course if you have a VME card, in which case you have a
>> right arse of a game to file the case down under the backplate
>> where the cables would have been, plug the backplate cables back
>> into the MB, slide the graphics card back in and try to get the
>> modem plug into it without fouling against the monitor, printer
>> and DMA cables... B^<
>
> When I bought the machine there was a Crazy Dots VME card in the
> slot (don't get me started on that one), so it would appear that I
> am missing a number of ports and have only been left with the 2
> under the PSU and the LAN port to the left...

Is it possible you've still got the VME port backplate? Could it be in
the box for the graphics card (that's where I kept mine for a while)?

> What I want to achieve is a fast connection via serial to another
> computer AND (maybe without swapping ports) a 33.6 or 56.6 modem
> connection.
>
> Seeing as I have only the 2 (9 pin) ports mentioned I take it I
> should be using the SCC program?

For the Modem 1 port you use MFP and for the Modem 2 port you use SCC.

> When I use the Connect program none of the settings come close to
> any other standards under Terminal, is this because I was using the
> MFP version or what?

The fastest standard rate for modem 2 is 38k4 bps. It's unlikely the
modem itself will understand 76k8 or 153k6 (if anyone knows a model
```

that will, please tell me).

> What settings should I use for the SCC program (there are a number
> and the English instructions did not really help)?

This is what I use - based on my most recent fumblings. Some settings may not make sense, but they work, assuming you don't have the RSVE mod and you run Magic...

```
DRVIN:
FASTINT N
EXOPEN N

MFP:
RSVE N
REPL u (6 times)
DTR Y
RBL 16384
TBL 8192

MFP_TT:
RSVE N
REPL u (6 times)
RBL 16384
TBL 8192

SCC:
M2TT u
M1EMU 1
LANBIT Y
LANEXT N
LAN_S2 u
DTRM2 Y
DTRS2 Y
M2DRI N
S2DRI N
RBLM2 16384
TBLM2 8192
RBLS2 256
TBLS2 256
```

Note that the M1EMU setting I use makes MFP redundant (I think) because I don't want to use the Modem 1 port. Your purposes may require this to be changed.

rgds
H

1739. How much is a Mega 4 worth?

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 02:51:39 UTC
From: Elliott John Coerper II <ejohncoerper2@mindspring.com>
Message-ID: <95ifoc$u2e$1@slb5.atl.mindspring.net>
Source record: 50766

I have a mega 4 st with a mono monitor and I was wondering what it's worth.

Thanks...

1740. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 07:32:29 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A7D058D.DE2CF6E5@jps.net>
Source record: 50775

The public domain version of ICD utilities required an ICD host adaptor,
but the ICD Pro version worked with any host.

xlator@cix.compulink.co.uk wrote:
>
> Fraid not! All of the ICD programs I had had AHDI compatibility options
> and my disks were formatted that way, I believe. But on the Falcon,
> running any of the versions of HDUTILS.PRG brings up an 'ICD Host
> Adapter or ICDBOOT required!' alert, and attempting to run ICDBOOT.PRG
> shows its loading screen but then freezes with only device 15 showing.
> Maybe it doesn't recognise the internal IDE? Even with an external SCSI
> connected as well, it still freezes the computer and I have to reboot.
>
> Doesn't matter too mucg as I have HDDRIVER now, but I wanteds to use
> some of the auxilliaary programs from ICD but couldn't.

1741. Re: Atari ST Commandments - Request #2

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 07:42:54 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A7D07FE.FE3801C0@jps.net>
Source record: 50776

I was a dealer back then and collected atari ads, but if I recall correctly, those last commandments were never published. It would take an insider to know if there were more that never made it to press. I've moved recently, so I can't find the folio that has those ads in it, but I'll get back if I find them.

computerclassics@my-deja.com wrote:
>
> Hi All,
>
> I posted this message back on Jan 13th but received only 1 reply, which
> did not contain the information I was hoping to find. So...one more try
> before I give up.
>
> Does anyone know what the last four 'commandments' were that Jack
> Tramiel issued regarding the marketing of the Atari ST? I've only been
> able to uncover the first 6 from the magazines that I have in my
> collection. I've included the ones that I do have below. Thanks!

1742. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 08:29:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a7d1e5eb91910@online.be>
Source record: 50778

on Sun 04-02-2001 00:44 Dennis Vermeire wrote:

>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 29 Jan 2001 21:25:30 -0500
>
>As a matter of fact at this very moment I'm "struggling" with such an
>application.
>Quarx, a German MagiC only text editor which is compiled under MagiC-PC,
>doesn't run under Atari-MagiC. The author has now fixed it.

That's odd, it does run under N_AES rather smootly.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1743. ATARI ST spullen

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 09:41:14 UTC
From: marliesjanc <marliesjanc@wanadoo.nl>
Message-ID: <3a7d2448$0$20333@reader2>
Source record: 50777
Cross-posted to: alt.nl.markt.comp.overig,alt.nl.markt.comp.systemen,comp.sys.atari.st,nl.markt.comp

Mega ST 2
520 STM kaal zonder voeding
Megafile 30
SM 124 mono monitor

Wie biedt apart of geheel
Jan
te Bodegraven

1744. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 11:21:36 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a7d5f283e37e30@online.be>
Source record: 50785

on Sun 04-02-2001 00:34 Dennis Vermeire wrote:

>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 29 Jan 2001 20:33:06 -0500

>Incidentally, the latest update of Draconis Pro just bombs when tyring to
>access that page...

Still playing around with that nice browser I see. Lots of fun?
>
>>As I warned to people this doesn't work with my released OVL. I have one
>>in testing that fixes this problem though.

>There's no point... even if your OVL manages to load the page, CAB just can't
>handle it.

I only have check it out offline but of the three browsers I have Cab performs the worst. Both Adamas (latest release) and Wensuite displays the index page much better then Cab. Ofcourse I'm not sure as I haven't seen that page in its full glory (I don't have a pc nore Mac so...) but I think that the lay-out I see in Wensuite is very near the real lay-out.

Almost forgot for Cab and Wensuite I was oblied to delete those blank lines in the original index.html before they were able to display it as a html file. Adamas seems not to have trouble with these lines.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1745. Re: Hard Drive partition size????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 11:32:08 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A7D3DB8.E2AB8B10@ooc.de>
Source record: 50779

Carey Christenson wrote:

> Does anyone know the maximum size for a hard drive partition on a
> 1040STf with 2.5 megs of Ram and TOS 1.04?????? I have heard anything
> from 20megs to 1GB. What is the answer??????? If you know you can
> e-mail me at firest@williams-net.com. or post your answer here on
> this news group.

The maximum partition size for TOS 1.04 is 256 MByte. Anything else is
definitely wrong. This also applies to the size of the boot partition,
which is not restricted to be smaller than other partitions.

--

Dr. Uwe Seimet mailto:us@ooc.de
Object Oriented Concepts GmbH http://www.ooc.de

1746. Re: Floppy disk copy protection

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 11:55:32 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <3feq7tsr9tclmosmbrd3idpg8vhc8voh08@4ax.com>
Source record: 50780

On Sat, 03 Feb 2001 15:25:15 GMT, northstar2010@yahoo.no (Hallvard Tangeraas) wrote:

>Hallvard Tangeraas <northstar2010@yahoo.no> wrote:
>
>> Anyone care to take a look and see if it seems OK?
>> Anyone built the circuit by the way?
>>
>> The documentation with the above image as well as software needed can be
>> downloaded from:
>>
>> http://home.c2i.net/st_hallvard/synchro2.zip
>

Very interesting... and somewhat nostalgic..! :)

The comments in the readme file do indeed make it look like the incorporation of the IC chip is simply a ruse to fool everyone into thinking this is anything more than a commercially packaged "BlitzTurbo" disk copier.

I built the Blitz years and years (and years and years) ago, and it actually WAS for another legitimate use.

I was the Disk Librarian for the local Atari user group (M.A.C.E., the Michigan Atari Computer Enthusiasts, arguably the largest Atari user group in the USA at one time... but I digress...).

While the original reason for the Blitz Turbo was indeed simply to copy copyprotected disks, it has another very useful feature- it is FAST!... VERY fast!

In addition, you don't even need to format the destination disks before copying them. The process of copying the original disk also copies the disk format at the same time.

Stick in the original, stick in a blank, hit "Go!" and as fast as you can count to 80, click, click, click, the drive copies all 80 tracks.

A disk librarian's dream.

Well... until reality reared its ugly head.

The way the Blitz Turbo works is to take the output of the source drive and connect it to the input of the destination drive.
You DO NOT connect the drives to the normal floppy disk jacks on the ST, you connect the drives to EACH OTHER.

Then there's the DB25 plug that fits into the printer port which the Blitz Turbo program uses to control the drives.

(It's sort of a "Y-cable" arrangement. I took a normal floppy drive cable and cut it in half. Then I soldered the input lines to the output lines, using the DB25 plug as the terminals to hold the wires. Thus the DB25 was at the base of the "Y" and each floppy drive at the ends of the cable. That's all there is to it.)

The Blitz Turbo program starts the drives, then reads the sync pulses from both. When both drives are turning at the same speed, it steps the heads in from track 1 to track 80. (Come to think of it, it must have done it twice, one for each side of the disk.)

This way, EVERYTHING is copied EXACTLY the way it is on the original disk. "Phantom sectors", "weak sectors", "invalid sector headers", you name it, whatever the copy protection scheme was, it just copied the bits from one disk to the other. When you were done, you had an "exact" copy of the original. Closest thing you could get to running a disk through a Xerox machine and making an exact copy.

Well, almost.

The problem was, there was no error checking. No checksums, no disk verify. No nothing. (Of course, that was kind of the point. You WANTED to copy errors- but only the "good" errors, not the ones you introduced by playing Rube Goldberg with disk drives). *

If your destination disk had a bad sector, whatever was on the corresponding sector of the original disk got copied onto it. Blammo- your destination disk would blow up when you tried to read that sector.

If the speeds didn't sync up exactly right, you might get part of the disk right and the rest would be Chinese (no offense to the Chinese in the audience).

It was sort of like trying to copy a music CD by holding a microphone up to the speakers while taping it on a battery operated tape recorder.

If all you were trying to do was pirate CHAOS Strikes Back, maybe that was an acceptable risk, but you REALLY don't want to face a bunch of angry computer club members who had bought disks at the last monthly meeting and couldn't read them on their drives when they got home..!

The only way to avoid being impeached, lynched and crucified by a gang of screaming Atarians was to check EACH disk individually as it came off the copy machine.

Which took longer than just doing it the old way in the first place.

The Blitz Turbo cable was retired, and went into the big bit bucket of "nice idea, but..."

However, it DID work, and it WAS fast.

To make a long story, well, not a whole lot longer, the Blitz Turbo, or the Synchro thingie would be the ideal answer to Steve's original question.

It would eliminate the need for messing with things like MSA, and just make an "archival copy" of his "key disk".

If anyone knows where a copy of the Blitz Turbo doc file is, it had pretty good instructions on how to make the cable, along with the program needed to run it. The Synchro program might work too, since it really looks like a re-hash of the same thing.

BobR

*(If you don't know who Rube Goldberg was, substitute "MacGuyver". If you don't know who MacGuyver is, umm... nevermind.)

1747. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 12:41:13 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <J5cf6.15534$s4.8509@news.indigo.ie>
Source record: 50783

Hi all,

> It depends if 'coloured GEM formats' were specified in the original
> GEM implementation.

According to Ulli Ramps, the GEM format *was* specified. The problem is with import of colour values. He quotes a number of programs which 'obey' this standard. It seems that all the other programs mentioned here adhere to another 'standard'. GemGraph produces metafiles which import correctly into Papyrus but Kandinsky and ArtWorx reject these files. So there is an obvious divide here.

Rom-Logicware said they are going to try to contact the ArtWorx author to see about implementin an import for CWG files in Papyrus. In the mean time, ASH provided me with the "raster print module" which outputs ArtWorx documents to TIF files. Hardly ideal, but gets me through for the moment

> I have to admit ignorance as to what the GEM standards specify.

Me too! =)

Watch this space...

Jerry Martin----------
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG

1748. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 13:04:45 UTC
From: rking@zetnet.co.uk
Message-ID: <3a7d536d$0$180@news.zetnet.co.uk>
Source record: 50784

On 3 Feb 2001 23:30:20 +, Dennis Vermeire wrote:
>From: Bob King <robert.king@patent.gov.uk>
>Date: Wed, 31 Jan 2001 10:45:55 +0000
>
>Hi Bob,
>
>>Your advice is the same as another of the DDP gang, Dennis, great minds
>>think alike!!!.
>Flattering doesn't cut wood here ;-)

>
>>I have installed QED as both the Editor and Viewer in Jinnee and it works.
>Hohoho... I've only advised you to assign QED as editor in Jinnee, when in
>Emailer the option "Show source text" is selected, Jinnee calls up QED that
>displays the mailing... using QED you can then print the mail or a selected
>part.
>As viewer QED is not really suited, I normally use ST Guide here, since pic
>and sound formats are assigned to Imagecopy and Aniplayer this combination
>is just great. Printing and copying to the clipboard from within STGuide is
>also possible.
>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Dennis,

I chose Qed as viewer/printer as a quick fix. It worked, but now I will change
to ST Guide as advised. I'm experimenting with Popwatch/Newswatch/Okami, so
have a lot of head scratching (for my case substitute, bald pate) ahead.

Bob

Greetings from Wales where the only BSE safe beef always came from.

1749. Re: Floppy disk copy protection

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 13:58:05 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <I5pUoZGt$Vf6Ewb$@lovecraft.demon.co.uk>
Source record: 50786

Once upon a time <3feq7tsr9tclmosmbrd3idpg8vhc8voh08@4ax.com>, Bob
Retelle <bobr1@provide.net> grabbed chalk and scrawled:
>*(If you don't know who Rube Goldberg was, substitute "MacGuyver".
> If you don't know who MacGuyver is, umm... nevermind.)

And for the British in the Audience, Heath Robinshon.

Richard, who knows about Rube Goldberg and Heath Robinson, but has made
a point of eliminating all traces of MacGuyver from my mind.
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1750. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 14:02:19 UTC
From: vdjole@EUnet.yu
Message-ID: <95jndbspp2@SOLAIR2.EUnet.yu>
Source record: 50787

On 2 Feb 2001 23:42:05 G, Johan Klockars wrote:
>
>Unless someone is prepared to spend a _lot_ of extra time on it, you're
>going to have to chose between DOS-free and those peripherals (assuming
>it is even possible to get hold of the necessary documenation).

I am aware hat it would be a considerable effort :(concerning
accessing the peripherals- it's supposed to be done through PC's BIOS,
isn't it? On the emulated-side interface, I understand there is a precedent
in the form of new BIOS functions created for the Milan (PCI, etc).

>Well, one should be enough, but STonX, being 100% C, isn't one of the
>fastest. It should run on just about anything, though.

I have tried several emulators on the same PC- and found that, although
there are differences in their speeds relative to one another, they are
not significant.

Btw. do you have any opinion on TOSBox (needs only a minimum DOS, handles
well high resolution, and behaves OK with NVDI, Mint, multitasking, etc) ?

>(The FPU test in GEMBench puts GEMulator at 14 times the speed of an
> FPU-less Falcon (this is really an integer test for machines without FPU
> (which includes all the emulators, AFAIK)).)

I don't quite understand this. Do you mean to say that all floating-point
operations reduce to integer ones? So a pair of integer/floating tests
would always give the same speed ratio regardless of the machine.
But that makes floating point ops no less real on a higher level.

>So, my PC is apparently around 3 times faster than my Falcon+AB040 when
>running under emulation (in the case of Gemulator2000).
>That should mean that it's relatively similar to the fastest Atari clones
>currently available. And this is a pretty low end new PC (if you can even
>find a Duron/650 these days it's well under $100).
> ...
>Some of the emulators are a lot more ST-compatible than a Falcon, not to
>mention the clones.

I thought it would be something like that.

So it seems that a "software-only" solution (i.e. a good emulator on a PC
confugured for high speed) can bear with any currently available clone-
and be much simpler to implement. I would like to see a new PPC-based
Atari clone, but I am afraid that a project like that would be an economical
disaster and therefore not likely to succeed. So using Intel-cpu
boards seems to be the only reasonable alternative. If it can be argued

that "OS-is-a-platform" there is no particular reasons (except religious)
why not to (if one is worried about the "impersonality" of PCs, perhaps
some little known brand with extravagant outer styling can be selected,
and a goal be set to achive the best performance and compatibility with
that particular make).

1751. Does anyone have an external hard drive for a Mega 4 ST or know what it's called?

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 14:21:25 UTC
From: Elliott John Coerper II <ejohncoerper2@mindspring.com>
Message-ID: <95jo2l$am7$1@slb6.atl.mindspring.net>
Source record: 50788

I head they made a Mega St 4 hard drive that looked just like the Mega 4 that you could hook up. What is it call and where can I buy one?

1752. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 14:38:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981393652-179189AEicMi@madasafish.com>
Source record: 50732

Hi Dennis

>Load the list in QED, go to menu-item Edit, click on "Select all", next
>select the entry "Sort..." (works for me).

I did this, it worked perfectly, but today when i grabbed my mail today,
eMailer insisted in recreating my groups in duplicate, and then refused
to kill one reporting a GEMDOS error. It seems eM must be using the
positon in the grplist file as an index and my shoving them around barfed
this up!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1753. Re: Does anyone have an external hard drive for a Mega 4 ST or know what it's called?

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 14:42:13 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <9Tdf6.12410$mA1.773138@bgtnsc06-news.ops.worldnet.att.net>
Source record: 50789

Elliott,

That would be Atari's MegaFile Hard Drive. It was typically marketed in 20mb, 30mb and 60mb sizes. It used the old, and slow, 5.25" hard drives (MFM, etc.). Your best bet would be to try to find a SCSI interface, such as the ICD Link or Link2 and simply connect a standard external SCSI hard drive to your system.

If you really do want one of Atari's Megafile drives to stack with your Mega4, I do have an old Megafile system lying around with a bad drive mechanism ---- everything else is fine, if you can find a replacement drive mechanism to go in the system. Email back if you should want to go that route and we'll work out a price and shipping details, but as I said before, you'd really be better off with a SCSI system.

Sheldon

"Elliott John Coerper II" <ejohncoerper2@mindspring.com> wrote in message news:95jo2l$am7$1@slb6.atl.mindspring.net...
> I head they made a Mega St 4 hard drive that looked just like the Mega 4
> that you could hook up. What is it call and where can I buy one?

1754. Ah. screw it! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 15:16:22 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ZIzAEHIGJXf6Ew6L@lovecraft.demon.co.uk>
Source record: 50790

Seriously!

I remember someone mentioning that you could have the posts on the
Falcon case drilled and fitted with brass inserts so the problem of
knackered threads wasn't a problem anymore.

Where can I get this done? After having had to go into it three or four
times, and despite extra-extra care being taken, I noticed the dread
powery residue of plastic when I opened it to try a 3Gb drive (didn't
work. *sighs* I'm figuring that if HHDriver isn't seeing an IDE device,
it's dead).

Mk. X cases are a little too expensive for me to recase it just yet ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1755. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 16:52:36 UTC
From: rand@cd.chalmers.se
Message-ID: <95k1ck$56t$1@nyheter.chalmers.se>
Source record: 50791

In article <95ib8b$3v7$1@plutonium.compulink.co.uk>,
Harry Sideras <sidcelery@cix.co.uk> wrote:
>On 2 Feb 2001 16:27:12 G, Johan Klockars wrote:
> > In article <954on5sqn5@plutonium.compulink.co.uk>,
> > Harry Sideras <sidcelery@cix.co.uk> wrote:
...
> >> While I'm on the subject, how come there isn't a JPEG_OVL that takes
> >> advantage of an FPU copro and not just the Falcon's DSP in the
> >> Brainstorm/Fieblkorn version? That's what I'd really like to see.
> > I doubt it. It would almost certainly be slower than not using the
> > FPU. On an '040 the FPU might possibly be a win, but I don't think so.
>
>So, the transfer to/from the FPU is greater than the DSP? They

Unlike the DSP, the FPU is not really a separate processor. It doesn't
run a program of its own, but rather gets told about some instructions
that the '030 doesn't know about itself (this is done in hardware).

>wouldn't run concurrent with the main processor? If that's right, what

It really is part of the processor, in a way. It just didn't fit on the
same chip. The same was true for the external MMU on the 68020 (which
was handled in exactly the same way).
In the '040 and '060, these things did fit (in a cut down form) on the
same chip and the coprocessor interface was removed.

Just as for the later chips, the 68881/2 FPUs _can_ run in parallel with
the CPU's integer engine to a limited degree. As I said, they get their
instructions from the same program code, though.

Anyway, the only way using an FPU can help with the IDCTs of JPEG
unpacking is if the FPU can do floating point multiplies enough faster
than the CPU can do integer multiplies. For some modern chips that is
true (especially considering that they can often deliver the result of
one float multiply per second, thanks to pipelined multipliers).
The data is in integer format originally, however, and needs to be
turned back into that afterwards, so the speed difference needs to be
significant for there to be any benefit from the FPU.
The 68881/2 is just plain slow (about ten times slower than the FPU in
the 68040 for simple operations).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1756. Re: Atari emulator for PlayStation 2

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 17:06:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981393654-179685AEicMi@madasafish.com>
Source record: 50733

Hi Joshua

>Are you obsessed with blue LEDs?

Whatever gave you that idea??..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1757. Re: [WEB] Aniplayer 2001 V2.14a

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 17:08:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981393656-180181AEicMi@madasafish.com>
Source record: 50734

Hi Rauol

>Here in Amsterdam (Holland) we have the famous red light district. Shall
>I transform that in REDLED district if you come around?

Although Shiuming is known to frequent lots of red light areas he soon
converts them to blue.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1758. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 17:14:36 UTC
From: jba4@po.cwru.edu
Message-ID: <3a7d8dc6.588430@news.cwru.edu>
Source record: 50792

On 3 Feb 2001 22:32:42 GMT, xlator@cix.compulink.co.uk wrote:

>In message <3a7702f3.8391902@news.cwru.edu>, jba4@po.cwru.edu said:
>>
>>Maybe they should consider implementing something like this on the
>>Pegasus or the Tempest. I thought something like that might actually
>>be under development for the Tempest, but I really don't remember.
>
>Isn't this similar to what was being suggested for the putative Milan 3?

That must be where I read about it.Too many clones to keep track of
all the specs, I guess. ;-)

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1759. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 17:40:52 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1eoaokl.1whebu312l1eauN%roughley@vanc.igs.net.invalid>
Source record: 50793

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> From: baldrick@dilbert.netset.com (Dan Ackerman)
> Date: 29 Jan 2001 20:33:06 -0500
>
> Hi Dan,
>
> >However I'm curious if the programmers at ASH found away to work around
> >CAB's get functions limited implementation for modern and wacky standards.
> >Here is one that I have an OVl in beta over as well. Can you view the
> >following site as a web page.
> >
> >http://www.cast.org/bobby/
> >
> The IConnect OVL from ASH loads the page without any problems but... since
> the contents are witten in HTML 4.0 and contain some Java applets CAB doesn't
> display it all. One can only look at the source code.
> Incidentally, the latest update of Draconis Pro just bombs when tyring to
> access that page...

Draconis probably crashes because the site's markup is crap. It doesn't even come close to HTML 4.0 adherence, being so riddled with errors. (CAB understands the core features of HTML 4.0, so that's really not an issue here.) And to make matters worse, parts of the markup are written in XML: mixing this with HTML, although very similar in syntax, isn't allowed. The site also uses Cascading Style Sheets, riddled with errors too. There are no Java applets -- just JavaScript for simple image rollovers. CAB of course ignores the JavaScript and CSS, which aren't integral to the page, but it's a wonder any browser can plow through the garbage and make something appear. It's ironic that a site committed to accessibility is itself so poorly written, not adhering to other web standards.

<< Neil >>

1760. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 17:46:30 UTC
From: rand@cd.chalmers.se
Message-ID: <95k4hm$5av$1@nyheter.chalmers.se>
Source record: 50794

In article <95jndbspp2@SOLAIR2.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>On 2 Feb 2001 23:42:05 G, Johan Klockars wrote:
>>
>>Unless someone is prepared to spend a _lot_ of extra time on it, you're
>>going to have to chose between DOS-free and those peripherals (assuming
>>it is even possible to get hold of the necessary documenation).
>
>I am aware hat it would be a considerable effort :(concerning
>accessing the peripherals- it's supposed to be done through PC's BIOS,

Only the stuff that's on the motherboard is usually supported that way.
You'd normally load new drivers to be able to access a sound card or CDROM.
Then of course there's the problem that DOS drivers aren't necessarily
available at all. You might need Windows running to access a device (or
to make decent use of it, as in the case of graphics cards).

>>Well, one should be enough, but STonX, being 100% C, isn't one of the
>>fastest. It should run on just about anything, though.
>
>I have tried several emulators on the same PC- and found that, although
>there are differences in their speeds relative to one another, they are
>not significant.

They must be since people here are claiming that their Hades'/Milan's
are much faster than a decent PC with an emulator. ;-)

>Btw. do you have any opinion on TOSBox (needs only a minimum DOS, handles

Not really since I've only tried it a few times (did not run in a Window).

>well high resolution, and behaves OK with NVDI, Mint, multitasking, etc) ?

I just tried it out again here and it crashed my machine twice when I
tried to stop it (I guess I should boot from my Win2k or Linux partitions).

Anyway, I reran two of the tests I posted about earlier and TOSBox turned
in times that were about 50% slower than my Falcon+AB040.
Now, I may not have configured TOSBox properly, but if that's what
people usually judge emulation performance by, I can understand why
they think it's slow.
As I mentioned earlier, GEMulator2000 was 4-5 times faster (3 times
faster than my Falcon+AB040 rather than 50% slower).

>>(The FPU test in GEMBench puts GEMulator at 14 times the speed of an
>> FPU-less Falcon (this is really an integer test for machines without FPU
>> (which includes all the emulators, AFAIK)).)

>
>I don't quite understand this. Do you mean to say that all floating-point
>operations reduce to integer ones? So a pair of integer/floating tests

If there isn't an FPU (which there isn't in any of the emulators I know
about), GEMBench does the same calculations using integer operations,
just like it would be done in any non-FPU-aware program.
Obviously, any floating point operation can be done with integers (after
all it's all ones and zeros (well, low and high voltages) to the computer),
just slower on equivalent hardware.

The reason why I mentioned the 14* figure was that it fits very well in
with the fact that my AB040-machine is usually 3-5 times faster than a
plain Falcon and the PC was 3 times faster: 3-5 * 3 = 9-15.

>would always give the same speed ratio regardless of the machine.

I don't think I follow you there.

GEMBench doesn't really do anything approaching a decent integer test
(the 'divide' test certainly isn't one!). The closest it comes are the
'VDI enquiry' (when using the exact same VDI on all machines compared)
and 'float' (when on a machine without FPU) tests.

>But that makes floating point ops no less real on a higher level.

When there is no FPU in the computer, the GEMBench float test does not
try to use any FPU instructions. They are not real in any way then.

>So it seems that a "software-only" solution (i.e. a good emulator on a PC
>confugured for high speed) can bear with any currently available clone-

At least according to my tests.

>and be much simpler to implement. I would like to see a new PPC-based
>Atari clone, but I am afraid that a project like that would be an economical
>disaster and therefore not likely to succeed. So using Intel-cpu

Well, the Tempest is likely to arrive, but that's of course no a clone.

>boards seems to be the only reasonable alternative. If it can be argued
>that "OS-is-a-platform" there is no particular reasons (except religious)

But religion is what being an Atari user is all about! ;-)

Anyway, I don't really care one way or the other. I continue to use the
computers I like and buy the ones I'm interested in (I've got somewhere
around two dozen).

I wouldn't buy a clone unless it was really different in some way, say
using dual PPCs or something like that. I'd just as soon use an emulator
on a PC otherwise, and I don't even do that.
If I'd been able to use a decent graphics mode with GEMulator, I might
have used that since it's obviously much faster than my Falcon. Until I
can convince the author that it is in his best interest to add the little

extra functionality that would allow for a decent fVDI decive driver,
that's out of the question, however (I've exchanged a couple of emails
with him regarding this, actually, but nothing has come of it yet).
Accelerators are another matter, since then I can still use my beloved
old Falcon. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1761. Re: Problems With STinG

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 17:56:05 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7d97b5$1_2@athena.netset.com>
Source record: 50795

In article <1eoaokl.1whebu312l1eauN%roughley@vanc.igs.net.invalid>,
Neil Roughley <roughley@vanc.igs.net.invalid> wrote:
>Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>
>> From: baldrick@dilbert.netset.com (Dan Ackerman)
>> Date: 29 Jan 2001 20:33:06 -0500
>>
>> Hi Dan,
>>
>> >However I'm curious if the programmers at ASH found away to work around
>> >CAB's get functions limited implementation for modern and wacky standards.
>> >Here is one that I have an OVl in beta over as well. Can you view the
>> >following site as a web page.
>> >
>> >http://www.cast.org/bobby/
>> >
>> The IConnect OVL from ASH loads the page without any problems but... since
> the contents are witten in HTML 4.0 and contain some Java applets CAB doesn't
>> display it all. One can only look at the source code.
>> Incidentally, the latest update of Draconis Pro just bombs when tyring to
>> access that page...
>
>Draconis probably crashes because the site's markup is crap. It doesn't
>even come close to HTML 4.0 adherence, being so riddled with errors.
>(CAB understands the core features of HTML 4.0, so that's really not an
>issue here.) And to make matters worse, parts of the markup are written
>in XML: mixing this with HTML, although very similar in syntax, isn't
>allowed. The site also uses Cascading Style Sheets, riddled with errors
>too. There are no Java applets -- just JavaScript for simple image
>rollovers. CAB of course ignores the JavaScript and CSS, which aren't
>integral to the page, but it's a wonder any browser can plow through the
>garbage and make something appear. It's ironic that a site committed to
>accessibility is itself so poorly written, not adhering to other web
>standards.
>
><< Neil >>

Yes that is exactly what I found so entertaining about this site.
They even have a test to validate your page and get a banner you can
display to show youre site meets up to their exacting standards ;)

It all gets explained as you go through the site and see that one
of their corporate sponsors is microsoft ;)

It is a very bad page. That's why I thought it was a good test.
As long as my schedule doesn't go too insane with the rest of the day, I hope to get an update to my OVL released taht can navigate this site, to the limit of CAB's happiness. To be honest the only reason it works for them is probably because they have the autosearch url function on in IE that allows IE to try and make sense of the page. The have misdirections on graphics etc from what I can tell.

So hopefully in the next 24 hours you will be able to use my
CAB.OVL to validate your website and show everyone how you live up to the exacting standards of Bobby ;)

Dan Ackerman
aka baldrick

1762. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 18:00:16 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102041751370.133-100000@Hades060>
Source record: 50707

On 3 Feb 2001, Charles Stanley wrote:

> May I ask all HADES users to inform us of their progs and unsorted order
> of their AUTO and CPX folders so as to boot their Hades properly, with
> what graghics card?

I recommend you install Odd's mmu tools, this will split the ram
into st ram an tt ram, and sets stram in such a way that if
you have some troublesome app, like xcontrol that crashes in
ttram, simply set it to load into stram. And stuff set to load
into ttram will run flat out fast.

Unless you are running MiNT-Net+N.AES my setup details will
probably not be that useful.

I am however using the ATI Rage Pro with nvdi 5.03 with the
special drivers from Medusa.

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1763. FA: Atari Falcon (Boxed)

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 18:01:49 UTC
From: Julian Lewis-Booth <julianlb@btinternet.com>
Message-ID: <95k572$e83$1@neptunium.btinternet.com>
Source record: 50696

Hi There,

I am auctioning my Falcon on ebay:

http://cgi.ebay.co.uk/aw-cgi/ebayISAPI.dll?ViewItemRedirect&item=1212335831

Please take a look if you are interested.

Regards

Julian

1764. Re: MagiC Online News

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 19:24:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <95ka9pkth1@plutonium.compulink.co.uk>
Source record: 50697

In message <B69C53E2.9E1D%bengy@mac.com>, bengy@mac.com said:

>> Is bengy@mac.com your permanent eMail address?.
>
>Hi Steve,
>yep :-)

Hi Bengy!

I downloaded your latest MagiC newsletter and it displayed fine in CAB
while on-line. I have now moved it out of the cache into a folder of its
own and find it now crashes CAB ('Program... 68000 exception') when I
try and view the index page. The other pages I've tried seem OK.
Has anyone else reported this, or had the same problem?

Regards, /Peter/

1765. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 19:24:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <95ka9pktj1@plutonium.compulink.co.uk>
Source record: 50698

In message <981047038-132345AEicMi@madasafish.com>, steve_sweet@madasafish.com said:

>>>Does anyone know of an application that will allow me to sort grouplist
>>>from newsgroups servers into alphabetic order?.
>
>>Try a-to-z
>
>I'l look that out, cheers dude.

You can also use the editor in Harlekin for sorting lines in a block.
Just make a block of the whole list! I do that with a 12,400 line cover
disk list, each time I add new entries - sadly no more new ones:-(

Regards, /Peter/

1766. Re: NVDI.INF

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 19:24:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <95ka9qktk1@plutonium.compulink.co.uk>
Source record: 50699

In message <95flqnsjf2@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>I'm with you now. Unfortunately, wrt the graphics card version, it's
>you that's confusing the INF files. Aside from C:\NVDI.INF it's
>essential to have NVDIVGA.INF in the AUTO folder, created by
>VMG4000.PRG, which holds details of manually created screen
>resolutions, dot-clocks, horizontal and vertical screen offsets and
>multitude else. We're talking at cross-purposes here, Peter.

Hi H!

I guess we are - I have no experience with graphics card versions. My
manual for NVDI 5 does not mention NVDIVGA.INF at all. Presumably this
is in addition to the boot resolution set with SLCT_DEV.PRG in AUTO?

Regards, /Peter/

1767. MagicMac speed(was Good news about Coldfire clone)

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 19:27:24 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6A2FB57.A47B%nameerf@flash.net>
Source record: 50700

in article 981263314-38148AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 2/3/01 3:23 PM:

> If you want to see "fast" emulation then the PC is not the way to follow, a
> MAC PPC running MagiC-Mac is the ultimate in speed and compatibility... add
> NVDI, Jinnee and Scripter to this combination and even die-hard Mac users will
> be amazed...

Does the demo version of MagicMac have some kind of slowdown routine on it
as a demo limitation? I know the PC version at least at one time did. When I
tried the demo on my 350MHz G3 iMac, benchmark programs said it was running
on average about 7x the speed of an ST, and software didn't seem to run all
that fast. This isn't a whole heck of a lot faster than my Nemesized Falcon.
Hopefully it would be better in the full version? If this is the case, it's
too bad they did this. I'd like to see just how much of a speed increase I'd
get before I consider spending my money, or wasting my money, depending on
the outcome. At any rate, my Falcon won't be replaced by it until it's dead
beyond repair and there are no more Falcons out there to buy.

Mike Freeman
nameerf@flash.net

1768. How to transfer files from old Atari HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 20:17:31 UTC
From: jens@panix.com
Message-ID: <95kdcrdvs1@panix5.panix.com>
Source record: 50701

I tried to find this info on the net and was not successful. So I had to figure it out from scratch. I guess this is mainly for the benefit of people doing dejanews searches..

Summary of the procedure at

http://www.panix.com/~jens/parse.cgi/atari-hd.par

or if that link is stale, perhaps:

http://jens.org/atari-hd.par

--
Jens. <jens@panix.com> (http://www.panix.com/~jens/)
[1) The above doesn't necessarily reflect my opinions, since by the time you read this I may have changed my mind. 2) (c) Jens Johansson, dated as above, no rights are waived; all reserved.]

1769. Hard Drive partition

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 21:03:48 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000000f8@fmlynet.org>
Source record: 50716

FamilyNet Newsgate

Hello Uwe!

US> The maximum partition size for TOS 1.04 is 256 MByte.
> Anything else is definitely wrong.

I guess TOS referrs to the whole bundle, but out of interest do you know if the limitation is in GEMDOS or BIOS? I'm guessing GEMDOS because I currently run 1.04 on a PC and it reads a 2Gb partition without problems. I'm guessing that the emulator replaces BIOS. Of course, on a real ST that's academic, the whole thing is in ROM anyway.

I would be interested in knowing how that 256Mb limit comes about. Is it a Cylinders, Heads, Sectors thing like the imfamous PC 528Mb ATA limit, or a 19 bit field somewhere for the number of sectors in a partition?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1770. CAB.OVL ver. 1.4300 released

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 21:07:36 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7dc498$1_1@athena.netset.com>
Source record: 50702

As promised version 1.4300 of my CAB.OVL is now available for
download at my website.

http://www.netset.com/~baldrick/ovl.html

Changes:

OVL now parses leading blank lines from the beginning of files.
So some HTML files that were displayed as text before are now properly
displayed as HTML. This does not get fix all files that may have this
problem, but should get a large number of them.

Dan Ackerman
aka baldrick

ps. I expect to see lots of Bobby certification now ;)

1771. Re: Atari TT, STing and the LAN Port (SC422)

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 21:19:39 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7dc76b$1_1@athena.netset.com>
Source record: 50703

In article <t7o1818f7ih05@corp.supernews.com>,
Bruce S <brew@paradisewebdesign.net> wrote:
>Ok, I've tried switching the the "LAN" port in the STing CPX's and it says
>it fails everytime. Why would it fail? I saw Dan Ackerman say something

I'm not certain about the STiNG CPX, but there is a bit that has
to be switched in the system to address it properly. The "LAN" port
shares itself with "Serial 2" on the TT. So you have your choice of which
you want to use, but you only get to use one.

>about if you have a video card that they may be disabled???? I don't have
>one, but I seem to remember the guy who sold this TT to me saying something
>about he used to have a video card in it,
>

Slight confusion. The connectors for Serial 1 and Serial 2 on the
TT are on a litle backplane that covers the VME slot. The ports are
connected to the motherboard of the TT via some flat ribbon cables. Many
people when they installed graphics cards removed the VME back plate and
put it aside as the space it needed to occupy was now blocked by the
Graphics card in the VME slot.

In this circumstands the ports still exist as far as the OS is
concerned, but you have no physical connections to plug anything into.
On my machine I have a NOVA card which has plenty of space below it to
dangle the flat ribbon cables out and I plug my modem int them. Probably
not "pretty" to some people, but what do you really care as long as it
works. Some people unfortunately have very short cables so that there is
not enough length to them to dangle them out of the back of the machine.
For these people I recommend getting a PC serial port back plate
connector. They don't cost that much and would give the machine back
Serial 2 which is the only real RS232 port on the TT (it's the fastest).

However since you want to use the LAN port you will be disabling the
Serial 2 port on the back of the machine anyway. In effect they are one
in the same port, it just has 2 connectors. Whatever software you use has
to enable the LAN port instead of the Serial2 port, which is the default
setting.

>Also, I've been searching the net high and low for the latest HSMODEM
>release...? Can't find it... any help?
>

Flinny's site has one of them. I'm not certain if it's the latest or not.
http://www.flinny.demon.co.uk/

Dan Ackerman
aka baldrick

1772. Re: Free monitors, mice for access to ST (T

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 22:42:12 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a7ddac4$0$175@news.zetnet.co.uk>
Source record: 50705

On 4 Feb 2001 02:03:41 G, "Denny Hall" wrote:

|I'm a Toronto musician who's looking to borrow or get access to an Atari
|computer. Mine died awhile ago and my song files (I am a song composer) are
|locked up in a Notator format and need to be converted to midi files.

Should be plenty in TAF (Toronto Atari F(oundation?))
--
JI Logan

1773. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 22:42:15 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a7ddac7$0$175@news.zetnet.co.uk>
Source record: 50706

On 3 Feb 2001 23:01:15 G, Charles Stanley wrote:

|May I ask all HADES users to inform us of their progs and unsorted order
|of their AUTO and CPX folders so as to boot their Hades properly, with
|what graghics card?

```
-------------------------------------------------
ExtenDOS Gold information formatted by ExtInfo v3.3
EXTINFO0.TXT started on Sun Feb 4 00:25:42 2001
-------------------------------------------------

System information
------------------
TOS version: 3.06
TOS country: Great Britain
TOS date: September 24, 1991
TOS start address: 0x7fe00000
GEMDOS version: 0.20
AES version: 3.20
Max concurrent apps: 1
ExtenDOS version: 3.3
SCSIDRV revision: 1.01
XHDI version: 1.30

Computer: TT030 (Direct60/Hades really)
Processor: 68060
Coprocessor: None
Blitter: Not installed
Largest free ST RAM: 61492668

Hard disk driver: HDDRIVER version 7.61 (Uwe Seimet)
Installed drives: ABCDEFGHI
Boot drive: C
Number of floppies: 1
Screen resolution: 1280 x 960 x 256 colours (palette-based)
Number of bitplanes: 8

Cookie jar contents
-------------------
0x5f435055 (_CPU) 0x0000003c
0x5f56444f (_VDO) 0x00020000
0x5f465055 (_FPU) 0x00100000
0x5f4d4348 (_MCH) 0x00020000
0x68616465 (hade) 0x0000400e
0x5f534e44 (_SND) 0x00000001
0x5f464443 (_FDC) 0x68616465
```

```
0x5f414b50 (_AKP) 0x00000303
0x5f494454 (_IDT) 0x00001000
0x53435349 (SCSI) 0x00013026
0x55534844 (USHD) 0x0000e95c
0x58484449 (XHDI) 0x0000f854
0x4e4f5641 (NOVA) 0x0005d35c
0x4d4f4752 (MOGR) 0x0008204c
0x57494e58 (WINX) 0x0009faae
0x4e564449 (NVDI) 0x000f3490
0x46534d43 (FSMC) 0x000da8b6
0x4550726f (EPro) 0x0027dcd8
0x4653454c (FSEL) 0x002eb16c
0x52535646 (RSVF) 0x002f3cde
0x5354694b (STiK) 0x002fc2b0
0x494d4e45 (IMNE) 0x00081690
0x56534352 (VSCR) 0x0007e1da
0x45644449 (EdDI) 0x0007367c

Total cookies found: 24
Size of cookie jar: 34
Free cookie slots: 9

AUTO folder contents
--------------------
Auto folder is C:\AUTO

---Program--- --Size-- ---Date--- --Time--
FPU__3.PRG 110354 1997/10/02 15:02:40
EMULATOR.PRG 12591 1996/07/20 13:52:26
MENU.PRG 11699 1996/02/11 17:51:20
STA_VDI.PRG 132179 1997/10/18 07:25:00
GEMRAMH.PRG 13650 1990/02/02 01:50:12
WINX.PRG 51649 1993/10/17 22:57:30
SHBUF.PRG 13494 1993/06/04 22:16:50
NVDI.PRG 320644 2000/06/10 10:55:32
WDIALOG.PRG 86944 1998/08/26 15:36:14
EXTENDOS.PRG 13287 2000/09/02 02:58:28
SLECTRIC.PRG 67978 1993/12/21 02:59:22
DRVIN.PRG 3923 1994/05/17 00:10:36
SCC.PRG 8756 1996/06/08 12:28:56
STING.PRG 20118 2000/06/14 13:36:14

-----------------------------------------------

Active CPXs are:

NOVA Control
Serial Ports
Selectric
Sting Internals
Printer
Session Manager
```

```
-----------------------------------------------

Graphics card is ATi Mach 64

-----------------------------------------------
--
JI Logan
```

1774. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 22:48:20 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <U_kf6.45$tT3.351@news-server.bigpond.net.au>
Source record: 50704

That pretty much sum's it up. I would obviously prefer native but neear
enough is good enough.

Mark

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:95ev62$m45$1@SOLAIR2.EUnet.yu...
> On 1 Feb 2001 09:35:58 -, "Mark" wrote:
> >> The way to do it would be to load JUST a command.com and then run some
> >sort of Emulator.
> >So basically you want to run Microsoft DOS with an Emulator?
> >
> >Not really a clone as the OS is not TOS compatible.............
>
> Not necessarily- depending on what the "emulator" actually does. I think
> that he meant to use command.com just to load the "emulator" which could
> then overtake all OS functions.
>
> But even if command.com remains partailly functional one might think
> of it as some sort of addition to BIOS, to be used by the new-loaded OS.

1775. Re: Hard Drive partition size????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 23:13:14 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <95knma$og1$1@plutonium.compulink.co.uk>
Source record: 50708

In message <t7p1bo55tmida7@corp.supernews.com>, firest@williams-net.com said:

> Does anyone know the maximum size for a hard drive partition on a
>1040STf with 2.5 megs of Ram and TOS 1.04?????? I have heard anything
>from 20megs to 1GB. What is the answer???????

According to *the* expert, Dr Uwe of HDDRIVER, the limit is 512 MB per
partition in your case.

Regards, /Peter/

1776. Text Viewer????

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 23:29:54 UTC
From: ebaiz@skyenet.net
Message-ID: <SBIf6.492$K77.4263@newsfeed.slurp.net>
Source record: 50709

On 3 Feb 2001 17:55:43 G, JI Logan wrote:
>On 2 Feb 2001 12:32:01 +, Bob King wrote:
>
>|> QED isn't the best choice for a system-wide viewer!
>| . . . .
>|Yes I agree, and I used the Jinnee suggested Mview, until Dennis
>|suggested a text viewer that printed, so Qed it was. Have you any
>|suggestions?
>
>Everest?

Everest is not, but I use Edith and it seems to do the trick. Under Magic I mostly use QED.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1777. Re: MagiCMac 6: Where to buy in North Amer

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 23:29:56 UTC
From: ebaiz@skyenet.net
Message-ID: <UBIf6.493$K77.4263@newsfeed.slurp.net>
Source record: 50710

On 2 Feb 2001 11:25:44 -, Doug Kendall wrote:
>Friends,
>
>Are there any retailers who currently sell MagiCMac in the US or
>Canada? An email to Systems for Tomorrow (which I would normally
>consider the most likely source) hasn't yet elicited a reply; neither
>they nor Chromagic currently list it on their web pages. To be sure,
>the SFT webpage is in a state of reconstruction, so perhaps they've got
>it after all...

I think your best bet is to buy it from someone in Europe. That is what I
did...

Ed
Granger, Indiana USA
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1778. Re: Does anyone have an external hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-04 23:29:58 UTC
From: ebaiz@skyenet.net
Message-ID: <WBlf6.494$K77.4263@newsfeed.slurp.net>
Source record: 50711

On 4 Feb 2001 09:21:25 -, "Elliott John Coerper II" wrote:
>I head they made a Mega St 4 hard drive that looked just like the Mega 4
>that you could hook up. What is it call and where can I buy one?

Try the sites below:

http://www.myatari.com/
http://www.best-electronics-ca.com/
http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1779. Atari NG Traffic (873 today)

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 00:01:18 UTC
From: swampfox1@earthlink.net
Message-ID: <i3mf6.935$hW2.84304@newsread2.prod.itd.earthlink.net>
Source record: 50712

Hi All,
I'm amazed there is so much traffic in this NG!
873 posts dated back to 1/18/2001 (about 2 weeks worth).
John G.

1780. Re: Re: Atari ST Commandments - Request #2

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 05:05:04 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <fmcs7t02v49tuqrlstvqeil9coo0j4v3mi@4ax.com>
Source record: 50713

On Mon, 29 Jan 2001 01:13:09 -0500, Bob Retelle <bobr1@provide.net>
drooled an embarassing wet spot in his lap as he typed:

>Bill - sorry, I was hoping someone else here might know more about
>these "Commandments" and fill in when I posted the "13th Commandment".
>(although I really did like the "RSN" one...)
>
>While I don't recall ever hearing anything about these particular
>statements from Jack (and I was pretty heavily involved through most
>of the Tramiel years), I'll be the first to admit I might have missed
>the "slogan of the week" for that week.
>
>(Atari changed slogans about as often as the Tramiels changed their
>underwear - witness how soon these "Commandments" were forgotten).

HEh ... this is slightly off-topic, but it's like a commercial I have
in my collection. The transcript goes like this:

"The Chairman of Atari has a motto he'd like us to follow. (Cue huge
"Business is War" logo highlighted by rotating floodlights) So Atari
is going to show you that despite its image, IBM charges too much for
the memory it gives you. That Apple Macintosh Plus costs far too much
for the memory IT gives you. Atari won't do that to be malicious, but
to demonstrate the Atari ST is nothing less than the best value in
personal computers. Who's going to win the computer war? Stay
tuned..."

Kind of ironic...

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1781. Re: MagicMac PowerPC

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 08:06:04 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <mttf6.44913$W94.4004510@nnrp4.clara.net>
Source record: 50714

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:980878570-186615AEicMi@gmx.net...
> These files are ment for version 6.10.4, they enable iMac DV and DV+
> owners to use MagiCMac, these files are not upgrades but more or less
> updates or bugfixes (depending on your views).

They're Service Packs, of course...

Shiuming Lai

1782. Re: Atari NG Traffic (873 today)

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 12:39:11 UTC
From: Sinister <NoSpAm!@DoUgIvEhEaD.CoM>
Message-ID: <P9xf6.1138$tT3.9541@news-server.bigpond.net.au>
Source record: 50718

well everybody loves there atari, even if they don use it anymore, its still
fun to talk about :)

"John Garone" <swampfox1@earthlink.net> wrote in message
news:i3mf6.935$hW2.84304@newsread2.prod.itd.earthlink.net...
> Hi All,
> I'm amazed there is so much traffic in this NG!
> 873 posts dated back to 1/18/2001 (about 2 weeks worth).
> John G.

1783. Atari question

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 12:45:29 UTC
From: Sinister <NoSpAm!@DoUgIvEhEaD.CoM>
Message-ID: <Jfxf6.1153$tT3.10420@news-server.bigpond.net.au>
Source record: 50719

When they designed the atari ST, why didn't they just put a SCSI port on it
so as to allow many other devices to be connected aswell or instead of a HD,
Was it cheaper to put those little proprietary hard drive connectors and use
MFM drives ?

1784. Quadra 950, MagicMac, NVDI question

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 13:02:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981376730-16277AEicMi@cwcom.net>
Source record: 50723

Hi all,

Have a chance to buy a Mac Quadra 950, so I'd like to use it as a replacement for my Falcon - faster speed and higher resolution graphics are what I crave. 1024*768 by 16.7 million colours, great!

So, with MagicMac and NVDI installed, what sort of performance increase could I expect over my Falcon CT2 (ballpark figures), and will NVDI know about the "supa 1024*786 million colours graphics card" (sic) which this machine boasts? I'd hope it would be transparent, but maybe not as powerful as the MagiCPC version of NVDI, the direct entry of res/colour depth that one wants. What colour depths/resolutions does NVDI offer under such a setup?

ITMT I'm seeking a better description of that card (how many million colours is that?), but is there anything I should beware of? Printer, modem etc compatibility?

TIA.

--


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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm
```

1785. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 13:03:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981376726-15269AEicMi@cwcom.net>
Source record: 50721

From: Bob King <robert.king@patent.gov.uk>
Date: Fri, 02 Feb 2001 12:32:01 +0000

>>Yes I agree, and I used the Jinnee suggested Mview, until Dennis
>>suggested a text viewer that printed, so Qed it was. Have you any
>>suggestions?
>
>My choice is still 1stGuide, but as we've seen, it won't print text.
>However, I have a faint memory of a different version of this software that

I think it was 1stView actually, I'll grab this and give it a look :-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1786. Re: More English translations in at my

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 13:03:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981376728-15785AEicMi@cwcom.net>
Source record: 50722

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: 2 Feb 2001 18:44:24 GMT

>>>Derryck, there seems to be something slightly incorrect with the English
>>>resource for Interface. A
>>
>>S'OK here dude.
>
>Interesting... does the problem depend on mahine/OS variant, then?

I wouldn't have thought so as such, but not all progs seem to like Steve's
video card. The "moving Clipboard" effect is quite minor however.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1787. Re: Atari question

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 13:30:30 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7eaaf6$1_3@athena.netset.com>
Source record: 50720

In article <Jfxf6.1153$tT3.10420@news-server.bigpond.net.au>,
Sinister <NoSpAm!@DoUgIvEhEaD.CoM> wrote:
>When they designed the atari ST, why didn't they just put a SCSI port on it
>so as to allow many other devices to be connected aswell or instead of a HD,
>Was it cheaper to put those little proprietary hard drive connectors and use
>MFM drives ?
>

There is a simple answer for that question. SCSI was not
standardized until after the ST's design. After it was standardized they
started putting it on some machines (TT & Falcon), but there was already
an installed base with the ASCI port, so they felt they needed to continue
to support it. The TT has both ASCI and SCSI. There was quite a bit of
complaint when the Falcon came out that it didn't have an ACSI port, since
that meant people could not directly plug their atari laser printer into
the Falcon.

Dan Ackerman
aka bladrick

1788. FA: Complete Atari 520st

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 14:29:59 UTC
From: Chris Rex <chrisrex@robbware.com>
Message-ID: <t7te66tobtpt33@news.supernews.com>
Source record: 50724
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari,rec.games.video.classic

Check it out.. Only at $25.00

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211533143

1789. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 14:47:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981441030-189058AEicMi@cwcom.net>
Source record: 50683

From: jlog@zetnet.co.uk (JI Logan)
Date: 03 Feb 2001 17:55:43 GMT

>|> QED isn't the best choice for a system-wide viewer!
>| . . . .
>|Yes I agree, and I used the Jinnee suggested Mview, until Dennis
>|suggested a text viewer that printed, so Qed it was. Have you any
>|suggestions?
>
>Everest?

No. It's fine for text, but try doubleclicking any other type of file for
which you haven't specified a particular viewer!

A system-wide viewer should cope with anything, 1stGuide copes pretty well
but (as we've said) can't cope with printing text. It prints images just
fine though.
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1790. Re: Any more Atari shows

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 14:49:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981441034-189550AEicMi@cwcom.net>
Source record: 50684

From: Simon Osborne <atariactive@my-deja.com>
Date: Sat, 03 Feb 2001 18:16:04 GMT

>I had an idea to produce a magazine this year. Although, no-one seems
>to be interested. With a result, I have even given up on my website as
>there just isnt enought interest or content to fill it.

:-(

Atari Applications hasn't been since about April last year, and the
publisher doesn't answer emails about it.
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1791. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 14:52:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981441036-190022AEicMi@cwcom.net>
Source record: 50685

From: rand@cd.chalmers.se (Johan Klockars)
Date: 3 Feb 2001 19:38:53 GMT

>As was mentioned earlier, fVDI doesn't necessarily have to track NVDI,
>since it can work together with it. NVDI on top of fVDI is no different
>from NVDI on top of the NOVA VDI.

According to the benchmark tests we can expect to see a slow-down in
graphics output when coupled with NVDI though. I know that one can use
Speedo instead, but that's quite antedeluvian now and doesn't support the
printers which NVDI does.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1792. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 15:01:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981441038-190498AEicMi@cwcom.net>
Source record: 50686

From: osian@zetnet.co.uk (Chris Simon)
Date: 04 Feb 2001 00:24:29 GMT

>the original criticism of Papyrus was a little over-the-top. You
>ought to be taking the attitude of "coloured GEM files are a
>developing standard and it would be helpful if Papyrus could read
>them" rather than "Papyrus is hopeless because it can't read
>non-standard files created by other programs".

An Atari version of Papyrus should be capable of reading colour GEM files
from other Atari programs, otherwise there is absolutely no point in
including it!!!

--


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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1793. Why I need to use my Atari for MIDI ;)

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 15:13:32 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <1R1biiCcMsf6Ewud@lovecraft.demon.co.uk>
Source record: 50728

I'm still arguing with my sequencer, but in the spirit of filling the
world with dreadful sounds, I recorded a bit of what I do when I'm just
bouncing ideas around (i.e, the point at which I realise I need six arms
to control all my synths at one).

http://www.mp3.com/RealTyme

Could this be the worst attempt at music on mp3.com?
I don't even think it qualifies as an attempt, myself ;)

Anyway, expect more dross under the pretence of 'actual live recording'
as soon as I've had some extra limbs grafted on (or sussed out how to
use the SH-101's bassline programmer to better effect).

Now tell me I don't need to get my head around recording ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1794. Re: Quadra 950, MagicMac, NVDI question

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 15:49:15 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <zWzf6.465$RM.2750@newsfeed.slurp.net>
Source record: 50729

Don't ever give up your falcon for an emulator!! Wait for Tempest or CT60!

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:981376730-16277AEicMi@cwcom.net...
> Hi all,
>
> Have a chance to buy a Mac Quadra 950, so I'd like to use it as a
> replacement for my Falcon - faster speed and higher resolution graphics
are
> what I crave. 1024*768 by 16.7 million colours, great!
>
> So, with MagicMac and NVDI installed, what sort of performance increase
> could I expect over my Falcon CT2 (ballpark figures), and will NVDI know
> about the "supa 1024*786 million colours graphics card" (sic) which this
> machine boasts? I'd hope it would be transparent, but maybe not as
powerful
> as the MagiCPC version of NVDI, the direct entry of res/colour depth that
> one wants. What colour depths/resolutions does NVDI offer under such a
> setup?
>
> ITMT I'm seeking a better description of that card (how many million
colours
> is that?), but is there anything I should beware of? Printer, modem etc
> compatibility?
>
> TIA.
>
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> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

1795. Simms for STE

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 15:49:24 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <V0jIjCAEusf6Ewoo@ravenhouse.demon.co.uk>
Source record: 50730
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

I want to upgrade my STE from 520k to 4 mb and I have access to some 1mb simms from an old PC but need advice as to whether the simms need to be parity or non-parity and whether they should be of a particular speed.

I have 7 1mb simms in total but they are not all the same.

There are 4 identical ones which contain three chips on each simm (I presume this means they have parity) and the speed would appear to be 70ns.

One has 9 chips (parity?) and would appear to be 60 ns

One has 9 chips and would appear to be 80 ns

The other has 9 chips and would appear to be 100ns

Are any of these suitable for an STE?

--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk

1796. Re: Quadra 950, MagicMac, NVDI question

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 16:51:02 UTC
From: suzanne@crysalis.com
Message-ID: <Xns903F7933EE534suzannecrysaliscom@207.126.101.100>
Source record: 50731

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in
<981376730-16277AEicMi@cwcom.net>:

>Hi all,
>
>Have a chance to buy a Mac Quadra 950, so I'd like to use it as a
>replacement for my Falcon - faster speed and higher resolution graphics
>are what I crave. 1024*768 by 16.7 million colours, great!
>

Can't comment on the rest, but unless the Quadra has a NuBus card, you're going to have to hope it has the VRAM upgrade simm in place to get 24bit - the Quadra series will ONLY do 256 color without the upgrade or a seperate NuBus card. I'm not even sure that the Quadra can do 24bit at 1024x768 *with* the upgrade simm, so you might need to use a NuBus card anyway. Actually, checking, the Quadra can only do 16bit color with the onboard video AND the upgraded VRAM, you will NEED a NuBus card to do 24bit at all...

All around, the 900/950 series are about the top of the line 68k mac (i have a 900 upgraded to 950 level), very easy to expand (if you have a lot of 30pin SIMMs hanging around - they have 16 SIMM sockets for 4 banks :).

[snip]

1797. Re: FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 17:55:47 UTC
From: composer22@mindspring.com
Message-ID: <3a7ee8df.7863941@news.mindspring.com>
Source record: 50725

On Wed, 31 Jan 2001 21:52:48 -0000, "ACE" <ace@NOSPAMbreathe.com>
wrote:

>please reply to ACE@BREATHE.COM (not Free4all)
>
>Alan
>
>ACE wrote in message ...
>>email me at acesoft@free4all.co.uk for huge list of
>>Atari ST software/books/magazines for sale
>>
>>Alan
>>Ace Software
>
>

Do you have any music software from Dr. T's, like the Copyist?

Al.

1798. Re: FS: Boxed Mega ST 2

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 17:58:39 UTC
From: composer22@mindspring.com
Message-ID: <3a7ee9b5.8077764@news.mindspring.com>
Source record: 50726

On Fri, 2 Feb 2001 09:22:28 -0000, "Julian Lewis-Booth"
<julianlb@hgs.co.uk> wrote:

>Space causes an issue again, another machine to keep, now sadly to be sold.
>
>Atari Mega 2
>Keyboard & Mouse
>Boxed with Manual
>
>The front of the Mega 2 has yellowed a little otherwise in good condition.
>
>Please make me an offer 50- 75 quid? I also have a megafile 30 with a US
>power supply, that I might be talked into throwing in with this.
>
>Regards
>
>Julian

Does it have a monitor? If so, which one?

Al.

>
>

1799. Wanted: SM 124

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 18:01:04 UTC
From: composer22@mindspring.com
Message-ID: <3a7eea1b.8179595@news.mindspring.com>
Source record: 50727

I'm looking for an ST Monochrome Monitor in good working condition.
Willl pay shipping.

Al.

1800. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 18:16:28 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981368273.22787.0.nnrp-10.9e98a620@news.demon.co.uk>
Source record: 50715

I have been giving this some thought for some time, there area number of ides,

The PC runs an Emulator such as Pacifist that has been re-compiled to access the PC hardware directly via BIOS rather than DOS calls. This would not be that hard to do but you would only end up with a fast ST and it would still not be that quick as the constant emulation of TOS would really bring it down. The inability to compile native 8086 code also means that this is in essence an Emulator running on a PC still (a 'Virtual ST' if you like as all hardware is emulated).

I think the one that comes closest to a clone would need to have TOS in ROM (to keep people happy) but this is hard work as I am sure VIA or someone would not want to help you with how their ROM chip works and how to access/change devices attached to the board. So we need to use keep the BIOS of the PC and then get TOS to run from disk, to do this TOS would need to be in 80x86 code and NOT 680x0 so a re-compile into 80x86 of TOS is required.

The XBIOS in TOS would need to talk directly to the PC BIOS (probably not to hard) and then all other functions 'should' run OK on top, but this only gives us TOS and not one program will run (although we could copy files around disks). To run programs an emulator is also required which could be hard work to implement into TOS as it was never designed to be like this.

Mark

Mark Bedingfield <mark@baypc.com.au> wrote in message news:7v0e6.97260$xW4.740634@news-server.bigpond.net.au...
>
> "Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
> news:959lou$6no$1@snipp.uninett.no...
> > Mark Bedingfield <mark@baypc.com.au> wrote:
> >
> > >> I don't think you got my point: MiNT could still be the native OS on a
> > >> x86-PC, even when running on a 68k emulator. This is how e.g. MacOS
> worked
> > >> when they made the transition from 68k to PPC.
> >
> > > Yeah, I get what your saying, but how low level an emulator are you
> talking?
> > > Can't be done on chip. Need's at least some form of i/o to get
running.
> >
> > You don't need anything more that what you need to bootstrap the OS

> > anyway.
>
> The way to do it would be to load JUST a command.com and then run some
sort
> of Emulator. In theory you can alredy do that with Winston, but Driver's
for
> video, NIC, and sound etc are the problem. It still need's a complete
> rewrite.
>
> Mark
>
>

1801. Re: Quadra 950, MagicMac, NVDI question

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 18:25:43 UTC
From: ahrma83z@my-deja.com
Message-ID: <95mr6q$7tb$1@nnrp1.deja.com>
Source record: 50735

In article <Xns903F7933EE534suzannecrysaliscom@207.126.101.100>,
suzanne@crysalis.com (Suzanne Archibald) wrote:
> Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in
> <981376730-16277AEicMi@cwcom.net>:
>
> >Hi all,
> >
> >Have a chance to buy a Mac Quadra 950, so I'd like to use it as a
> >replacement for my Falcon - faster speed and higher resolution
graphics
> >are what I crave. 1024*768 by 16.7 million colours, great!
> >
>
> Can't comment on the rest, but unless the Quadra has a NuBus card,
you're
> going to have to hope it has the VRAM upgrade simm in place to get
24bit -
> the Quadra series will ONLY do 256 color without the upgrade or a
seperate
> NuBus card. I'm not even sure that the Quadra can do 24bit at 1024x768
> *with* the upgrade simm, so you might need to use a NuBus card anyway.
> Actually, checking, the Quadra can only do 16bit color with the
onboard
> video AND the upgraded VRAM, you will NEED a NuBus card to do 24bit at
> all...
>
> All around, the 900/950 series are about the top of the line 68k mac
(i
> have a 900 upgraded to 950 level), very easy to expand (if you have a
lot
> of 30pin SIMMs hanging around - they have 16 SIMM sockets for 4 banks
:).
>
> [snip]
>

I've ran my Quadra 950 with MagiC. Pretty decent setup, faster than an AB Falcon for the most part. I didn't have an fx card, just the upgraded video memory. Pretty sure all I could get was 800*600 16bit color. At any rate, sure beats running the Mac O/S on one. Serial is RS 422, AIRC. I had problems with hardware handshake (no matter what cable I used). Connecting AHDI compatible hard disks is a breeze. You may need to look into something called "Power Print" for printing compatibility.

Mike

Sent via Deja.com
http://www.deja.com/

1802. MagiCMac 6 compatibility: (was Where to buy in North America)

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 18:58:16 UTC
From: Doug Kendall <kendald@oneonta.edu>
Message-ID: <3A7EF7C8.8C37C740@oneonta.edu>
Source record: 50736

Dennis (et.al.) ,

Thanks for the information, which raises a further question in my
mind...

I have an iMac with MacOS 9.0.4. From other reading in this group, I
understand that no version of MagiCMac runs on MacOS 9.1 yet. Are the
patches on the ASH site usable with the most recent English translation
of the MagiCMac? or only with the German version?

Thanks again for any help on this.

Doug Kendall
Oneonta, NY
kendald@oneonta.edu

ennis Vermeire wrote:
>
> From: Doug Kendall <kendald@oneonta.edu>
> Date: Fri, 02 Feb 2001 11:25:44 -0500
>
> Hi Doug,
>
> >Has anyone on this side of the pond bought it from
> >http://www.atari-workshop.co.uk , which was noted as a source in
> >another MagiCMac thread here a few days ago? If so, what was your
> >experience?
> They are the official English distributors so you can't go wrong...
> However, they don't sell the latest version of MagicMac meaning that you
> might get into some problems when running OS9 or using one of the latest
> iMacs.
> The latest version of MagicMac (6.10.4) is available from ASH but will be
> a German version...
> http://www.application-systems.de
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net

> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

1803. Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 19:27:17 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7efe95$1_1@athena.netset.com>
Source record: 50737

This is just a small personal rant, but I'm sure other people will agree or disagree with me to some extant.

As we have seen in the last couple of weeks with various debates in this news group there are quite a few people that still frequent it. However I notice there is a distinct lack of conversation about current projects for our beloved platform. Sure we get quite a few "Can you help me with this?" or "Is there any software that does ...". But rarely do we see real discussion based on things that are actually still be developed outside of some simple arguments based on peoples personal preferences of OS (and excepting of course the current arguements over ColdFire no ColdFire).

I'm sure this would make many despair and think that there was nothing being developed currently. That the whole platform was in fact dead.

Now you might say, but we have news sites... www.magical-sides.de, www.atari-home.de, www.atari-users.net, kawecki.atari.org, atari.org ... the list goes on. Yes there are alot of good news web sites to a certain extant, but they only go so far. Atos does a very good job of getting reviews for software and is a great site if you can read german. But most generalize in head line news. This is a great service they provide, but somewhat limited.

I give atariuptodate.de, major credits for the work that goes on there, it is nice to be able to check for the current versions of some of the applications I use.

We also have UTSI which provides a resource for finding a wide range of apps that might fit a specific task.

However I charge that this is not enough!

There are alot of things going on that never make it to any of these sites. Or if they do the language barriers stop many potential users from trying it. This is not good. I can assure you that programmers don't like to work on software that they don't think anyone cares about. Registrations and donations, while welcome, rarely give these programmers any sort of income. So that's not why they do it.

Here are some things I've not seen yet.

An english discussion on the Bubbles Screen saver.

A modern version of Jo Dipching's GEM games list. (this one is sorely missing in todays atari world)

What's the state of X86 Tos projects?

Did you know there is such a thing as Debian MiNT? How's it work?
Where is it going?

Where did Mac MiNT go? Someone was working on it in the last
couple of years.

I'm fairly sure that most of us, would be interested in knowing
some more on one of those topics. There are certain topics we hear alot
about but others that might as well not exist for all the news we hear.
So it feeds back into the programmer. They release something, no one
seems to care, they don't worry about updating it unless there is
something they personally need.

I also don't want to harass the people that do write reviews etc
of programs. We have a few people out there putting in alot of
volunteer hours. However it's just that a FEW people.

Now I started off this litle rant by pointing out that there is
traffic in this group when people feel so motivated. So motivate
yourselves! If you have some info share it with people. I'm just like
the rest of the atari user base, when I don't see anything going on I get
depressed. If you have information pass it on. There are alot of mailing
lists out there that people belong to and often I imagine, the people on
that list think that everyone that is interested is on the list. Not
necessarily so. I know there has been alot of stuff going on in the MiNT
world these days, however if you aren't on the mint lists you get very
litle of this news. While I don't regularly use MiNT I am interested in
whats going on as I am sure others are. I'm just not all that interested
in being on yet another regular mailing list. I just use that as an
example, not a specific criticism.

If you are relying on the programmers to give you all this
information then you are giving up. Some people would rather spend their
time coding then writing large doc files, let alone making large and
comprehensive disertations upon the use of the software.

I also want to point out lastly one major misconception in the
world today. There is an idiot who wrote an idiots guide, who said if you
don't want SPAM then don't post to newsgroups. I'm sure there are some
people that don't post because of this. This is an outdate fear. If you
are concerned then you can modify your email address so it makes it harder
for people to skim it out of the news feed. However let me supply this
small amount of information. There is one account that I use for mail and
email and web space and another account (different ISP) that I use for
connection. The one that I do no mail or news on regularly gets just as
much SPAM into it's box as the one that I post to this group with. Let me
repeat that. An email account that has been supplied to no one gets just
as much spam as one that appears here in proliferation when I'm in a news
reading frenzy.

This isn't a call for noise. Just a call for activity from the
users. Then maybe I'm wrong and there aren't any anymore.

Dan Ackerman
baldrick@netset.com

1804. Problems with CDROM, STING, HSModem, CAB, Crazy Dots card, serail connection to PC

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 19:30:45 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981372734.24707.0.nnrp-10.9e98a620@news.demon.co.uk>
Source record: 50717

As some of you may or may not know I have been having problems with a number of programs, you will be glade to know that I have sorted out a number of them and I just want to say "thank you" to everyone that helped.

CDROM
All files looked OK with names, etc and would even copy but would end up on the hard disk corrupted.
Turns out that one of the pins on the cable (50 pin job) was a bit bent and had actually pieced through the socket on the back of the CDROM and messing things up. I little bit of bending and then using port 2 on the CDROM solved the problems.

STING and HSModem
This was connecting but only PING would work (and then it would drop lots of packets).
Changed the order a bit in my AUTO folder and also put MFP_TT as well as SCC in there and it seems to work (I also put a 'sockets' program in there which Telnet said I need, don't know what it does). I still think this is so hard to use, I will even write an interface if I could get hold of the 'setter' source (need a project). As for the serial/modem port thing I don't know the difference and have never seen a serial port on my TT (I have a graphics card). I can't talk to the modem if I use speeds over 34XXX (or whatever it is) using Modem 2 (modem 1 doe snot appear to work at all well), is this HSModem or my Modem?

CAB
No one mentioned the need for CAB.OVL, for some reason my original install of CAB did not have the 'home' page set with the instructions. I thought this was just an English translation file. I am getting about 4K/sec using Modem 2 and a Motorola 28.8 3400 modem, if I get a 56.6 modem and bugger the serial port through the case will this become quicker?

Crazy Dots
Getting NVDI 5, the NVDI 4 I have is the normal version and does not contain the ET4000 drivers. The programs I have are VMG4000 and use files such as CD1_XXXX and CD2_XXXX, a creation program of sorts and a NVDI conversion program.

Serial Connection to PC
Have not tried to get the PC connected since the CDROM drive now works.

1805. Re: [WEB] Aniplayer 2001 V2.14a

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 19:36:38 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <981401826-432208AEicMi@xs4all.nl>
Source record: 50738

Hi Steve.

>>Here in Amsterdam (Holland) we have the famous
>red light district. Shall I transform that in
>REDLED district if you come around?
>
>Although Shiuming is known to frequent lots of
>red light areas he soon converts them to blue.

They always taught me at school that too
much.....makes you (color)blind anyway....

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1806. MINTnet help needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 20:47:46 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3A7F1172.97B3739D@boeing.com>
Source record: 50739

I'm having trouble getting MINTnet to work on my Milan040.
I've installed the "Mintnet for Dummies" package (correctly, I think).
I updated the pppchat.to script so I can log on to my ISP with user
name and password, and put myself into ppp mode. When I run pppd from
the bash shell, I get the message "Serial connection established", but
nothing else, and the connection times out. ppp0 shows an MTU and MRU,
but is "closed". The pppd process is in "sleep" mode. I can access
the ISP fine on other Ataris using Sting (Sting bombs while loading on
the Milan). Any ideas on what to try?

Milton Horst
Seattle, WA USA

1807. SIMMs for STE

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 20:51:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000045cf@fmlynet.org>
Source record: 50676

FamilyNet Newsgate

Hello Tim!

TP> I want to upgrade my STE from 520k...

Probably 512Kb, not that it really matters ;-)

TP> There are 4 identical ones which contain three chips
> on each simm (I presume this means they have parity)
> and the speed would appear to be 70ns.

Those almost certainly have parity. I suspect the STE does not use parity, in which case the extra bit should simply be ignored. 9 chip SIMMS are slightly different from 3 chip ones in terms of timing. I imagine 70nS SIMMs should be fast enough for an STE, hopefully someone here has used two (or three) chip SIMMs in one and will be of more use to you than I am.

TP> One has 9 chips (parity?) and would appear to be 60 ns
> One has 9 chips and would appear to be 80 ns
> The other has 9 chips and would appear to be 100ns

You may find it harder to find a use for the odd ones, especially since they're different speeds. I hope the matched four work for you. There should be no harm in trying them in your STE. Good luck, and be sure to let us know how you get on.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1808. Euphonic Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 20:51:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000045d0@fmlynet.org>
Source record: 50677

FamilyNet Newsgate

Hello Mark!

M> The PC runs an Emulator such as Pacifist that has been
> re-compiled to access the PC hardware directly via BIOS
> rather than DOS calls. ^^^^^^^^^^^^^^^^

That's pretty much a contradiction. When we're talking about DOS programs,
they generally access hardware one of three ways...

1) Through DOS - mostly the filesystem, memory and
perhaps a simple text console.

2) Through BIOS - DOS itself works through BIOS, it's also
used by some software for text console
and other miscellanious jobs.

3) Directly - This used to be done a lot for graphics
work, especially games.

...depending on the software, a combination of those three
approaches might be taken. A fourth option which I haven't listed is through
device drivers, where the device driver itself often talks directly to the
hardware.

M> This would not be that hard to do but you would only
> end up with a fast ST and it would still not be that
> quick as the constant emulation of TOS would really
> bring it down.

Agreed, I don't if any significant speed increase would result from bypassing
DOS. I would be interested in knowing more about how current 'ST on DOS'
emulators work - whether they just emulate the hardware, or hook into GEMDOS,
VDI or the ST BIOS to intercept and redirect calls to the PC side of things.

M> The inability to compile native 8086 code also means
> that this is in essence an Emulator running on a PC
> still (a 'Virtual ST' if you like as all hardware is
> emulated).

I was reading with interest last night about the on-going development of GEM on
the PC since its release under the GNU Public License. I'm not all that
familiar with GEM development, but depending on the application, it might speed
things up a bit if the AES and VDI layers were native even if the 'guts' of the
program were emulated (based on the possibly incorrect assumption that some GEM
programs spend much of their time doing user interface stuff).

M> I think the one that comes closest to a clone would
> need to have TOS in ROM (to keep people happy) but
> this is hard work as I am sure VIA or someone would
> not want to help you with how their ROM chip works
> and how to access/change devices attached to the
> board.

Hopefully it would be in Flash ROM, so that we could upgrade it easily :-) I don't think it really matters if we're loading TOS from disk, I believe that's how the original STs did it. I have a PC with a VIA chipset and AMI firmware. I'm guessing the chipset is fairly well documented, since NetBSD seems to know enough to recognise its features and drive them appropriately. I don't think we need to be pulling ROM chips of motherboards, we could just do what the BSD/Linux people do: use the existing ROM boot-strap to load TOS (or the underlying emulator) and then ignore the PC BIOS (which is mostly real-mode anyway).

M> So we need to use keep the BIOS of the PC and then get
> TOS to run from disk, to do this TOS would need to be
> in 80x86 code and NOT 680x0 so a re-compile into 80x86
> of TOS is required.

I wonder what TOS is written in, possibly various things. I have no idea how practical it would be to port it to x86. I guess bits of it could be re-written to speed things up, hopefully in a way that wouldn't tie it to x86 though.

M> The XBIOS in TOS would need to talk directly to the PC
> BIOS (probably not to hard)...

The problem that springs to mind is that the PC BIOS is real mode and so limited to 1Mb (of which only 640Kb is usually available RAM). I imagine a protected-mode implementation would be faster, not to mention more roomy.

M> ...this only gives us TOS and not one program will
> run...

Good point. Some software could presumably be cross- compiled, some would have to run under an emulator* and sadly some just plain wouldn't run at all.

M> To run programs an emulator is also required which
> could be hard work to implement into TOS as it was
> never designed to be like this.

I think it makes sense to think of TOS and the emulator as separate lumps. If progressively more of TOS were re-written or re-compiled to run native on the new host system the boundry would be blurred though. Come to think of it, I've never written an emulator (of a computer) in my life so I ought to be quiet and make room for the experts to explain how it works in the real world! :-)

Regards, *Unless you have an '040 or
- Andy. something on a PCI card.

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http://www.fmlynet.org

1809. Muddled Modems

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 20:51:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000045d1@fmlynet.org>
Source record: 50678

FamilyNet Newsgate

Hello Mark!

M> I am getting about 4K/sec using Modem 2 and a Motorola
> 28.8 3400 modem, if I get a 56.6 modem and bugger the
> serial port through the case will this become quicker?

If that's 4K *bytes* per second, then you're doing fine, I wouldn't worry about a V90 modem. I'm not sure what other people here think, but 57.6K bits per second sounds like a sensible speed to set your serial port at when running a V34 (28.8K or 33.6K bits per second) modem with MNP4 or V42 error correction and possibly V42bis data compression. I would avoid MNP5 compression if you're using it to browse the web. See your modem manual for details.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1810. Software for CHILI video card

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 21:09:46 UTC
From: castvi@aol.com
Message-ID: <20010205160946.18577.00000958@ng-mc1.aol.com>
Source record: 50740

Hello,
I've got a CHILI VXM video card on a falcon but i've just chili paint.
There is some other soft for acquisition of videos.
Where can I find those soft?
regard

1811. Re: Ah. screw it! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 21:24:38 UTC
From: "R .Sole" <private@notarealaddress.co.uk>
Message-ID: <7UEf6.156$ig2.2240@news1-hme0>
Source record: 50741

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:ZIzAEHIGJXf6Ew6L@lovecraft.demon.co.uk...
> Seriously!
>
> I remember someone mentioning that you could have the posts on the
> Falcon case drilled and fitted with brass inserts so the problem of
> knackered threads wasn't a problem anymore.

Chris Crosskey of ASP used to do this but I have seen no sign of him this
year on this group or a private mailing list he also subscribes to

1812. MagicSLM problems

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 22:26:30 UTC
From: jba4@po.cwru.edu
Message-ID: <3a7f2728.6033866@news.cwru.edu>
Source record: 50743

Hey everyone! Just recently MagicSLM was suggested to me for use in printing documents from my PC to my SLM804 printer. I'm currently running Windows 98 on the PC and it's connected via null modem to the Atari at 9600 baud with both systems using XON/XOFF. Now MagicSLM seems to be running fine, but my documents don't print quite right.

MagicSLM doesn't seem to translate everything quite right. Right now it appears to be screwing up the margins on the printer. The top margin is improperly alligned. And some graphics seem to print incorrectly. Any thoughts?

The PC is using an HP LaserJet Plus driver printing directly to COM1:. The normal LaserJet doesn't work quite right. Anybody have this working, and if so, what exactly is your setup? Just wondering! Thanks!!!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1813. Re: Ah. screw it! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 22:30:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981441040-190954AEicMi@cwcom.net>
Source record: 50687

From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Date: Sun, 4 Feb 2001 15:16:22 +0000

>I remember someone mentioning that you could have the posts on the
>Falcon case drilled and fitted with brass inserts so the problem of

Chris Crosskeys of ASP used to advertise those threaded inserts, however you could most likely get them from Maplin or RS Components.

>powery residue of plastic when I opened it to try a 3Gb drive (didn't

If you took a razor saw and cut down the length of the pillar a little, you could then try pinching the split up a little to narrow the hole a bit.

>work. *sighs* I'm figuring that if HHDriver isn't seeing an IDE device,
>it's dead).

That's a shame :-(

Was it a notebook drive? I've just bought a 12Gig one from Computer Exchange. That's for use elsewhere, but the 4Gig one that will be liberated as a result will find a home in my Falcon (thus leaving a 2Gig one spare).

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1814. Re: Simms for STE

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 22:32:20 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <URFf6.1535$tT3.13471@news-server.bigpond.net.au>
Source record: 50742
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

"Tim Pattison" <tim@ravenhouse.demon.co.uk> wrote in message
news:V0jIjCAEusf6Ewoo@ravenhouse.demon.co.uk...
> I want to upgrade my STE from 520k to 4 mb and I have access to some 1mb
> simms from an old PC but need advice as to whether the simms need to be
> parity or non-parity and whether they should be of a particular speed.
>
> I have 7 1mb simms in total but they are not all the same.
>
> There are 4 identical ones which contain three chips on each simm (I
> presume this means they have parity) and the speed would appear to be
> 70ns.
>
> One has 9 chips (parity?) and would appear to be 60 ns
>
> One has 9 chips and would appear to be 80 ns
>
> The other has 9 chips and would appear to be 100ns
>
> Are any of these suitable for an STE?

Yes, the 9 chip is 8+parity and the 3 chip is 2+parity, best to try and use
identical chip's, parity is not used by the ST at all, so don't worry about
it.

Mark

1815. Re: CAB.OVL ver. 1.4300 released

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 22:32:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981441042-191426AEicMi@cwcom.net>
Source record: 50688

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 4 Feb 2001 16:07:36 -0500

> OVL now parses leading blank lines from the beginning of files.
>So some HTML files that were displayed as text before are now properly
>displayed as HTML. This does not get fix all files that may have this
>problem, but should get a large number of them.

I guess that that would fix the problem I've seen with the Gemtrade module. It
seemed to want to send files to CAB which would only display as text.

Cheers! :-)

>ps. I expect to see lots of Bobby certification now ;)

Probably! ;-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1816. Re: Ah. screw it! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 22:32:52 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <5N3YFCIUoyf6EwOc@lovecraft.demon.co.uk>
Source record: 50744

Once upon a time <7UEf6.156$ig2.2240@news1-hme0>, R .Sole <private@notar
ealaddress.co.uk> grabbed chalk and scrawled:

>Chris Crosskey of ASP used to do this but I have seen no sign of him this
>year on this group or a private mailing list he also subscribes to

He's on the MIDI list, so I'm fairly sure he'll still be around here!

Might be irrelevant anyway, MIDI-list readers will know why.

Richard

--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1817. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 22:43:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981441044-191882AEicMi@cwcom.net>
Source record: 50689

From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Date: Mon, 05 Feb 2001 13:03:08 GMT

>>My choice is still 1stGuide, but as we've seen, it won't print text.
>>However, I have a faint memory of a different version of this software that
>
>I think it was 1stView actually, I'll grab this and give it a look :-)

Hmm, this one won't print text either by the looks of it :-(

Anyone know if CALCLOCK (some sort of printer spooler) adds the ability to
print text from this utility? Hmm, guess not!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1818. Mike Grove, E-mail me :)

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 23:32:16 UTC
From: phantomm@eastky.net
Message-ID: <95nd60$v0q$1@nd.eastky.net>
Source record: 50745

Mike if you are reading this, e-mail me if you have time.
I've lost your current address.

Thanks,
phantomm@eastky.net

1819. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-05 23:56:20 UTC
From: atarigalen@my-deja.com
Message-ID: <95nej1qqd1@nnrp1.deja.com>
Source record: 50649

In article <3a7efe95$1_1@athena.netset.com>,
baldrick@dilbert.netset.com (Dan Ackerman) wrote:
> An english discussion on the Bubbles Screen saver.
Downloaded it. Never unzipped it.

> A modern version of Jo Dipching's GEM games list. (this one is
> sorely missing in todays atari world)
Magicos.de had one. Basically, if it runs under Magic, it'll run under anything. The contest they had last year added several good games.

> What's the state of X86 Tos projects?
Huh?

> Did you know there is such a thing as Debian MiNT?
No, I didn't. I have run Debian Linux on my Falcon though.
>
> Where did Mac MiNT go?
It died, last I heard.
>

As for myself, I've been interested in getting CDWriter working (backup and ISO9660 work, but I can't seem to cut a music CD), playing with Aniplayer (a wonderful program ... and yes, I'm registered) and getting a 44.1 clock for D2D recording (any ideas)? I also ordered ScanX Pro to replace ScanX and I'm trying to find a copy of MagicMac 6 so my little Powerbook 180 can replace the Stacy I gave away (now, that was stupid of me) a couple of years ago.

I do get your point, though. We generally deal more with helping each other with problems than discussing programs. So start a couple of threads!

Galen

Sent via Deja.com
http://www.deja.com/

1820. Re: MagiCMac 6: Where to buy in North America

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:01:31 UTC
From: atarigalen@my-deja.com
Message-ID: <95nesmqvf1@nnrp1.deja.com>
Source record: 50650

In article <3A7ADF88.C352DD6C@oneonta.edu>,
kendald@oneonta.edu wrote:
> Friends,
>
> Are there any retailers who currently sell MagiCMac in the US or
> Canada? An email to Systems for Tomorrow (which I would normally
> consider the most likely source) hasn't yet elicited a reply; neither
> they nor Chromagic currently list it on their web pages.
Systems for Tomorrow and Chromagic do not have MagicMac as of last
week. Systems for Tomorrow said that he would check into availability,
but hasn't responded to my last email a week ago (yet).

I'm seriously considering ordering the French version from Europe
Shareware in France. I don't speak French, but the price is good and
they claim to have it in stock. I'm not 100% certain if an
English .RSC can be obtained though.

Galen

Sent via Deja.com
http://www.deja.com/

1821. Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:03:50 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00004fa6@fmlynet.org>
Source record: 50681

FamilyNet Newsgate

Hello Derryck!

DC> ITMT I'm seeking a better description of that card
> (how many million colours is that?)...

I've read one report that the Quadra 950 doesn't handle 16- bit colour. That flies in the face of what other people have written here, so I'm guessing that it was based the experience of someone with a large monitor who didn't have the optional video RAM upgrade. The following table is based entirely upon supposition, your mileage may vary...

```
Pixels 1Mb 2Mb 8 = 256 colours or greys
~~~~~~~~~~ ~~~ ~~~ 16 = thousands of colours
1152 x 870 8 16 24 = millions of colours
1024 x 768 8 16
640 x 870 8 8 <- Mono portrait?
832 x 624 16 24
640 x 480 24 24
512 x 384 24 24
```

..hopefully this group's Quadra 950 owners will be able to verify or correct this blatant guesswork.

Reading further, Mike says he's done '800*600 16bit color' with the VRAM upgrade. Suzanne says 24 bit isn't possible with the on-board video, and 16 bit is only possible with the VRAM upgrade. I guess that would make the options look like...

```
Pixels 1Mb 2Mb 8 = 256 colours or greys
~~~~~~~~~~ ~~~ ~~~ 16 = thousands of colours
1152 x 870 8 16 24 = millions of colours
1024 x 768 8 16
640 x 870 8 8 <- Mono portrait?
832 x 624 8 16
640 x 480 8 16
512 x 384 8 16
```

...which is more modest, but still better than a poke in the eye with a sharp stick. Further corrections are invited.

(hopefully the BBS <-> newsgroup gateway won't mangle the tables in this message)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1822. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:07:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <95nf81$rm0$1@plutonium.compulink.co.uk>
Source record: 50646

In message <3a7ca9eab81d270@online.be>, tos4ever@online.be said:

>-rwxrwxrwx 1 root wheel 110354 Oct 2 1997 fpu__3.prg
>-rwxrwxrwx 1 root wheel 12591 Jul 20 1996 emulator.prg
....

Hi Martin!

Thanks for info. May I ask an elementary question? I know that the
'rwx...' sequence refers to access rights under MiNT and possibly the
Mac, but what is the meaning of '1 root' and 'wheel'? Actually I don't
really understand the access rights either - I know what they mean
literally, but why, what are they good for, how are they used?
Presumably only useful on networked systems when more than one user has
access?

Perhaps there is a published FAQ or article someone can tell me about
(and where to find it)?

Many thanks!

Regards, /Peter/

1823. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:07:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <95nf83$rm1$1@plutonium.compulink.co.uk>
Source record: 50647

In message <3A7D058D.DE2CF6E5@jps.net>, jkolak@jps.net said:

>The public domain version of ICD utilities required an ICD host adaptor,
>but the ICD Pro version worked with any host.

That's what I thought. Perhaps it just doesn't like MagiC, or
recognise the Falcon's IDE boot drive? As I said before, running
HDUTIL.PRG brings up 'ICD Host Adapter or ICDBOOT required' and
running ICDBOOT.PRG comes up with 'ICD Hard Disk PRO Driver V6.2.0
Copyright (c) 1993 ICD Inc.' at the top of the screen OK, but then it
hangs with 'ID 15 ** UNRECOGNIZED UNIT**' and I have to reboot to get
out of this.

Regards, /Peter/

1824. Author of EVEREST

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:10:05 UTC
From: firest@williams-net.com
Message-ID: <t7ug6t126lu03@corp.supernews.com>
Source record: 50648

Anyone,
Does anyone know if the guy who created EVEREST still lives at the
address on his title screen?????? If he does I would like to send him
some money so that I can get rid of this annoying screen upon boot up.
If anyone knows the answer just E-mail me at firest@williams-net.com
or post it here on this newsgroup.
Thanks,
Carey

1825. Author of EVEREST!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:11:40 UTC
From: firest@williams-net.com
Message-ID: <t7ug9sq6mi552e@corp.supernews.com>
Source record: 50651

Anyone,
Does anyone know if the guy who created EVEREST still lives at the
address on his title screen?????? If he does I would like to send him
some money so that I can get rid of this annoying screen upon boot up.
If anyone knows the answer just E-mail me at firest@williams-net.com
or post it here on this newsgroup.
Thanks,
Carey

1826. Re: Atari question

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:12:35 UTC
From: ebaiz@skyenet.net
Message-ID: <TjHf6.867$RM.6897@newsfeed.slurp.net>
Source record: 50652

On 5 Feb 2001 12:45:29 G, "Sinister" wrote:
>When they designed the atari ST, why didn't they just put a SCSI port on it
>so as to allow many other devices to be connected aswell or instead of a HD,
>Was it cheaper to put those little proprietary hard drive connectors and use
>MFM drives ?

That would be my guess also. It cost money to add the SCSI port. Actually
they should have introduced something like the STe first. If they had, then
there would have been alot more Atarians.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1827. Re: Atari NG Traffic (873 today)

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:18:47 UTC
From: swampfox1@earthlink.net
Message-ID: <HpHf6.3101$iM6.407693@newsread1.prod.itd.earthlink.net>
Source record: 50653

Aside from speed, the lack of Javascript and not being able to make
secure transactions does'nt help stem the migration! I fear that any
new Atari clone will fail without that support! :(
John G.

On 5 Feb 2001 12:39:11 G, "Sinister" wrote:
>well everybody loves there atari, even if they don use it anymore, its still
>fun to talk about :)
>
>"John Garone" <swampfox1@earthlink.net> wrote in message
>news:i3mf6.935$hW2.84304@newsread2.prod.itd.earthlink.net...
>> Hi All,
>> I'm amazed there is so much traffic in this NG!
>> 873 posts dated back to 1/18/2001 (about 2 weeks worth).
>> John G.
>
>
>.

1828. Re: Atari question

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:20:57 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <4idu7tgms98j70s3jjdgct0trg1vqj50ji@4ax.com>
Source record: 50654

On Mon, 05 Feb 2001 12:45:29 GMT, "Sinister" <NoSpAm!@DoUgIvEhEaD.CoM>
wrote:

>When they designed the atari ST, why didn't they just put a SCSI port on it
>so as to allow many other devices to be connected aswell or instead of a HD,
>Was it cheaper to put those little proprietary hard drive connectors and use
>MFM drives ?
>
>
>

Actually SCSI was a standard when the ST was designed. It was still
very expensive, but it was available.

ASCI is a "subset" of SCSI- almost SCSI, cheaper to implement than a
full SCSI interface would have been, which is the reason Atari used
it.

Hard drives were still quite expensive, and it didn't make sense to
install an expensive full-SCSI interface when a lot of people would
probably never make use of it. If you wanted a hard drive, you just
had to buy the interface then, instead of when you bought the computer
originally.

Only some of the early Atari hard drives used MFM mechanisms. Many
used a SCSI host adapter interface to the ASCI port, which allowed ANY
standard SCSI device to be connected, including standard SCSI hard
drives. There just weren't very many other kinds of SCSI devices
(other than hard drives) at the time.

BobR

1829. Re: Simms for STE

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:21:02 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <90fu7t02p9thvtlkqs82ji6nugur083429@4ax.com>
Source record: 50655
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

Just about ANY 30 pin, 1 Mb SIMM will work for the STe.

Parity doesn't matter- The STe doesn't use parity, if the SIMM has the
extra parity bit, the STe will just ignore it.

Speed also doesn't matter. any of those SIMMs listed are far faster
than the STe needs (`150ns is the spec for an ST), so any of them
will work.

It's NOT however, a good idea to mix types, styles and speeds.

I would go with the set of 4 identical types.

BobR

On Mon, 5 Feb 2001 15:49:24 +0000, Tim Pattison
<tim@ravenhouse.demon.co.uk> wrote:

>I want to upgrade my STE from 520k to 4 mb and I have access to some 1mb
>simms from an old PC but need advice as to whether the simms need to be
>parity or non-parity and whether they should be of a particular speed.
>
>I have 7 1mb simms in total but they are not all the same.
>
>There are 4 identical ones which contain three chips on each simm (I
>presume this means they have parity) and the speed would appear to be
>70ns.
>
>One has 9 chips (parity?) and would appear to be 60 ns
>
>One has 9 chips and would appear to be 80 ns
>
>The other has 9 chips and would appear to be 100ns
>
>Are any of these suitable for an STE?

1830. Re: Atari ST Commandments - Request #2

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:21:05 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <g9fu7t83tfp7sg153na7nugeir6vfv3lf8@4ax.com>
Source record: 50656

On Mon, 05 Feb 2001 05:05:04 GMT, Mindfield
<mindfield@badgers.emulationnet.com> wrote:

>HEh ... this is slightly off-topic, but it's like a commercial I have
>in my collection. The transcript goes like this:
>
My favorite is one Atari actually DID use, and broadcast on TV-

(Little aside here... why in the world would a company actually spend
the money on creating, producing and filming commercials, and then
toss the film cans in the back of a closet and never use them..?)

The camera starts on the left, on a full screen shot of an Apple
system, and the announcer (without identifying the computer by name,
of course) tells us how great it is at creating wonderful graphics,
then the camera pans to the right, across an Atari ST system, to an
IBM system on the far right.

The announcer tells us how great this system is at business
applications. Then the camera pans left again, past the Atari ST,
back to the Apple, where the announcer tells us how wonderful the
system is for producing music.

Then again it pans to the right, past the ST back to the IBM, where
we're told how great this computer is for.. blah, blah, blah.

Then another voice yells, "Hey wait a minute- what about the one in
the middle?"

And the announcer says, (as the camera finally comes to rest on the
ST), , "Oh, that's the Atari ST. It does all the things these others
do, but it only costs half as much."

I really DID see this one on TV... once.

>
>Kind of ironic...

Indeed..!

BobR

1831. Re: Problems with CDROM, STING, HSModem, CAB, Crazy Dots card, serail connection to PC

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:21:38 UTC
From: atarigalen@my-deja.com
Message-ID: <95ng2a$s0n$1@nnrp1.deja.com>
Source record: 50657

In article <981372734.24707.0.nnrp-10.9e98a620@news.demon.co.uk>,
"Mark" <mark@recycledsteel.co.uk> wrote:

> CDROM
> All files looked OK with names, etc and would even copy but would end
> up on the hard disk corrupted.
> Turns out that one of the pins on the cable (50 pin job) was a bit
> bent and had actually pieced through the socket on the back of the
> CDROM and messing things up. I little bit of bending and then using
> port 2 on the CDROM solved the problems.

Yep. It's amazing how many SCSI problems deal with cabling or
termination.
>
> STING and HSModem
> This was connecting but only PING would work (and then it would drop
> lots of packets).
> Changed the order a bit in my AUTO folder and also put MFP_TT as well
> as SCC in there and it seems to work (I also put a 'sockets' program
> in there which Telnet said I need, don't know what it does).

Sockets is used by IConnect. You shouldn't need it at all with STing.

> CAB
> No one mentioned the need for CAB.OVL, for some reason my original
> install of CAB did not have the 'home' page set with the
> instructions. I thought this was just an English translation file.

Oops. Sorry.

> I am getting about 4K/sec using Modem 2 and a Motorola 28.8 3400
> modem, if I get a 56.6 modem and bugger the serial port through the
> case will this become quicker?

This depends on where you live. In the L.A. area, my Falcon routinely
clears 5K/sec (and my Falcon port is, for some reason, maxed out at
57600 bps -- it's supposed to go to 4 times that). If you are in the
country with lots of copper wire between you and the ISP, you may well
not go any faster. How much background noise is on your phone line?

Galen

Sent via Deja.com
http://www.deja.com/

1832. Re: Hard Drive partition size????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:28:21 UTC
From: atarigalen@my-deja.com
Message-ID: <95ngersdu1@nnrp1.deja.com>
Source record: 50659

In article <95knma$og1$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk wrote:
> In message <t7p1bo55tmida7@corp.supernews.com>, firest@williams-
net.com said:
>
> > Does anyone know the maximum size for a hard drive partition on a
> >1040STf with 2.5 megs of Ram and TOS 1.04??????
>
> According to *the* expert, Dr Uwe of HDDRIVER, the limit is 512 MB
> per partition in your case.
>
Although Uwe posted earlier, it might be useful to review:

TOS 1 -- 256MB per partition
TOS 3 -- 512MB per partition
TOS 4 -- 1 GB per partition

I'm not certain about TOS 2

Galen

Sent via Deja.com
http://www.deja.com/

1833. Re: Apex Media v.2.41

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:35:19 UTC
From: swampfox1@earthlink.net
Message-ID: <bFHf6.3144$iM6.407693@newsread1.prod.itd.earthlink.net>
Source record: 50658

On 4 Feb 2001 01:09:27 G, Phantomm wrote:
>Anyone in the USA using version 2.41 of Apex?
>
>If so, contact me by e-mail. I may have found a bug and would like to
>see if the same results happen on another Falcon with version 2.41.
>
>Regards,
>phantomm@eastky.net
>.
I may have misunderstood your post by sending you a later version!
John G.

1834. Possibly FS: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:43:04 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <qLE80mJYi0f6Ewtu@lovecraft.demon.co.uk>
Source record: 50661

I'm trying to do too much with it, I think, and I've reached the sad conclusion, with all the conflicting advice and lack of ready availability of things like extended MIDI ports that work, that life would be much easier as a musician if I just went the PC route after all.

This isn't an easy choice to make, and I'd love to run both together but I simply can't afford it. Some people have been extremely helpful, in fact, most people have been extremely helpful right up to the point where /I/ got confused and stressed about the lack of solid information, but nothing can compare to just picking up a magazine, opening a page and seeing exactly the device I need at a sensible price.

So my Atari is for sale:
Atari Falcon 030 with 215Mb internal, FPU, 14Mb RAM, drive tower with 1Gb, 540Mb, Syquest and CD drives, VGA monitor of some sort, lots and lots of software, optical mouse, original unused mouse, Jaguar joypad. I'm open to sensible offers, obviously if I don't get enough I might as well keep it, but I plan on getting a 128 Channel MIDI interface for my PC and Cakewalk, to give you a rough idea of the figures.

A lower-end ST machine would be acceptable as p/x, either a MegaSTE or MegaST (must be separate keyboard model, as it would be incorporated into a rack).

If Chris gets back to me, it should have the inserts in the case for the screws.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1835. Re: [WEB] Aniplayer 2001 V2.14a

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:43:51 UTC
From: swampfox1@earthlink.net
Message-ID: <bNHf6.3173$iM6.407693@newsread1.prod.itd.earthlink.net>
Source record: 50660

Didier,
Your work is appreciated!
John G.

On 3 Feb 2001 11:12:10 G, Didier MEQUIGNON wrote:
>Hi,
>
>There are a little release on my site (V2.14a):
>
>- Polish translation for V2.14.
>- Fixed bug with AV_SENDKEY message (thanks to Claude Labelle,
> the author of CD-Writer).
>- MP3 DSP more fast (with DMA transfers):
> The average DSP load is 64% for an MP3 44,1 KHz joint-stereo file
> and a DSP at 50MHz, so it's just the limit for listen this files
> in stereo with a DSP at 32 MHz (a CT60 for example if you not put
> another oscillator for the DSP).
>- The 'Quality' option now is used with MP3:
> * With the CPU, when this option is checked the quality is better,
> but decompression is more slow (some %).
> * With the DSP, when this option is checked the quality is equal
> to V2.13 (more slow), and when this option is unckecked the quality
> is better than V2.14 (more fast) and lower than V2.13.
>
>Regards,
>
>Didier.
>
>
>--
>Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
>E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
>Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
>Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
>.

1836. Re: MINTnet help needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:45:55 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <95nhg3$3vq$1@zingo.tninet.se>
Source record: 50662

On 5 Feb 2001 20:47:46 G, Milton Horst wrote:
>I'm having trouble getting MINTnet to work on my Milan040.
>I've installed the "Mintnet for Dummies" package (correctly, I think).
>I updated the pppchat.to script so I can log on to my ISP with user
>name and password, and put myself into ppp mode. When I run pppd from
>the bash shell, I get the message "Serial connection established", but
>nothing else, and the connection times out. ppp0 shows an MTU and MRU,
>but is "closed". The pppd process is in "sleep" mode. I can access
>the ISP fine on other Ataris using Sting (Sting bombs while loading on
>the Milan). Any ideas on what to try?
>
>Milton Horst
>Seattle, WA USA
>.
Hi

I can't help with the MintNET bit, but I can tell you that STING
works on a Milan running Mint. Would you like some help with STING,
just yell.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1837. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:46:15 UTC
From: atarigalen@my-deja.com
Message-ID: <95nhglteb1@nnrp1.deja.com>
Source record: 50664

In article <95nf83$rm1$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk wrote:
> In message <3A7D058D.DE2CF6E5@jps.net>, jkolak@jps.net said:
>
> >The public domain version of ICD utilities required an ICD host
adaptor,
> >but the ICD Pro version worked with any host.
>
> That's what I thought. Perhaps it just doesn't like MagiC, or
> recognise the Falcon's IDE boot drive? As I said before, running
> HDUTIL.PRG brings up 'ICD Host Adapter or ICDBOOT required' and
> running ICDBOOT.PRG comes up with 'ICD Hard Disk PRO Driver V6.2.0
> Copyright (c) 1993 ICD Inc.' at the top of the screen OK, but then it
> hangs with 'ID 15 ** UNRECOGNIZED UNIT**' and I have to reboot to get
> out of this.

This is often a sign of cabling or termination errors. In fact, I got
it last week on my Falcon. After a hasty powerdown and checking the
connections, it went away (whew!)

Galen

Sent via Deja.com
http://www.deja.com/

1838. Re: TT Modem port II, 56k and Sting -gettin

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:51:56 UTC
From: atarigalen@my-deja.com
Message-ID: <95nhr9tjh1@nnrp1.deja.com>
Source record: 50665

In article <95flr1sjf5@plutonium.compulink.co.uk>,
sidcelery@cix.co.uk (Harry Sideras) wrote:
> I've resorted to setting the CPX every time I boot up...
>
I just thought of something. Back in my Genie days I would use STorm
(a terminal emulation program), which set the modem port at 19200. If
I then went to STing the modem port was STILL at 19200. Might you have
something setting the modem port?

Galen

Sent via Deja.com
http://www.deja.com/

1839. Re: Ah. screw it! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 00:53:32 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <95njdo$kf1$1@nnrp1.phx.gblx.net>
Source record: 50663

R .Sole <private@notarealaddress.co.uk> writes:

: "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
: news:ZIzAEHIGJXf6Ew6L@lovecraft.demon.co.uk...
: > Seriously!
: >
: > I remember someone mentioning that you could have the posts on the
: > Falcon case drilled and fitted with brass inserts so the problem of
: > knackered threads wasn't a problem anymore.

The problem is finding inserts. I, in the US, went to a metric screw shop,
and found none. I have not tried going to a plastic supply shop. What you
need is knurled brass plastic inserts for 3 mm screws, and a hot soldering
iron tip to push them in.

--

---_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

1840. Re: V4e : what you have to know !!

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 01:01:39 UTC
From: atarigalen@my-deja.com
Message-ID: <95nidf$u3i$1@nnrp1.deja.com>
Source record: 50667

In article <981220124-59023AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> You've seem to forgotten all about the XTOS Poll.
> Since the developers decided to go for the Coldfire design, I can
> only assume that this was what the majority of the people wanted...

I don't remember the chip being one of the debatable options on the poll. Actually, it would be interesting to see the poll results, but they don't appear to be posted.

Galen

Sent via Deja.com
http://www.deja.com/

1841. Re: TOS 4.92 ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 01:03:49 UTC
From: atarigalen@my-deja.com
Message-ID: <95nihgubp1@nnrp1.deja.com>
Source record: 50668

In article <95gv46$366$1@news.comnet.co.nz>,
"G Swaine" <g.swaine@the.gluepot.com> wrote:
> Are there any important things one should be aware of before running
> it on a TT?

Rumor has it it's not particularly stable. As for Falcon only, I don't
know.

Galen

Sent via Deja.com
http://www.deja.com/

1842. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 01:07:34 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7f4e56$1_3@athena.netset.com>
Source record: 50666

In article <95nej1qqd1@nnrp1.deja.com>, <atarigalen@my-deja.com> wrote:
>In article <3a7efe95$1_1@athena.netset.com>,
> baldrick@dilbert.netset.com (Dan Ackerman) wrote:
>> An english discussion on the Bubbles Screen saver.
>Downloaded it. Never unzipped it.
>

Step closer than me. I haven't downloaded it yet I've thought
about it, but haven't done it. Would like to get someone elses impression
of it. You know the things we used to have magazines to cover. Works
good everywhere/Magic/MiNT... No conflicts/lots of conflicts. Info like
that. I like having cool new software for my system, but am nervous about
installing new things without someones review before hand after a few bad
experiences in the past. There is not much like the pain of discovering a
large number of hours of work have just been corrupted.

>> A modern version of Jo Dipching's GEM games list. (this one is
>> sorely missing in todays atari world)
>Magicos.de had one. Basically, if it runs under Magic, it'll run under
>anything. The contest they had last year added several good games.
>

Magicos.de had a selection of programs that ran with Magic. It
was far from complete. Nice that it's is/was there (not certain if that
section is back up yet), however it's only a thin portion of the games
that are available that will run under GEM (by this I mean anymore the
class of games that will run without stealing your whole system or at
least give you a chance to switch back/ run properly under a multitasking
setup/ not limited to ancient hardware specs /probably a few other things
as well). We are discussing as a community where we want to be in a few
years (if anywhere). These games are the most likely to directly transfer
to anything that is running GEM and has at least 68k emulation.

Here is Jo's URL take a look at it and see how I'm discussing the
fact that magic online only has a portion of the games.

http://ping4.ping.be/dipching-drulkhor/VGA-GAME.HTM

There have been a few things added in recent years, but there
isn't everything on that list. There are even older games that aren't on
his list. But it's probably about the best we have so far for a quick
list.

It would be nice if one of the PHP gurus around here would set up
a system where people could submit programs and give ratings of what they
thought about it. Really be cool if it was cross linked to atariuptodate

so that you could verify the most recent version.

>> What's the state of X86 Tos projects?
>Huh?
>

More than one group has set off onto the task of getting a native
atari OS running on x86 hardware. Where have any of them gotten?
Probably busy coding but if they want help they should speak up and let
the community know they are there.

>> Did you know there is such a thing as Debian MiNT?
>No, I didn't. I have run Debian Linux on my Falcon though.
>>

A group is working on making some sort of MiNT - Debian linux
combination so that basically anywhere Linux will run, MiNT will run. At
least that is my understading. I'm not affiliated with them in anyway and
have only heard of them in passing from time to time. But I heard this
last weekend that they are still working so it's not dead. Would be nice
if we all knew how it was going.

>> Where did Mac MiNT go?
>It died, last I heard.
>>
>

Did it die again? Is there an authoritative answer on this?

>As for myself, I've been interested in getting CDWriter working (backup
>and ISO9660 work, but I can't seem to cut a music CD), playing with
>Aniplayer (a wonderful program ... and yes, I'm registered) and getting
>a 44.1 clock for D2D recording (any ideas)? I also ordered ScanX Pro
>to replace ScanX and I'm trying to find a copy of MagicMac 6 so my
>little Powerbook 180 can replace the Stacy I gave away (now, that was
>stupid of me) a couple of years ago.
>

Do you slap yourself in the forehead every morning and go stupid
;) I'd be interested in hearing more about your CD Writing adventures.
I'm hoping to save a few bucks up and get the software to do it myself one
of these days since I inherited a burner.

>I do get your point, though. We generally deal more with helping each
>other with problems than discussing programs. So start a couple of
>threads!
>

Well here is a start.

Anyone try the new Calamus Lite shareware version yet? Hows it
work?

Dan Ackerman
aka baldrick

1843. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 01:17:51 UTC
From: atarigalen@my-deja.com
Message-ID: <95njbouvl1@nnrp1.deja.com>
Source record: 50670

In article <95ah1o$j0a$1@nnrp1.deja.com>,
audi100cd@my-deja.com wrote:
> I have just installed the original Multitos o.s onto my Falcon,and I
> want to get the mint-net files so that I can access the internet with
> it the trouble is that the only file that I found was a:tar.gz,...

You'll need a de-tar and a de-gz program. I know they exist, but I
never used them myself.

> ...I usually run Geneva/Neodesk/Sting/MyMail/Cab,but there is no
> message piping so I can't for example click on a URL in a MyMail
> email and get sent straight to that site in Cab,...

Click on the link in MyMail and send to clipboard. Click on the CAB
window, and select URL. A press of the ESC key will clear the line and
Control-V will paste the URL in from the clipboard.

> ...as well as create web pages in Everest and have them appear in
> Cab via OLGA.

I'm not entirely sure how OLGA works. I haven't managed to install it
myself. As a workaround, save the everest file and click the new icon.

Galen

Sent via Deja.com
http://www.deja.com/

1844. Re: Simms for STE

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 01:36:45 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <NyIf6.1665$tT3.14409@news-server.bigpond.net.au>
Source record: 50669
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

"Bob Retelle" <bobr1@provide.net> wrote in message
news:90fu7t02p9thvtlkqs82ji6nugur083429@4ax.com...
> Just about ANY 30 pin, 1 Mb SIMM will work for the STe.
>
> Parity doesn't matter- The STe doesn't use parity, if the SIMM has the
> extra parity bit, the STe will just ignore it.
>
> Speed also doesn't matter. any of those SIMMs listed are far faster
> than the STe needs (`150ns is the spec for an ST), so any of them
> will work.
>
> It's NOT however, a good idea to mix types, styles and speeds.
>
> I would go with the set of 4 identical types.

All correct except it is actually 120 nano seconds:-)

Mark

1845. Re: [WEB] Aniplayer 2001 V2.14a

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 01:38:06 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7f557e$1_2@athena.netset.com>
Source record: 50671

```
In article <bNHf6.3173$iM6.407693@newsread1.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> wrote:
>
>Didier,
> Your work is appreciated!
> John G.

Definately seconded here.

>
>
>On 3 Feb 2001 11:12:10 G, Didier MEQUIGNON wrote:
>>Hi,
>>
>>There are a little release on my site (V2.14a):
>>
>>- MP3 DSP more fast (with Dransfers):
>> The average DSP load is 64% for an MP3 44,1 KHz joint-stereo file
>> and a DSP at 50MHz, so it's just the limit for listen this files
>> in stereo with a DSP at 32 MHz (a CT60 for example if you not put
>> another oscillator for the DSP).
>>- The 'Quality' option now is used with MP3:
>> * With the CPU, when this option is checked the quality is better,
>> but decompression is more slow (some %).
>> * With the DSP, when this option is checked the quality is equal
>> to V2.13 (more slow), and when this option is unckecked the quality
>> is better than V2.14 (more fast) and lower than V2.13.
>>

So as a matter of info. How does the MP3 playback work with
clones etc? On my TT it's just enough to be tantalizing, but not enough
to be satisfying.

Dan Ackerman
aka baldrick
```

1846. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 01:45:39 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7f5743_3@athena.netset.com>
Source record: 50672

In article <95ib8f$3v7$2@plutonium.compulink.co.uk>,
Harry Sideras <sidcelery@cix.co.uk> wrote:
>
>The fastest standard rate for modem 2 is 38k4 bps. It's unlikely the
>modem itself will understand 76k8 or 153k6 (if anyone knows a model
>that will, please tell me).
>

I believe Zyxel made a couple of modems that did support the
strange atari rates. At least a TT user was assuring me of this fact
several years ago.

If you are still in the modem market and have a TT I can highly
recommend the Supra Express external 56k. It goes all the way up to 230k
DTE rate and with the death of modems they can often be found a bargain
basement prices. When I purchased my first one a couple of years ago it
was well over $120 US, we got a second one for another machine in december
for under $70 US.

Dan Ackerman
aka baldrick

1847. Re: Possibly FS: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 02:10:45 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <F2Jf6.1695$tT3.14942@news-server.bigpond.net.au>
Source record: 50673

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:qLE80mJYi0f6Ewtu@lovecraft.demon.co.uk...
> I'm trying to do too much with it, I think, and I've reached the sad
> conclusion, with all the conflicting advice and lack of ready
> availability of things like extended MIDI ports that work, that life
> would be much easier as a musician if I just went the PC route after
> all.
>
> This isn't an easy choice to make, and I'd love to run both together but
> I simply can't afford it. Some people have been extremely helpful, in
> fact, most people have been extremely helpful right up to the point
> where /I/ got confused and stressed about the lack of solid information,
> but nothing can compare to just picking up a magazine, opening a page
> and seeing exactly the device I need at a sensible price.
>
> So my Atari is for sale:
> Atari Falcon 030 with 215Mb internal, FPU, 14Mb RAM, drive tower with
> 1Gb, 540Mb, Syquest and CD drives, VGA monitor of some sort, lots and
> lots of software, optical mouse, original unused mouse, Jaguar joypad.
> I'm open to sensible offers, obviously if I don't get enough I might as
> well keep it, but I plan on getting a 128 Channel MIDI interface for my
> PC and Cakewalk, to give you a rough idea of the figures.

SNIP

Just a word of warning Richard, the PC avenue is fraut with danger as well, I would agree there is alot of conflicting advice out there, but in my experience (and I fix/sell PC's for a living), most PC sales and repair guy's don't know there arse from there elbow. I get so many PC's in the shop to fix that have been butchered by inexperienced fool's, you wouldn't believe it. While the Atari can be confusing to the novice it is very hard to kill.My setup is not to dissimilar to your's, except I use a CT2 as well, and it isn't rock solid, but it is a damn site more stable than mos name brand PC's. Sorry to see you give up on it, anyway

Mark

1848. Re: MagiCMac 6: Where to buy in North America

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 02:19:00 UTC
From: Douglas Kendall <kendald@oneonta.edu>
Message-ID: <3A7F5F14.AFFFB5ED@oneonta.edu>
Source record: 50674

Galen,

Now there's an idea...my college French might get me through the drop down
menus OK.

Does Europe Shareware have a web site?

Doug Kendall
Oneonta, NY
kendald@oneonta.edu

atarigalen@my-deja.com wrote:

> In article <3A7ADF88.C352DD6C@oneonta.edu>,
> kendald@oneonta.edu wrote:
> > Friends,
> >
> > Are there any retailers who currently sell MagiCMac in the US or
> > Canada? An email to Systems for Tomorrow (which I would normally
> > consider the most likely source) hasn't yet elicited a reply; neither
> > they nor Chromagic currently list it on their web pages.
> Systems for Tomorrow and Chromagic do not have MagicMac as of last
> week. Systems for Tomorrow said that he would check into availability,
> but hasn't responded to my last email a week ago (yet).
>
> I'm seriously considering ordering the French version from Europe
> Shareware in France. I don't speak French, but the price is good and
> they claim to have it in stock. I'm not 100% certain if an
> English .RSC can be obtained though.
>
> Galen
>
> Sent via Deja.com
> http://www.deja.com/

1849. Re: Possibly FS: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 02:29:10 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <LpfUM8J2F2f6Ewrb@lovecraft.demon.co.uk>
Source record: 50675

Once upon a time <F2Jf6.1695$tT3.14942@news-server.bigpond.net.au>, Mark
Bedingfield <mark@baypc.com.au> grabbed chalk and scrawled:
>Just a word of warning Richard, the PC avenue is fraut with danger as well,
>I would agree there is alot of conflicting advice out there, but in my
>experience (and I fix/sell PC's for a living), most PC sales and repair
>guy's don't know there arse from there elbow.

I know. I know PCs backwards, and used to use a PC for MIDI. At the
time, I found most of my problems then were due to Cubase VST - I had no
problems with the hardware. I'm very wary of USB MIDI interfaces,
though.

4 years ago, I built my own 200MHz MMX PC for audio and video work.

128Mb RAM, Diamond 8Mb graphics, Diamond Video Crunch-It! card, Adaptec
SCSI with fast 7200RPM IBM Ultrastar 2XP, Creative AWE 64 Gold with 8Mb
Soundfont RAM, ethernet, internal modem of some sort, removable SCSI
drives for different OS setups. It never flaked out on me. I tend to
have to repair people's machines because the local dealers can't build
them (I've acquired a 64Mb Radeon card because one dealer couldn't get
it right).

>I get so many PC's in the shop
>to fix that have been butchered by inexperienced fool's, you wouldn't
>believe it.

Thankfully, my Dell hasn't been butchered ;)

The Atari hardware isn't limited for the task, the interfaces are
expensive sadly, but I've never had to do anything like the messing
around to get applications to work.

The idea of having to choose between my sequencer working, or my file
manager being half useful (even if the error messages it spews are in
German), seems just weird.

Cubase crashed my Falcon. I'm not surprised, I probably have it in the
wrong directory and have to edit some files, or something.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1850. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 04:03:04 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <95nt1j$71m$1@nnrp1.deja.com>
Source record: 50679

Dan,

I agree.. a lack of usage.. I'd love to see other people post news, info, reviews.. oh yes.. Reviews would br GREAT..heck anything related Atari on Atari-users.net (here too!). That's the reason why I have the site. But it's hard when nobody post anything (BTW.. THANKS for all your post Dan!! I do appreciate them!!).

If I had the time (and Skill!!!) I would write some reviews.. but do any of us have free time?

For another site for Atari news.. A-ONE (Atari Online News, Etc.) Magazine www.AtariNEWS.org Same deal.. feel free to post any news and info you have that is Atari related.

Both sites use a php "portal" system called phpnuke(.org). It has a built in system that will allow other sites to display our headlines. IF anyone knows how to use the feeds.. please feel free to (unlike Atari.org!). Don't ask me how to use it.. I haven't dug into it... YET! If anyone does know.. fill me in!!

My answer for starting a thread.. "Anyone use Mario's Galaxy video card???"

Rob
webmaster@atari-users.net
Rob@atarinews.org

Sent via Deja.com
http://www.deja.com/

1851. Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 04:06:35 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <95nt86$7c9$1@nnrp1.deja.com>
Source record: 50680

Has anyone used Mario's new VME Galaxy Graphics Card? Just wondering
how it is.. a little review would be great!!

Rob
webmaster@atari-users.net

--
Atari-Users Network
Atari Chat, Forums, Links, Webring and News.
http://www.atari-users.net

Sent via Deja.com
http://www.deja.com/

1852. Re: MINTnet help needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 07:11:01 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3A7FA385.98657D13@ndh.net>
Source record: 50682

Hi,

which pppd version do you run?
When itï¿½s 2.3.x have you set the noauth option in your /etc/ppp/options
file?

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

1853. 3D-Calc+ spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 07:37:08 UTC
From: Frank <poily2001@yahoo.com>
Message-ID: <95o9bjesu1@inf6serv.rug.ac.be>
Source record: 50690

Hi,

For those of you who are interested: I have put my spreadsheet program 3D-Calc+ on the web for download as freeware. You can also download the manual (in Word 97 format - sorry).

See:

http://www.medcalc.be/stwww/index.html

I'm looking forward to reading your comments!

Frank.

1854. Re: Simms for STE

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 08:02:27 UTC
From: "Craig Hart"
Message-ID: <95oaog$2b6$1@perki.connect.com.au>
Source record: 50691
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

picky bastard...

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:NyIf6.1665$tT3.14409@news-server.bigpond.net.au...
>
> "Bob Retelle" <bobr1@provide.net> wrote in message
> news:90fu7t02p9thvtlkqs82ji6nugur083429@4ax.com...
> > Just about ANY 30 pin, 1 Mb SIMM will work for the STe.
> >
> > Parity doesn't matter- The STe doesn't use parity, if the SIMM has the
> > extra parity bit, the STe will just ignore it.
> >
> > Speed also doesn't matter. any of those SIMMs listed are far faster
> > than the STe needs (`150ns is the spec for an ST), so any of them
> > will work.
> >
> > It's NOT however, a good idea to mix types, styles and speeds.
> >
> > I would go with the set of 4 identical types.
>
> All correct except it is actually 120 nano seconds:-)
>
> Mark
>
>

1855. I want to "rent" these ST programming books

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 08:25:21 UTC
From: dang@elp.rr.com.nospam
Message-ID: <Xns90401C6AC5D0dangelprrcom@207.250.5.3>
Source record: 50692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

I would be very interested in these 3 books (I understand they are [the only?] 3 volumes of a set). They have been out of print forever, and I have had no luck in searching for them in the used book arena. I would really rather do this as a set, as it would save me on shipping costs.

Compute's Technical Reference Guide - Atari ST, Vol 1: The VDI
" " Vol 2: GEM/AES
" " Vol 3: TOS

Now what I'd like to do is this: I will pay shipping both ways, as well as a reasonable fee for your trouble (say, 5-10 dollars for the set, less individually). These books are long out of print and I want the information contained in them, for a little ST programming site I am doing. I will ship them back to you after a week. Obviously there's quite a bit of trust required for this, and I will give you plenty of personal information accordingly. Again, I'd prefer to do this "rental" as a set, but please mail me anyhow if you only have 1 or 2 of them, because I may in the end resort to renting them individually.

Thanks,
-dan
dang@elp.rr.com.nospam
(remove .nospam from the email address)

1856. Re: Atari question

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 09:32:43 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <95ogjf$2s7i$1@news.comnet.co.nz>
Source record: 50694

"Dan Ackerman" <baldrick@dilbert.netset.com> wrote ...
> Sinister <NoSpAm!@DoUgIvEhEaD.CoM> wrote:
> >When they designed the atari ST, why didn't they just put a SCSI port
on it
> >so as to allow many other devices to be connected aswell or instead
of a HD,
> >Was it cheaper to put those little proprietary hard drive connectors
and use
> >MFM drives ?
>
> There is a simple answer for that question. SCSI was not
> standardized until after the ST's design. After it was standardized
they
> started putting it on some machines (TT & Falcon), but there was
already
> an installed base with the ASCI port, so they felt they needed to
continue
> to support it. The TT has both ASCI and SCSI. There was quite a bit
of
> complaint when the Falcon came out that it didn't have an ACSI port,
since
> that meant people could not directly plug their atari laser printer
into
> the Falcon.

Did anyone ever make such an interface?

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

1857. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 09:49:37 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A7FC8B1.4269DF75@siemens.at>
Source record: 50695

atarigalen@my-deja.com wrote:
> As for myself, I've been interested in getting CDWriter working (backup
> and ISO9660 work, but I can't seem to cut a music CD), playing with
> Aniplayer (a wonderful program ... and yes, I'm registered) and getting
> a 44.1 clock for D2D recording (any ideas)?

I bought a 44.1 clock from LINE AUDIO in Sweden. You could try
roger@lineaudio.se but it's been some years since I bought it
so I don't know if the address is still valid. BTW, I also bought
their JAM IN A/D converter and I'm quite happy with it.

Gerhard

1858. Re: Re: Atari ST Commandments - Request #2

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 10:13:46 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <jqiv7to62gl7o2jn0p3is6t8gmqvle8n03@4ax.com>
Source record: 50496

On Mon, 05 Feb 2001 19:21:05 -0500, Bob Retelle <bobr1@provide.net>
drooled an embarassing wet spot in his lap as he typed:

>My favorite is one Atari actually DID use, and broadcast on TV-
>
>(Little aside here... why in the world would a company actually spend
>the money on creating, producing and filming commercials, and then
>toss the film cans in the back of a closet and never use them..?)
>
>
>The camera starts on the left, on a full screen shot of an Apple
>system, and the announcer (without identifying the computer by name,
>of course) tells us how great it is at creating wonderful graphics,
>then the camera pans to the right, across an Atari ST system, to an
>IBM system on the far right.
>
>The announcer tells us how great this system is at business
>applications. Then the camera pans left again, past the Atari ST,
>back to the Apple, where the announcer tells us how wonderful the
>system is for producing music.
>
>Then again it pans to the right, past the ST back to the IBM, where
>we're told how great this computer is for.. blah, blah, blah.
>
>Then another voice yells, "Hey wait a minute- what about the one in
>the middle?"
>
>And the announcer says, (as the camera finally comes to rest on the
>ST), , "Oh, that's the Atari ST. It does all the things these others
>do, but it only costs half as much."
>
>I really DID see this one on TV... once.

I only ever saw one, and it was a part of the short-lived "Atari
Shatters the Myth" campaign. I saw it twice on one of the major
networks, and then never again. Rather a pity tho, 'cos it's one of
the ST commercials I _don't_ have.

I do have a few comparing the IBM and Apple, however, including one
regarding the other people's "Expensive Attachments" (their name tags)
and a couple specifically comparing the Atari ST to the Apple Mac.

My favourite and probably most ironic one though, is this little
ditty:

(Cue picture of expensive laser printer) "The LaserWriter NT from Apple -- a good marketing company. So good, this 8 page per minute postscript laser printer with only 35 fonts sells for about $5,000." (cue $4,999 price tag below) (Cue another expensive laser printer) "Here's the Personal Page Printer from IBM, another great marketing company. They're giving about $5,000 for a postscript laser printer that prints only 6 pages per minute with 43 fonts." (Cue price tag again) (Cue Atari laser printer) "And here's Atari, with an 8 page per minute postscript-compatible laser printer with 50 fonts. but Atari gives you more." (Cue long shot of laser printer with additional components appearing during narration) "A 4 Megabyte computer" (cue Atari Mega ST4) "30 megabyte hard disk" (cue Megafile 30 atop Mega ST) "and the desktop publishing software" (cue mono monitor displaying, I think, Calamus SL) "all for less than $4,000." (cue $3,999 price tag) "Imagine that. An entire desktop publishing system for less than what the others charge for just the laser printer alone. Hmmm ... what a terrible marketing company Atari must be. Or are they?"

The Tramiels? Good at marketing? Now that's rich. :-)

>
>>
>>Kind of ironic...
>
>Indeed..!
>
>
>BobR

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1859. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 10:20:04 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <3A7FCFD4.F6A434A8@rom-logicware.com>
Source record: 50497

Chris Simon wrote:
>
> On 3 Feb 2001 17:51:38 +, Dennis Vermeire wrote:
> >This is strange reasoning... just because Papyrus isn't able to handle the
> >coloured GEM format correctly that is generated by a number of applications
> >Artworx is to blame?

Yes. Artworx didn't follow the standards set by the first - and well
known, in this good old times - program being able to create
coloured GEM graphics - Xact.

So what we did in Papyrus is that we implemented coloured GEM
graphics, done by Xact.
>
> It depends if 'coloured GEM formats' were specified in the original
> GEM implementation. If they were, then Papyrus is at fault. If they
> weren't, then it's a developing standard. You can lobby for inclusion
> of support in Papyrus, but it's a bit unfair to do an out-and-out
> criticism.
>
> I have to admit ignorance as to what the GEM standards specify.

They - Atari - said "follow the GEM Artline 2 format" - what Xact did,
as the first program, and what we did, following them.
>
> >So Calamus, Photoline, TMS vector, Cranach studio... etc interprete the
> >standard loosely? I've created a coloured GEM file with all of the above
> >mentioned programs, they all accept the file(s), the only odd one out is
> >Papyrus which screws up the picture everytime, no matter what program it
> >was created with.

Wrong. We DO interprete coloured GEM correctly - if coming from Xact.
>
> Suppose for one moment that these file formats are non-standard files,
> according to GEM specifications. Yes, in an ideal world, every
> program would be able to read every other program's file formats. But
> as mentioned above, go ahead and request the support, but I thought
> the original criticism of Papyrus was a little over-the-top. You
> ought to be taking the attitude of "coloured GEM files are a
> developing standard and it would be helpful if Papyrus could read
> them" rather than "Papyrus is hopeless because it can't read
> non-standard files created by other programs".

Yep. But. :-)

But we will go into contact with Christian Witt / Artworx, so maybe
we can find a solution together, late spring.
>
> --
> Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
> ** Beware of a bearded man with a spoon up his nose ** ! ! !

--

Gruss / Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

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1860. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 10:24:42 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <3A7FD0EA.EBED0FE9@rom-logicware.com>
Source record: 50498

Jerry Martin wrote:
>
> Hi all,
>
> > It depends if 'coloured GEM formats' were specified in the original
> > GEM implementation.
>
> According to Ulli Ramps, the GEM format *was* specified. The problem is with
> import of colour values. He quotes a number of programs which 'obey' this
> standard.

Beginning with the first program having been able to do coloured GEM -
Xact (former known as Scigraph, in the very old good old times, last
millenium ;-)).

> It seems that all the other programs mentioned here adhere to another
> 'standard'. GemGraph produces metafiles which import correctly into Papyrus but
> Kandinsky and ArtWorx reject these files. So there is an obvious divide here.

Ah, yes, Gemgraph I forgot to mention.
>
> Rom-Logicware said they are going to try to contact the ArtWorx author to see
> about implementin an import for CWG files in Papyrus. In the mean time, ASH
> provided me with the "raster print module" which outputs ArtWorx documents to
> TIF files. Hardly ideal, but gets me through for the moment

Ah maybe I didn't clear that point enough when we both talked - I don't
think
it will be CWG but a more compatible GEM thing.
Christian Witt told me that we - he or us - can make compatible changes
easily, but we have to find the time to do that - let's say late spring.
>
> > I have to admit ignorance as to what the GEM standards specify.
>
> Me too! =)
>
> Watch this space...
>
> Jerry Martin---
> jtmartin@eircom.net
> Atari mICQ support site: http://icqinfo.atari.org
> --
> 14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
> --

--

Gruss / Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

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1861. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 10:30:34 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <3A7FD24A.B8CDA54A@rom-logicware.com>
Source record: 50499

Hm hm hm. A "bug" in VDI? I'm not the main programmer of Papyrus
(which is my partner Christian), but I know - and I'm part of -
the close contact to the Behne brothers and the developement of
NVDI ...
And both parties - Chris and the Behnes - DO love to wipe out
bugs ...

So maybe it's a matter of "interpretation", maybe fVDI is doing
this function call "different".
If the normal VDI AND NVDI are doing this call different, I think
fVDI is the one who has to follow, no matter of if the programmer
finds this function call - let's say "ugly" ...

But if the fVDI programmer can name us the function call, maybe
we can do something, even when we think to make clean calls all
the way ...

Chris Simon wrote:
>
> On 29 Jan 2001 17:33:48 , Dennis Vermeire wrote:
> >Tell him with my compliments this is nonsense in it's purest form...
> >Just ask him why and how he can explain that coloured GEM files produced
> >by Artworx are accepted in Calamus, Photoline, Zeigs mir, Phoenix and even
> >in TMS Vector (written in 1990). And if you really want to get up his nose,
> >just mention that Tempus Word Pro can do it also :-)
>
> Hnn, I wouldn't necessarily subscribe to that point of view! It's one
> reason why HTML is in danger of becoming something it wasn't supposed
> to be because some browsers accept and interpret incorrectly-coded
> pages. The fault then goes unrectified and more and more browsers
> then have to accept the fault and the fault eventually becomes part of
> the HTML specification!
>
> The blame lies fairly and squarely with Artworx if it is producing
> incorrect files, the other programs you mentioned are a bit lax in
> interpreting what they're supposed to be. I reckon the makers of
> Artworx should be persuaded to correct the fault first, or if they
> could provide a utility to convert incorrect files.
>
> I have a similar problem with Papyrus and fVDI actually. A certain
> fault, only when fVDI is running, causes Papyrus Office to crash when
> trying to run a report. I have to disable fVDI and run Papyrus in low
> resolution and 16 colours :-(
>
> I contacted the author of fVDI, who very kindly loked into it and

> traced the fault to an incorrect function call in Papyrus which
> exploits a bug in the original VDI. Since fVDI is a 'debugged'
> version of the VDI, Papyrus fails with fVDI.
>
> So...should fVDI be persuaded to reproduce the VDI's bug, or should
> Papyrus be persuaded not to exploit the bug? While this debate rages
> on, I'm still left with an unusable combination of programs.
>
> --
> Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
> ** Beware of a bearded man with a spoon up his nose ** ! ! !

--

Gruss / Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

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1862. Re: Papyrus Office/Base

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 10:34:49 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <3A7FD349.67C7317D@rom-logicware.com>
Source record: 50500

At the moment you simply have to add the fields manually to the form
(copy old fields, doublecklick the place holder and change it's name
to the new field name).
See the online help for further info, I think I wrote down all the
way, AFAIR ... :-)

In a future version the added fields will be added to the edit form
automatically.

Mark Friedman wrote:
>
> Hi there, I've been trying out the demo of Papyrus Base. I already have
> Papyrus Word 8.23, and I want to see if I should upgrade to the full
> version. I can see that this is a really great program, especially that you
> can put pictures in your database.
> I have had one problem though, after I have made a database I seem to
> be unable to add a new field. I go to the field properties dialogue, add
> a couple of fields, update the table. All seems fine, the table has the
> new fields, but when I go to "edit form" the new fields are not there.
> Has anyone else had this problem?
> Any info is appreciated, Mark

--

Gruss / Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

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1863. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 17:16:39 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981451090.8639.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 50693

> The XBIOS in TOS would need to talk directly to the PC BIOS (probably not
to
> hard) and then all other functions 'should' run OK on top, but this only
> gives us TOS and not one program will run (although we could copy files
> around disks). To run programs an emulator is also required which could
be
> hard work to implement into TOS as it was never designed to be like this.

Sorry did not mention, BIOS, GEMDOS and maybe some of the others such as
VDI.

Mark.

1864. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-06 20:25:54 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <981621008-173016AEicMi@xs4all.nl>
Source record: 50617

>There is nothing to report. It's just very good
I have the same experience: works all fine on my
TT's allthough I have to put off the inbuild
saving system on my monitor. It blacks itself
and then I can't enjoy all the nice graphics and
movements. Relaxing too for my 11 month old
son...

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1865. Re: My first test

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 01:13:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981567584-655854AEicMi@madasafish.com>
Source record: 50522

Hi Lyndon

>>This fish is turning out to be a bit of a DOG(fish)

>Stupid people indeed. Well, I realised what they were doing almost
>straight away, and edited the default.svr (Newsie here) with the correct
>NG numbers and it's working fine now.

I too did similar and finally got some eMail tonight, and sent some, but, later on in the evening i tried to grab summat i was expecting to find the pop server is out again, i experimented and discovered theyve reverted to the pop (not pop3) server, so disconnected to re-config, reconnecting i then found this was farked also, so no more email for me.

DO you have any problems like this?, i notice you seem to go quiet frequently!.

And suprise no mention on the status page so i obviously need to upgrade my windows drivers, again!!!

I tried out my old bun and sky accounts to discover there's been no news migration since i dumped them before Chrimbo for this very problem.

Somethings telling me computers dont like me!!!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1866. Re: PCQuake

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 09:29:14 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <cl6tDVAqVRg6Ewi$@steverosie.demon.co.uk>
Source record: 50501

In article <1eof5g9.1z0snd9xee93bN%steve666@clara.co.uk>, Steve
<steve666@clara.co.uk> writes
>Hi, I'm trying to run Patrice's version of Atari Quake, but I'm having
>troubles finding the PC version of the PAK files/etc
>
>I'm a Mac user but the my Quake files do not work :(
>
>Can anyone point me to a few ftp sites that carry the demo version of PC
>Quake?
>Thanks, Steve.

Well you can try id's ftp site:)

ftp.idsoftware.com

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1867. Re: Atari question

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 10:19:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981615294-64940AEicMi@cwcom.net>
Source record: 50614

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 6 Feb 2001 08:30:19 -0500

>In article <95ogjf$2s7i$1@news.comnet.co.nz>,
>G Swaine <g.swaine@the.gluepot.com> wrote:
>>"Dan Ackerman" <baldrick@dilbert.netset.com> wrote ...
>>> complaint when the Falcon came out that it didn't have an ACSI port,
>>since
>>> that meant people could not directly plug their atari laser printer
>>into
>>> the Falcon.

>A german company manufactured a SCSI device that hooked up to the
>SLM605. I can't remember the name of the device though, possibly someone
>else here can remember.

"Heatsinker" comes to mind. Not sure that it was any good, and it used its
own printer drivers if what I remember reading in this group was right.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1868. Milan web site

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 10:29:47 UTC
From: rking@zetnet.co.uk
Message-ID: <3a81239b$0$180@news.zetnet.co.uk>
Source record: 50502

Hi all,

the Milan site has at last been updated of a sort. It now verifies (I think) that Milan Is are now available from stock plus various upgrades.

Bob King

1869. atari to MAC serial

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 10:55:20 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <sQ9g6.2734$o85.19821@news-server.bigpond.net.au>
Source record: 50503

I'm wondering if its possible in anyway to connect mac devices such as apple laserwriters with the little mac serial plug, to the atari or PC via a serial port?

what's the speed of these connections?

1870. Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 11:27:38 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <3a8130a7$0$36184$1a0eedbc@dreader2.news.xs4all.nl>
Source record: 50504

Writing this I look at a photograph 15 x 10 cm taken years ago (maybe 1990?)
in the Northern Busstation of Calcutta India.
I see a British-like bus (double deck) in a vage dusty red color bearing
advertising boards reading:

ATARI......ATARI

in between those two names is a picture of a TV-set.

Down on the right side of the sign-board some extra strip is added reading:

"COLOUR AND BLACK & WHITE TV"

The Atari names are in a yellow color (that looks like what the Dutch Atari
magazine is using for the cover).
The background has the 'Atari-blue' colour.
The seemingly later added text on the extension board is in red with white
background.

And there is no Atari logo (Fuji) to see.

Very strange is that someone has crossed-out the signs with a half-wet black
paintbrush, somehow making the advertising 'not valid'.

Can anyone tell me what Atari did in India?

The picture rises many questions.

Did they defraud in India and/or did not pay their advertising bills?

Made Atari ever TV's?

I have the picture digitised. Any interest?

--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

1871. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 11:30:58 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <95rbc3$il9$1@reader1.imaginet.fr>
Source record: 50505

> Has anyone used Mario's new VME Galaxy Graphics Card? Just wondering
> how it is.. a little review would be great!!

I would like to know if someone manage to get an email answer from Mario.
I've send a mail requesting some informations about how it works, how it
will
cost, what are potential incompatibilities with my MegaSTE, but so far I do
not
have any answer.
I suppose I should send another mail.

Mickael Pointier

1872. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 11:38:28 UTC
From: Frank <poily2001@yahoo.com>
Message-ID: <95rbs7mrb1@inf6serv.rug.ac.be>
Source record: 50506

Ronald,

Email the picture to me and I'll ask an Indian friend.

Frank.

frank@medcalc.be

1873. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 11:55:28 UTC
From: prunus@post3.tele.dk
Message-ID: <3a813786.7579917@193.162.153.117>
Source record: 50507

On Wed, 7 Feb 2001 12:27:38 +0100, "Stichting ST" <atarist@xs4all.nl>
wrote:

>Writing this I look at a photograph 15 x 10 cm taken years ago (maybe 1990?)
>in the Northern Busstation of Calcutta India.
>I see a British-like bus (double deck) in a vage dusty red color bearing
>advertising boards reading:
>
>ATARI......ATARI
>
>in between those two names is a picture of a TV-set.
>
>Down on the right side of the sign-board some extra strip is added reading:
>
>"COLOUR AND BLACK & WHITE TV"
>
>The Atari names are in a yellow color (that looks like what the Dutch Atari
>magazine is using for the cover).
>The background has the 'Atari-blue' colour.
>The seemingly later added text on the extension board is in red with white
>background.
>
>And there is no Atari logo (Fuji) to see.
>
>Very strange is that someone has crossed-out the signs with a half-wet black
>paintbrush, somehow making the advertising 'not valid'.
>
>Can anyone tell me what Atari did in India?
>
>The picture rises many questions.
>
>Did they defraud in India and/or did not pay their advertising bills?
>
>Made Atari ever TV's?
>
>I have the picture digitised. Any interest?
>
>
>--
>Ronald van der Kamp
>secretaris Stichting ST
>http://www.xs4all.nl/~atarist
>
>

Yes I like to see this.

Mvh

J�rgen Bak

http://home3.inet.tele.dk/prunus/

1874. Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 11:57:08 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000b487@fmlynet.org>
Source record: 50518

FamilyNet Newsgate

Hello Suzanne!

SA> To make matters worse, many websites claim various
> conflicting info...

Sadly that's all too often the case - and it's not always the manufacturer's site that is correct :-/

SA> Some say its 4 30pin sockets, whereas mine is clearly
> 1 72pin socket...Perhaps apple had 2+ revisions of the
> Quadra 9x0 boards ?

Or perhaps people didn't know what they were looking at ;-)

SA> ...I'm tempted to suspect that Apple would be right.

Probably in this case :-)

SA> There is one hope, that being that I seem to remember
> once upon a time seeing somewhere that the VRAM socket
> can take a 4MB module, and that perhaps would allow 24
> bit (why upgrade to 4MB vs 2MB, if you can't make any
> extra use of the extra 2MB ?)

I don't think RAM is the limitation (obviously I could be wrong) because 2Mb could give you <reaches for calculator> 832 x 624 in 24 bit colour. Perhaps the colour look-up table (or something) limits the on-board video to 16 bit colour.

SA> OTOH, Nubus 24bit cards can be found relatively cheap,
> so its not that big a deal, and the Quadra 9x0 series
> have enough NuBus slots that its unlikely you'll ever
> find enough to fill them :)

That's great news! I imagine that if you had room on your desk for two monitors you could use the on-board video for one (in up to thousands of colours) and the NuBus card for the other (in millions of colours).

Because I spend my whole life in front of a computer, I would ideally run the on-board video with a monochrome (hopefully portrait) display. I could have a second, colour monitor for those odd occasions when it's actually useful to me. Alternatively I could just get out more ;-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1875. Euphonic Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 11:57:08 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000b488@fmlynet.org>
Source record: 50519

FamilyNet Newsgate

Hello Mark,

M> Well we would pick option 2 as this cuts out all of
> the MS stuff...

There is at least one free version of DOS around, I haven't tried it recently
though.

M> Most simply emulate the hardware as best as possible so
> that TOS and programs think they are running on a ST,
> TosBox works a bit differently in that it translates
> TOS call to DOS calls which gives it great stability
> and speed when it comes to apps but it is useless at
> games (Gemulator may also do this).

I've been quite pleased with TOSbox.

M> I was considering looking into the PC GEM to see how
> that work and if it still resembles Atari GEM.

Well, the source code is out there for you to take a look. I would like
libraries that I could use to develop code which could build under DOS and TOS,
and optionally give me access to GEM on either platform.

ASB> The problem that springs to mind is that the PC BIOS
> is real mode and so limited to 1Mb (of which only
> 640Kb is usually available RAM).

M> I thought that may be a problem too, this is only a
> real problem for memory though (and maybe Video) both
> of whivh coudl be used directly and other functions
> such as Keyboard, hardisk, etc, etc coudl still be done
> via BIOS, no?

No. If the PC processor is in real mode, you have access to BIOS, but not more
than 640Kb of RAM (without cludges). In protected mode you've got access to
all the RAM, but not BIOS. Some 'DOS extenders' work by living in protected
mode, but switching back to real mode for BIOS (and perhaps DOS) calls.
Obviously there's some overhead to the switching, and it's not a particularly
'clean' solution - bear in mind that this is the PC we're talking about :-(

One potentially interesting tool is DJGPP (I think). It seems to be a port of
GNU development tools to DOS (it uses a 'DOS extender'). Used right (and with
the right libraries) it might enable me to write code that will build under DOS
on the PC, TOS (or MiNT) on the ST and possibly unix in its various
incarnations and platforms. I think I read the other night about libraries that

would glue GEM calls to the X window system, so potentially graphical programs that could be developped that would run under GEM or X on TOS, DOS, unix... of course, this is all easier said than done ;-)

MA> Which ones access hardware directly and which (if any)
> simply call functions of others I do not know but I
> think it would help.

I'm guessing that AES uses VDI (which I /think/ grew out of GSX under CP/M) This is really testing my memory, but the XBIOS/BIOS combination rings bells from my CP/M days... I think XBIOS may have been customised to the hardware, and BIOS could be generic (not that there were that many CP/M- 68K computers). I don't know if BIOS worked through XBIOS, but it sounds possible. GEMDOS presumably works through BIOS. It's just a hunch, but I've a feeling BIOS text console routines wouldn't work through VDI.

I would really like an experienced Atari developer to let me know if I'm barking up the right tree here, it's all guesswork.

M> TOS was originally in C I believe, but many of the
> above have already been re-written by people.

Wouldn't it be nice if we could just re-compile TOS on different systems? Unfortunately it's quite simple to write
non portable code in C ;-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1876. Euphonic Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 11:57:08 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000b489@fmlynet.org>
Source record: 50520

FamilyNet Newsgate

Hello Matthias!

MJ> IMHO, the 640 KB problem is MS-DOS specific.

It's usually associated with MS-DOS because that is the prevalent real-mode operating system for the PC. I imagine CPM/86 suffered from it too, although it would have dealt better with any extra RAM that happened to be available in the bottom 1Mb address space, which is all you get access to in real mode.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1877. Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 11:57:08 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000b48a@fmlynet.org>
Source record: 50521

FamilyNet Newsgate

Hello Derryck!

DC> This machine is fitted with a video card as I
> mentioned in my message...

You did, but it didn't stop me wondering about the Quadra 950's on-board capabilities ;-)

DC> ...according to the vendor the Control Panel
> offers "Millions of colours", so that could be
> anything! :-)

I think that's Apple's way of saying 24-bit colour, although 32-bit would give you alpha channels for transparency. They refer to 16-bit as 'thousands of colors', I'm not sure whether they provide 64K or 32K colours in those modes.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1878. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 14:16:33 UTC
From: swampfox1@earthlink.net
Message-ID: <5Ncg6.2602$2g.330827@newsread2.prod.itd.earthlink.net>
Source record: 50508

On 5 Feb 2001 14:27:17 -, Dan Ackerman wrote:
> This is just a small personal rant, but I'm sure other people will
>agree or disagree with me to some extant.
>
> As we have seen in the last couple of weeks with various debates
>in this news group there are quite a few people that still frequent it.
>However I notice there is a distinct lack of conversation about current
>projects for our beloved platform.

MAJOR SNIP

> Dan Ackerman
> baldrick@netset.com
>
>.

"....current projects for our beloved platform"
Yeah! and while we're at it, I would'nt mind someone starting a certain
project that might get some discussion going, help out Atari clone sales,
and maybe even stop the migration to PC's!!!

S.O.S (as in Save Our.... not Same Old...)
J A V A S C R I P T:
Is there a way to incorporate such into CAB without the need for
Alexander's source code &/or it's feasibility in a new browser?
John G.

1879. Re: Hard Drive partition size????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 14:27:32 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A815B54.AA97498A@ooc.de>
Source record: 50509

atarigalen@my-deja.com wrote:

> Although Uwe posted earlier, it might be useful to review:
>
> TOS 1 -- 256MB per partition
> TOS 3 -- 512MB per partition
> TOS 4 -- 1 GB per partition
>
> I'm not certain about TOS 2

It's the same as with TOS 3.0x.

--

Dr. Uwe Seimet mailto:us@ooc.de
Object Oriented Concepts GmbH http://www.ooc.de

1880. Re: Hard Drive partition

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 14:28:56 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A815BA8.BDDBB16E@ooc.de>
Source record: 50510

Andy Ball wrote:

> I guess TOS referrs to the whole bundle, but out of interest do you know if the
> limitation is in GEMDOS or BIOS? I'm guessing GEMDOS because I currently run
> 1.04 on a PC and it reads a 2Gb partition without problems. I'm guessing that
> the emulator replaces BIOS. Of course, on a real ST that's academic, the whole
> thing is in ROM anyway.

It's GEMDOS, indeed.

> I would be interested in knowing how that 256Mb limit comes about. Is it a
> Cylinders, Heads, Sectors thing like the imfamous PC 528Mb ATA limit, or a 19
> bit field somewhere for the number of sectors in a partition?

It's definitely nothing that has to do with physical drive parameters.

--

Dr. Uwe Seimet mailto:us@ooc.de
Object Oriented Concepts GmbH http://www.ooc.de

1881. scan doubler question

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 15:32:50 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A816AA2.1A8E27B6@siemens.at>
Source record: 50511
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Is there anybody out there using a scan doubler to connect his ST to
a modern multisync monitor ?
I found two of these devices (with and without flicker fixer ?!)
advertised at a 'software hut' page but haven't the slightest idea
which of them would work better (or at all) with my ST and I suspect
that since 'software hut' is an Amiga store they won't know either.

regards
Gerhard

1882. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 16:12:43 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102071608180.79-100000@Hades060>
Source record: 50529

I recall someone asking for ideas on programs we could all use.
How about a GEM PDF veiwer? I'm aware of gsgem or whatever it
is called, but I've yet to have it let me veiw all the pages.
It always seems to show the first 2 or so and that's it.

Since getting the Hades060 and some rather new PC parts,
all I have for docs are PDF files. This includes the
modem, HD specs, gfx card, sound card, and probably
one I forgot. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1883. CANADA WEST: -WANTED- Atari 1040 ST FM compatible Hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 16:15:47 UTC
From: Peter Willis <peterw@borstad.com>
Message-ID: <Hzeg6.138790$47.2076158@news.bc.tac.net>
Source record: 50514

I am looking for a Hard drive fro My 1040 ST.
If anyone (in Canada or U.S.) knows where I can
get one of reasonable size please post size and
desired price.
I'm wary of opening my case as the system is
completely untampered with. I would prefer
a drive that plugs into the HD socket on the
backplane of the original case.

I am good with a soldering iron so if anyone
has plans for an interface that connects to the
HD port and uses an IDE drive I'd appreciate
that too.

Peter

1884. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 16:16:02 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a8174c2_1@athena.netset.com>
Source record: 50513

In article <981527722-51469AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 5 Feb 2001 14:27:17 -0500
>
>
>>see real discussion based on things that are actually still be developed
>
>I'm afraid that development work seems to have ground to a virtual halt
>(aside from one or two people like yourself). A lot of commercial stuff
>(like Texel) fell by the wayside a while back :-(

The commercial companies have been falling away for quite awhile.
But I think you are being too harsh on the number of people still
developing software. But that is exactly what I was complaining about.
Look at the uptodate list for January. There are 17 programs that were
updated on there (or were new releases). Doesn't sound like many, but
then again the list does have a slight MiNT bent. Not complaining just
wanting to point that out, that not everything released or updated gets
onto the list. Might not even be the maintainers fault, could just be
people aren't submitting their programs to the list.

If you do a scan around some of the news sites you can easily find
another dozen programs that are not listed or the update didn't make it to
the uptodate list. Then if you start looking at console window MiNT
applications (which the uptodate list doesn't list all of) You can pull in
another small list of probably at least 6 or so. (I didn't verify these
exactly just going on things I have seen elsewhere but aren't listed on
the current updates list.

So as an estimate we can say 34 new clients or updates in january
to be fair? I think this is fair even if it sounds high from the outset.
If you go through bebits for the last months and throw out the duplicates,
icon sets and simple scripts. You get a number that's no more than twice
this size.

I'm estimating on all this. I started to do the real work, but I
think from the work that I did do, that this are valid.

I don't think that's too bad a comparison. Considering we are
supposedly old and dead and they are a hot modern system.

>
>>An english discussion on the Bubbles Screen saver.
>
>Well, I can reveal that (spurred on by Peter Slegg) DDP Translations have

>virtually completed translating the BubbleGEM help file for this.
>
>I must say that it makes configuring Bubbles much easier.
>

Cool.

>The resource file for After Dawn (which can be used as a module for
>Bubbles) is still in German so that might make another project.

I did a translation of After Dawn years ago. I'm not certain
where it would be found anymore. Hopefully it's up at the umich archive
or something, as if it isn't I wouldn't have a guess of where to find it
on my machine.

Now we just need someone to do a comparison for one of the online
sites of how it runs compared to it's predecessors etc.

1885. FS C-LAB Falcon CAF 8out

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 16:35:39 UTC
From: brian@gem.win.co.nz
Message-ID: <G8BG90.pr@gem.win.co.nz>
Source record: 50515

A friend in our club has moved to Pro Tools and wants to to sell his C-LAB
Falcon, CAF, Line Audio 8-out box. The computer has a 4gig SCSI drive.
Will ship anywhere in the world. (from New Zealand).
All replies to Brian at:

brian@gem.win.co.nz

--
--
Brian Becroft	Tariland, Atari user group in New Zealand
brian@gem.win.co.nz	info@tariland.win.co.nz
http://gem.win.co.nz/brian/	http://tariland.win.co.nz/

1886. Re: [WEB] Aniplayer 2001 V2.14a

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 17:09:46 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <95rvgq$75j$2@wanadoo.fr>
Source record: 50516

On 6 Feb 2001 17:16:00 +, Lonny Pursell wrote:
>On 5 Feb 2001, Dan Ackerman wrote:
>
>> So as a matter of info. How does the MP3 playback work with
>> clones etc? On my TT it's just enough to be tantalizing, but not enough
>> to be satisfying.
>
>On my Hades060 Aniplayer uses about 75% cpu load on a typical
>mp3 at 128 bps. I'm using Ozk's GSXB drivers and a SoundBlaster
>PCI128 card which only set me back about $25 bucks. ;-)

There are an option for divide the CPU load 'Force in mono' in the Sound
Configuration Box. Without DSP, the best way for play all MP3 is a
68060 because the muls instruction is very fast on this CPU.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

1887. Re: Ah. screw it! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 17:52:32 UTC
From: bindon@madasafish.com
Message-ID: <t832r0rmlf1947@corp.supernews.com>
Source record: 50517
Body handling: HTML body converted to readable text

```
On 6 Feb 2001 19:48:34 -, Steve Sweet wrote:
>HI Lyndon
>
>>
>
>Not on the fish you wont its poxed again!!.
>
>This is the most unreliable system ive ever used.
>At least all my others lasted a few months before they barfed!!.

Heh, they changed the NG numbers again :)

It was absolutly fine until november (started with them in jan 2000)

IRC won't work as my DNS can't be resolved, so this is why IRC stopped
working!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

1888. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 18:15:20 UTC
From: vdjole@EUnet.yu
Message-ID: <95s3bo$4nj$2@SOLAIR2.EUnet.yu>
Source record: 50523

On 4 Feb 2001 17:46:30 G, Johan Klockars wrote:
>In article <95jndbspp2@SOLAIR2.EUnet.yu>,
>Djordje Vukovic <vdjole@EUnet.yu> wrote:
>>On 2 Feb 2001 23:42:05 G, Johan Klockars wrote:

>>I have tried several emulators on the same PC- and found that, although
>>there are differences in their speeds relative to one another, they are
>>not significant.
>
>They must be since people here are claiming that their Hades'/Milan's
>are much faster than a decent PC with an emulator. ;-)
>
>>Btw. do you have any opinion on TOSBox (needs only a minimum DOS, handles
>
>I just tried it out again here and it crashed my machine twice when I
>tried to stop it (I guess I should boot from my Win2k or Linux partitions).
>
>Anyway, I reran two of the tests I posted about earlier and TOSBox turned
>in times that were about 50% slower than my Falcon+AB040.
>Now, I may not have configured TOSBox properly, but if that's what
>people usually judge emulation performance by, I can understand why
>they think it's slow.
>As I mentioned earlier, GEMulator2000 was 4-5 times faster (3 times
>faster than my Falcon+AB040 rather than 50% slower).

You are right- and I was wrong. I have tried those emulators a long time
ago and something must have mixed in my memory. Now I ran a couple
of simple tests (loading and dithering a JPG picture in Vision 3.5, all
tests in GEMBench) on Gemulator, TOSBox, PaCifiST and STonX, and indeed-
Gemulator seems to be several times faster then the others, which
agrees with what you found. On the other hand, PaCifist, TOSBox and STonX
appear to have similar speed- which probably drove me to mis-remember
what I did. I supose that their slowness vs. Gemulator may be at least
partially caused by "16bitness" of DOS.

So it seems that TOSBox, which I asked about, is impressive enough when
one compares it to a ST or a Mega, but pale when compared to a Falcon or
a clone. So that's it about speed. What about compatibility and general
"feel"?

>If there isn't an FPU (which there isn't in any of the emulators I know
>about), GEMBench does the same calculations using integer operations,
>just like it would be done in any non-FPU-aware program.

I found this in GEMBench docs:

>Float Math Test
>
>Multiplies, divides and adds single and double precision numbers. Also
>calculates trigonometric functions and logarithms. Uses an FPU if one
>is installed.
>This test uses the Lattice automatic floating point unit detection. As
>a result it works on any system but does not get the maximum out of
>the FPU. Tests that are compiled specifically for an FPU yield much
>higher results, but do not work at all if no FPU is found.

so I assumed that floating point ops (not necessarily floating-point-
coprocessor instructions) were used. Ok, I know that it all reduces to
integers somewhere inside the code, before it reaches the CPU but someone
making a program in a higher language deals with floating point numbers,
operations and functions.

Anyway, I agree that the GEMBEnch floating-point test is unrealistic
one way or another. I have a memory-mapped FPU on my MegaST, and GEMBench
declares this to be about 15x faster than a no-FPU machine. Yet, all
other applications that I have which use the FPU, do "math-intensive"
operations with FPU about 4-6x faster only.

cu.

1889. Re: GENEVA OS????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 18:54:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102071954.a30618@su2.maus.de>
Source record: 50574

Hi Carey,

CC>So any help getting this OS would be greatly appreciated. Thanks
a friend of mine left GENEVA v 1.02 here when he moved to the US.
You might get it if you like. And you could discuss the prize with
him via email.

I think he'll agree if you refund the posting.
The package contains the original disk together with a 171 sides
manual and dates from 1993.

Und TTschï¿½
ps

1890. Re: Hard Drive partition size????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 18:56:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102071956.a30619@su2.maus.de>
Source record: 50575

Hi Uwe,

US>Dr. Uwe Seimet mailto:us@ooc.de Object
US>Oriented Concepts GmbH http://www.ooc.de

I have been wondering for a long time what 'ooc' could mean. Now I
know. :-)

Und TTschï¿½
ps

1891. Re: MyAtari?

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 19:06:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981656094-011282AEicMi@madasafish.com>
Source record: 50644

Hi Derryck

>What's happened to MyAtari magazine?

A person in the know tells me that their host is having problems and it
should have been back by now..

MyAtari is alive, just being forced out of sight temporarily.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1892. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 19:08:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981656096-011886AEicMi@madasafish.com>
Source record: 50645

Hi Jo

>> And both parties - Chris and the Behnes - DO love to wipe out
>> bugs ...

>Yes, they do, but only to a certain degree.

If they like eradicating bugs so much, why has it been so long since the
last update i wonder?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1893. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 19:10:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981656100-012442AEicMi@madasafish.com>
Source record: 50546

Hi Derryck

>This machine is fitted with a video card as I mentioned in my message -

You do realise that if you bring this to Ches. that you'd have to sit on
"The row of shame" with the PC users.. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1894. WANTED: SM 124, SC 1224

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 19:12:46 UTC
From: Michal Strauch <mstrauch@iol.cz>
Message-ID: <95s6oumci1@news.telecom.cz>
Source record: 50525

HI,

I'm looking for an ST Monochrome Monitor SM124 or ST Color Monitor SC1224
in good working condition.
Willl pay shipping.

I prefer countries of Europe.

Thank you.

Michael

e-mail : mstrauch@iol.cz
Czech republic

1895. Computer clubs

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 19:13:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981656102-013066AEicMi@madasafish.com>
Source record: 50547

Dear Mr. Derryck Croker.

Ive heard of a Computer Club locally that your name is associated with,
would you be so kind as to post some details of this club please, such as
location and meeting dates.

Regards, some welsh git that doesnt come from Bexley. (Honest) :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1896. Re: PCQuake

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 19:14:18 UTC
From: steve666@clara.co.uk
Message-ID: <1eoh402.1xf6mcjm8tlfkN%steve666@clara.co.uk>
Source record: 50524

> >Hi, I'm trying to run Patrice's version of Atari Quake, but I'm having
> >troubles finding the PC version of the PAK files/etc
> >
> >I'm a Mac user but the my Quake files do not work :(
> >
> >Can anyone point me to a few ftp sites that carry the demo version of PC
> >Quake?
> >Thanks, Steve.
>
> Well you can try id's ftp site:)
>
> ftp.idsoftware.com

My fault, I should have said that I'm acessing the ftp sites at work and
that id's site is banned. This is why I need others, though I guessed
that not many would have this these days.
Thanks, Steve.

1897. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 19:19:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981656106-013622AEicMi@madasafish.com>
Source record: 50548

HI Lyndon

>I have the Phatom accelerator and this has 3 boards, one to patch the
>SDMA clock signal, the accelerator it self, and the small 44.1khz clock.

How mucho spondolies for the phantom board?, where did you get it from?,
how much for the women?, is the ugly one cheaper.

I should be getting a Goose/030 shortly. Its short of its memory and a
Hard drive so may not be working for a while though.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1898. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 20:05:30 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <981576350-921163AEicMi@xs4all.nl>
Source record: 50526

John G wrote,

> "....current projects for our beloved platform" Yeah! and
>while we're at it, I would'nt mind someone starting a certain
>project that might get some discussion going, help out Atari
>clone sales, and maybe even stop the migration to PC's!!!
>
>S.O.S (as in Save Our.... not Same Old...)
> J A V A S C R I P T:
> Is there a way to incorporate such into CAB without the
>need for Alexander's source code &/or it's feasibility in a new
>browser?
> John G.

That would be great ! Or, if that is not possible, could the
talented Atari programmers finish the unfinished Highwire
browser (soon released as open source, see
http://www.magical-sides.de) and include the goodies our
good old CAB is missing ?
For a new, good and stable browser for our Atari's I would be
willing to spend quite a few buck's !

Cheers
Dan

1899. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 20:51:01 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <3A81B535.778A7161@rom-logicware.com>
Source record: 50528

First, your words are ... hm let's say "unpolite". But "strong" words
don't mean strong argues ...

Nobody have thrown something in our face, because if sbd. would do so,
I think I would remember. Maybe you told us some of your ideas, but
that's different to being right ...

Not the best way to work together, I think. So let's talk neutral
and let's argue.

And Papyrus CAN handle true colour, GEM was there much earlier than
CVG, GEM is the standard, to want to have CVG in THESE days is
somewhat ... old-fashioned.
But not realistic. Multi-platform is the ONLY chance to survive -
or do you really think that an Atari only program can survive in
these days?
If yes, we get much closer to your flying pigs ...

So you have your strong opinion, but that doesn't mean that you
are right. And maybe pigs can fly (once I saw one in a helicopter),
and it's not that difficult to make sth. together with Christian
Witt - because he is a constructive co-worker ...

Dennis Vermeire wrote:
>
> From: osian@zetnet.co.uk (Chris Simon)
> Date: 04 Feb 2001 00:24:29 GMT
>
> >Yes, in an ideal world, every program would be able to read every other
> >program's file formats. But as mentioned above, go ahead and request the
> >support
> Back in october 1995 at the Atari messe in Neus, this problem was thrown up
> in the face of ROM. And like always, they said that they were aware of it and
> that it would be fixed in the next version... five years on, and the problem
> is still there, it's obvious to me that they simply don't care...
> And back in 1995 Artworx didn't even exist yet...
>
> >but I thought the original criticism of Papyrus was a little over-the-top.
> >You ought to be taking the attitude of "coloured GEM files are a
> >developing standard and it would be helpful if Papyrus could read them"
> >rather than "Papyrus is hopeless because it can't read non-standard files
> >created by other programs".
> Then you better read my reply again...
>
> In case you've deleted it:
> <SNIP>

> >Tell him with my compliments this is nonsense in it's purest form...
> >Just ask him why and how he can explain that coloured GEM files produced
> >by Artworx are accepted in Calamus, Photoline, Zeigs mir, Phoenix and even
> >in TMS Vector (written in 1990). And if you really want to get up his nose,
> >just mention that Tempus Word Pro can do it also :-)
> <SNAP>
> I still stand behind every word... if Papyrus can only handle coloured GEM
> images that contain max. 16 colours and no bezier curves, they should say so
> and not blame other developers for it. Papyrus was developed somewhere in
> 1992, in that period GEM/3 was already an established standard. They choose
> to implement the old GEM standard and never looked back.
> GEM/3 files are downwards compatible, providing no bezier curves and no true
> colour palet is used, Atari Works that has the same problem as Papyrus can
> handle these kind of files correctly, Papyrus can't because it has a problem
> with it's colour palet, for some reason only the first 9 colors are assigned
> correctly.
>
> >Suppose for one moment that these file formats are non-standard files,
> >according to GEM specifications.
> If a file format is loaded in Papyrus which it can't handle then ROM should
> have made sure that an appropriate dialogbox appears "sorry, this format is
> not supported by Papyrus". That's all it takes...
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

--

Gruss / Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

*** Bitte nicht unzitiert auf alte Mails beziehen ***

+++ Please don't refer to previous mails w/o citation +++

+++ (because of the high volume of incoming mails) +++

1900. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 21:08:49 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a81b961.0@energise.enta.net>
Source record: 50527

On 5 Feb 2001 20:07:34 -, Dan Ackerman wrote about Bubbles:

> Step closer than me. I haven't downloaded it yet I've thought
>about it, but haven't done it.

The new version of Bubbles is even easier to install than the last
one. There used to be an AUTO folder program but it is no longer
needed. I just added the line:

setenv BUBBLESPATH u:\c\bubbles\avbubble.app

to my Mint.cnf and the line:

#run c:\bubbles\bubbles.app

to M_AES.CNF

Unzip the Bubbles archive and put it all in folder Bubbles on the C:
drive and Bob's your Uncle.

You can also download the AfterDawn animations which can be called
by Bubbles but they are not essential.

Then just re-boot.

<<SNIP>>

> Do you slap yourself in the forehead every morning and go stupid
>;) I'd be interested in hearing more about your CD Writing adventures.
>I'm hoping to save a few bucks up and get the software to do it myself one
>of these days since I inherited a burner.

I had CD writing working nicely for about a fortnight until my drive failed !!

Now, if only we had SSL ;-)

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

1901. Re: recovering deleted file

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 21:35:47 UTC
From: ebaiz@skyenet.net
Message-ID: <Tcjg6.2778$JS2.3822@newsfeed.slurp.net>
Source record: 50530

On 6 Feb 2001 23:46:26 +, Rod Main wrote:
>How can I recover an accidentally deleted (cubase) file from a floppy on st?
>please? Any advice gratefully recieved. Thanks
>Rod

If you have not done anything else with the disk you can get it back with
programs like disk doctor or Michtron Utilities. There may be some others
that will undelete the file also.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1902. Re: News Client

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 21:35:49 UTC
From: ebaiz@skyenet.net
Message-ID: <Vcjg6.2779$JS2.3822@newsfeed.slurp.net>
Source record: 50531

On 7 Feb 2001 15:28:32 -, "Mark" wrote:
>Who will recommend a client for use with Magic on a TT with Sting (including
>a link to download/purchase)?
>
>For that matter a mail client would be good to.

I have ued Newsie and MyMail under Magic using Sting with no problems. I
use STiK2 under Magic now and it works great also...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1903. Re: CANADA WEST: -WANTED- Atari 1040 ST FM

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 21:35:51 UTC
From: ebaiz@skyenet.net
Message-ID: <Xcjg6.2780$JS2.3822@newsfeed.slurp.net>
Source record: 50532

On 7 Feb 2001 08:15:47 -, nospam wrote:
>I am looking for a Hard drive fro My 1040 ST.
>If anyone (in Canada or U.S.) knows where I can
>get one of reasonable size please post size and
>desired price.
>I'm wary of opening my case as the system is
>completely untampered with. I would prefer
>a drive that plugs into the HD socket on the
>backplane of the original case.

There are some 10-20meg drives that just plug into the DMA port on the ST.
Try B&C. They may have what you want:

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1904. Re: My first test

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 21:55:56 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <Oxjg6.53337$W94.4898809@nnrp4.clara.net>
Source record: 50533

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:ytCadjL9bCg6EwUl@lovecraft.demon.co.uk...
> static IP addressing, so if you leave your machine online /get a
> firewall/.)

Should have one anyway.

Shiuming

1905. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 22:30:15 UTC
From: rand@cd.chalmers.se
Message-ID: <95si9nodv1@nyheter.chalmers.se>
Source record: 50534

In article <981441036-190022AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: rand@cd.chalmers.se (Johan Klockars)
>Date: 3 Feb 2001 19:38:53 GMT
>
>>As was mentioned earlier, fVDI doesn't necessarily have to track NVDI,
>>since it can work together with it. NVDI on top of fVDI is no different
>>from NVDI on top of the NOVA VDI.
>
>According to the benchmark tests we can expect to see a slow-down in
>graphics output when coupled with NVDI though. I know that one can use

Yes, since NVDI becomes an extra layer of code, everything will slow
down somewhat. The operations that NVDI takes over to a large extent,
such as text drawing (NVDI renders the text to a RAM buffer and asks
fVDI to do a mono-expand blit on that), will slow down even more, in
some cases very significantly.

It should be possible to implement fVDI in such a way that it only
passes screen calls to NVDI when it can't deal with them itself, but
that's not high on my priority list.

>Speedo instead, but that's quite antedeluvian now and doesn't support the

Using Speedo will in no way be better (well, it might be cheaper) since
it has to work together with another VDI just as NVDI does for graphics
cards (except the ET4000).

>printers which NVDI does.

If you're only after the NVDI printer drivers, and don't require its
outline font support and such, you can actually run NVDI _before_ fVDI.
If properly configured, fVDI will then take care of the screen by
itself, with no slow-down, but pass any calls that create or access a
non-screen device on to NVDI.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1906. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 22:30:40 UTC
From: suzanne@crysalis.com
Message-ID: <Xns9041B2C6AA644suzannecrysaliscom@207.126.101.100>
Source record: 50535

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in
<0000b487@fmlynet.org>:

>FamilyNet Newsgate
>
>Hello Suzanne!
>
> SA> To make matters worse, many websites claim various
> > conflicting info...
>
>Sadly that's all too often the case - and it's not always the
>manufacturer's site that is correct :-/

So true, Apple's TIL site claims something to the effect of 'Information on
older products have been gathered from various sources, Apple makes no
warrenty on the accuracy of this data, and it is subject to change at any
time', which probably means 'we don't remember anymore, so we just read the
same web articles everyone else does' :)

[snip]

> SA> OTOH, Nubus 24bit cards can be found relatively cheap,
> > so its not that big a deal, and the Quadra 9x0 series
> > have enough NuBus slots that its unlikely you'll ever
> > find enough to fill them :)
>
>That's great news! I imagine that if you had room on your desk for two
>monitors you could use the on-board video for one (in up to thousands of
>colours) and the NuBus card for the other (in millions of colours).
>

I believe so. Not all early macs supported dual-display with the onboard
video active, but I believe the Quadra's did (it was probably the MacII's
that didn't).

[snip]

1907. J&P Electronics Ham Radio Software??

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 22:38:23 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <_jkg6.22033$Ee3.562357@news6-win.server.ntlworld.com>
Source record: 50537

I am looking for ham radio software for the Atari Ste by a company called J & P Electronics.
The propieters callsigns were G4OIK and G4OIL. and they produced ham software for for many computers in the early eighties and early nineties.Any info on where i may find sstv,rtty,morse software for the Atari or the Spectrum 48k/128k by this company would be much appreciated.
GM0LZE.

1908. Re: My first test

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 22:47:09 UTC
From: bindon@madasafish.com
Message-ID: <t83k3dbfqc7fa@corp.supernews.com>
Source record: 50536

On 7 Feb 2001 01:13:22 -, Steve Sweet wrote:
Hi Steve

>>>This fish is turning out to be a bit of a DOG(fish)
>
>>Stupid people indeed. Well, I realised what they were doing almost
>>straight away, and edited the default.svr (Newsie here) with the correct
>>NG numbers and it's working fine now.
>
>I too did similar and finally got some eMail tonight, and sent some, but,
>later on in the evening i tried to grab summat i was expecting to find
>the pop server is out again, i experimented and discovered theyve
>reverted to the pop (not pop3) server, so disconnected to re-config,
>reconnecting i then found this was farked also, so no more email for me.

I've been using pop. (not pop3) since I was connected back a year ago.
So similar to you I tried pop3. and mail. and neither work at all
well. As I said before, this has been quite recent. BTW, mail. has
the same IP as pop. so it may also have the same IP as pop3.

>DO you have any problems like this?, i notice you seem to go quiet
>frequently!.

Yeah, seems OK tonight. I usually replying, but last week or so, I've
been busy butchering a PC tower....oh what fun :) Can't beat it!

I found a good sight that listed some guy's top 10 UK free ISPs.
Tried a few but some were Java, and one, the submit button didn't work
right at the end of the form :(

Web browsing ain't too good either. Basically I sit there with the Tx
led blinking like mad, but nothing coming in on the Rx. CAB sits
trying to resolve. 2 minutes later and it picks up again.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1909. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <200102080000.a38039@lu.maus.de>
Source record: 50557

Hello Djordje,

DV> You are right- and I was wrong. I have tried those emulators a long
time
DV> ago and something must have mixed in my memory. Now I ran a couple
DV> of simple tests (loading and dithering a JPG picture in Vision 3.5,
all
DV> tests in GEMBench) on Gemulator, TOSBox, PaCifiST and STonX, and
indeed-
DV> Gemulator seems to be several times faster then the others, which

Just decoded and displayed a JPEG (the logo of the website "DVD
Demystified":
DVDDLogo2.jpg) with a slightly optimized and compiled (but at least *very*
slow) version of Lonny's GfA port (http://www.bright.net/~atari/) of a
Quick
Basic program on a (nowadays slow) K6-2 PC with app. 300 MHz and Win 95
(due
to the limitations of TOSBOX even within MagiC PC on 16 colors):

TOSBOX : 110 seconds
MagiC PC 6.1: 20 seconds

DV> agrees with what you found. On the other hand, PaCifist, TOSBox and
STonX
DV> appear to have similar speed- which probably drove me to mis-remember
DV> what I did.

And TOSBOX is even the fastest of them.

DV> I supose that their slowness vs. Gemulator may be at least
DV> partially caused by "16bitness" of DOS.

Every emulator under DOS is slow compared to an emulator under Windows.

DV> So it seems that TOSBox, which I asked about, is impressive enough
when
DV> one compares it to a ST or a Mega, but pale when compared to a Falcon
or
DV> a clone. So that's it about speed. What about compatibility and
general
DV> "feel"?

IMVHO this whole discussion is completly nonsense (but others also are
;->).
If todays PCs are not fast enough for emulation to let the clones see the
dust, wait 3 months for the next cheap "number cruncher" from AMD or

Intel,
or buy just a Mac Power PC. Although MagiC Mac is not that compatible
(MagiC
PC is, beyond "hacking" games, the most ST compatible emulator existing -
at
least running TOS instead of MagiC - but of course, there is no problem to
install multiple emulators for the needs you have :)), it is the fastest
ST
platform one could have - now and in the foreseeable future.

And for those, who can't or won't afford an Apple (of course, an iMac is
nearly not affordable compared to an Atari clone >;->), but hates MS:
Replace
the BIOS logo (i.e. "Energy Saver" logo) at startup with the Fuji and
start
MagiC PC automatically as fullscreen application. ;->

But: Keep on discussing! It's just like a daily soap - not that high
level,
but nearly entertaining ... >;->

... at least much more entertaining than those elder people with "Watch
Tower" (? in German "Wachturm") standing around, wanting to spread
religion,
which no one else wants to participate.

PS: *JEHOVA!* >;->

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.nkct.de http://CyBaer.home.pages.de

1910. Re: MagicSLM problems

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:04:10 UTC
From: jba4@po.cwru.edu
Message-ID: <3a81d40d.2691869@news.cwru.edu>
Source record: 50538

On Tue, 06 Feb 2001 18:54:02 GMT, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:
>I can't offer support for this utility, but IIRC the docs do mention that
>you might have to try several drivers.

I tried a few (3 or 4), but none were quite right.

>
>Have you tried printing a doc to disk and running that through MSLM. Just
>to prove that it's not the serial link at fault?

Yes, I have, and when I select the file, MiNT is nice enough to notify
me of a bus address error or something of that nature. So I can just
rule that out.

I'll try a couple more drivers I guess.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1911. protar-drivers

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:05:38 UTC
From: Marcus Noll <marcusnoll@web.de>
Message-ID: <95sk9r$ijppa$1@ID-73761.news.dfncis.de>
Source record: 50539

Hi there,

anyone of you got an idea where to get driver & utility-software for a protar ProFile 40 HD (ACSI)? In the manual they re called "boot.prg" and "manager.prg".

Thanks,

Marcus

1912. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:08:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <95skggslg1@plutonium.compulink.co.uk>
Source record: 50540

On 3 Feb 2001 19:38:53 G, Johan Klockars wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>> On 29 Jan 2001 20:56:59 , Dan Ackerman wrote:
>>> In article <954onesqn9@plutonium.compulink.co.uk>,
>>> Harry Sideras <sidcelery@cix.co.uk> wrote:
>>>> On 25 Jan 2001 17:46:41 , Jo Even Skarstein wrote:
>>>>> But the TT can have up to 256Mb RAM, and with a graphics card
>>>>> (Mario Becroft is selling his Galaxy card now I believe) it
>>>>> beats the Falcon easily when it comes to "serious" graphics.
>>>> Mario's card is not supported by graphics card versions of NVDI
>>> That's a kind of harsh judgement on Mario's Card. Let's put a
>>> few things in order.
>> It did sound that way, but I was more showing a concern for the
>> capability of fVDI to track the capability of NVDI...
> As was mentioned earlier, fVDI doesn't necessarily have to track
> NVDI, since it can work together with it. NVDI on top of fVDI is no
> different from NVDI on top of the NOVA VDI.

Hi Johan,
I didn't know this until after I wrote my message. having been away
from Newsnet (and anything Atari) for a while I'd completely missed
your project and didn't know what it emulated and what it avoided.

>> and a s long as they respond to user-concerns then it becomes
>> viable, yes.
> 'they'? I'm usually only one person. ;-)

Sorry again. I didn't know who was working on it at the time.

>> It's certainly true, though, that NVDI for graphics cards are a
>> long way from reliable IMO.
> What reliability problems have you seen?

The VMG program could do with an update (I know that's coded by
someone else, but nothing else is available I know of) and the way
NVDI seems to rewrite the NVDIVGA settings in a particularly
destructive way are my most major problems.

At various other times there have been other bugs which seem to go
unfixed because it was never the "standard" version and they probably
didn't have the setup to duplicate the problems.

rgds
H

1913. Re: Unknown crash

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:08:03 UTC
From: sidcelery@cix.co.uk
Message-ID: <95skgjslg2@plutonium.compulink.co.uk>
Source record: 50541

```
On 3 Feb 2001 23:01:16 G, Charles Stanley wrote:
> While reading the newsgroups posts offline (Coldfire posts),
> suddenly NEWSIE 6.91 disapeared -- completely, with 2 bombs!

That's the inherent incompatibility of the Coldfire ISTM ! B^)

No problems here

rgds
NO CARRIER
```

1914. Re: TT Modem port II, 56k and Sting -ge

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:08:05 UTC
From: sidcelery@cix.co.uk
Message-ID: <95skglslg3@plutonium.compulink.co.uk>
Source record: 50542

On 3 Feb 2001 17:27:00 +, Peter Schneider wrote:
>Hi Harry,
>
HS>> I've resorted to setting the CPX every time I boot up...
> there is no need to do so if HSMODEM is running.

I'm sure you're right, Peter. Sometimes i forget to do it and
everything still works.

However, I don't think that's the point... It should read correctly
by picking up the right port from HSModem ISTM.

rgds
H

1915. Re: Ah. screw it! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:12:25 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <981587545.20868.0.nnrp-12.9e983130@news.demon.co.uk>
Source record: 50543

On 5 Feb 2001 22:30:22 G, Derryck Croker wrote:
>From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
>Date: Sun, 4 Feb 2001 15:16:22 +0000
>
>>I remember someone mentioning that you could have the posts on the
>>Falcon case drilled and fitted with brass inserts so the problem of
>
>Chris Crosskeys of ASP used to advertise those threaded inserts, however you
>could most likely get them from Maplin or RS Components.
>
>>powery residue of plastic when I opened it to try a 3Gb drive (didn't
>
>If you took a razor saw and cut down the length of the pillar a little, you
>could then try pinching the split up a little to narrow the hole a bit.
>

This is only a suggestion but I've got it to work in other applications.
Try it at your own risk.

Mix some quick-setting araldite (epoxy) and dribble a little into the post.
Don't fill the hole as the screw will need space

Grease the screw & insert it. Allow the araldite to set, you can test the
bit left when you mixed it. When it's set unscrew the screw & leave the
araldite to cure fully (overnight) If you're lucky you should have a
serviceable thread. (fingers crossed)

Mike Bedford

1916. News Client

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:28:32 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981559809.4060.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 50512

Who will recommend a client for use with Magic on a TT with Sting (including a link to download/purchase)?

For that matter a mail client would be good to.

Mark.

1917. Re: recovering deleted file

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:30:05 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a81da7d$0$173@news.zetnet.co.uk>
Source record: 50544

On 6 Feb 2001 23:46:26 +, Rod Main wrote:

|How can I recover an accidentally deleted (cubase) file from a floppy on st?
|please? Any advice gratefully recieved. Thanks

I use the Undelete facility on Diamond Edge.
--
JI Logan

1918. Re: MagicMac speed(was Good news about Coldfire clone)

Newsgroup: comp.sys.atari.st
Date: 2001-02-07 23:32:38 UTC
From: rand@cd.chalmers.se
Message-ID: <95slumohf1@nyheter.chalmers.se>
Source record: 50545

In article <981481608-29355AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: Michael and Nicole Freeman <nameerf@flash.net>
>Date: Sun, 04 Feb 2001 19:27:24 GMT
>
>Hi Michael,
>
>>Hopefully it would be better in the full version? If this is the case, it's
...
>Well, let the figures speak:

For reference, I thought I should include my numbers from a Falcon+AB040
with an Eclipse/RageII at 1024x768x32 bit. This is with the configuration
I normally use (though I don't often run in 32 bit mode), which means
that some blits are cached. In GEMBench the cached blits affect the
'Blitting' and 'New Dialogs' tests to rather significant degrees, but I
don't really consider it cheating since it works well with the vast
majority of software and is very useful in practice. I certainly didn't
implement it to cheat on GEMBench. ;-)

Of course, as I often say, the tests in GEMBench aren't terribly useful
and several don't really measure what they claim to do.
VDIBench numbers would be a more interesting comparison, but please
note that the current releases of that have a bug which causes one of
the blit tests to crash (so don't run that test).

>GEM Dialog Box: 0.335 2000%
0.945 708%

I'm running under TOS, which is significantly worse than MagiC for this
benchmark.

>VDI Text: 0.145 5137%
0.140 5321

Funny that they should be so close!

>VDI Text Effects: 0.430 3406%
0.310 4725%

Now, that is downright terrible numbers on the Mac!

>VDI Small Text: 0.075 8266%
0.110 5636%

I wonder why MagiCMac is so much better at small text than at the
other text tests. Still nothing to write home about, though.

>VDI Graphics: 0.995 1678%
0.605 2760%

;-)

>GEM Window: 0.490 765%
0.435 862%

I thought the G4 should have a better graphics card than that.
Perhaps you have a normal desktop with icons, background images and
stuff behind the window? That can make a _huge_ difference here.

>Integer Division: 0.095 3278%
0.940 331%

Usually more or less linearly related to clock speed (most division
hardware will deliver one or two bits per cycle), which fits nicely.

>RAM Access: 0.010 32200%
0.225 1431%

>ROM Access: 0.010 22500%
0.225 1000%

Those tests probably fit in the caches of the G4.

>Blitting: 3.080 282%
0.740 1175%

Now, fVDI may be caching blits here, but that G4 number is appalling!

>VDI Scroll: 0.275 5454%
1.040 1442%

Much better!

>Justified Text: 1.325 716%
0.510 1862%

Really strange!
Unless the justfied text code is extremely bad, this test is really
completely fill rate limited. The G4 shouldn't do as bad as that!

>VDI Enquire: 0.010 20500%
0.130 1576%

Unless MagiCMac has PPC code in its VDI (which would be very surprising
giving some of the other numbers), this should be a relatively decent
CPU speed test. Only as long as the same, or very similar VDIs, are
used, though, unfortunately...

>New Dialogs: 0.600 1425%
1.405 608%

Again, fVDI is caching the background, but the G4 number still doesn't
seem too good.

>Graphics: 4511%
2425%

>CPU: 19326%
920%

>Average: 7686%
2102%

>MagiCMac 6.10.1 running on a G4/400Mhz with OS9 in 1280*1024*16.7 million
>colours.

Sorry, I can't run in 1280x1024x32 bit with a 4Mbyte RageII, but with
modern graphics cards the resolution doesn't usually matter a whole lot
to the drawing performance.

>Reference is a standard Falcon running in 640*400*256

Same with mine, of course.

>On average this monster is 195 times faster then a Falcon, 775 times faster

GEMBench's 'averages' don't really mean anything, but it's clear that the
G4 is _very_ much faster than a Falcon.

A rough estimate would be somewhere around 10 times faster than my
Falcon+AB040, perhaps as much as 20 or as little as 5, on CPU intensive
stuff. Compared to GEMulator2000 on my Duron/650, which managed to
outpace my machine by about three times, that is not bad at all!
IIRC, the later Apple 68000 emulators used techniques similar to the
Alpha FX!32, which has been mentioned earlier in this thread, and the
Tempest. That is, it actually generates native assembly code and keeps
it around for later. IIRC, it's not supposed to be as 'smart' as the
other two, though.

>In real time figures this translates to Imagecopy displaying GIF in real

What do you mean by displaying an image in real time?

>time, 2.5Mb TIFF in 0.5 secs, and heavy packed JPEG's in a second.

What size JPEG is that?

>but don't forget that in addition to fast emulation you get speedy graphics,
>heaps of RAM and very fast harddisk and CD-R transfer speeds thrown in as
>well.
>Compared to a PC running an Atari emulator this is a Formula one car...

A PC emulator with a good (GDI/DirectX) fVDI device driver should be able
to slap it silly when it comes to the GEMBench graphics speed numbers, if
the above is anything to go by (MagiCMac might only make use of the
hardware acceleration features for a few operations, like the scrolling).
For the time being, it appears MagiCMac does the same to the PC emulators
for pure CPU emulation speed, though. And of course, there is no such
fVDI device driver yet.

I just bought an old PowerMac 7100/80 and will hopefully be able to run some tests on that within a week or two. I'd expect it to run emulated code at speeds similar to my AB040, but that remains to be seen.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1919. Re: CANADA WEST: -WANTED- Atari 1040 ST FM compatible Hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 00:12:18 UTC
From: atarigalen@my-deja.com
Message-ID: <95so8sfam1@nnrp1.deja.com>
Source record: 50596

In article <Hzeg6.138790$47.2076158@news.bc.tac.net>,
"Peter Willis" <peterw@(nospam)borstad.com> wrote:
> I am looking for a Hard drive fro My 1040 ST.
With a Link adapter you can use several GB SCSI hard drives. An IDE
adapter also exists.

> I'm wary of opening my case as the system is
> completely untampered with. I would prefer
> a drive that plugs into the HD socket on the
> backplane of the original case.
This would require you to use SCSI. For what it's worth, it is rather
easy to open the ST.

Galen

Sent via Deja.com
http://www.deja.com/

1920. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 00:25:55 UTC
From: atarigalen@my-deja.com
Message-ID: <95sp2a$g6e$1@nnrp1.deja.com>
Source record: 50598

In article <3a7f4e56$1_3@athena.netset.com>,
baldrick@dilbert.netset.com (Dan Ackerman) wrote:
> Magicos.de had a selection of programs that ran with Magic. It
> was far from complete. Nice that it's there, however it's only a
> thin portion of the games that are available that will run under GEM
> (by this I mean anymore the class of games that will run without
> stealing your whole system or at least give you a chance to switch
> back/ run properly under a multitasking setup/ not limited to ancient
> hardware specs /probably a few other things as well).
>...
> Here is Jo's URL take a look at it and see how I'm discussing the
> fact that magic online only has a portion of the games.
>
> http://ping4.ping.be/dipching-drulkhor/VGA-GAME.HTM
>
I forgot about Jo's site. I found many good games there. What do you
know about that isn't on the list?

> Do you slap yourself in the forehead every morning and go stupid
Generally. It needed a $100 part, and I didn't have $100 at the time.

> ;) I'd be interested in hearing more about your CD Writing
> adventures. I'm hoping to save a few bucks up and get the software
> to do it myself one of these days since I inherited a burner.
OK, in a nutshell...
Bought Panasonic CDR7502. Used it as a CD reader for years with
Extendos.

Bought Extendos Gold and CDWriter.

Installed software. Nothing worked. Contacted Anodyne.

Within days patched software arrived via email. Backup and ISO9660
work with very little effort (see D. Acklam's article in MyAtari for
more detail). "Simulate" feature still a bit flaky, but who cares when
media is 49 cents?

Started weekly email to Anodyne over audio CDs and my inability to burn
them. Anodyne started weekly attempts to solve problem. So far, not
successful and I'll probably have to ship hardware to Anodyne for
testing.

Conclusion: great software, great service but next time, buy Yamaha.

> Well here is a start.
>
> Anyone try the new Calamus Lite shareware version yet? Hows it

> work?
>
I haven't, but we'd better start a new thread for each of these.

Galen

Sent via Deja.com
http://www.deja.com/

1921. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 00:29:48 UTC
From: atarigalen@my-deja.com
Message-ID: <95sp9i$g9d$1@nnrp1.deja.com>
Source record: 50597

In article <t8101t9mj6q993@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:
> >I bought a 44.1 clock from LINE AUDIO in Sweden. You could try
> >roger@lineaudio.se but it's been some years since I bought it
> >so I don't know if the address is still valid. BTW, I also bought
> >their JAM IN A/D converter and I'm quite happy with it.
> >
I'd also like to know the price.

> I have the Phatom accelerator and this has 3 boards, one to patch the
> SDMA clock signal, the accelerator it self, and the small 44.1khz
> clock. Good, cheap and seems to work so far.
That was one of the great bargains and I really wish I had bought one
(finished saving for a CT2 about the time they ran out). If I recall,
the Phantom website is down ... am I wrong?

Galen

Sent via Deja.com
http://www.deja.com/

1922. Re: Hard Drive partition

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 00:48:43 UTC
From: Nicholas Steele <a@b.c>
Message-ID: <L1mg6.4629$ef6.31586@news1.gvcl1.bc.home.com>
Source record: 50599

The root sector of a disk uses a long to describe the size of the disk
in 512 byte sectors so you would think some BIG drives would be supported,
but GEMDOS looks like it limits the total number of bytes in a cluster by
using a WORD which may be the cause. Just my guess.

Nicholas Steele

maximum size of a cluster in bytes = 16384
size of cluster in logical sectors = 2
maximum size of a logical sector in bytes = 16384/2 = 8192
maximum size of a partition in logical sectors = 32768
maximum size of a partition in bytes = 8192 * 32768 = 250MB

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:000000f8@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Uwe!
>
> US> The maximum partition size for TOS 1.04 is 256 MByte.
> > Anything else is definitely wrong.
>
> I guess TOS referrs to the whole bundle, but out of interest do you know
if the
> limitation is in GEMDOS or BIOS? I'm guessing GEMDOS because I currently
run
> 1.04 on a PC and it reads a 2Gb partition without problems. I'm guessing
that
> the emulator replaces BIOS. Of course, on a real ST that's academic, the
whole
> thing is in ROM anyway.
>
> I would be interested in knowing how that 256Mb limit comes about. Is it
a
> Cylinders, Heads, Sectors thing like the imfamous PC 528Mb ATA limit, or a
19
> bit field somewhere for the number of sectors in a partition?
>
> Regards,
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

1923. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 00:57:17 UTC
From: atarigalen@my-deja.com
Message-ID: <95sqt9hpo1@nnrp1.deja.com>
Source record: 50602

In article <981527736-54281AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> This machine is fitted with a video card as I mentioned in my
> message - according to the vendor the Control Panel offers "Millions
> of colours", so that could be anything! :-)
"Millions of colors" is Apple-speak for 24 bit.

Galen

Sent via Deja.com
http://www.deja.com/

1924. Re: PCQuake

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 00:58:41 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <z3AWsLAB9eg6EwVz@steverosie.demon.co.uk>
Source record: 50600

In article <1eoh402.1xf6mcjm8tlfkN%steve666@clara.co.uk>, Steve
<steve666@clara.co.uk> writes
>My fault, I should have said that I'm acessing the ftp sites at work and
>that id's site is banned. This is why I need others, though I guessed
>that not many would have this these days.
>Thanks, Steve.

You should be able to get it from the www, or even demon's ftp site!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1925. Re: MagiCMac 6: Where to buy in North America

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 00:59:08 UTC
From: atarigalen@my-deja.com
Message-ID: <95sr0ohqj1@nnrp1.deja.com>
Source record: 50603

In article <3A7F5F14.AFFFB5ED@oneonta.edu>,
Douglas Kendall <kendald@oneonta.edu> wrote:
> Galen,
>
> Now there's an idea...my college French might get me through the drop
> down menus OK.
>
> Does Europe Shareware have a web site?
>
http://www.chez.com/europeshareware/atari/ash2.html .

Galen

Sent via Deja.com
http://www.deja.com/

1926. Re: MyAtari?

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:01:00 UTC
From: atarigalen@my-deja.com
Message-ID: <95sr47$ht0$1@nnrp1.deja.com>
Source record: 50604

In article <981527726-51989AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> Hi all,
>
> What's happened to MyAtari magazine?
>
> The URL (http://www.myatari.net) points to a holding page!
>
It's back as of 5PM pacific time.

Galen

Sent via Deja.com
http://www.deja.com/

1927. Re: GENEVA OS????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:02:36 UTC
From: atarigalen@my-deja.com
Message-ID: <95sr77$hu1$1@nnrp1.deja.com>
Source record: 50605

In article <95qu9f$qm2$1@nnrp1.deja.com>,
Ben Hills <ben@imperial.co.uk> wrote:
> Hi,
>
> > Anyone,
> > Does anyone know where I can get this GUI OS?...
>
> Geneva isn't actually an OS, it is a multitasking AES. There is
> a very useable demo of Geneva on the authors WEB site :
>
> http://www4.pair.com/gribnif
>
Very true. Note that you will require an alternative desktop. NeoDesk
4, by the same author, works wonderfully.

Galen

Sent via Deja.com
http://www.deja.com/

1928. ma-ST-o-don't - 25 new ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:06:25 UTC
From: Arek Staworzynski <nosty@alpha.net.pl>
Message-ID: <95sr9hdcr1@news.tpi.pl>
Source record: 50601
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

SuperGAU 885-904

and:

- Kick Off 2
- Flying Shark
- Double Dragon 2
-...

nosty

-= ma-ST-o-don't =- http://www.atarist.w.pl

1929. Re: Maybe EVEREST info.

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:10:28 UTC
From: atarigalen@my-deja.com
Message-ID: <95srlvict1@nnrp1.deja.com>
Source record: 50606

In article <t80rled2e2hf91@corp.supernews.com>,
firest@williams-net.com (Carey Christenson) wrote:
> Everyone,
> I have not gotten my CAB 1.5 up and running completely yet.
Hmmm, what's not working?

> ...guy sent me these www addresses below. So feel free to check them
> out and let me know what you find out. I use this EVEREST program
> all the time as my external viewer and editor for NEWSIE94 and 96.
> So I want to give this guy something for his hard work. Well if you
> find anything on these pages as to who and where to send the money
> to let me know.

There's nothing here regarding donations.

Galen

Sent via Deja.com
http://www.deja.com/

1930. Re: Problems with CDROM, STING, HSModem, CAB, Crazy Dots card, serial connection to PC

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:25:53 UTC
From: atarigalen@my-deja.com
Message-ID: <95ssip$j8e$1@nnrp1.deja.com>
Source record: 50607

In article <981475377.19594.0.nnrp-07.9e98a620@news.demon.co.uk>,
"Mark" <mark@recycledsteel.co.uk> wrote:
>... The TT does not appear to get peek at much more than 4.3K but still
> (as you say) it depends on were you are (and I imagine what you are
> looking at), you may also have a 33K or 56K modem as apposed to my
> 28K which may be making that extra few bytes difference.
>
Right. The point is that a 56K modem will help, but won't double your
download rates.

> Harry Sideras did a message which looks really helpful but he did not
> mention the max Speed of the serial ports, anyone know? And if they
> used a more 'normal' set of baud rates?

One of the TTs ports is quite unusual. The hidden "Serial 2" port is
standard and rates to 230K, if I recall.

Galen

Sent via Deja.com
http://www.deja.com/

1931. Re: Muddled Modems

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:32:36 UTC
From: atarigalen@my-deja.com
Message-ID: <95ssvk$je4$1@nnrp1.deja.com>
Source record: 50608

In article <000045d1@fmlynet.org>,
"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
>...I would avoid MNP5 compression if you're using it to browse the
> web. See your modem manual for details.
Why avoid MNP5?

Galen

Sent via Deja.com
http://www.deja.com/

1932. Mac II video

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:40:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000e39c@fmlynet.org>
Source record: 50616

```
FamilyNet Newsgate

Hello Suzanne!

SA> Not all early macs supported dual-display with the
> onboard video active, but I believe the Quadra's did
> (it was probably the MacII's that didn't).

Did the Mac II have on-board video?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org
```

1933. Hard Drive partition

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:40:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000e39d@fmlynet.org>
Source record: 50618

FamilyNet Newsgate

Hello Nicholas!

NS> The root sector of a disk uses a long to describe the
> size of the disk in 512 byte sectors so you would
> think some BIG drives would be supported...

<reaches for C manual> ...if a 'long' in this case is 32-
bits and an unsigned integer...that would make for nearly 2.2Gb I think, which
is adequate for many uses.

NS> ...but GEMDOS looks like it limits the total number of
> bytes in a cluster by using a WORD which may be the
> cause. Just my guess.

It's done by cluster? Wierd!

NS> ...maximum size of a cluster in bytes = 16384

Oh, then a word is 14 bits? Now I'm confused. I'm going to try to follow this
step by step.

NS> size of cluster in logical sectors = 2

So, a 'logical sector' is different from a 'physical sector' (implied above as
512 bytes).

NS> maximum size of a logical sector in bytes = 16384/2
> = 8192

Ok. Not what I'm used to, but I can just accept it.

NS> maximum size of a partition in logical sectors = 32768
> maximum size of a partition in bytes = 8192 * 32768 =
> 250MB

I make it about 268Mb, but people's definitions of Mb vary.

So these definitions of sectors, 'logical sectors' and clusters are part of
GEMDOS? If I were to make a call to GEMDOS, would I refer to a location within
a partition by
'cluster number', 'logical sector number'...or what? I guess
I'd like to know what the unit of my request would be, and the format in which
I present that unit. Ditto for BIOS if you have that information to hand.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1934. Swap: Falcon for MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:56:17 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <eyNhqwDBzfg6EwA+@lovecraft.demon.co.uk>
Source record: 50609

I'm not giving up on the Atari, but I think the Falcon was more than I
needed for MIDI stuff.

Swap: Falcon, 14Mb, FPU, 215Mb internal, 1Gb + 540Mb + Syquest + CD-ROM
in PC case, VGA display, some random software and CDs, for the best
MegaSTE with TOS 2.06 and HD floppy drive, MIDI expander and Mono
display I am offered. Must be a MegaSTE (assuming everything goes well,
I want to order a Galaxy card and hook it into my home network) and must
be in good condition, HD should be a decent size. No upgrades or
accelerators other than additional RAM if possible!

TT with at least 4Mb ST-RAM and 8MB TT-RAM considered. Would just keep
my monitor in that case, and not worry about having a monitor for the
TT.

Serious offers/suggestions only, please.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1935. Atari Algorithic Music Article in MyAtari Published

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:56:56 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <95sud5$kn5$1@nnrp1.deja.com>
Source record: 50610

Hello All

Quite excited. I submitted an article to My Atari on-line magizine a while ago, and they have "published" it. You can take a look here:

http://www.myatari.net/jan2001/music.htm

Got screen shots and a good overview on the "left hand" atari-Midi apps.

Let me know what you think.

I would also encourage anyone here to submit material.If I can do it, so can you!!

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

1936. FS: Deka Interface + MegaSTE HD Host adapter, MSTE KB

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 01:57:07 UTC
From: Nima Montaser <nmontaser@yahoo.com>
Message-ID: <95sudg$kn6$1@nnrp1.deja.com>
Source record: 50611

Hi,
I have the following items for sale:
All prices are in US$ and include shipping in North America.

- Used Deka Interface (For connecting AT/XT KB), asking $20
- Used MegaSTE Internal HD Hostadapter, asking $20
- Brand New MegaSTE Norwegian Keyboard, asking $30
(is very similar to English, with a few keys different, can be used
for TT,MSTE, MST)

Everything above for $55.

If interested, please leave me an email at nima@canada.com

cheers,
Nima

Sent via Deja.com
http://www.deja.com/

1937. Muddled Modems

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 03:26:34 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000e569@fmlynet.org>
Source record: 50619

FamilyNet Newsgate

Hello Galen!

AB> ...I would avoid MNP5 compression if you're using it to browse
> the web. See your modem manual for details.

G> Why avoid MNP5?

My understanding is that MNP5 wasn't smart enough to turn itself off if you were sending data that wasn't significantly compressible, I'm told it could actually slow things down. Note that I said the Web rather than the Internet as a whole - I was assuming a graphical browser. Most web sites feature GIF and JPEG image files, neither of which are really compressible. I imagine the same is true of PNG image files.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1938. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 06:03:15 UTC
From: ahrma83z@my-deja.com
Message-ID: <95tcr1vus1@nnrp1.deja.com>
Source record: 50613

In article <Xns9041B2C6AA644suzannecrysaliscom@207.126.101.100>,
suzanne@crysalis.com (Suzanne Archibald) wrote:
> "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in
> <0000b487@fmlynet.org>:
>

> I believe so. Not all early macs supported dual-display with the onboard
> video active, but I believe the Quadra's did (it was probably the MacII's
> that didn't).
>

I have some sort of Radius video capture device, and the splitter allows
for a second monitor. I think at the time I was using O/S 7.5.5 on the
950, and was able to identify each display. Also, I think that Apples
"thousands of colors" is actually 15 bit, but I would leave that
discussion to the technobods. I also tried a 50Mhz 040 accelerator on a
Q900. Was very fast, but so many conflicts and problems that it isn't
worth while. My Q800 has a 601PPC upgrade, I think 120 Mhz. It's no PIII,
but surely is faster than the standard 40 Mhz 040. I don't have MagiC
working on this setup yet. Think I need an upgrade.
I think you mentioned something about different V-Ram slots. I noticed
that between a couple of Quadras I have. One takes more chips, but I
think the memory works out to be the same.
Can't wait to get my 060 Falcon going:)

Mike

Sent via Deja.com
http://www.deja.com/

1939. Re: Atari Algorithic Music Article in MyAtari Published

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 06:11:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <uMqg6.5003$o85.28211@news-server.bigpond.net.au>
Source record: 50612

"Tim Conrardy" <timconrardy@my-deja.com> wrote in message
news:95sud5$kn5$1@nnrp1.deja.com...
> Hello All
>
>
> Quite excited. I submitted an article to My Atari on-line magizine a
> while ago, and they have "published" it. You can take a look here:
>
>
> http://www.myatari.net/jan2001/music.htm
>
>
> Got screen shots and a good overview on the "left hand" atari-Midi
> apps.
>
> Let me know what you think.
>
> I would also encourage anyone here to submit material.If I can do it,
> so can you!!

Horay Myatari is back :-)

Mark

1940. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 07:42:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200102080842.a19634@du3.maus.de>
Source record: 50584

JES>> An english discussion on the Bubbles Screen saver.
JES>It works and looks good, what's there to discuss ;-)

So, you are running the current version 3.0 under MiNT? How did you get it running?

Tschuess,

Frank

1941. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 07:47:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200102080847.a19635@du3.maus.de>
Source record: 50583

LP>How about a GEM PDF veiwer? I'm aware of gsgem or whatever it
LP>is called, but I've yet to have it let me veiw all the pages.
LP>It always seems to show the first 2 or so and that's it.

You should try to get the latest version on Christian's page.
http://www.tu-harburg.de/~smcf1605/

Tschuess,

Frank

P.S.: Does anybody know that there exists a ROM-PORT networking card with drivers for MiNT/STinG? I have bought it and it works really fine.

1942. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 07:57:09 UTC
From: swampfox1@earthlink.net
Message-ID: <pjsg6.181$zj.17798@newsread1.prod.itd.earthlink.net>
Source record: 50615

On 8 Feb 2001 00:29:48 G, atarigalen@my-deja.com wrote:

>> I have the Phatom accelerator and this has 3 boards, one to patch the
>> SDMA clock signal, the accelerator it self, and the small 44.1khz
>> clock. Good, cheap and seems to work so far.
>That was one of the great bargains and I really wish I had bought one
>(finished saving for a CT2 about the time they ran out). If I recall,
>the Phantom website is down ... am I wrong?
>
>Galen
>
Galen,
Ctirad sent me a Phantom SE back in Dec. 2000 (took a month or two)
He sent it before getting paid and am trying to get his address to send
some bucks to but he has'nt returned my E-mail!
I have'nt installed it yet either (have to be in the mood). The main
board is only about 1" x 2", a second board 1" x 1/2" and also a separate
chip (all pre-wired). Hope he's still active!!!
John G.

1943. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 09:29:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981701702-70965AEicMi@cwcom.net>
Source record: 50585

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 7 Feb 2001 11:16:02 -0500

>>The resource file for After Dawn (which can be used as a module for
>>Bubbles) is still in German so that might make another project.
>
> I did a translation of After Dawn years ago. I'm not certain
>where it would be found anymore. Hopefully it's up at the umich archive

The resource file looks pretty small, so I wouldn't mind betting that
there's loads of text embedded in the binary as well :-(

> Now we just need someone to do a comparison for one of the online
>sites of how it runs compared to it's predecessors etc.

Seems (Bubbles) to work fine, unlike another saver I tried whose name
escapes me, which didn't get on at all with Appline. As soon as the saver
kicked in it would immediately be kicked off again!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1944. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 09:32:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981701704-71440AEicMi@cwcom.net>
Source record: 50586

From: "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Date: Tue, 07 Feb 2001 11:57:08

> DC> This machine is fitted with a video card as I
> > mentioned in my message...
>
>You did, but it didn't stop me wondering about the Quadra 950's on-board
>capabilities ;-)

Absolutely, I was just anxious to stop the thread from wandering from my
question - I'd already looked up the specs for the built-in video modes.

> DC> ...according to the vendor the Control Panel
> > offers "Millions of colours", so that could be
> > anything! :-)
>
>I think that's Apple's way of saying 24-bit colour, although 32-bit would give
>you alpha channels for transparency. They refer to 16-bit as 'thousands of

Thanks, sounds like it'll be a nice machine then, I guess I'll know soon enough
:-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1945. Re: News Client

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 09:43:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981701706-71892AEicMi@cwcom.net>
Source record: 50587

From: "Mark" <mark@recycledsteel.co.uk>
Date: Wed, 7 Feb 2001 15:28:32 -0800

>Who will recommend a client for use with Magic on a TT with Sting (including
>a link to download/purchase)?

All these will do email.

NEWSie http://www.primenet.com/~rojewski/newsie.html is popular, but some
folk have reported problems with file corruption. Seems that it's a good idea
to use the menu item "Disconnect from server" and quit from NEWSie before re-
running it to read your ng messages.

Atack's AMail is up-and-coming, http://www.pwp.cz/atack/ (See earlier message
in this group which details how to configure it for newsgroups)

Eric Hall's MyMail is slated to have newsgroup capability (soon?)

Okami is arguably the best, does need some time to configure fully

Most if not all these progs can be downloaded from the Chapelie ftp server.

There are no commercial clients for STinG/STiK, although at least two of the
above are shareware.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1946. Re: MagicSLM problems

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 10:15:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981701710-72628AEicMi@cwcom.net>
Source record: 50588

From: jba4@po.cwru.edu (Jeff Armstrong)
Date: Wed, 07 Feb 2001 23:04:10 GMT

>>you might have to try several drivers.
>
>I tried a few (3 or 4), but none were quite right.

OK.

>>Have you tried printing a doc to disk and running that through MSLM. Just
>>to prove that it's not the serial link at fault?
>
>Yes, I have, and when I select the file, MiNT is nice enough to notify
>me of a bus address error or something of that nature. So I can just
>rule that out.

Right, I've just reviewed the emails that passed between Harald and myself before I put the utility up on my web site, and he gives permission to make the source code available. I didn't bother uploading it, but if you have PureC and know what to do with it then perhaps it could be recompiled to work correctly.

No doubt you could also turn it into an auto folder prog which would make life easier at the Atari end of things.

First though, you'd have to sort out the margin properly. I guess that the Diablo emulator prints correctly?

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1947. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 10:20:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981701712-73084AEicMi@cwcom.net>
Source record: 50589

From: atarigalen@my-deja.com
Date: Thu, 08 Feb 2001 00:57:17 GMT

>> This machine is fitted with a video card as I mentioned in my
>> message - according to the vendor the Control Panel offers "Millions
>> of colours", so that could be anything! :-)
>"Millions of colors" is Apple-speak for 24 bit.

Thank you, that's good news :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1948. Re: WANTED: SM 124, SC 1224

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 10:26:13 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <9vug6.5660$o85.29815@news-server.bigpond.net.au>
Source record: 50622

if you were closer to Australia I could help you, but your on the other side
of the planet so icant, got both of them sitting here doing nothing, plus an
assortment of other junk too :)

"Michal Strauch" <mstrauch@iol.cz> wrote in message
news:95s6oumci1@news.telecom.cz...
> HI,
>
> I'm looking for an ST Monochrome Monitor SM124 or ST Color Monitor SC1224
> in good working condition.
> Willl pay shipping.
>
> I prefer countries of Europe.
>
> Thank you.
>
> Michael
>
> e-mail : mstrauch@iol.cz
> Czech republic
>
>
>

1949. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 10:28:04 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <Uwug6.5665$o85.31666@news-server.bigpond.net.au>
Source record: 50621

can you post the picture on here for all to see ?

"Stichting ST" <atarist@xs4all.nl> wrote in message
news:3a8130a7$0$36184$1a0eedbc@dreader2.news.xs4all.nl...
> Writing this I look at a photograph 15 x 10 cm taken years ago (maybe
1990?)
> in the Northern Busstation of Calcutta India.
> I see a British-like bus (double deck) in a vage dusty red color bearing
> advertising boards reading:
>
> ATARI......ATARI
>
> in between those two names is a picture of a TV-set.
>
> Down on the right side of the sign-board some extra strip is added
reading:
>
> "COLOUR AND BLACK & WHITE TV"
>
> The Atari names are in a yellow color (that looks like what the Dutch
Atari
> magazine is using for the cover).
> The background has the 'Atari-blue' colour.
> The seemingly later added text on the extension board is in red with white
> background.
>
> And there is no Atari logo (Fuji) to see.
>
> Very strange is that someone has crossed-out the signs with a half-wet
black
> paintbrush, somehow making the advertising 'not valid'.
>
> Can anyone tell me what Atari did in India?
>
> The picture rises many questions.
>
> Did they defraud in India and/or did not pay their advertising bills?
>
> Made Atari ever TV's?
>
> I have the picture digitised. Any interest?
>
>
> --

> Ronald van der Kamp
> secretaris Stichting ST
> http://www.xs4all.nl/~atarist
>
>

1950. Re: Falcon for MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 10:29:48 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <wyug6.5678$o85.31678@news-server.bigpond.net.au>
Source record: 50623

I have a TT, what country are you in ?

I'm in Australia, I presume your on the other side of earth tho :)

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:eyNhqwDBzfg6EwA+@lovecraft.demon.co.uk...
> I'm not giving up on the Atari, but I think the Falcon was more than I
> needed for MIDI stuff.
>
> Swap: Falcon, 14Mb, FPU, 215Mb internal, 1Gb + 540Mb + Syquest + CD-ROM
> in PC case, VGA display, some random software and CDs, for the best
> MegaSTE with TOS 2.06 and HD floppy drive, MIDI expander and Mono
> display I am offered. Must be a MegaSTE (assuming everything goes well,
> I want to order a Galaxy card and hook it into my home network) and must
> be in good condition, HD should be a decent size. No upgrades or
> accelerators other than additional RAM if possible!
>
> TT with at least 4Mb ST-RAM and 8MB TT-RAM considered. Would just keep
> my monitor in that case, and not worry about having a monitor for the
> TT.
>
> Serious offers/suggestions only, please.
>
> Richard
> --
> Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -.
;-;;,
> Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (
`'::.
> Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--'
`-'_)Morticia

1951. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 11:01:36 UTC
From: Frank <poily2001@yahoo.com>
Message-ID: <95tu2v$eu7$1@inf6serv.rug.ac.be>
Source record: 50624

Looking for Atari in India on the web, I found:

"Atari Tours and Travels" in New Delhi (http://www.indiamart.com/atari/)

No TV's though.

Frank.

****
Download 3D-Calc+
http://www.medcalc.be/stwww/index.html
****

1952. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 11:47:23 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <95u10affa1@nnrp1.deja.com>
Source record: 50626

I got a reply from Mario about my post..

He's been busy with work and stated He has a few e-mails to respond to
about the new card. He hasn't had the time to work on the cards..

Rob

In article <95rbc3$il9$1@reader1.imaginet.fr>,
"Micka&#65533;l Pointier" <mpointie@eden-studios.fr> wrote:
> > Has anyone used Mario's new VME Galaxy Graphics Card? Just wondering
> > how it is.. a little review would be great!!
>
> I would like to know if someone manage to get an email answer from
Mario.
> I've send a mail requesting some informations about how it works, how
it
> will
> cost, what are potential incompatibilities with my MegaSTE, but so
far I do
> not
> have any answer.
> I suppose I should send another mail.
>
> Mickael Pointier
>
>

--
Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com
http://www.deja.com/

1953. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 12:36:39 UTC
From: Frank <poily2001@yahoo.com>
Message-ID: <95u3lc$j3l$1@inf6serv.rug.ac.be>
Source record: 50627

She has no idea what we are taking about.

"Frank" <poily2001@yahoo.com> wrote in message
news:95rbs7mrb1@inf6serv.rug.ac.be...
> Ronald,
>
> Email the picture to me and I'll ask an Indian friend.
>
> Frank.
>
> frank@medcalc.be

1954. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 13:41:39 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a82a213$1_3@athena.netset.com>
Source record: 50629

In article <95sp2a$g6e$1@nnrp1.deja.com>, <atarigalen@my-deja.com> wrote:
>In article <3a7f4e56$1_3@athena.netset.com>,
> baldrick@dilbert.netset.com (Dan Ackerman) wrote:
>>
>> http://ping4.ping.be/dipching-drulkhor/VGA-GAME.HTM
>>
>I forgot about Jo's site. I found many good games there. What do you
>know about that isn't on the list?

Well just off the top of my head with only 1/2 a cup of coffee in
me early in the morning...

Most of the entries from the Magic Gaming competition. A few
older games, mostly Tetris type clones. There are more. My brain is
just drawing a blank at the moment. There is also a problem with some not
being properly linked. Like GemNethack. There is Warwick Allisons
version listed, where the most current version is by Christian Bressler.
There is also another game along the same lines of Nethack the Mr.
Bressler ported to gem as well.

>
>> Do you slap yourself in the forehead every morning and go stupid
>Generally. It needed a $100 part, and I didn't have $100 at the time.
>

Sounds like my life now ;)

Dan

1955. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 13:57:27 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a82a5c7$1_1@athena.netset.com>
Source record: 50630

In article <95pr45$8rc$2@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>> As we have seen in the last couple of weeks with various debates
>> in this news group there are quite a few people that still frequent it.
>> However I notice there is a distinct lack of conversation about current
>> projects for our beloved platform. Sure we get quite a few "Can you help
>> me with this?" or "Is there any software that does ...". But rarely do we
>> see real discussion based on things that are actually still be developed
>> outside of some simple arguments based on peoples personal preferences of
>> OS (and excepting of course the current arguements over ColdFire no
>> ColdFire).
>
>My impression is that the most interesting stuff is discussed in various
>mailing lists.

Exactly it's in mailing lists or on the right IRC channel on the
right night at the right time. I understand why this happens, (or at
least have a theory that applies to me ;), we are a hobbyist platform.
Programmers like to program. Programmers work away madly and get
something done, then spend up to 5 minutes sometimes sending mails about
it or news out. About this time one of a few things happens, you have to
go to work/bed/hospital or you suddenly realise the answer to the
programming problem you've been working on and if you just went into the
code and...

My thought was just if you were on a mailing list and someone said
something was publicly released. It would be nice and probably helpful if
interested people on that list helped spread the word, so that the rest of
us in the community can find out about the port/update/etc available for
use.

>
>> An english discussion on the Bubbles Screen saver.
>
>It works and looks good, what's there to discuss ;-)
>

Well so far eveyone has said good things about it. So maybe a few
people that didn't know about it have gone off and enjoyed it. With the
english translation maybe even more people will enjoy the use of it.
That's why it's worth discussing.

>> What's the state of X86 Tos projects?
>
>Are you talking about PC-GEM? They're closing in on us, the last time I

>checked it out they were talking about the possibilities of multitasking
>;-)
>

Unless there is another set of pages from what I've looked at they
are pretty much stalled again. They go in bursts. But I get the
impression that the Programmer to User ratio is probably 4 to 1.

>> that list think that everyone that is interested is on the list. Not
>> necessarily so. I know there has been alot of stuff going on in the MiNT
>> world these days, however if you aren't on the mint lists you get very
>
>Check out www.freemint.de.
>

I do. I also follow linux fairly closely, so I know what alot of
these things are. I think a litle further promotion from the community
would be worthwhile even though some would complain ;) While I use Magic
most of the time on my TT, I'm not adverse to knowledge.

Dan Ackerman
aka baldrick

1956. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 14:03:38 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a82a73a$1_1@athena.netset.com>
Source record: 50631

In article <5Ncg6.2602$2g.330827@newsread2.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> wrote:
>
> "....current projects for our beloved platform"
>Yeah! and while we're at it, I would'nt mind someone starting a certain
>project that might get some discussion going, help out Atari clone sales,
>and maybe even stop the migration to PC's!!!
>
>S.O.S (as in Save Our.... not Same Old...)
> J A V A S C R I P T:
> Is there a way to incorporate such into CAB without the need for
>Alexander's source code &/or it's feasibility in a new browser?
> John G.
>

To my knowledge their is no easy way to incorporate Javascript
into CAB without the code. This is what I've been informed. It would be
very hard to do it without modifying the code to some extant as Javascript
has more to do with the modification of the layout and user interaction
then anything with the transport of data (where my program comes into
play).

However if you've been following other news sources(hey we are
back to my complaint) Robert Goldsmith is hopefully going to have
HighWire up on SourceForge soon. This has alot of benefits even if it
will make early development troublesome.

Anyway I guess what I'm trying to say there is with Highwire,
javascript implementation should be possible as soon as the source is up
and we have someone interested. We probably should see if John Rojewski
released the code to his port or if it is dog easy or something for
javascript on the atari.

Dan Ackerman
aka baldrick

ps. SSL would be legal for me via SourceForge ;)

1957. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 15:17:45 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <3a82b810$0$36182$1a0eedbc@dreader2.news.xs4all.nl>
Source record: 50632

I looked it up.
Wild Life Travel, but no tour of the Northern Bussstion in Calcutta!

--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

Frank <poily2001@yahoo.com> schreef in berichtnieuws
95tu2v$eu7$1@inf6serv.rug.ac.be...
> Looking for Atari in India on the web, I found:
>
> "Atari Tours and Travels" in New Delhi (http://www.indiamart.com/atari/)
>
> No TV's though.
>
> Frank.
>
> ************************************
> Download 3D-Calc+
> http://www.medcalc.be/stwww/index.html
> ************************************
>
>

1958. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 15:21:04 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <3a82b8d8$0$36188$1a0eedbc@dreader2.news.xs4all.nl>
Source record: 50633

Be reassured: I will not post pictures here.

If many more people want to have a look (5 till now) I will put it on
194.109.247.185 in a html-page.

--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

Hallvard Tangeraas <northstar2010@yahoo.no> schreef in berichtnieuws
1eoifry.kxhn8s1f3lafgN%northstar2010@yahoo.no...
> Oracle <onenet@ISP.org.asim> wrote:
>
> > can you post the picture on here for all to see ?
>
> No!!!!
> Please don't post any attachements here, or in any newsgroup/mailing
> list for that matter.
>
> A much better idea is to upload it to a website and tell us about the
> URL here, so that those interested can have a look.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

1959. WTB: TT mono monitor (Canada)

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 15:39:29 UTC
From: ag352@chebucto.ns.ca
Message-ID: <95uejh$5rj$1@News.Dal.Ca>
Source record: 50634

I'll be in the market for a functional TTM 194 or TTM195 monitor this Spring. I'm setting up a wee office in Toronto and want to plug my TT into something. Will pay cash, preferably Can.$, but well consider...

John S. Gray
Still, for the moment, Isolated out in Atlantic Canada

1960. CDRom Directory formats.

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 15:45:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A82BEFC.BF1E8C20@patent.gov.uk>
Source record: 50635

Hi all,

Can anyone verify that the following is due to different directory structures. A CD recorded at a recording studio, contained a 11Meg Wav file from Cubase VST and a folder full of WAV samples. On my (son's) C-Lab Falcon with ExtenDos, only the folder and samples were visible and playable, and on my Milan with Spin only the big WAV together with an auto generated PRG launch file were visible and playable. Is it possible to have both/all visible and accessable with one system?

Bob King.

1961. Was Diplomacy available for Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 15:59:04 UTC
From: Simon Szykman <ss8c@andrew.cmu.edu>
Message-ID: <ss8c-BCDA98.10590408022001@news.erols.com>
Source record: 50636

Hi,

I'm trying to find out if Avalon Hill's old computer version of Diplomacy (released for the PC and a couple of other platforms in 1984) was ever available for Atari. If you have this game or know something specific about it, please let me know. Thanks.

- Simon

1962. Re: Was Diplomacy available for Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 16:50:21 UTC
From: Video61@webtv.net
Message-ID: <20477-3A82CE4D-7@storefull-177.iap.bryant.webtv.net>
Source record: 50640

hi,
i used to buy direct from avalon hill, and i carried diploacy for the c-64, and the amiga. as far as i know it never came out for any atari platform, if it had i either missed it, or it was in very small quanities. i carried every program from them for the atari's.
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1963. Re: Ah. screw it! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 16:58:20 UTC
From: bindon@madasafish.com
Message-ID: <t85k1ckt3hhnaa@corp.supernews.com>
Source record: 50637

On 7 Feb 2001 23:12:25 G, M.Bedford wrote:
>This is only a suggestion but I've got it to work in other applications.
>Try it at your own risk.
>
>Mix some quick-setting araldite (epoxy) and dribble a little into the post.
>Don't fill the hole as the screw will need space
>
>Grease the screw & insert it. Allow the araldite to set, you can test the
>bit left when you mixed it. When it's set unscrew the screw & leave the
>araldite to cure fully (overnight) If you're lucky you should have a
>serviceable thread. (fingers crossed)

Good solution. I've also used araldite (good stuff) to mend things.
Using grease (I usually use motor oil) works a treat, just stops the
epoxy bonding with it.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1964. Re: protar-drivers

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 16:58:22 UTC
From: bindon@madasafish.com
Message-ID: <t85k1eatc547ac@corp.supernews.com>
Source record: 50638

On 8 Feb 2001 00:05:38 +, "Marcus Noll" wrote:
>Hi there,
>
>anyone of you got an idea where to get driver & utility-software for a
>protar ProFile 40 HD (ACSI)? In the manual they re called "boot.prg" and
>"manager.prg".

```
Download AHDI which was made by Atari. Not sure where to get it but
last version was v6 or somewhere around there.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

1965. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 16:58:25 UTC
From: bindon@madasafish.com
Message-ID: <t85k1h428pu5ad@corp.supernews.com>
Source record: 50639

On 8 Feb 2001 00:29:48 G, atarigalen@my-deja.com wrote:
>
>> I have the Phantom accelerator and this has 3 boards, one to patch the
>> SDMA clock signal, the accelerator it self, and the small 44.1khz
>> clock. Good, cheap and seems to work so far.
>
>That was one of the great bargains and I really wish I had bought one
>(finished saving for a CT2 about the time they ran out). If I recall,
>the Phantom website is down ... am I wrong?

A few days ago it was up, so I suppose it still is. Maybe the URL
changed, do a search. I quite pleased with it, and I've made a
little mod for it to have an LED output for Turbo mode, as I have the
Falcon recased, but this could be done to for a normal case as well.
Should work fine with a CT60, and I'll probably be trying it. :)

I had two supplied with my Falcon, aparanty the guy who makes them sent
them to him free :-/

Quality of the board is poor, but it is cheap. I'd recommend checking
all chips for solder whiskers.

Performance is good, probably on par with the Nemesis. Specs identical
to the Centurbo 1 I think, but this also includes clock patch and
44.1khz clock.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1966. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 17:56:36 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981626304.15568.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 50620

I got a reply no problems, the card is not cheap though, about US$220 for the card and an extra US$45 for the additional memory, the network version is about US$260.

This was in December (17th), he also said he would not supply it to be used in a MegaSTE as it had not been tested (that was 6 weeks ago though).

Hopefully the network version should be out soon, mail him again.

Mark.

PS Just in case people don't know about the card
http://gem.win.co.nz/mario/hardware/

Rob <rmahlert@delphi.com> wrote in message
news:95nt86$7c9$1@nnrp1.deja.com...
> Has anyone used Mario's new VME Galaxy Graphics Card? Just wondering
> how it is.. a little review would be great!!
>
> Rob
> webmaster@atari-users.net
>
>
> --
> Atari-Users Network
> Atari Chat, Forums, Links, Webring and News.
> http://www.atari-users.net
>
>
> Sent via Deja.com
> http://www.deja.com/

1967. No video on 1040STF

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 18:31:19 UTC
From: Bill Bertram <no_spambb1678@hotmail.com>
Message-ID: <95uokk$pp4$1@news5.svr.pol.co.uk>
Source record: 50641
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I bought this without realizing it didn't have a built-in modulator!, so I couldn't test it, but I recently managed to get a RGB/Scart lead. It booted with a black screen. The system works, I booted a game disk, but the screen is black. I pulled the video chip (Shifter?) and put it into a 520STFM and it works. Tried the chip from the STFM on the STF, but still black screen.
The solder looks ok on the bottom of the motherboard, so I'm stumped!

Thanks,

--Bill.

1968. Mustek 12000 (quick response)

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 18:41:13 UTC
From: bindon@madasafish.com
Message-ID: <t85q294voj9od6@corp.supernews.com>
Source record: 50642

Hi everyone,

I ordered a Mustek 1200, and it arrived some days later, but as I got it home I realised that the box said 12000. So I thought I'd try it anyway.

HDDRiver picks it up fine, but Homa House systems drivers don't work, they just report "Wrong Mustek Scanner". I carry on and it hangs on the "Prescan". Tried GTLook as a last choice, but I think you can tell what the result is there.

So I took it back and told the guy he ordered the wrong scanner, it even said 1200 on the receipt. The dick <sorry about the language> said "Oh, It'll work anyway" but it still doesn't. He reuses to take it back, moaning about students always taking things back blah blah blah. You get the point.
The guy even said the 12000 was a 1200 with an extra zero on the end.

So is there any other drivers that'll work, or do I go back and tell him to FO?

Thanks guys

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

1969. Atari ST mouse needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 18:58:01 UTC
From: Xeno <singerman_98@nospam.yahoo.com>
Message-ID: <W%Bg6.11373$ts2.264142@news2-win.server.ntlworld.com>
Source record: 50643

Does any one know where I can get a mouse for the Atari ST. I live in the U.K.

1970. Re: News Client

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 19:08:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a82f4962d46401@online.be>
Source record: 50553

on Wed 07-02-2001 21:35 Edward S. Baiz Jr. wrote:

>On 7 Feb 2001 15:28:32 -, "Mark" wrote:
>>Who will recommend a client for use with Magic on a TT with Sting (including
>>a link to download/purchase)?
>>
>>For that matter a mail client would be good to.
>
>I have ued Newsie and MyMail under Magic using Sting with no problems. I
>use STiK2 under Magic now and it works great also...

OKAMI: This is really *the best* non commercial mail/newsreader
currently available for our beloved platform. It's the most versatile
program I know. It's maybe a little bit hard to set up but it's really
worth the effort.
Mind you Okami is a real offliner. To retrieve mails and Usenet articles
you need Popwatch (Mail) and Newswatch (Usenet).

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1971. Re: recovering deleted file

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 19:10:11 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981630721.17545.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 50625

If you don't have Diamond Edge you can use a low level disk editor (such as Knife ST which there have been demos of), doing a sector by sector search you should be able to find the file name minus the first character (e.g. 'song1.mid' would be '_ong1.mid'). Once found simply add the extra character to the file.

At worst a DOS 5 PC should have an undelete that will work as long as you have formatted using FCOPY or on a modern STE, TT, Falcon, etc.

Do not add any files to the disk, or you could lose the info.

Mark.

Rod Main <rodmain@malesh.demon.co.uk> wrote in message news:B6A63D51.68B6%rodmain@malesh.demon.co.uk...
> How can I recover an accidentally deleted (cubase) file from a floppy on st?
> please? Any advice gratefully recieved. Thanks
> Rod
>

1972. Re: PCQuake

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 19:25:10 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <EfBv4kCWKvg6Ewhb@my-ste.demon.co.uk>
Source record: 50549

In article <z3AWsLAB9eg6EwVz@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> writes:

>In article <1eoh402.1xf6mcjm8tlfkN%steve666@clara.co.uk>, Steve
><steve666@clara.co.uk> writes
>>My fault, I should have said that I'm acessing the ftp sites at work and
>>that id's site is banned. This is why I need others, though I guessed
>>that not many would have this these days.
>>Thanks, Steve.
>
>You should be able to get it from the www, or even demon's ftp site!

I would find another server before using Demons FTP site, or until/if it
gets an upgrade. At the moment their server seems to be getting slower
and slower, as well as more unreliable. It took just over 3 hours to
fetch the Turnpike 6 beta, (16,542,309 bytes) at 2am with only 7 other
users on the server.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

1973. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 19:26:38 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a82f4962d46402@online.be>
Source record: 50552

on Wed 07-02-2001 16:12 Lonny Pursell wrote:

>
>I recall someone asking for ideas on programs we could all use.
>How about a GEM PDF veiwer? I'm aware of gsgem or whatever it
>is called, but I've yet to have it let me veiw all the pages.
>It always seems to show the first 2 or so and that's it.

Convert first the pdf into ps by means of pdf2ps.ttp. Then you will be
able to view all the pages. This way I've printed out a 150 p manual. It
really works but even on a Hades it's rather slow.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1974. ST BBS and BBS archive; please help

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 19:30:38 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <ytCg6.1642$D3.6204@tor-nn1.netcom.ca>
Source record: 50550

Every year or so I try and gather up BBS softweare for the ST and 8bits, though primarily the ST. I ran a BBS for 7 or 10 years, and have a reasonable amount of stuff (10 or 15 floppies), thogh my many megabytes of stuff went away due to my bbs HD's dieing.

I've been doing a lot of emulation work over the years, keeping Arcade games alives,and working on emulators for old computers. I've been porting old applications to unix to give them new life. I was trying to buy BBS Express from Sanchez a year or two back, but lost contact with him, though I'm dieing to find him again to buy it nowadays..

I need anything and everything BBS related for the ST! I'm having trouble finding this 1.98a relase of Express that has unlimited use without a key (I think I lost my key on my hard drive :/) I'm tempted to build a telnettable version of it. Yes, I know how to do it in many different ways, but its a lot of work. Still.. I've ported TradeWars and Space Empires Elite (old old versions) to unix, and would love to get them online for telnet play.. but really wouldnt' want to do it wihtout my beloved express...

Anyone able to help me out? I have disk space and an ftp server.. I can open it up for a big dump if someone has the files :)

Any BBSes still around?

jeff

1975. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 19:30:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a82f4962d46403@online.be>
Source record: 50554

on Wed 07-02-2001 21:08 Peter Slegg wrote:

>
>Now, if only we had SSL ;-)

We do have that. Use MiNT-net

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1976. Re: Atari ST mouse needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 19:32:11 UTC
From: Bill Bertram <no_spambb1678@hotmail.com>
Message-ID: <95us6bujo1@news8.svr.pol.co.uk>
Source record: 50551

"Xeno" <singerman_98@nospam.yahoo.com> wrote in message
news:W%Bg6.11373$ts2.264142@news2-win.server.ntlworld.com...
> Does any one know where I can get a mouse for the Atari ST. I live in the
> U.K.

Try boot fairs, jumble sales etc. Only places I know of. I managed to get one 2
weeks ago.

--Bill.

1977. Re: WTB: TT mono monitor (Canada)

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 19:46:23 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <95ut2d$9lv$1@nnrp1.deja.com>
Source record: 50555

In article <95uejh$5rj$1@News.Dal.Ca>,
ag352@chebucto.ns.ca (John S. Gray) wrote:
> I'll be in the market for a functional TTM 194 or TTM195 monitor this
> Spring. I'm setting up a wee office in Toronto and want to plug my TT into
> something. Will pay cash, preferably Can.$, but well consider...
>
> John S. Gray
> Still, for the moment, Isolated out in Atlantic Canada

Hi John,

I'm in Newfoundland. I don't have a monitor to sell you but thought I'd mention that I have my TT connected to a 17" Optiquest SVGA monitor. I can get resolutions up to 1024x768. Does your TT have a video card? I'd love to hear from you.

- Trenchcoat Steve

Sent via Deja.com
http://www.deja.com/

1978. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 20:05:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981739606-428957AEicMi@madasafish.com>
Source record: 50463

Hi Peter

>The new version of Bubbles is even easier to install than the last one.

Which was no problem at all.

>There used to be an AUTO folder program but it is no longer needed. I
>just added the line:

Thats interesting, so why is it supplied. I have it installed atm, i'l
experiment with removing it.

>Unzip the Bubbles archive and put it all in folder Bubbles on the C:
>drive and Bob's your Uncle.

Actually, Bob is my da, and also my brother.

>You can also download the AfterDawn animations which can be called
>by Bubbles but they are not essential.

How do you achieve this, i had some kicking around and i popped them in
the modules folder and they dont seem to get picked up, or are not shown
in the config options?.

Reference the start of this thread, It was a good way to get some traffic
in here, but the reason i didnt mention bubbles 3 specifically is that i
had a working reliable Bub2 setup, Bub 3 didnt seem to add anything new
so i didnt need to ask any questions. Nice to see some traffic anyway.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1979. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 20:07:00 UTC
From: rand@cd.chalmers.se
Message-ID: <95uu94lh1@nyheter.chalmers.se>
Source record: 50556

In article <95s3bo$4nj$2@SOLAIR2.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>On 4 Feb 2001 17:46:30 G, Johan Klockars wrote:
>>In article <95jndbspp2@SOLAIR2.EUnet.yu>,
>>Djordje Vukovic <vdjole@EUnet.yu> wrote:
>>>On 2 Feb 2001 23:42:05 G, Johan Klockars wrote:
...
>what I did. I supose that their slowness vs. Gemulator may be at least
>partially caused by "16bitness" of DOS.

It would surprise me if STonX/DOS doesn't run under some kind of
extender and thus uses 32 bit code. gcc for DOS always does that, IIRC,
and that's a rather likely compiler to use for a program that originally
came from the UNIX world.

>>Float Math Test
>>
>>Multiplies, divides and adds single and double precision numbers. Also
>>calculates trigonometric functions and logarithms. Uses an FPU if one

Those trigs and logs are one major reason for the mediocre GEMBench
float numbers on an '040/'060 with FPU (they are not implemented in
hardware).

>>This test uses the Lattice automatic floating point unit detection. As

That is the other.

>>a result it works on any system but does not get the maximum out of
>>the FPU. Tests that are compiled specifically for an FPU yield much
>>higher results, but do not work at all if no FPU is found.

It's of course simple enough to compile two separate tests and call one
or the other depending on whether there is an FPU or not.

>so I assumed that floating point ops (not necessarily floating-point-
>coprocessor instructions) were used. Ok, I know that it all reduces to

Ah, yes, of course.

>making a program in a higher language deals with floating point numbers,
>operations and functions.

Yes, the GEMBench 'FPU' tests certainly use variables and numbers of
type double or float.

>Anyway, I agree that the GEMBEnch floating-point test is unrealistic
>one way or another. I have a memory-mapped FPU on my MegaST, and GEMBench

>declares this to be about 15x faster than a no-FPU machine. Yet, all
>other applications that I have which use the FPU, do "math-intensive"
>operations with FPU about 4-6x faster only.

With an '040 or '060 it's the other way around. Things are much faster
in practice than the GEMBench floating point test would indicate.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1980. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 20:37:28 UTC
From: rand@cd.chalmers.se
Message-ID: <95v028$o9$1@nyheter.chalmers.se>
Source record: 50558

In article <3a8048c6$0$180@news.zetnet.co.uk>,
Chris Simon <osian@zetnet.co.uk> wrote:
>On 6 Feb 2001 11:30:34 +, Ulli Ramps wrote:
>>But if the fVDI programmer can name us the function call, maybe
>>we can do something, even when we think to make clean calls all
>>the way ...
>
>This is the email I received in September - sorry, I got it *slightly*

Has it been that long?!?
I'm terribly sorry that I forgot about your problem.

You really should keep pestering me until I do something about it. ;-)

>worng, it's AES not VDI! I offered to contact you about it but he
>said he was going to check WINX first, however I've not heard anything

I got busy with other things...

>>The problem occurs when Papyrus calls the menu_click (probably only with
>>certain parameters since it works fine when Papyrus starts up) AES routine
>>(I'd never heard of it before and it's not in my usual documentation (which
>>should include everything that's in AES 4.00), but a .HYP file mentioned it).
>>This is supposed to ask/set the drop-down/pull-down state of the menus, but
>>one of the internal subroutines has somehow been contructed badly and will
>>crash when called.

I'll have to locate this again, but I seem to recall that it did something
that obviously couldn't work.

>>I can't say I understand how disabling fVDI could have anything to do with
>>this bug manifesting itself or not, but things worked fine once I disabled

!

>>I'll write a small program that you can run to patch your Papyrus, but I'm
>>not sure when I'll find the time for that (probably in the next few days).

Well, it has been more than a few days, I suppose...

>>If you're up to it, you can do it yourself:
>>1. Look for $25020102 in the Papyrus executable.
>>2. Write $4e75 at that position.

Perhaps someone has already written a program that can apply patches
given information like that? Of course, it would only take a few
minutes to write a .TTP to do it, but...

Anyway, I just tested this again and it does work _if_ it is not
applied until after Papyrus has started up!
If the patch is applied on the file itself, no cascading menus will
work, which isn't very nice...
I guess I could work backwards from the point of failure and come up
with a patch that actually does work, though.

Is there any reason to call that function more than once?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1981. Javascript

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 20:56:08 UTC
From: swampfox1@earthlink.net
Message-ID: <IJDg6.908$ub2.81751@newsread1.prod.itd.earthlink.net>
Source record: 50559

In article <5Ncg6.2602$2g.330827@newsread2.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> wrote:

>>S.O.S (as in Save Our.... not Same Old...)
>> J A V A S C R I P T:
>> Is there a way to incorporate such into CAB without the need for
>Al>exander's source code &/or it's feasibility in a new browser?
>> John G.
>>

Dan Ackerman's response:

> To my knowledge their is no easy way to incorporate Javascript
>into CAB without the code.

SNIP

And Alexander has stated that CAB's source code "is not available"!
Maybe obvious to some why it's not available but not to me! Are they
worried about loosing sales on CAB or protecting CAB for the MAC?

> However if you've been following other news sources(hey we are
>back to my complaint) Robert Goldsmith is hopefully going to have
>HighWire up on SourceForge soon. This has alot of benefits even if it
>will make early development troublesome.
>
SNIP again

Yes, I've heard some talk about Highwire but it seems the problem is
finding the time to create it!

John G.

1982. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 21:03:14 UTC
From: osian@zetnet.co.uk
Message-ID: <3a830992$0$180@news.zetnet.co.uk>
Source record: 50560

On 8 Feb 2001 20:37:28 G, Johan Klockars wrote:
>Has it been that long?!?
>I'm terribly sorry that I forgot about your problem.

It's OK, I forgive you!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1983. How to buy Papillon

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 21:06:29 UTC
From: swampfox1@earthlink.net
Message-ID: <pTDg6.944$ub2.81751@newsread1.prod.itd.earthlink.net>
Source record: 50561

Looking for suggestions on how to purchase Papillon. I've E-mailed
Oliver at ASH twice since mid January but no response! Also, how much
for it?
John G.

1984. Re: protar-drivers

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 21:28:26 UTC
From: ebaiz@skyenet.net
Message-ID: <_bEg6.3773$KU3.1284@newsfeed.slurp.net>
Source record: 50563

On 8 Feb 2001 00:05:38 +, "Marcus Noll" wrote:
>Hi there,
>
>anyone of you got an idea where to get driver & utility-software for a
>protar ProFile 40 HD (ACSI)? In the manual they re called "boot.prg" and
>"manager.prg".

I would think that any Atari SCSI hard driver would work fine. I would try
HDDriver or the ICDboot.prg. They should do the trick.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1985. Re: Atari ST mouse needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 21:28:28 UTC
From: ebaiz@skyenet.net
Message-ID: <0cEg6.3774$KU3.1284@newsfeed.slurp.net>
Source record: 50562

On 8 Feb 2001 18:58:01 -, "Xeno" wrote:
>Does any one know where I can get a mouse for the Atari ST. I live in the
>U.K.
>

System Solutions in the UK should sell them. You could order one from the US from Best Electronics or else B&C Computers. Then there is Mario Becroft's serial mouse adapter. I use this on my Hades. It allows an Atari user to use any PC serial mouse on a ST/TT/Falcon/Milan/Hades...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1986. Re: Software

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 21:34:42 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981639392.21478.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 50628

Hisoft may still be able to supply Lattice (although they have removed the
Atari link).

www.hisoft.co.uk

David Hester <dhester@hesterhome.fsnet.co.uk> wrote in message
news:95cocf$n0k$1@news6.svr.pol.co.uk...
> I don't know if this is the rigth place for this post, but I am trying to
> find the following ST software;
>
> Cyber Studio (CAD 3d V2)
> Hippo C
> Lattice C 5.5
>
>
> David
>
>

1987. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 22:05:00 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <981669920-268415AEicMi@xs4all.nl>
Source record: 50564

John Garone wrote :

> And Alexander has stated that CAB's source code "is not
>available"! Maybe obvious to some why it's not available but not
>to me! Are they worried about loosing sales on CAB

Well, I don't think that there will be many more sales because
every Atarian left must have CAB 2.8 by now :-). Maybe the
author want's to keep his programming techniques secret.
I'm getting jealous of the Mac users, they are lucky to have iCAB,
(their only alternative to I.E. ?),there seem to have been 50.000
downloads from www.icab.de as you can see in the press
reviews on that site.

Cheers
Dan

1988. Re: No video on 1040STF

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 22:19:09 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <xXEg6.6661$o85.37810@news-server.bigpond.net.au>
Source record: 50565
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Bill Bertram" <no_spambb1678@hotmail.com> wrote in message
news:95uokk$pp4$1@news5.svr.pol.co.uk...
> Hi,
>
> I bought this without realizing it didn't have a built-in modulator!, so I
> couldn't test it, but I recently managed to get a RGB/Scart lead. It
booted with
> a black screen. The system works, I booted a game disk, but the screen is
black.
> I pulled the video chip (Shifter?) and put it into a 520STFM and it works.
Tried
> the chip from the STFM on the STF, but still black screen.
> The solder looks ok on the bottom of the motherboard, so I'm stumped!

I have seen an MFP do this. It trigger's the Mono detect signal. I had an STFM with a dicky MFP that caused the machine to only work in HI-res. I couldn't see a thing when a colour monitor was attached, just a black screen, and originally assumed the shifter until I got the schematic's and worked it out. Never know could be the same thing.

Mark

1989. Re: No video on 1040STF

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 22:31:43 UTC
From: Bill Bertram <no_spambb1678@hotmail.com>
Message-ID: <95v6nt$rg7$1@news7.svr.pol.co.uk>
Source record: 50567
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:xXEg6.6661$o85.37810@news-server.bigpond.net.au...
> I have seen an MFP do this. It trigger's the Mono detect signal. I had an
> STFM with a dicky MFP that caused the machine to only work in HI-res. I
> couldn't see a thing when a colour monitor was attached, just a black
> screen, and originally assumed the shifter until I got the schematic's and
> worked it out. Never know could be the same thing.

Hi Mark,

What does MFP stand for?

Bill.

1990. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 22:33:56 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A831ED5.D2C98BB8@ihug.co.nz>
Source record: 50566

Hi there,

Djordje Vukovic wrote:
>
> On 2 Feb 2001 23:42:05 G, Johan Klockars wrote:
> >
> >(The FPU test in GEMBench puts GEMulator at 14 times the speed of an
> > FPU-less Falcon (this is really an integer test for machines without FPU
> > (which includes all the emulators, AFAIK)).)
>
> I don't quite understand this. Do you mean to say that all floating-point
> operations reduce to integer ones? So a pair of integer/floating tests
> would always give the same speed ratio regardless of the machine.
> But that makes floating point ops no less real on a higher level.

Only for the sake of machines that haven't got a genuine float math
chip AFAIK. I'm sure in the GEMBench docs there is a part that says
a genuine float rout is called if an FPU is found, and an integer
rout that approximates float math performance if not.

Certainly a 68882 makes a Falcon quite a lot faster when running any
rendering software, from my experience. I forget the actual GEMbench
figures (I have tested with AND without a physical FPU) but it really
made a large difference to that test IIRC...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1991. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 22:50:58 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A8322D2.4D612F6C@ihug.co.nz>
Source record: 50568

Hi there,

Dennis Vermeire wrote:
>
> >But, I repeat, it MUST be compatible with the majority of
> >well-written software.
>
> I've been singing that song for weeks as well...
> The majority of us is getting on a bit... perhaps a hearing aid is more
> urgent then a new clone?

What? Oh, sorry...hearing aid turned off <click> thats better... ;^)

I am beginning to look at the software compatibility issue in a quite
different light. I ask this question....

What is easier...

a) Creating a piece of hardware that can be compatible with software
that stretches the rules to find speed on original 'slow' Atari
hardware?

or...

b) Recompiling software to run safely, albeit at a speed penalty, so
that MORE HARDWARE WILL LIKE IT!

Answer b) is the one I'm rooting for, and if software authors are that
concerned about extracting maximum performance from the hardware, they
should consider safety first, fine-tuning later. After all the NEW TOS
clones run vastly quicker hardware (an '060 leaves every previous 680x0
in its dust!!), so any speed lost in compiling a SAFE version of a piece
of software is more than compensated for on the new faster hardware.

That approach will make the hardware designers job all that much easier,
so why point the finger at the hardware companies if they cannot create
a machine with full compatibility across the software range? I think its
the dirty hacks made by software authors, to rely on old hardware, that
is the BIG problem...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1992. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 22:52:22 UTC
From: rand@cd.chalmers.se
Message-ID: <95v7v6vb1@nyheter.chalmers.se>
Source record: 50569

```
Replying to my own letter here, but I just took another look at the
matter.

In article <95v028$o9$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <3a8048c6$0$180@news.zetnet.co.uk>,
>Chris Simon <osian@zetnet.co.uk> wrote:
>>On 6 Feb 2001 11:30:34 +, Ulli Ramps wrote:
...
>>worng, it's AES not VDI! I offered to contact you about it but he
>>said he was going to check WINX first, however I've not heard anything

The bug is in the ROM AES itself.

>>>The problem occurs when Papyrus calls the menu_click (probably only with

Hmm. Now that I took another look at it, I realized that it is actually
a call to menu_attach. The .HYP file I mentioned had another call listed
with the same number for some reason.

>I'll have to locate this again, but I seem to recall that it did something
>that obviously couldn't work.

Indeed. The code at $e30a8c in TOS 4.04 looks as follows:

pea -12(a6) ; Push address of a local variable
move.w 14(a6),-(a7) ; Push a couple of parameter values
move.l 10(a6),-(a7)
move.w 8(6),-(a7)
jsr $e30c40 ; Call bad routine
adda.w #12,a7 ; Remove stuff from the stack again

Now, at $e30c40 we have this:

link a6,#-10
movem.l d7/a5,-(a7)
...
move.l 18(a6),a0
move.l 4(a5),(a0)
...
tst.l (a7)+
movem.l (a7)+,a5
unlk a6
rts

While the beginning and end of the called function may look a bit
funny (the compiler Atari used does some really funny (and often quite
```

non-optimal) things), there's nothing wrong with it.
Let's take a look at where the parameters to the function are in
memory, though:
- When entering the function, the first parameter is at a7+4.
- The LINK instruction will then push a6 and set a6 to point to the
address of its old value. The first parameter is then at a6+8.
a7 will be modified, but lets not worry about that.

Now, where are the four function parameters?
As mentioned, the first one is at a6+8, and that is word, meaning that
the second is at a6+10. The second is a long, so the third will be at
a6+14. The third is only a word, so the fourth must be at a6+16.

But wait a minute!
The program code above tries to fetch a parameter at a6+18!

When I'm running the program and debugging with Mon, the stack value
at a6+16 is $0000c5aa. The program tries to read two bytes further on,
however, and gets $c5aa0000. Now, what you do think will happen when
it tries to write at that address?

CRASH!!

To me it looks like someone managed to use the wrong function prototypes
when compiling this function. The code really _can't_ work as intended,
and I'm at a loss to explain why it doesn't crash without fVDI.
Perhaps something completely unrelated is causing the program flow in
menu_attach to go another way, or perhaps some bad information is being
passed into the function.

If the developers of Papyrus could take a look at the places were
they call menu_attach during a database report, that might turn up
something, but the fault is most likely not their's in any case.

It would really interest me to know why the same error does not crop
up with NVDI.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1993. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 23:17:09 UTC
From: bindon@madasafish.com
Message-ID: <t86a7ljvhbnl8a@corp.supernews.com>
Source record: 50570

On 7 Feb 2001 19:19:58 -, Steve Sweet wrote:

Hi Steve

>>I have the Phatom accelerator and this has 3 boards, one to patch the
>>SDMA clock signal, the accelerator it self, and the small 44.1khz clock.
>
>How mucho spondolies for the phantom board?, where did you get it from?,
>how much for the women?, is the ugly one cheaper.
>
>I should be getting a Goose/030 shortly. Its short of its memory and a
>Hard drive so may not be working for a while though.

I really would like to keep it as a spare. I'm not sure where it came
from, try contacting the guy. You know how to fix SMPSU, so you must
be able to do SMD right? Clock patch is a simple high speed AND gate
intercepting the clock for the SDMA. It's the 44.1Khz clock that's
difficult to get, it needs to be programmed I think. The rest you can
do quite easily.

I'm actually thinking of making something that accompanies the CT60.
Some kind of bus accelerator that is more configurable via software
perhaps so you can chose almost whatever DSP/Videl speed, but like
most of my silly little ideas, they never appear.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

1994. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 23:45:38 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102082343270.85-100000@Hades060>
Source record: 50578

On Thu, 8 Feb 2001 atarigalen@my-deja.com wrote:

> Conclusion: great software, great service but next time, buy Yamaha.

Sorry to hear about your audio CD problem. I managed to find
an older Yamaha prior to reading this, but it is interesting
info regardless. Roger is very good at replying to mail, I
hope you get it sorted eventually.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1995. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-08 23:51:38 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102082349130.85-100000@Hades060>
Source record: 50579

On Thu, 8 Feb 2001, Martin "Nightowl" Byttebier wrote:

> Convert first the pdf into ps by means of pdf2ps.ttp. Then you will be
> able to view all the pages. This way I've printed out a 150 p manual. It
> really works but even on a Hades it's rather slow.

Aha, I will try that thanks! Yes, it's the only program so far
that seems to slow down my hades. :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1996. rf modulator on falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 00:14:38 UTC
From: Dan Cheng <dan@dan.dan>
Message-ID: <ODGg6.10$M4.16799@typhoon.nyc.rr.com>
Source record: 50571

I just recently acquired a second hand falcon and have a question. Does anyone know if I need a special rf modulator adapter so that the resulting display (onto a sony wega) doesn't produce so much interference? I shut off my other computers, which helped a bit, but whenever I change higher resolutions (i.e vga falcon demos), it gets worse.

1997. Re: No video on 1040STF

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 01:22:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <yDHg6.6824$o85.39219@news-server.bigpond.net.au>
Source record: 50572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Bill Bertram" <no_spambb1678@hotmail.com> wrote in message
news:95v6nt$rg7$1@news7.svr.pol.co.uk...
>
> "Mark Bedingfield" <mark@baypc.com.au> wrote in message
> news:xXEg6.6661$o85.37810@news-server.bigpond.net.au...
> > I have seen an MFP do this. It trigger's the Mono detect signal. I had
an
> > STFM with a dicky MFP that caused the machine to only work in HI-res. I
> > couldn't see a thing when a colour monitor was attached, just a black
> > screen, and originally assumed the shifter until I got the schematic's
and
> > worked it out. Never know could be the same thing.
>
> Hi Mark,
>
> What does MFP stand for?

Multifunction Periphial, I think? It is a very large chip should be labeled
68901. Sit's around the floppy/mouse area.

Mark

1998. Re: rf modulator on falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 01:30:22 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <OKHg6.6845$o85.39273@news-server.bigpond.net.au>
Source record: 50573

"Dan Cheng" <dan@dan.dan> wrote in message
news:ODGg6.10$M4.16799@typhoon.nyc.rr.com...
> I just recently acquired a second hand falcon and have a question. Does
> anyone know if I need a special rf modulator adapter so that the resulting
> display (onto a sony wega) doesn't produce so much interference? I shut
off
> my other computers, which helped a bit, but whenever I change higher
> resolutions (i.e vga falcon demos), it gets worse.

VGA resolution's are not possible on a TV or RGB monitor, this requires
higher scan rates than allowable. How does the Desktop look? Is it
interlacing? What display setting's did you use? and most importantly what
are you trying to run? If you run a VGA demo on a Tele it MAY set the rates
and cause the signal to go haywire. Incedently my Falcon look's great on my
68cm LG;-)

Mark

1999. No video on 1040STF

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 02:03:20 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00012790@fmlynet.org>
Source record: 50591

FamilyNet Newsgate

Hello Bill!

B> ...I recently managed to get a RGB/Scart lead. It
> booted with a black screen...

Assuming you've got the TV set to the right input, it's worth bearing in mind that not all SCART equipment implements the full standard. Check your TV's manual to see whether it only swallows composite video through its SCART socket. I'm assuming that the 1040STF will actually output RGB, I'm sure someone will step in if I'm wrong in that assumption. You're sure the SCART lead is RGB and not composite?

Hope this helps,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2000. Apex 2.41

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 02:36:26 UTC
From: phantomm@eastky.net
Message-ID: <95vl3a$vi9$1@nd.eastky.net>
Source record: 50576

On 7 Feb 2001 01:33:05 G, John Garone wrote:

Wanted to clear up something.

A few days ago I asked if anyone in the USA had Apex Media v.2.41 to e-mail
me about a possible bug.

John E-mailed me the ApexJPG viewer for some reason.
Which I already had and didn't ask for. But it is Freeware anyway.
John didn't e-mail Apex Media itself.

John, I'm not sure if you know this, but Apex Media is a commercial Graphics
software package for the Falcon.

I wasn't asking anyone for a copy of Apex Media 2.41 as I already have it.

I had found a Bug in version 2.41, which someone else has confirmed.
I think John mis-understood my posting.

phantomm@eastky.net

2001. USA:WTB: CDR and CDRW Burners for use with Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 02:42:05 UTC
From: phantomm@eastky.net
Message-ID: <95vldt$vi9$2@nd.eastky.net>
Source record: 50577

Looking for Used CDR and CDRW SCSI Burners for use with SoundPools
CD Recorder software (Atari Version).
Must be in good working condition.
All models considered.

E-mail me at phantomm@eastky.net if you have any for sale.
Thanks.

2002. Myatari.com

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 06:10:50 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <KRLg6.7381$o85.41333@news-server.bigpond.net.au>
Source record: 50580

Does anyone know where B&C computervisions? I need a few mouse lead's for atari STM-1's. Any idea's....

Mark

2003. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 06:28:54 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A838E26.6795239D@jps.net>
Source record: 50581

I'd like a picture of this also. Note that the Atari-India connection
has always been strong. Recall the Indus disk drives for the Atari 8-bit
and ST computers, and also Atari contracted in India for various
software, AtariWorks coming to mind first.

John

Stichting ST wrote:
>
> Writing this I look at a photograph 15 x 10 cm taken years ago (maybe 1990?)
> in the Northern Busstation of Calcutta India.
> I see a British-like bus (double deck) in a vage dusty red color bearing
> advertising boards reading:
>
> ATARI......ATARI
>
> in between those two names is a picture of a TV-set.
>
> Down on the right side of the sign-board some extra strip is added reading:
>
> "COLOUR AND BLACK & WHITE TV"
>
> The Atari names are in a yellow color (that looks like what the Dutch Atari
> magazine is using for the cover).
> The background has the 'Atari-blue' colour.
> The seemingly later added text on the extension board is in red with white
> background.
>
> And there is no Atari logo (Fuji) to see.
>
> Very strange is that someone has crossed-out the signs with a half-wet black
> paintbrush, somehow making the advertising 'not valid'.
>
> Can anyone tell me what Atari did in India?
>
> The picture rises many questions.
>
> Did they defraud in India and/or did not pay their advertising bills?
>
> Made Atari ever TV's?
>
> I have the picture digitised. Any interest?
>
> --
> Ronald van der Kamp

> secretaris Stichting ST
> http://www.xs4all.nl/~atarist

2004. Re: Myatari.com

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 06:31:10 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A838EAE.8F03DFAF@jps.net>
Source record: 50582

They moved to El Dorado Hills and no longer offer store front
operations. You can still mail order and use the web site,
http://www.myatari.com/
I have had good luck with them.

Mark Bedingfield wrote:
>
> Does anyone know where B&C computervisions? I need a few mouse lead's for
> atari STM-1's. Any idea's....
>
> Mark

2005. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 07:49:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200102090849.a19726@du3.maus.de>
Source record: 50364

D>every Atarian left must have CAB 2.8 by now :-). Maybe the

I am still using 2.5 because I do not like ASH's upgrade policy.

Tschuess,

Frank

2006. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 08:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A83A37F.E6F5B50E@siemens.at>
Source record: 50590

Mark Bedingfield wrote:
> What did the clock cost, if you dont mind me asking?

Sorry, no idea. But since I bought it several years ago the price
could have changed to anything in the meantime.
Have you tried to ask Line Audio directly ? Or maybe the english
distributor ? I think I saw Line Audio products at System Solutions.

Gerhard

2007. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 09:02:27 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <960bn3jnc1@snipp.uninett.no>
Source record: 50592

Frank Szymanski <Frank_Szymanski@du3.ohse.de> wrote:

> So, you are running the current version 3.0 under MiNT? How did you get it
> running?

I just unpacked and started it.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2008. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 09:07:21 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <960bmk$lm3$1@reader1.imaginet.fr>
Source record: 50593

> I got a reply no problems, the card is not cheap though, about US$220 for
> the card and an extra US$45 for the additional memory, the network version
> is about US$260.

Additional memory ?
What do you mean ?

I was thinking the card was only a graphic card, with optionaly a network
adaptor ...

> This was in December (17th), he also said he would not supply it to be
used
> in a MegaSTE as it had not been tested (that was 6 weeks ago though).
:'(
I do not have a TT, I only have a MegaSTE...

> PS Just in case people don't know about the card
> http://gem.win.co.nz/mario/hardware/

2009. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 09:36:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981793940-62943AEicMi@cwcom.net>
Source record: 50405

From: Frank_Szymanski@du3.ohse.de (Frank Szymanski)
Date: Thu, 8 Feb 2001 07:47:00 -0000

>P.S.: Does anybody know that there exists a ROM-PORT networking card with
>drivers for MiNT/STinG? I have bought it and it works really fine.

Shiuming reviews this card at http://www.myatari.net

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2010. System Solutions/Atari Workshop

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 09:56:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981793944-63627AEicMi@cwcom.net>
Source record: 50406

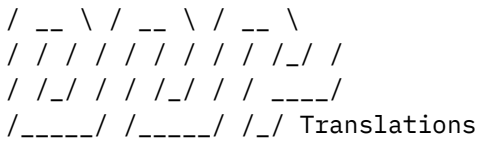
Hi all,

Just a reminder that Atari Workshop is now the Atari arm of System Solutions.

Contact details:

Web: http://www.atari-workshop.co.uk
Email: info@atari-workshop.co.uk
Phone: +44 (0)1344 890008

--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2011. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 09:59:17 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981712895.4730.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50595

Put it on a web page.....

Stichting ST <atarist@xs4all.nl> wrote in message
news:3a8130a7$0$36184$1a0eedbc@dreader2.news.xs4all.nl...
> Writing this I look at a photograph 15 x 10 cm taken years ago (maybe
1990?)
> in the Northern Busstation of Calcutta India.
> I see a British-like bus (double deck) in a vage dusty red color bearing
> advertising boards reading:
>
> ATARI......ATARI
>
> in between those two names is a picture of a TV-set.
>
> Down on the right side of the sign-board some extra strip is added
reading:
>
> "COLOUR AND BLACK & WHITE TV"
>
> The Atari names are in a yellow color (that looks like what the Dutch
Atari
> magazine is using for the cover).
> The background has the 'Atari-blue' colour.
> The seemingly later added text on the extension board is in red with white
> background.
>
> And there is no Atari logo (Fuji) to see.
>
> Very strange is that someone has crossed-out the signs with a half-wet
black
> paintbrush, somehow making the advertising 'not valid'.
>
> Can anyone tell me what Atari did in India?
>
> The picture rises many questions.
>
> Did they defraud in India and/or did not pay their advertising bills?
>
> Made Atari ever TV's?
>
> I have the picture digitised. Any interest?
>
>
> --

> Ronald van der Kamp
> secretaris Stichting ST
> http://www.xs4all.nl/~atarist
>
>

2012. Re: PCQuake

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 10:02:47 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981713105.4845.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50446

I can download it for you and send it by mail, would that help.

Mark.

Steve <steve666@clara.co.uk> wrote in message
news:1eoh402.1xf6mcjm8tlfkN%steve666@clara.co.uk...
> > >Hi, I'm trying to run Patrice's version of Atari Quake, but I'm having
> > >troubles finding the PC version of the PAK files/etc
> > >
> > >I'm a Mac user but the my Quake files do not work :(
> > >
> > >Can anyone point me to a few ftp sites that carry the demo version of
PC
> > >Quake?
> > >Thanks, Steve.
> >
> > Well you can try id's ftp site:)
> >
> > ftp.idsoftware.com
>
> My fault, I should have said that I'm acessing the ftp sites at work and
> that id's site is banned. This is why I need others, though I guessed
> that not many would have this these days.
> Thanks, Steve.

2013. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 10:06:06 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981713304.4908.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50447

It is not main memory but Video memory, it is 4Mb standard but upgradeable to 16Mb or something like that I imagine.

Well at the time I got a reply it was not tested on a MegaSTE but I am sure it will work when they come to producing it, the fVDI drivers still need some development though as well.

I am told a month or so for the network version.

Mark.

Micka&#65533;l Pointier <mpointie@eden-studios.fr> wrote in message news:960bmk$lm3$1@reader1.imaginet.fr...
> > I got a reply no problems, the card is not cheap though, about US$220 for
> > the card and an extra US$45 for the additional memory, the network version
> > is about US$260.
>
> Additional memory ?
> What do you mean ?
>
> I was thinking the card was only a graphic card, with optionaly a network
> adaptor ...
>
>
> > This was in December (17th), he also said he would not supply it to be
> used
> > in a MegaSTE as it had not been tested (that was 6 weeks ago though).
> :'(
> I do not have a TT, I only have a MegaSTE...
>
>
> > PS Just in case people don't know about the card
> > http://gem.win.co.nz/mario/hardware/
>
>
>

2014. Re: Okami: Fun with Oexport.

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 10:18:23 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981714046.5210.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50448

Were did you find it, I am trying to download it too.

Mark.

G. R. Greenway <augeas@cableinet.co.uk> wrote in message
news:3a7ad766132ae70@cableinet.co.uk...
>
> I really like the latest beta version of Okami, and I'd
> register to kill off the nagging were it not for one small problem: -I
> can't send anything ! I've had no trouble with V1.34, which I've had
> to use to send this. Is there any intrinisc reason why the latest
> Oexport should have trouble with a Falcon and Magic 5. -I don't have
> any luck with single TOS either. Here's the log file:
>
> 31 Jan 2001 17:57: Started `oexport -L 99'
> 31 Jan 2001 17:57: System: MagiC 5.3
> 31 Jan 2001 17:57: Cwd: I:\OKAMI.21
> 31 Jan 2001 17:57: Drive `I:\': max path length: 128, max name length: 12,
truncation: 2, case sensitive: 1
> 31 Jan 2001 17:57: News dir `i:\okami.21\news': max path length: 128, max
name length: 12, truncation: 2, case sensitive: 1
> 31 Jan 2001 17:57: exit code -1
>
> Looks suspiciously like an error, if Okami isn't happy with
> something it normally complains quite vocally, but Oexport just
> terminates without doing anything. O.inf makes reference to
> "charset.bin", which doesn't appear to be documented. I've selected
> the default character set anyway. Could someone who has this working
> tell me I'm not trying in vain ?
>
> Help,
> "Augeas"
>
>
>
> --
> * augeas@elis.demon.co.uk) | O | ("I cut my wrist and
ankle *
> * http://www.elis.demon.co.uk/ | |___| | bounds and launched
myself *
> * I.C.Q: 75742578 \|/ \|/ with a rubber
band." *
> * | A | -Billy
Childish *

2015. Re: Computer clubs

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 10:55:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981793938-62439AEicMi@cwcom.net>
Source record: 50404

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Wed, 07 Feb 2001 19:13:06 -0000

>Dear Mr. Derryck Croker.

Oh, formal, I like that ;-)

>Ive heard of a Computer Club locally that your name is associated with,
>would you be so kind as to post some details of this club please, such as
>location and meeting dates.

That wouldn't be the Cheshunt Computer Club would it by any chance? ;-)

Monthly meetings of Atari enthusiasts held in at the Wolsey Hall, Windmill Lane, Cheshunt - just a hop, skip and a jump from the M25 J25.

The next meeting is at the end of this month, on the 28th to be precise. The times? 1900-2200.

Further details and a map are on my web site, URL in sig...

You can read one member's experiences in the MyAtari magazine at http://www.myatari.net and there's some mug shots too!

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2016. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 11:05:39 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <3A83CF03.BC739282@rom-logicware.com>
Source record: 50449

Best way would be to give me a short description via private email that
I can pass through to my programmers, so that this can be fixed in
Papyrus, if this can be done easily (what it looks like, I guess).

I hope that there won't be any problems in principal, that the way of
Papyrus calling it's menus is somewhat incompatible, but I will let them
look it up.

What's better than a patch? A real fixed version, hm? ;-)

Johan Klockars wrote:
>
> In article <3a8048c6$0$180@news.zetnet.co.uk>,
> Chris Simon <osian@zetnet.co.uk> wrote:
> >On 6 Feb 2001 11:30:34 +, Ulli Ramps wrote:
> >>But if the fVDI programmer can name us the function call, maybe
> >>we can do something, even when we think to make clean calls all
> >>the way ...
> >>
> >This is the email I received in September - sorry, I got it *slightly*
>
> Has it been that long?!?
> I'm terribly sorry that I forgot about your problem.
>
> You really should keep pestering me until I do something about it. ;-)
>
> >worng, it's AES not VDI! I offered to contact you about it but he
> >said he was going to check WINX first, however I've not heard anything
>
> I got busy with other things...
>
> >>The problem occurs when Papyrus calls the menu_click (probably only with
> >>certain parameters since it works fine when Papyrus starts up) AES routine
> >>(I'd never heard of it before and it's not in my usual documentation (which
> >>should include everything that's in AES 4.00), but a .HYP file mentioned it).
> >>This is supposed to ask/set the drop-down/pull-down state of the menus, but
> >>one of the internal subroutines has somehow been contructed badly and will
> >>crash when called.
>
> I'll have to locate this again, but I seem to recall that it did something
> that obviously couldn't work.
>
> >>I can't say I understand how disabling fVDI could have anything to do with
> >>this bug manifesting itself or not, but things worked fine once I disabled
>

> !
>
> >>I'll write a small program that you can run to patch your Papyrus, but I'm
> >>not sure when I'll find the time for that (probably in the next few days).
>
> Well, it has been more than a few days, I suppose...
>
> >>If you're up to it, you can do it yourself:
> >>1. Look for $25020102 in the Papyrus executable.
> >>2. Write $4e75 at that position.
>
> Perhaps someone has already written a program that can apply patches
> given information like that? Of course, it would only take a few
> minutes to write a .TTP to do it, but...
>
> Anyway, I just tested this again and it does work _if_ it is not
> applied until after Papyrus has started up!
> If the patch is applied on the file itself, no cascading menus will
> work, which isn't very nice...
> I guess I could work backwards from the point of failure and come up
> with a patch that actually does work, though.
>
> Is there any reason to call that function more than once?
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: rand.thn.htu.se
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

--

Gruss / Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

*** Bitte nicht unzitiert auf alte Mails beziehen ***

+++ Please don't refer to previous mails w/o citation +++
+++ (because of the high volume of incoming mails) +++

2017. Re: Atari ST mouse needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 11:32:21 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <BBQg6.4932$4Y5.28438@NewsReader>
Source record: 50450

Hello.

"Xeno" <singerman_98@nospam.yahoo.com> wrote in message
news:W%Bg6.11373$ts2.264142@news2-win.server.ntlworld.com...
> Does any one know where I can get a mouse for the Atari ST. I live in the
> U.K.

And Keychange Music have Atari mice. 01925 266120,

Barrie at Keychange.

www.keychange.co.uk

2018. How Should I Handle This?

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 12:41:41 UTC
From: sf0218@aol.com
Message-ID: <20010209074141.03089.00000166@ng-fj1.aol.com>
Source record: 50451

Around the end of '98 I shipped my C-Lab Falcon out for repair. Apparantly it was a difficult fix and the repair/dealer site needed some time. At one point (early 20000) they notified me that my falcon was fixed. I then asked them if they had checked it for the original problem (crashing the hard drive when connecting cdr) and they said no. They called a few days later and said the hooked up a cdr to the falcon and it crashed horribly. Have heard nothing since, although I know they are working on it when they can.
My question is, the bill at this point although no high (a bit less than $300.00), since it's now over 2 years since they've had my machine, should they even be charging me?
Let me know what you all think about this.
Thanks

2019. Re: News Client

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 12:43:19 UTC
From: uikt@rz.uni-karlsruhe.de
Message-ID: <960ol7$st4$1@news.BelWue.DE>
Source record: 50452

On 8 Feb 2001 20:08:06 +, "Martin \"Nightowl\" Byttebier" wrote:
>Mind you Okami is a real offliner. To retrieve mails and Usenet articles
>you need Popwatch (Mail) and Newswatch (Usenet).

I tried Newswatch, but couldn't get it to work. Everytime I try to connect
it comes with a 'unexpected error' message wich says '-00016 time out'.
Do you have any Idea what could be wrong?

Peter

2020. postscript driver needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 12:56:34 UTC
From: Martin Glodde <glodde@chemie.uni-bremen.de>
Message-ID: <3A83E902.FD8C3B55@chemie.uni-bremen.de>
Source record: 50453

Hi
I would like to print some of my old Papyrus documents in a post-script file. I think, a printer driver of a printer that supports post-script is sufficient. Does anyone know where to get such a driver for an Atari ST?

Thanks,
Martin

2021. AtarICQ 0.148 released

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 16:04:33 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <9614e9$3q7$1@nnrp1.deja.com>
Source record: 50454

Hi all,

AtarICQ is now up to 0.148 and while this is no major update, it
contains both a few fixes and some changes in the GEM library.

The scheme for TAB:ing through dialogs to select default/active objects
has been enhanced and is well worth a look if you (like me) try to use
the keys instead of the mouse whenever possible ;)

As always, you are all encouraged to register aICQ if you like and use
this program. Thank you.

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com
http://www.deja.com/

2022. C-Lab MKII

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 16:24:58 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <RPUg6.179$vV4.2409@newsfeed.slurp.net>
Source record: 50455

I recently acquired a C-Lab Falcon MKII from germany. Haven't received it yet though. I just want to know what you guys think of it. I know it's different in many ways from the standard Atari Falcon. Is it good for upgrading and accelerating? What should I look out for? I guess it doesn't have an IDE port on it either so how hard is it to come by 2.5" SCSI drives or 2.5" -> 3.5" adaptors? If you have any experience or comments on it please let me know. Thanks.

Joshua Kaijankoski
ViaNet Sudbury
Technical Support
www.vianet.ca
1-800-788-0363

2023. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 16:26:14 UTC
From: brian@gem.win.co.nz
Message-ID: <G8EnoC.pA@gem.win.co.nz>
Source record: 50456

Micka&#65533;l Pointier (mpointie@eden-studios.fr) wrote:
: > Has anyone used Mario's new VME Galaxy Graphics Card? Just wondering
: > how it is.. a little review would be great!!

: I would like to know if someone manage to get an email answer from Mario.
: I suppose I should send another mail.

HE is still here, in this room with me, but very busy trying to make a living, and he has parts for a small number of Galaxy boards, I'm sure he will get in touch with people very soon:-)

Brian Becroft

--
--
Brian Becroft	Tariland, Atari user group in New Zealand
brian@gem.win.co.nz	info@tariland.win.co.nz
http://gem.win.co.nz/brian/	http://tariland.win.co.nz/

2024. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 16:31:09 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A841B4D.A08A2931@patent.gov.uk>
Source record: 50457
Body handling: HTML body converted to readable text

```
Peter Slegg wrote:
>
> On 30 Jan 2001 10:54:07 , Bob King wrote:
> >Hi All,
> >
> >I am trying to use Atack's Amail for receiving/sending News Group
> >postings. According to the Readme doc, it's a matter of defining a
> >custom postbox in the CFG file. I've done that, but when I access
> >news.zetnet.co.uk I always get, 'no messages'. The doc says call the
> >mail storage string comp.atari and the mail box comp.sys.atari.st. I
> >did, but the storage string got truncated to the 8.3 state comp.ata.
> >Also there seems no provision for subscribing and unsubscribing from
> >NGs. What am I missing.
>
> Bob,
>
> I was baffled by this for a while. Try putting this at then
> end of the AMAIL.CFG file.
>
> CustomBoxName = comp.sys.atari.st
> CustomBoxPath = e:\internet\amail\news\csast\csast.box
> CustomBoxType = 2
> NNTPMsgs = 300
> CustomBoxName = comp.sys.atari.st.tech
> CustomBoxPath = e:\internet\amail\news\csastech\csastech.box
> CustomBoxType = 2
> NNTPMsgs = 300
>
> Type 2 boxes are for newsgroups. Create the folders in the appropriate
> places and run amail. I don't think that the .box file is needed but
> if it complains then just create an empty file.
>
> I only used amail for a short while. It has some really nice features.
> If amail and MyMail combined forces it would be a really excellent
> package ;-)
>
> >
> >Also, any work arounds for printing mails from EMailer?
> >
> >
> >Thanks in advance.
> >
> >Bob King.
```

> >.
>
> ---
> | Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
> | Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
> | Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
> ---
> ---
> | I live in Great Britain, abbreviated to G.B. |
> | uk is a noise made by apes. |
> ---

Hi Peter,

I've done what you suggested, adjusted for my file structure and at
least some thing happens when I click on the drop down menu 'Get News'.
Looking in say my folder D:\amail\news\csast\ I have as well as the zero
length file, csast.box a lot of files starting with NN... then a number
and containing things like:
NNN.news@madasafish.com
which seem to be strings of news message titles from different servers,
including mine zetnet. Clicking on the mail box NEWS->comp.sys.atari.st
still gives 'no messages'.

Are you doing any better?

Bob King.

2025. Re: News Client

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 17:34:40 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981711417.4129.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 50594

Thanks,

I have tried MyMail but unfortunatly once I had set-up the server, etc (which I got wrong) it would not let me change the settings, when I had saved them they simply went back to what they were orriginaly. I tried to edit the file manualy but got anoyed with it all, I have now downloaded a new version.

Ant mail did not have enough room for my user ID so that simply would not work, it only has 12 characters or so but many ISPs use your e-mail address as the user ID too now.

I will take a look at the others.

Mark.

2026. Re: C-Lab MKII

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 17:39:30 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <961a0i$o7b$1@draco.stochastik.rwth-aachen.de>
Source record: 50458

In article <RPUg6.179$vV4.2409@newsfeed.slurp.net>,
Lord Gaiyan <lord_gaiyan@hotmail.com> wrote:
>I recently acquired a C-Lab Falcon MKII from germany. Haven't received it
>yet though. I just want to know what you guys think of it. I know it's
>different in many ways from the standard Atari Falcon. Is it good for

Not really. The MKII is the same PCB as the standard falcon, with the same components, except that the modifications in the analog audio section which atari described were already done at the factory (removed bass-boost etc.).

Evevyrhing else is just like on any other falcon board: internal 44pin/2mm IDE connector (for 2.5" disk), external HD SCSI-2.

IDE adapters for 3.5" disks run around 10DM here in Germany.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

2027. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 18:08:12 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a8444ea246b731@online.be>
Source record: 50468

on Thu 08-02-2001 07:42 Frank Szymanski wrote:

>JES>> An english discussion on the Bubbles Screen saver.
>JES>It works and looks good, what's there to discuss ;-)
>
>So, you are running the current version 3.0 under MiNT? How did you get it
>running?

How do I get it running? I RTFM and installed it. That's it. No problem
whatsoever. It even works very smoothly with memory protection enabled
which can't be said of lots of other programs.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2028. Re: Atari in India

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 18:10:56 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a8432b0$0$173@news.zetnet.co.uk>
Source record: 50459

On 8 Feb 2001 10:28:04 G, "Oracle" wrote:
|can you post the picture on here for all to see ?

No. Pictures are not wanted. Send it to him by email.

--
JI Logan

2029. Re: Mustek 12000 (quick response)

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 18:10:57 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a8432b1$0$173@news.zetnet.co.uk>
Source record: 50460

On 8 Feb 2001 18:41:13 -, Lyndon Amsdon wrote:

|The guy even said the 12000 was a 1200 with an extra zero on the end.

Ah! An honest salesman.
--
JI Logan

2030. Re: Atari ST mouse needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 18:10:57 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a8432b1$1$173@news.zetnet.co.uk>
Source record: 50461

On 8 Feb 2001 18:58:01 -, "Xeno" wrote:

|Does any one know where I can get a mouse for the Atari ST. I live in the
|U.K.

System Solutions.
--
JI Logan

2031. Re: No video on 1040STF

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 18:13:07 UTC
From: Bill Bertram <no_spambb1678@hotmail.com>
Message-ID: <961c6omrl1@newsg4.svr.pol.co.uk>
Source record: 50462

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:00012790@fmlynet.org...
> Assuming you've got the TV set to the right input, it's worth bearing in mind
> that not all SCART equipment implements the full standard. Check your TV's
> manual to see whether it only swallows composite video through its SCART
> socket. I'm assuming that the 1040STF will actually output RGB, I'm sure
> someone will step in if I'm wrong in that assumption. You're sure the SCART
> lead is RGB and not composite?

Hi Andy,

I've used the lead with a STFM and a STE, which works fine with those, I assume the RGB port on the STF is no different? I don't know if the lead is RGB or composite, I'll have to check that out.

Thanks,

-Bill.

2032. Re: Mustek 12000 (quick response)

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 18:39:33 UTC
From: felice@zetnet.co.uk
Message-ID: <3a8438e7.671913@news.in2home.co.uk>
Source record: 50464

On Thu, 08 Feb 2001 18:41:13 -0000, bindon@madasafish.com (Lyndon Amsdon) wrote:

Hello Lyndon,

sorry to hear about your predicament.

My advice is for you to toddle across to the local Trading Standards office, as clearly the scanner is not fit for the purpose it was bought for. Providiing you still have the receipt for it (which it looks like you do) you can take it back legally AND get a cash refund.

Don't apologise for the language though - this so-called salesman sounds like a right asshole :(

Cheers

Rich.

>Hi everyone,
>
>I ordered a Mustek 1200, and it arrived some days later, but as I got
>it home I realised that the box said 12000. So I thought I'd try it
>anyway.
>
>HDDRiver picks it up fine, but Homa House systems drivers don't
>work, they just report "Wrong Mustek Scanner". I carry on and it
>hangs on the "Prescan". Tried GTLook as a last choice, but I think
>you can tell what the result is there.
>
>So I took it back and told the guy he ordered the wrong scanner, it
>even said 1200 on the receipt. The dick <sorry about the language>
>said "Oh, It'll work anyway" but it still doesn't. He reuses to take
>it back, moaning about students always taking things back blah blah
>blah. You get the point.
>The guy even said the 12000 was a 1200 with an extra zero on the end.
>
>So is there any other drivers that'll work, or do I go back and tell
>him to FO?
>
>Thanks guys
>
>Lyndon Amsdon
>--
> +--------------------------+
> | bindon@madasafish.com |

> +----------------------------+

2033. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 18:58:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981803804-173669AEicMi@madasafish.com>
Source record: 50409

Hi Lyndon

>>I should be getting a Goose/030 shortly. Its short of its memory and a
>>Hard drive so may not be working for a while though.

>I really would like to keep it as a spare. I'm not sure where it came
>from, try contacting the guy.

Thats the problem, i know nothing about it otherwise i would contact
whoever.

>You know how to fix SMPSU, so you must be able to do SMD right?

Blindfolded!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2034. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 19:12:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a8444ea246b734@online.be>
Source record: 50469
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-214a.zip (834.813 bytes)
(Lecteur pour MOV, AVI, FLI/FLC/FLH, MPG, AVR, WAV, AIF, DVS,
RA, MP1/2/3, jpeg player)

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/steem_v1_5.zip (390.384 bytes)
(STe emulator for pc)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/amail/am127b.lzh (288.386 bytes)
(E-mail client. Full version with MiNT-net socket)

ftp://chapelie.rma.ac.be/atari/internet/amail/am127bde.lzh (24.174 bytes)
(German RSC and docs)

ftp://chapelie.rma.ac.be/atari/internet/amail/asdr127b.lzh (34.601 bytes)
(Draconis socket for Amail)

ftp://chapelie.rma.ac.be/atari/internet/amail/asic127b.lzh (33.370 bytes)
(Iconnect socket for Amail)

ftp://chapelie.rma.ac.be/atari/internet/amail/asst127b.lzh (77.539 bytes)
(STing socket for Amail)

ftp://chapelie.rma.ac.be/atari/internet/mymail-122.zip (934.825 bytes)
(Nice E-mail client for STik/STing/Gluestik)

ftp://chapelie.rma.ac.be/atari/internet/cabovl/cab_ovl-14300.zip (74.220 bytes)
(Cab overlay for STing/STik/Gluestik)
```

mint
ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/naescrd4.zip (66.837 bytes)
(GEM setup programma for N_AES. German version)

ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/naescre4.zip (64.360 bytes)
(GEM setup programma for N_AES. English version)

ftp://chapelie.rma.ac.be/atari/mint/net/mico/micodiae.zip (52.458 bytes)
(GEM front-end for pppd. English version)

ftp://chapelie.rma.ac.be/atari/mint/net/mico/micodial.zip (53.271 bytes)
(GEM front-end for pppd. German version)

sound-utils
ftp://chapelie.rma.ac.be/atari/sound-utils/sondigit.zip (179.892 bytes)
(SONDIGIT est un digitaliseur sonore. Il permet de prendre, crï¿½er, modifier, ï¿½couter des ï¿½chantillons
sonores. Il permet ï¿½galement de faire du direct to disk.
(Direct to disk sound digitizer which makes it possible to create, listen and modify sound samples.)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/music/abcm2ps-2_1_1.lzh (192.906 bytes)
(is a package which converts music tunes from ABC format to PostScript)

ftp://chapelie.rma.ac.be/atari/utilities/music/abcmidi_v6.lzh (273.431 bytes)
(converts ABC <---> MIDI)

ftp://chapelie.rma.ac.be/atari/utilities/3d_calc.zip (165.404 bytes)
(Spreadsheet)
ftp://chapelie.rma.ac.be/atari/utilities/3d_calc-doc.zip (205.785 bytes)
(3d_calc manual)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2035. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 20:29:46 UTC
From: vdjole@EUnet.yu
Message-ID: <961jvq$sg2$3@SOLAIR2.EUnet.yu>
Source record: 50466

On 8 Feb 2001 20:07:00 G, Johan Klockars wrote:

>>>Multiplies, divides and adds single and double precision numbers. Also
>>>calculates trigonometric functions and logarithms. Uses an FPU if one
>
>Those trigs and logs are one major reason for the mediocre GEMBench
>float numbers on an '040/'060 with FPU (they are not implemented in
>hardware).

Amazing... what was the idea in designing a FPU which ignores some of
the most often used floating point operations?

2036. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 20:29:58 UTC
From: vdjole@EUnet.yu
Message-ID: <961k06$sg2$4@SOLAIR2.EUnet.yu>
Source record: 50467

On 7 Feb 2001 23:00:00 -, Oliver Schildmann wrote:

>Just decoded and displayed a JPEG (the logo of the website "DVD Demystified":
>DVDDLogo2.jpg) with a slightly optimized and compiled (but at least *very*
>slow) version of Lonny's GfA port (http://www.bright.net/~atari/) of a Quick
>Basic program on a (nowadays slow) K6-2 PC with app. 300 MHz and Win 95 (due
>to the limitations of TOSBOX even within MagiC PC on 16 colors):

A slow algorithm is maybe even better for testing and comparing performance-
a lot of operations of all kinds :)

>TOSBOX : 110 seconds
>MagiC PC 6.1: 20 seconds
>
>DV> agrees with what you found. On the other hand, PaCifist, TOSBox and STonX
>DV> appear to have similar speed

So his would put MagicPC approximately at the same order of speed as
Gemulator, or somewhat faster (as Gemulator appears 3-5x faster than TOSBox).

Btw. what are the limitations on Demo of MagicPC. I am interested in
trying it but it is a quite large archive to download if it is severely
restricted so as to be unusable.

>IMVHO this whole discussion is completly nonsense (but others also are ;->).
>If todays PCs are not fast enough for emulation to let the clones see the
>dust, wait 3 months for the next cheap "number cruncher" from AMD or Intel,
>or buy just a Mac Power PC.

Well, if nothing else, it is a pleasant discussion, just for the fun of it.
The point was whether it would be more reasonable (faster, cheaper, etc.)
to make an Atari "clone" in software than in hardware. And so we started
talking about whether existing emulators could be adapted to run on a PC
without an underlying OS or with some minimum OS. So I dont think it is
a complete nonsense.

2037. Re: PCQuake

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 20:42:30 UTC
From: steve666@clara.co.uk
Message-ID: <1eokwxq.11w2ptc1ennxoeN%steve666@clara.co.uk>
Source record: 50465

Very kind of you Mark, but no need. I'm in work all day tomorrow and
being a saturday there are no bosses to hide from. So I'm gonna spend
all the day - if i don't find one sodd'in ftp/www site that isn't banned
I'll be happy :-)

Can anyone give me any ideas what version no/file names I should be
looking for? I've no idea bout these PCs you see :)

Cheers, Steve.

> I can download it for you and send it by mail, would that help.
>
> Mark.
>
>
>
> Steve <steve666@clara.co.uk> wrote in message
> news:1eoh402.1xf6mcjm8tlfkN%steve666@clara.co.uk...
> > > >Hi, I'm trying to run Patrice's version of Atari Quake, but I'm having
> > > >troubles finding the PC version of the PAK files/etc
> > > >
> > > >I'm a Mac user but the my Quake files do not work :(
> > > >
> > > >Can anyone point me to a few ftp sites that carry the demo version of
> PC
> > > >Quake?
> > > >Thanks, Steve.
> > >
> > > Well you can try id's ftp site:)
> > >
> > > ftp.idsoftware.com
> >
> > My fault, I should have said that I'm acessing the ftp sites at work and
> > that id's site is banned. This is why I need others, though I guessed
> > that not many would have this these days.
> > Thanks, Steve.

2038. Could someone tell me what games will work on a sm124 mono monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 21:41:50 UTC
From: Goober <funk@wobbly.swinternet.co.uk>
Message-ID: <ABZg6.2825$zz4.54536@news2-win.server.ntlworld.com>
Source record: 50470

Thanks a lot, I need to know as I don't have a tv any more.

2039. FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 22:53:51 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <961sdvao1@news5.svr.pol.co.uk>
Source record: 50471

Thanks to all those people who gave me suggestions regarding Zetnet & Freeserve.

Following Peter Slegg's advice I have signed up with "FreeOla" and got an account (online - using CAB!).

I have copied Peter's DIAL.SCR & DEFAULT.CFG for STiNG (& STiNG Dialer), putting in my account ID and password. I then try to connect, the dialer works but sticks on "Initialising connection" - after 5 or seconds the Dialer reports "Link Negotiation Failed", the connection is then aborted.

I have connected OK with Iconnect using the terminal mode and then making this information into a suitable script - this is enough for me to use CAB - I don't have an e-mail program for Iconnect therefore I can't use it to access my e-mail account with FreeOla.

I was wondering whether it might be better to make a dial script for entering the username & password in DIAL.SCR, like the good-old-days before I discovered Freeserve used PAP_ID etc?? I see that Peter's script uses a command "FETCH_DNS = TRUE" - I didn't have this in my Freeserve script.

Does anyone else use this ISP here in the UK?

Any more suggestions would be gratefully received!

Neil :-(

2040. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 23:39:24 UTC
From: ebaiz@skyenet.net
Message-ID: <Mc%g6.547$vV4.4511@newsfeed.slurp.net>
Source record: 50472

On 8 Feb 2001 23:05:00 +, Dan wrote:
>John Garone wrote :
>
>> And Alexander has stated that CAB's source code "is not
>>available"! Maybe obvious to some why it's not available but not
>>to me! Are they worried about loosing sales on CAB
>
>Well, I don't think that there will be many more sales because
>every Atarian left must have CAB 2.8 by now :-). Maybe the
>author want's to keep his programming techniques secret.
>I'm getting jealous of the Mac users, they are lucky to have iCAB,
>(their only alternative to I.E. ?),there seem to have been 50.000
>downloads from www.icab.de as you can see in the press
>reviews on that site.

Alexander told me he would incorporate Javascript into Cab if someone else would write the interpreter. It really discusses me how he just left Cab high and dry in favor of iCab. I understand it is a money thing, but there should be some loyalty here...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2041. Re: Myatari.com

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 23:39:26 UTC
From: ebaiz@skyenet.net
Message-ID: <Oc%g6.548$vV4.4511@newsfeed.slurp.net>
Source record: 50473

On 9 Feb 2001 06:10:50 G, "Mark Bedingfield" wrote:
>Does anyone know where B&C computervisions? I need a few mouse lead's for
>atari STM-1's. Any idea's....

You can read them at this site:
http://www.myatari.com/

I would try Best Electronics also:
http://www.best-electronics-ca.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2042. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 23:42:11 UTC
From: swampfox1@earthlink.net
Message-ID: <nf%g6.3283$c74.333076@newsread1.prod.itd.earthlink.net>
Source record: 50474

```
On 7 Feb 2001 19:19:58 -, Steve Sweet wrote:
>From: Steve Sweet <steve_sweet@madasafish.com>
>Newsgroups: comp.sys.atari.st
>Subject: Re: Usage and News and lack there of...
>Date: Wed, 07 Feb 2001 19:19:58 -0000
>Organization: Posted via Supernews, http://www.supernews.com
>Message-ID: <981656106-013622AEicMi@madasafish.com>
>References: <3a7efe95$1_1@athena.netset.com> <95nej1$qqd$1@nnrp1.deja.com>
<3A7FC8B1.4269DF75@sieme>ns.at> <t8101t9mj6q993@corp.supernews.com>
>X-Mailer: ASH Emailer V2.3f
>MIME-Version: 1.0
>Content-Type: text/plain; charset=iso-8859-1
>Content-transfer-encoding: 8bit
>X-Complaints-To: newsabuse@supernews.com
>Lines: 15
>Xref: newsmaster1.prod.itd.earthlink.net comp.sys.atari.st:136632
>
>HI Lyndon
>
>>I have the Phatom accelerator and this has 3 boards, one to patch the
>>SDMA clock signal, the accelerator it self, and the small 44.1khz clock.
>
>How mucho spondolies for the phantom board?, where did you get it from?,
>how much for the women?, is the ugly one cheaper.
>
>I should be getting a Goose/030 shortly. Its short of its memory and a
>Hard drive so may not be working for a while though.
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Steve,
The Phantom SE (3 boards) was around $35.00 (US $) and received it
from Ctirad in Dec. 2000. took a month or two to get it and he sent it
BEFORE he got paid for it (never got his snail address and am still
waiting for him to reply with it).
(Web address below)

http://phanatic.atari.org
E-mail: phanatic@volny.cz

John G.
```

2043. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 23:47:57 UTC
From: swampfox1@earthlink.net
Message-ID: <Nk%g6.3304$c74.333076@newsread1.prod.itd.earthlink.net>
Source record: 50475

On 8 Feb 2001 23:05:00 +, Dan wrote:
>John Garone wrote :
>
>> And Alexander has stated that CAB's source code "is not
>>available"! Maybe obvious to some why it's not available but not
>>to me! Are they worried about loosing sales on CAB
>
>Well, I don't think that there will be many more sales because
>every Atarian left must have CAB 2.8 by now :-). Maybe the
>author want's to keep his programming techniques secret.
>I'm getting jealous of the Mac users, they are lucky to have iCAB,
>(their only alternative to I.E. ?),there seem to have been 50.000
>downloads from www.icab.de as you can see in the press
>reviews on that site.
>
>Cheers
>Dan

P.S. How's that Bulk Mailer comming along? (:->)~

2044. Re: How Should I Handle This?

Newsgroup: comp.sys.atari.st
Date: 2001-02-09 23:54:55 UTC
From: bindon@madasafish.com
Message-ID: <t890qf91c10q6f@corp.supernews.com>
Source record: 50476

On 9 Feb 2001 12:41:41 G, SF0218 wrote:
>Around the end of '98 I shipped my C-Lab Falcon out for repair. Apparantly it
>was a difficult fix and the repair/dealer site needed some time. At one point
>(early 20000) they notified me that my falcon was fixed. I then asked them if
>they had checked it for the original problem (crashing the hard drive when
>connecting cdr) and they said no. They called a few days later and said the
>hooked up a cdr to the falcon and it crashed horribly. Have heard nothing
>since, although I know they are working on it when they can.
>My question is, the bill at this point although no high (a bit less than
>$300.00), since it's now over 2 years since they've had my machine, should they
>even be charging me?
>Let me know what you all think about this.

If everything you've said is correct and not biased then they
shouldn't be charging you that much. Bassically they didn't
get rid of the fault, and must have done work that is not neccesary.
They've charged you 300 dollars for effectivly keeping the machine for
a couple of years. Why are they taking so long anyway? With that
kinda service I'd expect it to be done for free.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2045. Re: Mustek 12000 (quick response)

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 00:26:56 UTC
From: bindon@madasafish.com
Message-ID: <t892mgado9id9c@corp.supernews.com>
Source record: 50477

On 9 Feb 2001 18:39:33 G, Heart of Dumballa wrote:
>On Thu, 08 Feb 2001 18:41:13 -0000, bindon@madasafish.com (Lyndon
>Amsdon) wrote:
>
>My advice is for you to toddle across to the local Trading Standards
>office, as clearly the scanner is not fit for the purpose it was
>bought for. Providiing you still have the receipt for it (which it
>looks like you do) you can take it back legally AND get a cash refund.

Didn't need to do that. Took it back and he was worrying about how to get a refund, same blah blah blah again. Finally he took it while mumbling under his breath. So now I need to find the 1200 or for that fact any scanner that'll work. Needs to be brand new though, as they're so cheap these days there's no need to buy second hand. I'm in SW England if any one knows of a good shop/company. No one seems to stock or get the Paragon.

>Don't apologise for the language though - this so-called salesman
>sounds like a right asshole :(

Well, I should really. When I'm in a mood, I'm in a mood!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2046. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 00:26:59 UTC
From: bindon@madasafish.com
Message-ID: <t892mj3ie9os9e@corp.supernews.com>
Source record: 50478

On 9 Feb 2001 22:53:51 G, Neil Chester wrote:
>Thanks to all those people who gave me suggestions regarding Zetnet &
>Freeserve.
>
>Following Peter Slegg's advice I have signed up with "FreeOla" and got an
>account (online - using CAB!).

Hmm, just what I'm looking for, a CAB compatible ISP to signup with.
I'll check this one out....

>I was wondering whether it might be better to make a dial script for
>entering the username & password in DIAL.SCR, like the good-old-days
>before I discovered Freeserve used PAP_ID etc?? I see that Peter's script
>uses a command "FETCH_DNS = TRUE" - I didn't have this in my Freeserve
>script.

Try putting FALSE there then. You can't do no harm!

I'll try getting online with them as well, so I'll be able to help you
out.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2047. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 00:28:40 UTC
From: atarigalen@my-deja.com
Message-ID: <9621vgvos1@nnrp1.deja.com>
Source record: 50479

```
In article <200102080847.a19635@du3.maus.de>,
Frank_Szymanski@du3.ohse.de (Frank Szymanski) wrote:
> LP>How about a GEM PDF veiwer? I'm aware of gsgem or whatever it
> LP>is called, but I've yet to have it let me veiw all the pages.
> LP>It always seems to show the first 2 or so and that's it.
>
> You should try to get the latest version on Christian's page.
> http://www.tu-harburg.de/~smcf1605/
>
This appears to be down.

Galen

Sent via Deja.com
http://www.deja.com/
```

2048. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 00:31:20 UTC
From: atarigalen@my-deja.com
Message-ID: <96224pvrv1@nnrp1.deja.com>
Source record: 50480

In article <t85k1h428pu5ad@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:
> I had two supplied with my Falcon, aparanty the guy who makes them
> sent them to him free :-/

According to the web site, the maker sent them out "on approval" and
many people did not return payment OR product.

May I suggest that anyone with a non-paid-for device either return the
product or pay for it?

Galen

Sent via Deja.com
http://www.deja.com/

2049. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 00:42:28 UTC
From: atarigalen@my-deja.com
Message-ID: <9622pjja1@nnrp1.deja.com>
Source record: 50481

In article <961sdvao1@news5.svr.pol.co.uk>,
neil@adel6.freeserve.co.uk (Neil Chester) wrote:
> I was wondering whether it might be better to make a dial script for
> entering the username & password in DIAL.SCR, like the good-old-days
> before I discovered Freeserve used PAP_ID etc??

It's worth a try.

Galen

Sent via Deja.com
http://www.deja.com/

2050. Re: Could someone tell me what games will work on a sm124 mono monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 00:46:50 UTC
From: atarigalen@my-deja.com
Message-ID: <96231o$n4$1@nnrp1.deja.com>
Source record: 50482

In article <ABZg6.2825$zz4.54536@news2-win.server.ntlworld.com>,
"Goober" <funk@wobbly.swinternet.co.uk> wrote:
> Thanks a lot, I need to know as I don't have a tv any more.
>
>
Well, most games won't. Pretty much all the Sierra games will as will
Proflight. I actually have a handful of PD monochrome games at home.
Send email to kay@uia.net (actually, use "K", not "kay") and I'll send
them to you.

Galen

Sent via Deja.com
http://www.deja.com/

2051. Re: GENEVA OS????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 01:02:53 UTC
From: atarigalen@my-deja.com
Message-ID: <9623vq$1in$1@nnrp1.deja.com>
Source record: 50483

In article <200102071954.a30618@su2.maus.de>,
Peter_Schneider@su2.maus.de (Peter Schneider) wrote:
> Hi Carey,
>
> CC>So any help getting this OS would be greatly appreciated. Thanks
> a friend of mine left GENEVA v 1.02 here when he moved to the US.
The update to 1.06 is without charge.

Galen

Sent via Deja.com
http://www.deja.com/

2052. Re: How Should I Handle This?

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 01:06:54 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <fXXxD6NuQJh6EwK5@lovecraft.demon.co.uk>
Source record: 50486

Once upon a time <20010209074141.03089.00000166@ng-fj1.aol.com>, SF0218
<sf0218@aol.com> grabbed chalk and scrawled:
>Around the end of '98 I shipped my C-Lab Falcon out for repair. Apparantly it
>was a difficult fix and the repair/dealer site needed some time. At one point
>(early 20000) they notified me that my falcon was fixed.

Flippin 'eck. Took them long enough. Must be worth a fortune...

Don't suppose you wrote down a few years worth of lottery numbers whilst
it was away, did you?

Seriously, sounds like the terminators for the SCSI are failing (at a
guess, if the Falcon is the problem and not the drive), depending on C-
Lab model it should be easy to fix. There's no excuse for that kind of
service, frankly.

Pay by credit card, get your machine back, get a chargeback because the
work is evidently not up to standard, and find a different dealer.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2053. Re: CDRom Directory formats.

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 01:08:32 UTC
From: atarigalen@my-deja.com
Message-ID: <9624ab$1n5$1@nnrp1.deja.com>
Source record: 50485

In article <3A82BEFC.BF1E8C20@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
> Hi all,
>
> Can anyone verify that the following is due to different directory
> structures. A CD recorded at a recording studio, contained a 11Meg Wav
> file from Cubase VST and a folder full of WAV samples. On my (son's)
> C-Lab Falcon with ExtenDos, only the folder and samples were visible
> and playable, and on my Milan with Spin only the big WAV together
> with an auto generated PRG launch file were visible and playable. Is
> it possible to have both/all visible and accessable with one system?
>
I suspect the CD was recorded in two sessions. Perhaps Spin can only
see the first session and ExtenDos only the last? If so, Extendos Gold
should be able to read all sessions on the disk.

Galen

Sent via Deja.com
http://www.deja.com/

2054. Re: Modifying a Megafile30 to a bigger HD (IDE?)

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 01:28:32 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3A849940.FE6D0431@sunflower.com>
Source record: 50487

So, in other words, we're stuck with the 30 meg HD and we should feel lucky
that we've got that one.

--Gil

Gil@idir.net

Gary wrote:

> Gil Bavel wrote:
> >
> > If you find out about this, please let me know as I have the same system and
> > question.
> >
> > Thanks,
> >
> > Gil@idir.net
> >
> > Guillaume LE TETU wrote:
> >
> > > I recently disassemblied a megafile30 and a I saw there were 2 main
> > > parts inside, a controller and the harddisk himself (30 meg). The
> > > harddisk is connected to the controller by two cables, one of them seems
> > > to be an ide cable. Is It possible to replace the harddisk part with a
> > > standard ide drive (bigger), using only the "ide" connector and the
> > > power supply of the actual one ?
> > >
> > > Thanks,
> > >
> > > Guillaume.
>
> That's not an IDE cable. What you are looking at is an old style
> MFM/RLL interface. The wide cable carries data and the narrow cable is
> control. If you want to replace the drive you must use (in the case of
> the MF30) an RLL certified drive. IIRC the largest drives from that era
> were 150MB or so and were full height so you wouldn't be able to put the
> case back together.

2055. Need a cable for CD-rom for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 01:34:03 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3A849A8B.3CD33E9B@sunflower.com>
Source record: 50488

Anyone know where I can get a cable to hook up an external SCSI
CD-Rom drive to my ST?

--Gil

2056. Re: How Should I Handle This?

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 01:36:36 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <vG0h6.26$UH5.8013@nsw.nnrp.telstra.net>
Source record: 50484

SF0218 wrote in message <20010209074141.03089.00000166@ng-fj1.aol.com>...
>Around the end of '98 I shipped my C-Lab Falcon out for repair. Apparantly
it
>was a difficult fix and the repair/dealer site needed some time. At one
point
>(early 20000) they notified me that my falcon was fixed. I then asked them
if
>they had checked it for the original problem (crashing the hard drive when
>connecting cdr) and they said no. They called a few days later and said
the
>hooked up a cdr to the falcon and it crashed horribly. Have heard nothing
>since, although I know they are working on it when they can.
>My question is, the bill at this point although no high (a bit less than
>$300.00), since it's now over 2 years since they've had my machine, should
they
>even be charging me?
>Let me know what you all think about this.

There is no way in the world a fix should take two years in the first place.
If they haven't fixed the original problem, you owe them nothing IMO.

Regards,

Clockmeister.

2057. WTB: External floppy drive for ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 01:40:01 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3A849BF1.73FB11DE@sunflower.com>
Source record: 50489

I'm looking for an external floppy drive for my ST. Somewhere
around the $10 range. Reply to gil@idir.net

2058. Re: C-Lab MKII

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 01:40:11 UTC
From: xmusic@my-deja.com
Message-ID: <96265q$36j$1@nnrp1.deja.com>
Source record: 50490

In article <961a0i$o7b$1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:
> In article <RPUg6.179$vV4.2409@newsfeed.slurp.net>,
> Lord Gaiyan <lord_gaiyan@hotmail.com> wrote:
> >I recently acquired a C-Lab Falcon MKII from germany. Haven't
received it
> >yet though. I just want to know what you guys think of it. I know
it's
> >different in many ways from the standard Atari Falcon. Is it good
for
>
> Not really. The MKII is the same PCB as the standard falcon, with the
same
> components, except that the modifications in the analog audio section
which
> atari described were already done at the factory (removed bass-boost
etc.).
>
> Evevyrhing else is just like on any other falcon board: internal
44pin/2mm IDE
> connector (for 2.5" disk), external HD SCSI-2.
>
> IDE adapters for 3.5" disks run around 10DM here in Germany.
>
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)
>
...and they have an INTERNAL 2,5" SCSI Disk as standard. They removed
the internal resistors and put a little board on the internal SCSI
chip!They made some improvements to the S/N factor and the standard
clock patch for Cubase Audio to run flawlessly...
...but Cubase Audio Falcon 2.06 was the last version and with lots of
bugs,it's nice anyway.
Tony,with two nice C-lab Falcons MkI and MkII.

Sent via Deja.com
http://www.deja.com/

2059. WTB: Drum and Toner for SLM 605 Printer

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 02:01:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00016e2d@fmlynet.org>
Source record: 50398

FamilyNet Newsgate

Looking replacement drum and toner for a SLM 605 printer.

To make an offer, write to...

drclu@swbell.net

Doctor Clu
Dallas, TX

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2060. SLM 605 Question

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 02:07:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00016e2e@fmlynet.org>
Source record: 50397

FamilyNet Newsgate

Hi all,

While being an Atari 8 man, I can't deny that I love the Atari ST when it comes to desktop publishing! I was first impressed with it when I found out about Atari Computing, and in truth, I love using page stream and a ST with a laser printer!

Not much for the games, but Page Stream and 800XLDJ (SIO2PC program for the ST.. virtual drives for my Atari 800) make the ST irreplaceable.

Anyway, trying to get my ST together for publishing for a club I'm a part of (mainly because I want to say an Atari did it.. nah!) so I have a few questions:

I understand that the SLM 605 was based off of a more comtempory printer. What was it? I remember someone saying once, and saying that a drum and toner cartridge from XXXXXXXX printer could be bought through office supply stores much easier than finding a Atari SLM 605 specific drum and toner kit. Anyway, this was answered a year ago, and though I'm looking for the message I had yet to find it. I would appreciate any help on this.

Thanks in advance!

Doctor Clu

Atari 1040ST / 4 meg/AdSpeed/Spectre User in Dallas, TX

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2061. SLM 605 and SLM 804 Answers...

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 02:30:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00017086@fmlynet.org>
Source record: 50400

FamilyNet Newsgate

Alright, I asked the question and then decided to give www.dejanews.com a search to see if they still had the SLM questions still listed, and sure enough. So for those curious, here are the answers posted about nine months ago...

Doctor Clu

-= SLM 804 =-

> From: Derryck Croker <derryck@NOSPAMcix.co.uk>
> From: ag352@chebucto.ns.ca (John S. Gray)
> Date: 25 May 2000 04:58:33 GMT
> I found this message in my archive:
> ----------
>> Hi
>>
>> Can anyone out there help me with my SLM804? I am looking for a vendor
>> outside Singapore which sells the toner cartridge for this laser
>> printer. Nobody does seem to play with the Atari St machine anyone and
>> that is why I have to post this message for help in the oversea
>> newsgroup section. Please email me at cheok@pacific.net.sg.
>>
>> Thanks
>>
>> Danny
> You can without problems use toner for the TEC LB 1301. This is the same
> toner cartridge as originally used in the Atari SLM 804 laser printer.
> The same is true for the OPC-kit, ask for TEC LB 1301!
> --
> Greetings from another Okami Newsreader user.
> -!- Net2Net (3.60) BETA (NON WINDOW VERSION)
> ! Origin: The Tavern BBS / Demon Gateway (100:1011/0.98)
> ----------
> HTH.
> --
> Rgds, Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk

> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

-= SLM 605 =-

On 30 May 2000 01:36:10 , "Donald W. Skaggs" wrote:
>Hi there.
>
>The Atari SLM 605 laser printer is a great machine. FAST. I like it. It is
>really an Epson with an Atari interface. Does anyone know what model Epson
>is hiding under the covers. I think the drumsa are a lot cheaper if you buy
>the Epson name.
>
>Thanks
>
>Donald

Yo Don,

SLM-605 Atari Laser Printer was produced by Epson.

It is the same as the Epson EPL-6000 Laser Printer (Action Laser).

The Epson part numbers are:

IBS-301 Drum and charger unit 10,000 pages
IBS-300 Black toner cartridge 1,500 pages

Epson

800-873-7766
800-445-5054
www.epson.com

310-782-2600

You can special order from any Staples through there in store catalog.

Raymond

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2062. Connecting ST to XE? Try 800XLDJ

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 02:42:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00017087@fmlynet.org>
Source record: 50401

FamilyNet Newsgate

> From: firest@williams-net.com (Carey Christenson)
> Anyone,
> Does anyone know how to connect a atari 1040STf to an atari 130XE.
> I have heard that the ST XFORMER will work. But I also have heard that it
>could hurt my XE if I connect this cable to my SIO on my XE. Is this correct o
>am I being paranoid????? You can e-mail me at fires@williams-net.com with you
> answer or post it here I will check regurlarly.
> Thanks,
> Carey

Being a avid Atari 800 fan, I have found the Atari ST to be a great
accessory for the 800 as a virtual drive.

First off, ST XFORMER is a GREAT bit of emulation for the early ST's.
Considering what that program was trying to do, it hands disk operations great,
and does some basic stuff. It is basically a 6502 emulation since the ANTIC
chip (I believe) was not emulated. But good non-the-less. I used that
for a while, and was able to read the OHAUG disk based newsletters with it.

Then in one OHAUG newsletter a program called 800XLDJ was brought to my
attention. Look it up on the internet just like "800XLDJ" and you'll find it.
What it does is allow is for a ST, STE, TT or Falcon to use a SIO2PC cable and
hook the Atari XE (in your case) directly to your ST. The ST can have up to 8
virutal drives, and the Atari XE sees the virtual drives like regular drives.
It is much better than having 8 actual drives hooked up, and works fairly well.
Rick D and myself are two currently using this setup, and it is enjoyable.

Let me know if you have any further questions.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2063. Simms for STE

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 02:45:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00017088@fmlynet.org>
Source record: 50402

FamilyNet Newsgate

Had an STE once, and if this will help at all, the type of 1 meg simms
that worked in my Macintosh plus worked fine in my STE.

Man I had it easy with the STE when it came to memory install. That
was a nice design!

Doctor Clu

> From: Tim Pattison <tim@ravenhouse.demon.co.uk>
>I want to upgrade my STE from 520k to 4 mb and I have access to some 1mb simms
> from an old PC but need advice as to whether the simms need to be parity or
> non-parity and whether they should be of a particular speed.
> I have 7 1mb simms in total but they are not all the same.
> There are 4 identical ones which contain three chips on each simm (I presume
> this means they have parity) and the speed would appear to be 70ns.
> One has 9 chips (parity?) and would appear to be 60 ns
> One has 9 chips and would appear to be 80 ns
> The other has 9 chips and would appear to be 100ns
> Are any of these suitable for an STE?
> --
> Tim Pattison +email: tim@ravenhouse.demon.co.uk
> UK +http://www.ravenhouse.demon.co.uk

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2064. ST BBS and BBS archive; please help

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 03:00:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00017089@fmlynet.org>
Source record: 50403

FamilyNet Newsgate

> From: jeffm@nbc.netcom.ca (Jeff Mitchell)

> Any BBSes still around?
> jeff

Well my good man, you are in luck....

First off, Wes Newell (of Newell industries who made many modifications
for the Atari 8-bit and 16/32 bit line) currently has a Atari BBS with files up
for downloading. You can reach that one at...

Wylie Connection - (972) 429-7005

I check my Atari newsgroups usually on a Atari 800 my contacting the
following dialup internet BBS.... (sysop has been good to Atari users)

The Family-Net BBS - (972) 496-0650 http://www.family-bbs.net (via web
browser)
www.family-bbs.net (Via telnet)

And there is the BBS run under Atari 8-bit emulation mode that you
can telnet to and see in ATASCII with a ATASCII term program at...

Closer to Home BBS - cth.dtdns.net

Three BBS's. There is also a BBS list updated in 1999... but you
could check them out... the list is at...

http://www.holyoak.com/atari/

Need to scope those out, but ever since Dark Forces BBS went down, I
just lost heart in dialing long distance BBS's. But there are other places out
there as you can see.

Take care,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2065. Re: Need a cable for CD-rom for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 03:57:43 UTC
From: Darren West <darkelord@hotmail.com>
Message-ID: <X_2h6.6550$%g3.1427657@news02.optonline.net>
Source record: 50491

Tried Radio Shack/Tandy? They're usually pretty good..

Me
"Gil Bavel" <gil@sunflower.com> wrote in message
news:3A849A8B.3CD33E9B@sunflower.com...
>
> Anyone know where I can get a cable to hook up an external SCSI
> CD-Rom drive to my ST?
>
> --Gil
>

2066. Atari Falcon & MT-32 for sale.

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 04:14:49 UTC
From: Vince Valenti <1@abc.com>
Message-ID: <Ze3h6.4206$c74.425726@newsread1.prod.itd.earthlink.net>
Source record: 50492

I am selling my Atari Falcon and a Roland MT-32 Sound Module on Ebay. You can check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1409116998 for the Roland

and

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1213613013 for the Atari Falcon

2067. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 05:13:39 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a84ce03$1_2@athena.netset.com>
Source record: 50493

In article <IJDg6.908$ub2.81751@newsread1.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> wrote:
>
>In article <5Ncg6.2602$2g.330827@newsread2.prod.itd.earthlink.net>,
>John Garone <swampfox1@earthlink.net> wrote:
>
>>>S.O.S (as in Save Our.... not Same Old...)
>>> J A V A S C R I P T:
>>> Is there a way to incorporate such into CAB without the need for
>>Al>exander's source code &/or it's feasibility in a new browser?
>>> John G.
>>>
>
>Dan Ackerman's response:
>
>> To my knowledge their is no easy way to incorporate Javascript
>>into CAB without the code.
>
>SNIP
>
> And Alexander has stated that CAB's source code "is not available"!
>Maybe obvious to some why it's not available but not to me! Are they
>worried about loosing sales on CAB or protecting CAB for the MAC?

ASH has CAB's source code. At least that was my understanding of
previous statements.

>
>
>> However if you've been following other news sources(hey we are
>>back to my complaint) Robert Goldsmith is hopefully going to have
>>HighWire up on SourceForge soon. This has alot of benefits even if it
>>will make early development troublesome.
>>
>SNIP again
>
>Yes, I've heard some talk about Highwire but it seems the problem is
>finding the time to create it!

Robert is very busy that's why he decided to go open source with
it before he had reached the state with it that he had originally planned.
But don't worry, while it will take some time to get it all working the
way we dream/wish/need it to work, I think you will see quite a few
programmers on our platform do some tinkering here and there on it.

Dan Ackerman
aka baldrick

2068. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 05:15:15 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a84ce63$1_1@athena.netset.com>
Source record: 50494

```
In article <Nk%g6.3304$c74.333076@newsread1.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> wrote:
>On 8 Feb 2001 23:05:00 +, Dan wrote:
>>John Garone wrote :
>>
>>
>>Cheers
>>Dan
>
>P.S. How's that Bulk Mailer comming along? (:->)~

You need to make certain you have your Dan's straight ;)

Dan Ackerman
aka baldrick
```

2069. FREE Atari Software with Hardware Purchase!

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 05:27:50 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102092124030.20641-100000@shell.pacifier.com>
Source record: 50495
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.
Fell free and E-Mail me in the mean time and I'll get back to you.

e-mail: atari@benjamin.net

Buy Atari Hardware and receive free Atari Software. Make me an offer
on which Software you wan't. Offer is less likely with cheaper
Hardware Purchase. Redeem offer in E-Mail, please.

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com
and as always www.atari.benjamin.net and atari@benjamin.net still work
but are being redirected to my new ISP and since I've moved, I have
revamped and updated my WebSite and all my WebPages. So Check it out
and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2070. Re: Atari Falcon & MT-32 for sale.

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 06:26:16 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <962mu5fla1@nnrp1.deja.com>
Source record: 50396

In article <Ze3h6.4206$c74.425726@newsread1.prod.itd.earthlink.net>,
"Vince Valenti" <1@abc.com> wrote:
> I am selling my Atari Falcon and a Roland MT-32 Sound Module on
Ebay. You
> can check it out at:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1409116998
for the
> Roland

Little do people know that the MT-32 has some great SQELCHY filters for
those now sought after techno sounds that you pay Big Bucks for
now...and you can get a great editor for it on my site (Caged Artist
Mt32 Edit!)

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

2071. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 08:30:26 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a850f2415eefe0@online.be>
Source record: 50407

on Sat 10-02-2001 00:28 atarigalen@my-deja.com wrote:

>In article <200102080847.a19635@du3.maus.de>,
>Frank_Szymanski@du3.ohse.de (Frank Szymanski) wrote:
>> LP>How about a GEM PDF veiwer? I'm aware of gsgem or whatever it
>> LP>is called, but I've yet to have it let me veiw all the pages.
>> LP>It always seems to show the first 2 or so and that's it.
>>
>> You should try to get the latest version on Christian's page.
>> http://www.tu-harburg.de/~smcf1605/
>>
>This appears to be down.

You can get it from the Belgian ftp-server
ftp://chapelie.rma.ac.be/atari/editors/ghostscript/

-rw-rw-r-- 1 ftp 1437413 Mar 29 2000 gemgs13-bin.lzh
-rw-rw-r-- 1 ftp 912312 Mar 29 2000 gemgs13-doc.lzh
-rw-rw-r-- 1 ftp 684859 Mar 29 2000 gemgs13-fnt1.lzh
-rw-rw-r-- 1 ftp 1184175 Mar 29 2000 gemgs13-fnt2.lzh
-rw-rw-r-- 1 ftp 560097 Mar 29 2000 gemgs13-lib.lzh
-rw-rw-r-- 1 ftp 3928 Apr 3 2000 gemgs13-upd.lzh

You need all the above packages.

Although not so fast it's very handy to have it.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2072. Re: Euphonic Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 09:02:53 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9630bj$1rkd$1@news.comnet.co.nz>
Source record: 50399

"Dan Ackerman" <baldrick@dilbert.netset.com> wrote ...
> Mark <mark@recycledsteel.co.uk> wrote:
> This is a topic I don't know. Does anyone know if the "real mode"
> protected mode" are anything more than a restriction of DOS? Digital
> research did a modification to DR DOS (now the open source project
> FreeDOS) that allowed more memory in real mode. My question is
basically,
> is "real"/"protected" really a concern for anything other than DOS?
Does
> linux on the x86 platform have to worry about this?

Here is what I've gleaned from PC publications and classes I've been in
over the years:

Essentially, "Real Mode" comes from the 8086 CPU's way of overcoming the
64k addressing limit of its predecessor 8080. (8085 also springs to
mind, but I've never seen it up close so I cannot comment)

Intel chose to have 64k segments, each of 64k bytes. This would
theoretically have given them 4 Gigs of RAM if the segments were placed
end-to-end, but Intel decided to space them starting at paragraph (16
byte) intervals. So, you have 64k times 16 equals 1 Meg

There was no way to protect one part of memory being overwritten by any
app.

So, to address a byte at address 512k (00080000 hex), you could use (in
hexadecimal) addresses 8000:0 (512k + 0), 7800:8000 (480k + 32k),
7C00:4000 (496k + 16k), 7400:C000 (464k + 48k) or any one of many
variations, with the first part being in a segment register, and the
second half being in an index register.

However, around 1984, Intel released the 80286 chip, which had a new
"Protected Mode" This allowed up to 16 Megs of RAM, but was addressed
differently. The segment registers remained, but changed their name to
beome "selectors", and whose purpose became pointers to a table in
memory, which held details of where the actual memory address was,
access rights and so forth. The offsets remained limited 64k, though.
And memory was "protected" - with a proper OS you couldn't access memory
that didn't exist or belonged to another process.

Similar ideology went into the 80386, with offsets from each selctor
finally growing to 32 bits, along with data register sizes (selectors
remained 16 bits, though).

So, you could not assume that 8000:0 would access address 512k. It would
access whatever byte was pointed to by selector 8000. Which could be

anywhere (address zero, three and a half megs, 22k, anywhere). Or nowhere (uninitialised, owned by another process).

The difference in ideology between real and protected mode meant that a real mode OS or application couldn't work in protected mode, and vice versa

DOS never went beyond real-mode - that was the job of the first IBM/Microsoft version of OS/2.

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

2073. Phantom Accel. Address?

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 10:33:58 UTC
From: swampfox1@earthlink.net
Message-ID: <qO8h6.5096$ZJ5.435842@newsread2.prod.itd.earthlink.net>
Source record: 50408

Does anyone know Phanatic's snail mail address and proper name to write a check to? Please post it! I've gone through the info that came with the Phantom SE but don't see it and am very sorry to see production of the boards stopped due to an oversight!!!
John G.

2074. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 10:46:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981804750-224867AEicMi@cwcom.net>
Source record: 50411

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Thu, 08 Feb 2001 20:05:14 -0000

>>You can also download the AfterDawn animations which can be called
>>by Bubbles but they are not essential.
>
>How do you achieve this, i had some kicking around and i popped them in
>the modules folder and they dont seem to get picked up, or are not shown

I think you need the After Dawn screen saver installed as a module. Then you
configure that to run its animations IYSWIM.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2075. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 11:05:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981804756-225867AEicMi@cwcom.net>
Source record: 50413

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 10 Feb 2001 00:26:59 -0000

>>uses a command "FETCH_DNS = TRUE" - I didn't have this in my Freeserve
>>script.
>
>Try putting FALSE there then. You can't do no harm!

Um. You'd need to find the DNS addresses and plug them in if you do that.
Otherwise you'll not be able to do much browsing!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2076. Re: WTB: Drum and Toner for SLM 605 Printer

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 11:07:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981804758-226283AEicMi@cwcom.net>
Source record: 50414

From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Date: Fri, 10 Feb 2001 02:01:20

>Looking replacement drum and toner for a SLM 605 printer.

It's a standard drum and toner. Mannesmann Tally MT905 or 6 comes to mind,
can't remember which. It should have the drum counter module.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2077. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 12:30:20 UTC
From: bindon@madasafish.com
Message-ID: <t8ad2sogr2uqd6@corp.supernews.com>
Source record: 50410

On 10 Feb 2001 00:31:20 , atarigalen@my-deja.com wrote:
>In article <t85k1h428pu5ad@corp.supernews.com>,
> bindon@madasafish.com (Lyndon Amsdon) wrote:
>> I had two supplied with my Falcon, aparanty the guy who makes them
>> sent them to him free :-/
>
>According to the web site, the maker sent them out "on approval" and
>many people did not return payment OR product.
>
>May I suggest that anyone with a non-paid-for device either return the
>product or pay for it?

Ahh right. I bought my computer /with/ the two Phantoms, so the guy I
bought it of should be paying for them, but I can't see that
happening.
I'll send back my spare and chuck in some cash to cover it.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2078. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 12:31:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981804752-225331AEicMi@cwcom.net>
Source record: 50412

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 9 Feb 2001 22:53:51 GMT

>I have copied Peter's DIAL.SCR & DEFAULT.CFG for STiNG (& STiNG Dialer),
>putting in my account ID and password. I then try to connect, the dialer
>works but sticks on "Initialising connection" - after 5 or seconds the
>Dialer reports "Link Negotiation Failed", the connection is then aborted.

Check that you've definitely got HSModem components installed in the right
order, followed by sting.prg and/or sockets.prg (for IConnect).

>I have connected OK with Iconnect using the terminal mode and then making
>this information into a suitable script - this is enough for me to use CAB

You might well find that you don't need any scripting at all. In IConf you
can enter 0,0,0,0 for both local and DNS addresses - IConnect will resolve
the latter when it connects in the same manner that STinG uses if you've got
the fetch_dns set to "true". In the Login page, all you should need is
"Done" and the "PPP" box ticked.

I'll leave you to work out how to modify your sting script to suit :-)

>- I don't have an e-mail program for Iconnect therefore I can't use it to
>access my e-mail account with FreeOla.

Why not take a look at amail? You can grab it from the Chapelie ftp server,
and there's an IConnect overlay to go with it.

>Any more suggestions would be gratefully received!

Keep it simple is my suggestion. Only start mucking about with waitfors and
responds if you really have to.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2079. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 12:42:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981883216-742474AEicMi@cwcom.net>
Source record: 50439

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Sat, 10 Feb 2001 09:30:26 +0100 (MET)

>>> You should try to get the latest version on Christian's page.
>>> http://www.tu-harburg.de/~smcf1605/
>>>
>>This appears to be down.
>
>You can get it from the Belgian ftp-server
>ftp://chapelie.rma.ac.be/atari/editors/ghostscript/

I'll add that the English resource file and documentation is available from
the "Misc" section of my web site.

--

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```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2080. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 13:43:23 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a85457b$0$8830@news.zetnet.co.uk>
Source record: 50415

```
On 9 Feb 2001 16:31:09 +, Bob King wrote:

|> ---------------------------------------------------------------------
|> | I live in Great Britain, abbreviated to G.B. |
|> | uk is a noise made by apes. |
|> ---------------------------------------------------------------------

If you live in GB then you also live in the UK.
--
JI Logan
```

2081. Re: Could someone tell me what games will work on a sm124 mono monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 14:32:24 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <981815544_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 50416

Goober wrote:-
>Thanks a lot, I need to know as I don't have a tv any more.

From memory Starglider2 did (and perhaps Starglider 1).

The adventure game Corruption did too, so may be other Magnetic
Scrolls games did.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

2082. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 14:41:24 UTC
From: rking@zetnet.co.uk
Message-ID: <3a855314$0$8830@news.zetnet.co.uk>
Source record: 50417

```
On 10 Feb 2001 13:43:23 , JI Logan wrote:
>On 9 Feb 2001 16:31:09 +, Bob King wrote:
>
>|> ------------------------------------------------------------------------
>|> | I live in Great Britain, abbreviated to G.B. |
>|> | uk is a noise made by apes. |
>|> ------------------------------------------------------------------------
>
>If you live in GB then you also live in the UK.
>--
>JI Logan
>.
```

Hi JI,

As a item of information, of course you are correct, but if you care to have a look at the thread of my message, you will see that it's Peter Slegg who used the above in his signature. I signed off with a plee for the farmers of Wales. Are you a lawyer by any chance?

I am myself a Patent Examiner of 41 years standing and know a nice bit of verbal nit picking when I see one, good try, keep practicing.

Bob King

2083. No color on Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 14:56:29 UTC
From: hfarena@my-deja.com
Message-ID: <963kqs$3tl$1@nnrp1.deja.com>
Source record: 50418

Hi all,

Well, I bought a PAL Atari 1040STfm but when I connect it to one of my TV's I see everything in B/W. I've tried on 3 different TV and the same happens. Only on one (the only one where I can switch between PAL & NTSC) I see half of the screen in real color and the other half in a distorsioned color. For example, in the GEM desk I see half green and half violet.

Can anyone help me?

Thanks for all!!!

Sent via Deja.com
http://www.deja.com/

2084. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 15:19:30 UTC
From: bindon@madasafish.com
Message-ID: <t8an02feul2o0f@corp.supernews.com>
Source record: 50419

```
On 10 Feb 2001 11:05:02 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sat, 10 Feb 2001 00:26:59 -0000
>
>>>uses a command "FETCH_DNS = TRUE" - I didn't have this in my Freeserve
>>>script.
>>
>>Try putting FALSE there then. You can't do no harm!
>
>Um. You'd need to find the DNS addresses and plug them in if you do that.
>Otherwise you'll not be able to do much browsing!

I have mine as False, but I do know my ISP's DNS if that's what you
mean.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

2085. Re: System Solutions/Atari Workshop

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 15:32:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981887598-68939AEicMi@madasafish.com>
Source record: 50441

Yo!, Dezza

>Just a reminder that Atari Workshop is now the Atari arm of System
>Solutions.

Where's my HD-driver upgrade!!!, they finished that manual yet??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2086. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 15:51:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981887604-70320AEicMi@madasafish.com>
Source record: 50442

Hi Neil

>I have connected OK with Iconnect using the terminal mode and then
>making this information into a suitable script - this is enough for me
>to use CAB

iConnect does /not/ need a script!!!!!.

Look for an app called iConf.[APP|PRG].

Select 'NEW' and fill in the dialoge.

Now, enter your username and password in the relevant fields in iConf's
'Account' page, adding a phone number, set 'Local IP address' to 0.0.0.0.

Under 'Login' select PPP, make sure there are no script entries apart
from "Done".

Under 'DNS', set 'DNS IP address' to 0.0.0.0 and a 'Initial waitstate' of
2 seconds.

Under 'Services' add your eMail address, real name, username, password,
and your server names as appropriate.

Now select 'Sockets', enter the path to your PPP folder.

Now, back to the 'Modem' section, select your modem port and speed, set
'Handshake' to RTS/CTS, 'Parity' None, 'Data-bits' 8, 'Stop-bits' 1,
'Modem init' should be just atz for initial connect, you can tailor this
later on if needed. The hangup settings are already there, just select
'Modem command'.

Hit "SAVE", i repeat, hit "SAVE", one more time, hit "SAVE". :-)

If this doesnt get you get connected then i'd check youve actually got a
pulse, a phone line and that youve paid your phone bill before looking
elsewhere. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2087. Re: Mac II video

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 15:54:41 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A856441.DA4A65FD@pcisys.net>
Source record: 50420

Not the original Mac II. But the Mac IIci has built-in video. In fact, if you were to buy a Mac II series, the IIci is the best all around machine to have. And if you get a Daystar (or other accelerator) and put it in the IIci's Cache slot, you would have a decent machine for older Mac uses.

With later versions of System Software (7.0 and beyond), you could install multiple video cards in the Mac's and have a bigger desktop area that could span across multiple monitors. The game FA-18 Hornet on the Mac supported three monitors to give you a peripheral vision view outside of the cockpit. Pretty cool demo I saw at Mac World.

Glenn Bruner
brunergs@pcisys.net

Andy Ball wrote:

> FamilyNet Newsgate
>
> Hello Suzanne!
>
> SA> Not all early macs supported dual-display with the
> > onboard video active, but I believe the Quadra's did
> > (it was probably the MacII's that didn't).
>
> Did the Mac II have on-board video?
>
> Regards,
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

2088. Re: Computer clubs

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 16:00:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981887608-71132AEicMi@madasafish.com>
Source record: 50443

Yo!, Dezza

>>Dear Mr. Derryck Croker.

>Oh, formal, I like that ;-)

Oops, slipping into uncouth mode, sorry 'SIR'. :-)

>>Ive heard of a Computer Club locally that your name is associated with,
>>would you be so kind as to post some details of this club please, such
>>as location and meeting dates.

>That wouldn't be the Cheshunt Computer Club would it by any chance? ;-)

That sounds like it, some details please kind sir.

>Monthly meetings of Atari enthusiasts held in at the Wolsey Hall,
>Windmill Lane, Cheshunt - just a hop, skip and a jump from the M25 J25.

I'm local to that, can anyone attend?..

>The next meeting is at the end of this month, on the 28th to be precise.
>The times? 1900-2200.

I hear that refreshments are served also, so thats tea and a chat for
just ï¿½3.00 is that right??..

>Further details and a map are on my web site, URL in sig...

Clear the lines, im logging in..

>You can read one member's experiences in the MyAtari magazine

I'd love to, it says January issue available on the 31st of January,
didnt say what year though. :-)

>at http://www.myatari.net and there's some mug shots too!

Ive seen some of these pictures in a book at the local police station i
think, particularly the tall bald git, although he's not wearing that
mac' in those shots.
That old goat with the pony tail needs a hair cut. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2089. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 17:08:02 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a857572$1_2@athena.netset.com>
Source record: 50421

In article <981701702-70965AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 7 Feb 2001 11:16:02 -0500
>
>>>The resource file for After Dawn (which can be used as a module for
>>>Bubbles) is still in German so that might make another project.
>>
>> I did a translation of After Dawn years ago. I'm not certain
>>where it would be found anymore. Hopefully it's up at the umich archive
>
>The resource file looks pretty small, so I wouldn't mind betting that
>there's loads of text embedded in the binary as well :-(

Don't tell me you have never edited compiled in text. I have
before. Sometimes you would have to make interesting translations to have
it fit. Sometimes it didn't work at all. But I did translations this way
in the past. Oh the wonders and glories of edhak!

>
>> Now we just need someone to do a comparison for one of the online
>>sites of how it runs compared to it's predecessors etc.
>
>Seems (Bubbles) to work fine, unlike another saver I tried whose name
>escapes me, which didn't get on at all with Appline. As soon as the saver
>kicked in it would immediately be kicked off again!

STill haven't grabbed it yet. Can someone answer how easy it is
to make your own animations for it?

Dan Ackerman
aka baldrick

2090. Falcon can do Ethernet?

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 18:55:38 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <K8gh6.2233$D3.9962@tor-nn1.netcom.ca>
Source record: 50422

I'm thinking of scoping out a Falcon, to goof off with, and maybe
even to see how well it can run Unix (NetBSD or Linux). I'd love to use it
as a termian or xterminal at work ;)

But I need ethernet support, since I've wried my whole house that
way, and of course at work its all we use...

Any ideas?

Anywhere selling useful Falcon kits?

(Can't possible afford a medusa, sadly..)

jeff

2091. Re: ST BBS and BBS archive; please help

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 18:57:38 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <Cagh6.2234$D3.9936@tor-nn1.netcom.ca>
Source record: 50423

In article <00017089@fmlynet.org>,
Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> Well my good man, you are in luck....

heh. I found a few around here and there, but it seems since 99
they all died :/

> First off, Wes Newell (of Newell industries who made many modifications
>for the Atari 8-bit and 16/32 bit line) currently has a Atari BBS with files up
>for downloading. You can reach that one at...
>Wylie Connection - (972) 429-7005

Cool; 8 bit only?

>The Family-Net BBS - (972) 496-0650 http://www.family-bbs.net (via web
>browser)
>www.family-bbs.net (Via telnet)

Still aroun?D thats so cool :)

Any files I can ftp, or you could drop off on my ftp server?

> And there is the BBS run under Atari 8-bit emulation mode that you
>can telnet to and see in ATASCII with a ATASCII term program at...
>Closer to Home BBS - cth.dtdns.net

I checked this out. Its amazing, and much faster under emulation
:) I'm tempted to do this myself, but I'm a much bigger fan of the ST line
than of the earlier stuff (a crime, I know ;)

> Need to scope those out, but ever since Dark Forces BBS went down, I
>just lost heart in dialing long distance BBS's. But there are other places out
>there as you can see.

yeah; anyone know what happened to the sysop? (Dark Chyld wasn't
it?) I'd love to get his huge file collection and put it on the web
forever.. perhaps he can ftp stuff to me, or burn a CD, or something :/

jeff

2092. Re: Falcon can do Ethernet?

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 19:58:30 UTC
From: rsmac@t-online.de
Message-ID: <1eoms0l.wicjingw1chqN%rsmac@t-online.de>
Source record: 50424

Jeff Mitchell <jeffm@nbc.netcom.ca> wrote:

>
http://www.asamnet.de/%7Ehilgarte/ether.htm

Works great for my falcon. Falcon is connectet to an ethernt hub with
some other mac, apple airport and dsl router. No problem to bring the
atari online togher with any other machine for irc, telnet, icq and any
other kind of web access. I also can transfer files with ftp client and
ftp server programs via TCP/IP between any machine.

Regards, Robert

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

2093. Re: SLM 605 and SLM 804 Answers...

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 22:04:13 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <UXih6.8110$Nw6.62530@NewsReader>
Source record: 50425

Hello.
snip

> -= SLM 605 =-
>
> On 30 May 2000 01:36:10 , "Donald W. Skaggs" wrote:
> >Hi there.
> >
> >The Atari SLM 605 laser printer is a great machine. FAST. I like it. It
is
> >really an Epson with an Atari interface. Does anyone know what model
Epson
> >is hiding under the covers. I think the drums are a lot cheaper if you
buy
> >the Epson name.
> >Thanks
> >Donald

> Yo Don,

> SLM-605 Atari Laser Printer was produced by Epson.
> It is the same as the Epson EPL-6000 Laser Printer (Action Laser).
> The Epson part numbers are:
> IBS-301 Drum and charger unit 10,000 pages
> IBS-300 Black toner cartridge 1,500 pages
> Epson
> 800-873-7766
> 800-445-5054
> www.epson.com
> 310-782-2600
> You can special order from any Staples through their in store catalog.
> Raymond
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

Any one interested I have 2 SLM 605s for sale, one works, the other has a
paper jam problem.

I want £150 for the pair plus carriage.

I also have some toner carts for the 605 and a used drum for the 804, offers
plus post.

Barrie at Keychange

www.keychange.co.uk

2094. Re: Atari ST mouse needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 22:12:15 UTC
From: Xeno <singerman_98@nospam.yahoo.com>
Message-ID: <42jh6.6841$BQ3.132280@news6-win.server.ntlworld.com>
Source record: 50426

This sounds interesting. Can you give me more information about the serial
mouse adapter. Where can I get it from. Thanks for your help.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:0cEg6.3774$KU3.1284@newsfeed.slurp.net...
> On 8 Feb 2001 18:58:01 -, "Xeno" wrote:
> >Does any one know where I can get a mouse for the Atari ST. I live in the
> >U.K.
> >
>
> System Solutions in the UK should sell them. You could order one from the
> US from Best Electronics or else B&C Computers. Then there is Mario
> Becroft's serial mouse adapter. I use this on my Hades. It allows an Atari
> user to use any PC serial mouse on a ST/TT/Falcon/Milan/Hades...
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

2095. Re: Maybe EVEREST info.

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 22:16:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200102102316.a11610@ki.maus.de>
Source record: 50432

In Msg t80rled2e2hf91@corp.supernews.com, Carey Christenson
(firest@williams-net.com) wrote:

>I use this EVEREST program all the time as my external viewer and editor
>for NEWSIE94 and 96. So I want to give this guy something for his hard
>work. Well if you find anything on these pages as to who and where to
>send the money to let me know.

You should download the most actual version from the everest homepage and pay
the shareware fee. ;-)

http://www-computerlabor.math.uni-kiel.de/~oschmidt/EV_36DB6.ZIP
-> (130kB) German beta version 3.6

http://www-computerlabor.math.uni-kiel.de/~oschmidt/EV_36EB6.ZIP
-> (120kB) English beta version 3.6

http://www-computerlabor.math.uni-kiel.de/~oschmidt/EV_36EHY.ZIP
-> (43kB) English ST-Guide Hypertext

You'll find the information needed inside the archive.

>I have not gotten my CAB 1.5 up and running completely yet.

I could send the files to You via email, if You like. Let me know.

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

2096. Wanted: Atari STe Stardust game complete offer $30

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 22:32:26 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <964h1kkpo1@nnrp2.phx.gblx.net>
Source record: 50428

If anyone has Stardust for the STe complete please e-mail me. My stupid friend stole my disks and I am left with just the empty box, this was the best action game on the ST! -Satcom2

2097. GOTCHA computer gaming is back on-line. Please help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 22:43:37 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <tujh6.97655$Tl3.19295365@typhoon.tampabay.rr.com>
Source record: 50427
Cross-posted to:
comp.sys.atari.st,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.games.marketplace

Hi all,

If you haven't noticed, the GOTCHA (Gaming Obsession Throughout Computer History Association) website has been down for over a week. This is because my (X) host, Emuclassics, has been down for that long and is still down. You can imagine how upset I am about this!

I have just completed the move to ClassicGaming.com. GOTCHA's new address is:

http://www.classicgaming.com/gotcha

Please update any links you have to my site and please help spread the word about the move. It's very disturbing to lose a home you've lived in for over two years...even if it is a digital home.

For those unfamiliar with GOTCHA, it is the home of:

The GOTCHA Awards
The Official Computer Game Collector's List
The Complete list of EA Flat Box Games (and box scans)
Much, much more...

Thank you in advance,
Hugh

2098. ST BBS and BBS archive; please help

Newsgroup: comp.sys.atari.st
Date: 2001-02-10 23:31:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001a0d0@fmlynet.org>
Source record: 50436

FamilyNet Newsgate

> From: jeffm@nbc.netcom.ca (Jeff Mitchell)

> In article <00017089@fmlynet.org>,
> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> Well my good man, you are in luck....

> heh. I found a few around here and there, but it seems since 99
> they all died :/

Sorry to hear that. Dallas is still struggling. Actually had a meeting
with the folks of one BBS at a pizza place today. Now that was a fun I've
missed!

>> First off, Wes Newell (of Newell industries who made many modifications
>> for the Atari 8-bit and 16/32 bit line) currently has a Atari BBS with files
> up
>> for downloading. You can reach that one at...
>> Wylie Connection - (972) 429-7005

> Cool; 8 bit only?

A little of everything if I remember correctly. And sometimes you will get
mail back from Wes. :)

>> The Family-Net BBS - (972) 496-0650 http://www.family-bbs.net (via web
>> browser)
>> www.family-bbs.net (Via telnet)

> Still aroun?D thats so cool :)

Aha... so you know of this BBS?

> Any files I can ftp, or you could drop off on my ftp server?

What kind of files?

>> And there is the BBS run under Atari 8-bit emulation mode that you
>> can telnet to and see in ATASCII with a ATASCII term program at...
>> Closer to Home BBS - cth.dtdns.net

> I checked this out. Its amazing, and much faster under emulation
> :) I'm tempted to do this myself, but I'm a much bigger fan of the ST line
> than of the earlier stuff (a crime, I know ;)

No crime at all. We could use a telnetable *ST* BBS.

>> Need to scope those out, but ever since Dark Forces BBS went down, I
>> just lost heart in dialing long distance BBS's. But there are other places
> out
>> there as you can see.

> yeah; anyone know what happened to the sysop? (Dark Chyld wasn't
> it?) I'd love to get his huge file collection and put it on the web forever..
> perhaps he can ftp stuff to me, or burn a CD, or something :/

> jeff
x

I never got into his file collection. I have the internet for that and it
was free. But to read the messages he pulled together made for some great
reading. I would get in there, capture the messages, and post a message or
two. It was really a blast!

Talk soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2099. Triangle Pro-Draw Graphics Tablet DRIVERS

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 00:00:51 UTC
From: M <m@ukf.net>
Message-ID: <Qco8717kAHA.336@stannard.sniffout.com>
Source record: 50429

Does anybody have the PC drivers for the Triangle Pro-Draw Graphics Tablet series 86000?

Thanks for any help ;-)

2100. New Webgroup to Join

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 02:00:39 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3A85F1D9.68265292@ataritimes.com>
Source record: 50430

Hi all. The whole web group thing is a great way for like-minded individuals to keep in contact. For those interested, I've set up a web group for the Atari Times. There are going to be a few changes to it as well. AT is going to change a bit from a typically monthly operation, to a whenever-we-get-the-article-written-is-when-it-will-be-posted operation. I think that'll work better.

Anyway, stop by if you're interested in writing Atari articles for us.

http://groups.yahoo.com/group/ataritimes/

--
Greg

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Join the TAT Writer's Webgroup! HYPAT? -
= MATH http://groups.yahoo.com/group/ataritimes/ =
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

2101. help! 14 meg Ram board on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 03:16:02 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a8603f4$0$70807$272ea4a1@news.execpc.com>
Source record: 50431

Hello,

Tonight I intalled a 14 meg Ram Board on my Falcon.
It was a perfect boot. Atari Logo, 14.3 meg of Ram.
I thought everything was fine.
Tried a few programs, everything was working fine.
Clicked on Lines.Prg (Screen saver) and took a break.
Came back and there were cherry bombs across the screen.
Tried to reboot, screen flashes black and white,
Atari logo comes up, then cherry bomb, won't run through the
memory test.

Does anyone know what this problem might be.

thanks in advance.
ken

2102. 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 04:03:16 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a860f07$0$70813$272ea4a1@news.execpc.com>
Source record: 50433

Hello again,

Well I let the machine sit, booted it, and everything worked fine.
I work in some programs for a while, then I get cherry bombs.
Then it starts to reboot, now going through the memory test
with XXXX--XXXX--

strange, I've never seen this before.

Did I fit my RAM board improperly?

puzzled?

ken

2103. Re: Apex 2.41

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 04:16:24 UTC
From: swampfox1@earthlink.net
Message-ID: <smoh6.1027$0m5.128175@newsread1.prod.itd.earthlink.net>
Source record: 50434

On 9 Feb 2001 02:36:26 G, Phantomm wrote:
>On 7 Feb 2001 01:33:05 G, John Garone wrote:
>
>Wanted to clear up something.
>
>A few days ago I asked if anyone in the USA had Apex Media v.2.41 to e-mail
>me about a possible bug.
>
>John E-mailed me the ApexJPG viewer for some reason.
>Which I already had and didn't ask for. But it is Freeware anyway.
>John didn't e-mail Apex Media itself.
>
>John, I'm not sure if you know this, but Apex Media is a commercial Graphics
>software package for the Falcon.
>
>I wasn't asking anyone for a copy of Apex Media 2.41 as I already have it.
>
>I had found a Bug in version 2.41, which someone else has confirmed.
>I think John mis-understood my posting.
>
>phantomm@eastky.net
>.
My error in not paying attention to your Subject line and answered
what I thought you were in need of from the text body of your post which
mentioned Apex but not Media. I believe (as you've stated above) that
what I sent you was Freeware when I downloaded from their site. If I had
the full blown progran (Apex Media), I'd surely want you to pay for it
as I would have (as I've done with CAF at top dollar and quite a number
of programs I've paid for since '87!). I've helped some out with free
modules for CAF but the programmer diserves his just rewards!
John G.

2104. FS: Atari related books and literature

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 04:34:12 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9044E2878otakuvidiothotSPAMMY@64.154.60.100>
Source record: 50435
Cross-posted to: rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.8bit

Retrotaku / Zer0-Byte Bookstore offers the following antique computer and videogame books for purchase.

If you are interested in any of the titles, please send an e-mail to retrotaku@otakuboy.com to inquire about availability, or if you have any questions. Full purchase terms are available on the web site: http://www.otakuboy.com

Thank you for perusing the list.

[000098] Winston, Patrick H.; Prendergast, Karen A. (Editors). THE AI BUSINESS - COMMERCIAL USES OF ARTIFICIAL INTELLIGENCE. Cambridge, Massachusetts, USA: The MIT Press, 1984. First Edition. 8vo - over 7" - 9" tall. Cloth. Very Good / Good. Many books on artificial intelligence are couched in theory, what could be. But THE AI BUSINESS is not focused on what could be, they focus on what can be -- for the most part. This book is about commericial applications of then-current Artificial Intelligence programs. What's especially neat about the book is many people from well knowns companies like Atari and IBM wrote these essays. There are also histories of various programming languages and applications, including XCON, Caduceus, WAVE, and PUMA. Also, Artificial Intelligence and Gaming! ON CONDITION: Book is in good, clean condition. The dust jacket is a bit banged up. The light pencil marks on the interior, front end-papers. Have not found marks inside the book.
$12.75

[000003] Sippl, Charles J. , Roger J.. Computer Dictionary & Handbook. Indianapolis, In, Usa: Howard W. Sams, 1980. 3rd Edition. 8vo - over 7" - 9" tall. Hard Cover. Very Good / No Jacket. Large dictionary of computer terms. Contains a vast introduction to computers and various languages of the time. Of large interest to someone who wants definitions of computer terms from the era -- programmers of classic systems, early languages, obsolete CPUs, etc. Contains a few predictions on the future of computers. ON CONDITION: Back cover has very light, vertical scuffle mark along height. Upper right corner of back cover has small marks where adhesive glue affixed original price tag. Upper left corner of back cover is pressed. To the left of the title page is a small punch mark into the binding, which is not visible elsewhere. Otherwise, general shelf-wear. Visit http://otakuboy.com
$11.50

[000005] Scanlon, Leo J.. 6502 SOFTWARE DESIGN. Indianapolis, In, Usa: Howard W. Sams, 1980. First Edition. 8vo - over 7" - 9" tall. Soft Cover. Fair / No Jacket. A very good introduction to the 6502 microprocessor, a popular 8-bit chip in the early 1980s, used in _many_ computer systems including a number of Apple systems, the Commodore 64 and the Nintendo Entertainment System. Great

information on pinouts, how to address the chip, register controls, and much more. Listed as a 6502.org MUST-READ. ON CONDITION: Shelf-worn and creased on many pages. A number of pages were held together via paper-clips. (Grrr..) Many of the passages are highlighted and there are some pencil notes here and there.
$8.00

[000026] Glossbrenner, Alfred. THE COMPLETE HANDBOOK OF PERSONAL COMPUTER COMMUNICATIONS. New York, New York, USA: St. Martin's Press, 1983. First Trade. 8vo - over 7" - 9" tall. Hard Cover. Very Good / Good. Special Edition, printed for industry. This book explains how to get online and get into the wonderful world of BBSs, circa 1983. If you remember the computers from the time -- XT, Commodore 64, Apple // series, CoCo, etc. Goes into remarkable detail on the services of the time, the various communications protocols in-use and upcoming. ON CONDITION: Spine upper and lower edges are bent from shelf placement. Dust jacket creased along edges. Also, a "Compliments of Hayes" sticker is affixed on front, but this may not be a defect, depending on your opinion. First page is stamped with a "from the library of" stamp. Visit http://otakuboy.com
$9.00

[000028] Williamson, Mickey. ARTIFICIAL INTELLIGENCE FOR MICROCOMPUTERS. New York, New York, USA: Brady Communications Company, Inc., 1986. First Edition. 8vo - over 7" - 9" tall. Half-Leather. Text Book. Very Good / No Jacket. Ready to turn your business into an AI heaven? Want to walk into the office and hear, "Hello, Commander. Computer reporting". This book will explain the 1986-state of AI and where it's going. The focus, as I said, is how you can use it in your business. ON CONDITION: One dent on upper spine and slight wearing on spine where it connects to front cover. Very clean. Visit http://otakuboy.com
$7.00

[000029] McClellan, Stephen T.. THE COMING COMPUTER INDUSTRY SHAKEOUT. New York, New York, USA: John Wiley & Sons, 1984. First Edition. 8vo - over 7" - 9" tall. Hard Cover. Very Good / Fair. A really neat tour of the computer industry in the early 80s. All the old favorites and players are here, from AT&T and IBM and DEC to Commodore, Atari, Tandy, Apple (right on the cusp of the Macintosh birth, no less!!!) . Mr. McClellen is warning you, though. "THE COMPUTER INDUSTRY IS GONNA FREAK!" Turns out, he was partly right. ON CONDITION: The dust jacket has bent and slightly creased along its edges. The front of the jacket is foil-stamped, and some of the foil has flecked off in tiny areas and tarnished on one part of the back jacket. Also, bottom left of back jacket has its coating torn, harming some of the text underneath. Book itself has slight shelf-wear on bottom of spine. Visit http://otakuboy.com
$8.00

[000030] Martin, James. DESIGN AND STRATEGY FOR DISTRIBUTED DATA PROCESSING. Englewood Cliffs, New Jersey, Usa: Prentice Hall, 1981. First Edition (?). 8vo - over 7" - 9" tall. Hard Cover. Text Book. Good / Fair. Is James Martin a MAGICIAN? ! You might think so, especially if you check out the picture of him

on the back in Conjure-pose. Here he is in a book (one of many) where he extolls of the virtues (in excrutiating detail) of distributed computing. And, yes, this is way before SETI, way before multi-processing PCs running Windows 2000. So, this guy just might be a magician or at least some kind of prophet. ON CONDITION: Dust jacket is creased and torn around edges. It is intact. Books seems to have been stored at an angle. As such, the whole of the book is twisted a bit on the spine. No pages are torn, but the spine has no doubt weakened. Visit http://otakuboy.com
$8.00

[000031] Schreiber, Linda M.. ADVANCED PROGRAMMING TECHNIQUES FOR YOUR ATARI. Blue Ridge Summit, Pennsylvania, USA: Tab Books, 1983. First Edition. 8vo - over 7&#65533;" - 9&#65533;" tall. Soft Cover. Very Good / No Jacket. A very nuts-and-bolts Atari programming book geared toward Atari's first foray into the world of home PCs -- the Atari 400 and 800s. Covers graphics (ANTIC, specifically) , animation, voice programs, BASIC, disk drive usage, among other things. Includes some nifty programs. And remember: All this can be typed write into one of those Atari 8-bit emulators about the Net. Has a nifty pic of an Atari 800 on the front cover. ON CONDITION: Edge-wear and shelf-worn. Mainly light creasing along spine edges. Otherwise, very clean. Visit http://otakuboy.com
$15.00

[000032] Allan, Boris. POCKET GUIDE: LOGO. Bath, England, United Kingdom: Pitman Publishing, 1984. First Edition. 32mo - over 4" - 5" tall. Spiral. Very Good / No Jacket. A pocket reference guide for that grand, old, "easy" language LOGO. You remember; the one with the turtles that drew lines across your screen. Old programmers know that LOGO is a powerful language with a deceptively simple syntax. This booklet references the entire language. Get the book, download a development environment like WinLogo, and go to town. ON CONDITION: Portion of the original price tag is on front. A minor bubble on the back panel and some light pencil marks on back panel. Visit http://otakuboy.com
$11.00

[000033] Stine, Megan and H. William. MICRO ADVENTURE NO. 2 JUNGLE QUEST. New York, New York, USA: Scholastic, 1984. First Edition. 12mo - over 6&#65533;" - 7&#65533;" tall. Mass Market Paperback. Good / No Jacket. Scarce - 1984 -- Computers were "the future" and kids could have it all for them if they'd just learn how to program. This books brings kids through an adventure in which small BASIC programs kids would enter into computers from the era woud help save the world! ON CONDITION: Slight creases down edge of spine and front cover. Another crease near the spine on the front cover. Both creases crawl along the length of the book. Small dent in the upper back cover. Otherwise, general shelf-wear. Visit http://otakuboy.com
$11.00

[000038] Conway, Gerry. ATARI FORCE #11 "By Blackjak Betrayed!". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9&#65533;" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were

distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, Blackjak betrays the Force ... But WHY? ON CONDITION: Very small creases near edges of stapes. Otherwise, pretty clean. Color is good. Visit http://otakuboy.com
$8.00

[000039] Conway, Gerry. ATARI FORCE #2 - "Dart Vs. the Warbeast". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, we meet some of the team's mortal enemies. Also has a profile of "Champion". BONUS: Ad for TREASURES OF TARMIN for the Intellivision. ON CONDITION: Some light creases around covers, mostly around edges of staples.Visit http://otakuboy.com
$8.00

[000040] Conway, Gerry. ATARI FORCE #3 - "Pakrat Goes WILD!". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, we meet some of the team's mortal enemies. Also has profiles of "Dart", "Babe", "Morphea". BONUS: Full of ads for classic videogames: Frogger, Q*Bert, Pole Position, Popeye, War Room and Masters of The Universe. ON CONDITION: Some light creases around covers, mostly around edges of staples. Visit http://otakuboy.com
$8.00

[000048] Various. ANALOG COMPUTING - DECEMBER 1984. Cherry Valley, Massachusetts, USA: Analog 400/800 Corporation, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. 1984 was high-life for Atari Computers. Think about it. The XL series were riding strong and all those nifty new XE systems were just about ready to debut with their 6502c and FREDDY chips. You Atari fans know what I'm talking about. ANALOG was the BIBLE of that Atari fandom. And this issue is no exception. This one's a Christmas issue, with all kinds of ideas of what to stuff in stockings. Big article on Atari-style FORTH in here, too, along with a weather utility program and a game. BONUS piece is the big center spread ad for the OKIMATE 10, the first really low-cost color printer for home computers. Can you say, "Thermal Transfer"? I knew you could. ON CONDITION: The cover is a bit loose from the staples; you can't so much see it as you can feel it. There is an overall warp to the magazine and some creases along the spine. Visit http://otakuboy.com
$8.00

[000049] Various. ANTIC - DECEMBER 1985. San Francisco, California, USA: Antic Publishing, 1985. First Edition. 4to - over 9" - 12" tall. Saddle Stitched.

Magazine. Very Good / No Jacket. CES Buzz. That highlights this issue of ANTIC that hit the stands right before CES'85. What would Tramiel do? Perhaps an enhanced 800XL for 1985? Maybe a whole new direction for Atari computers. This issue has an interview with Jack Tramiel, then-chairman of Atari. Look over the predictions. How many came true? Sample question: "Are you actually saying that within three years Atari is going to market a small, user-friendly computers with the power of a VAX?" Of course, we know the history. But this interview defines it more clearly. Also, ANTIC's ever-popular Software Library. ON CONDITION: Very light bumping on outer corners. The binding is tight and seems a bit warped as this issue inserts a thick card into the binding. Also, some color fade on covers and slight browning on some interior pages. Visit http://otakuboy.com
$8.00

[000053] Various. ANALOG COMPUTING - FEBRUARY 1985. Cherry Valley, Massachusetts, USA: Analog 400/800 Corporation, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. ANALOG Mag was one of those Atari Magazines that rolled on during 1985. And why not? The new Ataris were out and it looked like a new set of 16-bit machines based on Motorolas powerhouse 68000 were set to debut at January CES. Wow. Analog kept us all in suspense and in tune! In tune how? Well, how about this issue with all the programming exercise and examples, including the ever-popular Ask Mr. Forth. Not to mention the really cool adventure game -- programmed and ready for you to type in BASIC -- based on a writer's adventures at Vandenberg. ON CONDITION: Very slight bumping and wear on the outer corners. Otherwise, a very clean copy with vibrant color. Visit http://otakuboy.com
$8.25

[000057] Various. ENTER - JANUARY/FEBRUARY 1985. New York, New York, USA: Children's Television Workshop, 1985. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. For a short, short time, the Children's Television Workshop even got a bit of techno-buzz in the mid 1980s. ENTER was a magazine geared toward educating kids about the wonders computers. But what could have been a large, preachy magazine about how computers are changing classrooms, is really a neat sensa-wonder publication about super cool things to do with your computers. This ish? 1984-In-Review! The year's "Greats & Glitches". Also, a neat piece on which companies are producing the dreaded "Q*Bert Clones". Plus, a big feature on what laserdisc players are going to do to arcades. Remember Dragon's Lair? ON CONDITION: Shelf-wear along the spine on both covers and along top of front cover. Slight bump on lower right cover. Visit http://otakuboy.com
$8.00

[000074] Atari, Incorporated. ATARI PORTFOLIO QUICK REFERENCE CARD. Sunnyvale, California, Usa: Atari Coporation, 1989. First Edition. 12mo - over 6" - 7" tall. Very Good / No Jacket. Unpaginated - FOLD OUT - Atari was certainly dynamic, wasn't it. After first creating one of the most successful home videogame systems ever -- not to mention their wildly popular computers -- they go on to create a really sturdy PDA-before-there-were-PDAs. The Portfolio was a nifty little handheld that ran a very sturdy and clean version of DOS,

all in memory, for a pretty decent price. People gobbled them up. It's sad that Atari was eventually gobbled up -- and with it any hopes of a newer/bigger/faster Portfolio. But now they're appearing at thrift stores and antique houses. And, blazes, many of them still work. Fortunately, this Atari Portfolio Quick Reference Card will get you up and running in no time. It covers all the apps -- the calculator, address book, diary/calendar, text editor and worksheet -- not to mention the Mini-Lotus-1-2-3 and all of its functions. ON CONDITION: One slight crease in the middle of the first fan-fold. Also a small bump on one upper, front cover. Visit http://otakuboy.com
$9.00

[000083] Various. COMPUTE!. Greensboro, North Carolina, USA: COMPUTE Publications, Incorporated, 1985. First Edition. 4to - over 9" - 12" tall. Soft Cover. Magazine. Very Good / No Jacket. The big mag that wrapped up all the computing news from the mid-80s? (I mean, of course, aside from those stuffy magazines like InfoWorld.) COMPUTE! It covered everything 8-bit: Atari, Apple, Commodore. This issue contains -- ahem -- "TURBOTAPE: SAVE AND LOAD CASSETTE AT DISK SPEEDS" for the Commodore 64 and Vic-20. Other features: a lamentation over 1984's CES (how sucky it was), "1984 revisited" visits the hi- and lo-lights, plus a bunch of classic game ads, include Bally/Midway's foray into home gaming, and a _really bad_ ad for Summer Games from EPYX. Also: Enhanced Applesoft input. ON CONDITION: Very nice. Slight foxing on the upper left front cover. Otherwise, clean with good color and crisp conditions. Visit http://otakuboy.com
$10.00

If you are interested in any of the titles, please send an e-mail to retrotaku@otakuboy.com to inquire about availability. Please see otakuboy.com for full terms.

Again, thanks for perusing the list.

Homepage: http://www.otakuboy.com
AbeBooks page:
http://dogbert.abebooks.com/abe/BooksBrowse?vendorclientid=498813&page=CLIENT

Cheers,

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O_v

Antique Computer and Videogame Books and Ephemera!
http://www.otakuboy.com

Featured title: TI-99/4a USER'S REFERENCE GUIDE - 1981

2105. looking for triple yahtzee deluxe

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 07:28:46 UTC
From: jblenkle@lanset.com
Message-ID: <3a863ea8.5453937@news.lanset.com>
Source record: 50437

I'm looking for a public domain ST game called Triple Yahtzee Deluxe.

This is not the original Triple Yahtzee game, but an updated version
with sound effects.

If anyone has this game, please contact me at:

jblenkle@lanset.com

2106. Re: GOTCHA computer gaming is back on-line. Please help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 09:00:31 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <965kbekpd1@nnrp1.deja.com>
Source record: 50438
Cross-posted to: comp.sys.atari.st,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.games.marketplace

In article <tujh6.97655$Tl3.19295365@typhoon.tampabay.rr.com>,
"Hugh Falk" <hughfalk@mindspring.com> wrote:
> Hi all,
>
> If you haven't noticed, the GOTCHA (Gaming Obsession Throughout
Computer
> History Association) website has been down for over a week. This is
because
> my (X) host, Emuclassics, has been down for that long and is still
down. You
> can imagine how upset I am about this!
>
> I have just completed the move to ClassicGaming.com. GOTCHA's new
address
> is:
>
> http://www.classicgaming.com/gotcha
>
> Please update any links you have to my site and please help spread
the word
> about the move. It's very disturbing to lose a home you've lived in
for
> over two years...even if it is a digital home.
>
> For those unfamiliar with GOTCHA, it is the home of:
>
> The GOTCHA Awards
> The Official Computer Game Collector's List
> The Complete list of EA Flat Box Games (and box scans)
> Much, much more...
>
> Thank you in advance,
> Hugh
>
>
Thats great! If you want you can have complete use of any of the
content on my homepage. I dropped it because of a major lack of time.
Just a couple of ocr'd manuals and some artwork. Mo

http://members.tripod.com/~chainsaw1661/crush.htm

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

2107. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 09:51:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001b019@fmlynet.org>
Source record: 50306

FamilyNet Newsgate

> From: Sage <sagedm@erie.net>

> So, is he going to release it? Would anyone do anything to
> improve it if he did?

Dave Small mentioned to me that he was wanting to release the code for version 3.1 if he found it. I guess he has yet to find it. As it stands though, according to Dave, even the latest version still could not get past the system 7 barrier. :(But still a great bit of emulation that I have fun using.

Doctor Clu

> On Thu, 7 Dec 2000, Julian Lewis-Booth wrote:

>> Dave Small is still around, I have pestered him a couple of times re the
>> final state of these products.
>>
>> He is writing now and seems to be enjoying life. One question he had was
>> should he release the source code for Spectre GCR?
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2108. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 10:47:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981908674-35259AEicMi@gmx.net>
Source record: 50298

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Sun, 04 Feb 2001 14:38:18 -0000

Hi Steve,

>>Load the list in QED, go to menu-item Edit, click on "Select all", next
>>select the entry "Sort..." (works for me).
>
>I did this, it worked perfectly, but today when i grabbed my mail today,
>eMailer insisted in recreating my groups in duplicate, and then refused
>to kill one reporting a GEMDOS error.
Are you sure that's the reason? that GEMDOS error is very weird.... if a
file can't be killed it's either open or something is messed up in the FAT.
Since it worked perfectly before, the trouble you're experiencing now
hasn't got anything to do with the sorted list, it wouldn't have worked
from the very first try...

>It seems eM must be using the positon in the grplist file as an index and
>my shoving them around barfed this up!!.
No not really, the newsgroups in the groupslist are written in lowercase,
when you select a group of your choice, Emailer changes the first letter to
a capital. I'm subcribed to 12 newsgroups, and that's exactly how long the
groupslist is, I've simply deleted all the unwanted groups...

Tip for people with 4Mb computers:
Emailer loads the complete newsgroups listing in memory, when it's a big
listing this means that a lot of precious memory is wasted. To save
something in the region of 500Kb to a 1Mb, truncate the groupslist with a
texteditor, leaving only the groups you want to be subscribed to.

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2109. Re: My first test

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 10:47:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981908688-38343AEicMi@gmx.net>
Source record: 50303

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Wed, 07 Feb 2001 01:13:22 -0000

Hi Steve,

>Somethings telling me computers dont like me!!!.
<grin> Always make sure they're one step behind...

>I too did similar and finally got some eMail tonight, and sent some, but,
>later on in the evening i tried to grab summat i was expecting to find
>the pop server is out again, i experimented and discovered theyve
>reverted to the pop (not pop3) server, so disconnected to re-config,
>reconnecting i then found this was farked also, so no more email for me.
Everyone here must have encountered this at a given stage, the POP, SMTP or
NNTP server from the ISP that goes down, it's just one of those things that
happen and usally always unexpectedly...
A possible solution is GMX (http://www.gmx.net), there are several of these
services around, but GMX is the only one I know with which our CAB has no
problems...
With GMX you have three options:
- read mail online via a browser
- let GMX forward your mail to your ISP based POP server
- log in via your ISP and retrieve the mail from the GMX POP server...

I've set up a system that looks like this:
Under normal conditions all my mail is sent to GMX which forwards it to the
POP server of my ISP. I post and retrieve mails from the POP and SMTP server
from my ISP. So far nothing special...
But if anything goes wrong, I log in via my ISP and then use the POP and/or
SMTP server of GMX to retrieve and post mail turning my ISP into a gateway.

Because of the password control, GMX will first retrieve mail from the POP
server and then send mail from the SMTP server. So one needs a mailer that
works this way (some do SMTP first...).
ASH Emailer is just fine for this...

Cheers from Belgium
Dennis
--

derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2110. Re: MagicMac speed(was Good news about Coldfire clone)

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 10:47:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981908686-37664AEicMi@gmx.net>
Source record: 50302

From: rand@cd.chalmers.se (Johan Klockars)
Date: 7 Feb 2001 23:32:38 GMT

Hi Johan,

>>On average this monster is 195 times faster then a Falcon, 775 times faster
>
>GEMBench's 'averages' don't really mean anything, but it's clear that the
>G4 is _very_ much faster than a Falcon.
I know that you're not very fond of Gembench, but since it's about the only one that is widespread and very well known... I wanted to show that the Mac is a much faster alternative then a PC when it comes to emulating an Atari. Even the very latest Athlon can't come close.. emulation on a Mac has always been much faster, but in this group people tend to overlook this.
It's only the last couple of years that Atari emulation under a PC runs at acceptable speeds, seven years ago a simple LC475 already outran the TT in speed...

>A rough estimate would be somewhere around 10 times faster than my
>Falcon+AB040, perhaps as much as 20 or as little as 5, on CPU intensive
>stuff. Compared to GEMulator2000 on my Duron/650, which managed to
>outpace my machine by about three times, that is not bad at all!
Exactly, on a PC emulating this kind of CPU speed is simply not possible. And since people in this group are purely focused on speed, an Apple or at least a PPC clone is the route to follow...
One can only imagine the figures of the new released G4/750Mhz...

>A PC emulator with a good (GDI/DirectX) fVDI device driver should be able
>to slap it silly when it comes to the GEMBench graphics speed numbers, if
>the above is anything to go by (MagiCMac might only make use of the
>hardware acceleration features for a few operations, like the scrolling).
The GX Draw functions of the Mac were switched off, I did not want to be accused of cheating since I haven't got a clue if the DirectX screengoodies are used under PC emulation. Anyway, when GX Draw is activated then the graphic output is accelerated quite a lot... so this could explain why you were surprised that the graphic speed numbers were rather slow.
The card in the G4 is the standard supplied ATI 128 AGP. MagiC Mac needs a service pack to run these cards, the normal version 6.10 only works with PCI based cards, it could well be that it's not really optimised yet and that the next official update will improve the figures...

>For reference, I thought I should include my numbers from a Falcon+AB040
>with an Eclipse/RageII at 1024x768x32 bit.
I'm impressed as well, I knew that the Eclipse was fast but never thought it could achieve such numbers, compared to a Nova with an ATI Mach64 it outruns it by a factor 2.5!!

Let's not forget that the majority of the Falcon users don't have a graphic
card, so when they see an Atari emulator in action, they'll always be baffled
by the graphic speed.

>I just bought an old PowerMac 7100/80 and will hopefully be able to run
>some tests on that within a week or two. I'd expect it to run emulated
>code at speeds similar to my AB040, but that remains to be seen.
I don't think it will even come close to your AB040, but a five years old PC
containing a Pentium 200Mhz will not even come close to a standard Falcon...

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2111. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 10:47:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981908682-37011AEicMi@gmx.net>
Source record: 50301

From: Ulli Ramps <Ulli@rom-logicware.com>
Date: Wed, 07 Feb 2001 21:51:01 +0100

>And maybe pigs can fly (once I saw one in a helicopter),
Of course they can fly...
I see whole flocks passing by regularly when I come (crawl) home from the local pub just around the corner... :-)

>GEM was there much earlier than CVG, GEM is the standard, to want to have
>CVG in THESE days is somewhat ... old-fashioned.
The 1ST Word *.DOC was earlier then *.PAP, NEO and PI1 were earlier then JPG and HSV was earlier then WAV... All these formats are more or less standards as well but nobody would even think of implementing them anymore. I would like to see CVG support implemented because most of the graphic applications that support vector objects can output to this format and opposed to GEM there's no discussion about the standard, it either works or doesn't. Implementing the Artworx CWG format limits it to only one package. So while mending one problem you create another one, someone who doesn't have/use Artworx is still stuck. Papyrus supports a lot of bitmap formats, so would supporting a couple of vector formats really be over the top?

>And Papyrus CAN handle true colour
Of course it can, but the supported GEM Artline format doesn't support that mode so it's of no real use. One can load a GIF in True colour also, but since it only supports 256 colours there's no advantage either...

>But not realistic. Multi-platform is the ONLY chance to survive -
>or do you really think that an Atari only program can survive in
>these days?
To be honest.. I don't give a damn what is available and runs on the other platforms.... The Multi-platform Atari apps have turned into big clumsy ugly monsters that need at least a Milan or Hades to run at an acceptable pace, that's the reality. It might be your only chance to survive but it certainly will not stop me surviving.
I use only one Multi-platform Atari app, all the others are Atari-only, and guess what? these aren't clumsy slow running monsters... I rather survive with what I've got then following the multi-platform path.
Papyrus is proof of this... throw out the STGUIDE hyp help and replace it with a weird text based help system. Any modern app uses Gem-bubblehelp these days which sadly isn't implemented in Papyrus. These are just two examples of the virtues of a multi-platform application, unfortunately not very good ones... you may call this surviving, I call it loosing out. If Papyrus would have been a Atari-only app then STGuide help would still be there and BubbleGemhelp support would have been implemented also :-(

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2112. Re: Papyrus and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 10:47:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981908680-36428AEicMi@gmx.net>
Source record: 50300

From: Ulli Ramps <Ulli@rom-logicware.com>
Date: Tue, 06 Feb 2001 11:20:04 +0100

>>> On 3 Feb 2001 17:51:38 +, Dennis Vermeire wrote:
>>This is strange reasoning... just because Papyrus isn't able to handle
>>the coloured GEM format correctly that is generated by a number of
>>applications Artworx is to blame?
>
>Yes. Artworx didn't follow the standards set by the first - and well
>known, in this good old times - program being able to create
>coloured GEM graphics - Xact.
Xlab introduced the new format in Xdraw not Xact, incidentally that program
knew all three formats, the original GEM metafile, the GEM/3 standard and the
sub-standard GEM/Artline which Xlab tried to introduce. Since Xact only
outputs coloured graphs, there was no need - in that period- to include the
GEM/3 format.

>So what we did in Papyrus is that we implemented coloured GEM
>graphics, done by Xact.
Which at the time that Papyrus was developed was superseded, in fact none of
the leading apps in that period used it at all, they've decided to implement
the GEM/3 format. The funny part of this story is that GEM/3 is downwards
compatible meaning that apps which support this format can load and display
pics coming from Xact and Xdraw correctly.

>Wrong. We DO interprete coloured GEM correctly - if coming from Xact.
Bravo !! but this is purely a matter of opinion...
Unfortunately except for some PD programs that generate it, it's of no real
use. If it wasn't for Gemgraph that is relatively new, there wouldn't even
be any apps around these days that support it.
The biggest drawback IMO of that format is that's it's very well suited for
tables and graphs but is hopeless for drawings which include filled polygons,
bezier curves... etc

>But we will go into contact with Christian Witt / Artworx, so maybe
>we can find a solution together, late spring.
Fine... better late then never. But like it or not, the real standard these
days on the Atari platform is CVG 1.1, perhaps you should get in touch with
Ulf Dunkel as well ?

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2113. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 10:47:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981908692-38920AEicMi@gmx.net>
Source record: 50304

Hi Dan,

> There are alot of things going on that never make it to any of
>these sites. Or if they do the language barriers stop many potential
>users from trying it.
Under normal conditions a newsgroup like comp.sys.atari.announce should be
THE source for news, that newsgroup is supposed to be there to give us
details about the latest updates, new releases, bugs, shows etc...
Unfortunately the newsgroup is moderated by someone that is either a moron
or simply hasn't got a clue what the Atari community is all about. For some
reason *only* known to that person, most announcements never make it, but
get thrown out...
DDP has tried a couple of times to announce new translations in there but
these postings never made it. Have you ever tried announcing an update of
your OVL in that newsgroup?

Does anyone here knows who the moderator is?
If by chance that person is reading this, would he be so kind to comment
on this?

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2114. Re: MagiCMac 6 compatibility: (was Where to buy in North America)

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 10:47:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <981908676-35844AEicMi@gmx.net>
Source record: 50299

From: Doug Kendall <kendald@oneonta.edu>
Date: Mon, 05 Feb 2001 13:58:16 -0500

>I have an iMac with MacOS 9.0.4. From other reading in this group, I
>understand that no version of MagiCMac runs on MacOS 9.1 yet.
Spot on... but without doubt ASH is working on it.

>Are the patches on the ASH site usable with the most recent English
>translation of the MagiCMac?
Sadly no... :-(
The most recent English translation is nearly two years old...

>or only with the German version?
Yes, meaning MagiC 6.10, as Shiuming pointed out these are service packs.
(I couldn't come up with the correct phrasing so I wrote "patches")

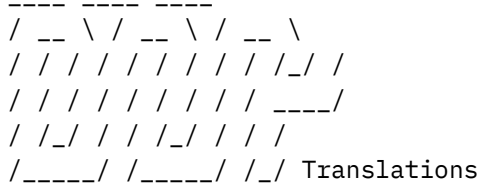
>Thanks again for any help on this.
Here's some more... :-)

The German MagiCMac version is obviously in German and comes with German
docs, however you can download the English RSC files for MagiCdesk from
Derrycks website (see sig),or even better buy Jinnee (the ideal combination).

When using an English desktop, German error output will be minimal, you'll
also need to install an English/American keyboard driver in the Extension
folder of MagiC.

If you are thinking of ordering the German version, buy straight from ASH
and explain them the situation, chances are very good they'll let you have
it for the upgrade price, don't forget to mention you've got an iMac meaning
they'll have to send you MagiCMac on a CD or simply by email, since disks
are of no use to you...

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2115. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 10:58:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981960024-125859AEicMi@cwcom.net>
Source record: 50361

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 10 Feb 2001 12:08:02 -0500

>>The resource file looks pretty small, so I wouldn't mind betting that
>>there's loads of text embedded in the binary as well :-(
>
>
> Don't tell me you have never edited compiled in text. I have
>before. Sometimes you would have to make interesting translations to have

Got the T-shirt! :-)

>it fit. Sometimes it didn't work at all. But I did translations this way
>in the past. Oh the wonders and glories of edhak!

There's no easy way to do this unfortunately. I'm wondering how difficult it
would be to decompile the binary with something like TTDigger, and recompile
after changing the text strings. Might be interesting to try one day.

>>Seems (Bubbles) to work fine, unlike another saver I tried whose name

> STill haven't grabbed it yet. Can someone answer how easy it is
>to make your own animations for it?

They're a function of After Dawn, I couldn't find any info on constructing
the BDI files.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2116. Euphonic Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 11:26:22 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001b289@fmlynet.org>
Source record: 50310

FamilyNet Newsgate

Hello!

GS> Essentially, "Real Mode" comes from the 8086 CPU's way
> of overcoming the 64k addressing limit of its
> predecessor 8080. (8085 also springs to mind, but I've
> never seen it up close so I cannot comment)

The 8086 and 8088, which was used in the original IBM PC and PC/XT bore a marked resemblance to their 8-bit predecessors. From an electrical point of view they were like the 8085 in that they had a multiplexed address/data bus. The 8088 was especially like the 8085, because it had an 8-bit external data bus... It was probably designed to make use of existing 8085 peripheral chips.

GS> Intel chose to have 64k segments, each of 64k bytes.

From memory, they had four segments, each of 64Kb: Code, Stack, Data and Extra segments.

GS> This would theoretically have given them 4 Gigs of RAM
> if the segments were placed end-to-end, but Intel
> decided to space them starting at paragraph (16 byte)
> intervals. So, you have 64k times 16 equals 1 Meg

Not quite. Allegedly to help people port the bulk of existing business software from CP/M-80, the 8086 (& co) had a 16-bit instruction pointer. The segment registers were also 16-bits wide, but were conceptually shifted up 4 bits and to provide a 'base address' (base in more ways than one come to think of it). The instruction pointer (and other registers) was an offset into the selected segment...

```
CS: 0001 0001 0111 0110 11760h
+IP: 0000 0001 0000 0100 + 0104h
----------------------- ------
0001 0001 1000 0110 0100 11864h
```

..whether you consider this an ingenious way of wringing a 16-bit chip from an 8-bit architecture or an ugly cludge that ruined the computer industry for years, hopefully you would agree that it's not an environment conducive to emulating a 68000.

GS> There was no way to protect one part of memory being
> overwritten by any app.

Not normally.

GS> So, to address a byte at address 512k (00080000 hex),
> you could use (in hexadecimal) addresses 8000:0 (512k
> + 0)...

Right, and the reason they're written as two separate 16-bit words like that (8000:0000) is because that is how you had to load it, into two separate 16-bit registers.

GS> ...with the first part being in a segment register,
> and the second half being in an index register.

Not really. Registers like the Instruction Pointer and Stack Pointer look a bit like index registers because they're offsets into a segment, but the 8086 had specific index registers SI and DI (source & destination index registers respectively). These too were 16-bit offsets into a segment (usually DS, the Data Segment I think).

GS> Similar ideology went into the 80386, with offsets
> from each selctor finally growing to 32 bits, along
> with data register sizes (selectors remained 16 bits,
> though).

I've written a whole article about the 386. It's interesting to note that it took until 1985 for Intel to come up with something that could realistically be compared to the 68000 (although in 1985 it had a 32-bit address bus). It was the first Intel x86 chip where you could (by loading a minimal descripter table) have a flat, 32-bit address space.

GS> The difference in ideology between real and protected
> mode meant that a real mode OS or application couldn't
> work in protected mode, and vice versa

One of the things you can do on the 386 is set up a task with a 'virtual 8086' flag. Although the processor is in protected mode, the process can be blissfully unaware that it's running on a 32-bit chip.

We've probably gone into more detail than people here in an Atari group wanted, but my thoughts are pretty much that I wouldn't want to try emulating an ST in real mode because it is so horribly limited. I'm guessing TOSbox and other 'DOS emulators' use a 'DOS extender' to spend much of their life in protected mode.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2117. Re: Apex 2.41

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 11:27:21 UTC
From: swampfox1@earthlink.net
Message-ID: <tGuh6.1651$0m5.231504@newsread1.prod.itd.earthlink.net>
Source record: 50440

On 9 Feb 2001 02:36:26 G, Phantomm wrote:
>On 7 Feb 2001 01:33:05 G, John Garone wrote:
>
>Wanted to clear up something.
>
>A few days ago I asked if anyone in the USA had Apex Media v.2.41 to e-mail
>me about a possible bug.
>
>John E-mailed me the ApexJPG viewer for some reason.
>Which I already had and didn't ask for. But it is Freeware anyway.
>John didn't e-mail Apex Media itself.
>
>John, I'm not sure if you know this, but Apex Media is a commercial Graphics
>software package for the Falcon.
>
>I wasn't asking anyone for a copy of Apex Media 2.41 as I already have it.
>
>I had found a Bug in version 2.41, which someone else has confirmed.
>I think John mis-understood my posting.
>
>phantomm@eastky.net
>.
My error in not paying attention to your Subject line and answered
what I thought you were in need of from the text body of your post which
mentioned Apex but not Media. I believe (as you've stated above) that
what I sent you was Freeware when I downloaded from their site. If I had
the full blown progran (Apex Media), I'd surely want you to pay for it
as I would have (as I've done with CAF at top dollar and quite a number
of programs I've paid for since '87!). I've helped some out with free
modules for CAF but the programmer diserves his just rewards!
John G.

2118. Re: help! 14 meg Ram board on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 11:42:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981997820-628129AEicMi@madasafish.com>
Source record: 50372

Hi Ken

>Atari logo comes up, then cherry bomb, won't run through the memory
>test.

I assume your rebooting with all floppy drives ejected and hard disks
powered off, if so, check the memory is securley connected.

If its crashing with the media on you'l have to eliminate the faulty app
on the relevant media, bypass the hard disk boot and disable all ACC's
and then AUTO APP's, running them from the desktop will show up the
exploder.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2119. Re: Atari ST mouse needed

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 12:31:55 UTC
From: bindon@madasafish.com
Message-ID: <t8d1hrmrof6n77@corp.supernews.com>
Source record: 50444

On 10 Feb 2001 22:12:15 , "Xeno" wrote:
>This sounds interesting. Can you give me more information about the serial
>mouse adapter. Where can I get it from. Thanks for your help.

I have one too, for my Falcon and it's great!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2120. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 13:54:54 UTC
From: ebaiz@skyenet.net
Message-ID: <OQwh6.110$sp6.878@newsfeed.slurp.net>
Source record: 50445

On 10 Feb 2001 22:03:16 , Ken Kosut wrote:
>Hello again,
>Well I let the machine sit, booted it, and everything worked fine.
>I work in some programs for a while, then I get cherry bombs.
>Then it starts to reboot, now going through the memory test
>with XXXX--XXXX--
>strange, I've never seen this before.
>Did I fit my RAM board improperly?
>puzzled?

I get the same thing on my Hades during the memory test after I installed some extra Ram. Actually, I only get one X and 32 dashes. You may want to take out the board and re-install it. I was getting alot of X's, so I took out all the chips and re-installed them. I still get the one X and will try to get rid of it, but for now thing are going fine for me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2121. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 14:13:01 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0102110911500.24277-100000@moose.erie.net>
Source record: 50296

So, is he going to release it? Would anyone do anything to
improve it if he did?

On Thu, 7 Dec 2000, Julian Lewis-Booth wrote:

> Dave Small is still around, I have pestered him a couple of times re the
> final state of these products.
>
> He is writing now and seems to be enjoying life. One question he had was
> should he release the source code for Spectre GCR?
>

2122. Network Card

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 14:42:06 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001bcd1@fmlynet.org>
Source record: 50326

FamilyNet Newsgate

Hello Frank!

FS> P.S.: Does anybody know that there exists a ROM-PORT
> networking card with drivers for MiNT/STinG? I have
> bought it and it works really fine.

Is this an ethernet card for the cartridge port of a regular ST? Does it have
10Base-T (RJ45) or 10Base-2 (BNC) connectors?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2123. No video on 1040STF

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 14:42:06 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001bcd2@fmlynet.org>
Source record: 50327

FamilyNet Newsgate

Hello Bill!

BB> I've used the lead with a STFM and a STE, which works
> fine with those, I assume the RGB port on the STF is
> no different? I don't know if the lead is RGB or
> composite, I'll have to check that out.

It sounds as though I was barking up the wrong tree then. Hopefully someone else's suggestion will help, the mono- detect idea sounded promising.

Good luck,
- Andy.

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http://www.fmlynet.org

2124. Mac II video

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 14:42:06 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001bcd3@fmlynet.org>
Source record: 50328

FamilyNet Newsgate

Hello Glenn!

GB> ...if you were to buy a Mac II series, the IIci is the
> best all around machine to have.

I think we had a bunch of those at a university I once worked for. Was the IIci an upgraded IIcx?

GB> The game FA-18 Hornet on the Mac supported three
> monitors to give you a peripheral vision view outside
> of the cockpit.

That's swish!

I'm guessing the ST's system software only supports a single display at any given time. I don't know whether there would be any interest in multiple displays on the Atari platform.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2125. Everest author

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 15:12:58 UTC
From: firest@williams-net.com
Message-ID: <t8davqthj5bm33@corp.supernews.com>
Source record: 50297

Anyone,
I still have not found out if the EVEREST programmer still lives at the address on his title page. Not to mention I want to get that annoying title screen off of my program. So if anyone could help so few of us could pay our contributions we would all appreciate it. You can e-mail me at firest@williams-net.com or post it here on this newsgroup.

Thanks,
Carey

2126. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 15:49:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981997824-629012AEicMi@madasafish.com>
Source record: 50373

Hi Derryck

>>>You can also download the AfterDawn animations which can be called
>>>by Bubbles but they are not essential.

>>How do you achieve this, i had some kicking around and i popped them in
>>the modules folder and they dont seem to get picked up, or are not
>>shown

>I think you need the After Dawn screen saver installed as a module. Then
>you configure that to run its animations IYSWIM.

OIC, crystal clear now dude.

Thanks.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2127. Re: Triangle Pro-Draw Graphics Tablet DRIVERS

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 15:50:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981997828-629752AEicMi@madasafish.com>
Source record: 50374

Hi M.

>Does anybody have the PC drivers for the Triangle Pro-Draw Graphics
>Tablet series 86000?

Have you checked for a manufacturers website, doesnt window attempt to
install it??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2128. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 15:55:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981997832-630356AEicMi@madasafish.com>
Source record: 50375

Hi Lyndon

>I'll send back my spare and chuck in some cash to cover it.

You could send it to me if you like. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2129. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 16:25:23 UTC
From: mb@gem.win.co.nz
Message-ID: <G8ICnA.2J@gem.win.co.nz>
Source record: 50305

Just a quick note to clear up a few things.

I have received a large amount of mail about the graphics card and I still have a number of messages that I have not had time to respond to yet. I will respond to them all eventually, but if you think I have missed your message feel free to email me again.

I hope I never mentioned a time of 1 month for the network version of the card, since that is not feasible. I have mentioned that I would hope to have the network support available in the first half of 2001 but no guarantees.

As it happens I have been extremely busy and not able to do any work on the card since this year. However at this moment I am beginning to make a little bit of progress again, fixing a couple of minor issues with the driver and getting some more boards assembled. I hope to start answering some mail in the next week or so.

Regarding memory, the card normally has 4 megabytes of video RAM. A 16 megabyte version is available, but in normal use the extra RAM is not really useful. In future it could be used by the accelerated driver for bitmap/font caching or similar, but this is not currently implemented. So the 16 megabyte card is currently only useful for developers.

Actually, there is a use for the extra RAM since any part of the card's memory could be used as extra system memory. However, it is much slower than the TT's regular RAM (but probably similar in speed to the Mega STE's existing RAM).

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
68HC08 support site - http://www.hc08.net/

2130. Re: Could someone tell me what games wi

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 18:22:01 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a86d849$0$8834@news.zetnet.co.uk>
Source record: 50309

On 10 Feb 01 14:32:24 GM, Richard Elwell wrote:

|Goober wrote:-
|>Thanks a lot, I need to know as I don't have a tv any more.
|
|From memory Starglider2 did (and perhaps Starglider 1).

Starglider 1 certainly does.

|The adventure game Corruption did too, so may be other Magnetic
|Scrolls games did.

Wonderland (Magnetic Scrolls) does as well.
--
JI Logan

2131. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 18:22:02 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a86d84a$0$8834@news.zetnet.co.uk>
Source record: 50308

On 10 Feb 2001 14:41:24 , Bob King wrote:

|>If you live in GB then you also live in the UK.
|
|As a item of information, of course you are correct, but if you care to have a
|look at the thread of my message, you will see that it's Peter Slegg who used
|the above in his signature. I signed off with a plee for the farmers of Wales.
|Are you a lawyer by any chance?
|
|I am myself a Patent Examiner of 41 years standing and know a nice bit of
|verbal nit picking when I see one, good try, keep practicing.

One does one's best.
--
JI Logan

2132. Re: Falcon can do Ethernet?

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 18:40:37 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <F0Bh6.2795$D3.11613@tor-nn1.netcom.ca>
Source record: 50311

In article <1eoms0l.wicjingw1chqN%rsmac@t-online.de>,
Robert Schaffner <rsmac@t-online.de> wrote:
>>
>http://www.asamnet.de/%7Ehilgarte/ether.htm
>
>Works great for my falcon. Falcon is connectet to an ethernt hub with
>some other mac, apple airport and dsl router. No problem to bring the
>atari online togher with any other machine for irc, telnet, icq and any
>other kind of web access. I also can transfer files with ftp client and
>ftp server programs via TCP/IP between any machine.

Cool, thanks! Now if I can find a Falcon, and a big memory board,
and get ethernet, I'm set :)

jeff

2133. Genie Dial-Up Service ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 19:01:19 UTC
From: donw@adni.net
Message-ID: <966nhv$f8e$1@news.advdata.net>
Source record: 50307

Genie sent out Notice that they would end their Dial-Up Service on February 4, 2001 and said to get a new ISP.

On Friday Feb. 2, 01 they sent a new Notice saying to disregard the other Notices, they would be keeping the Dial-Up Service into the indefinite future. They sent a list of new Phone Number to access this changed Service, which will connect but not link-up, "So no access"

Does anyone know what is going on with Genie ??

Thanks, Donner......

2134. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 19:14:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a86f830518fc90@online.be>
Source record: 50318

on Sun 11-02-2001 11:47 Dennis Vermeire wrote:

>
>Does anyone here knows who the moderator is?
>If by chance that person is reading this, would he be so kind to comment
>on this?

His email address is mentioned in his signature.

I normally get through with my upload reports.

Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2135. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 19:35:02 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a86e968$0$7160$272ea4a1@news.execpc.com>
Source record: 50312

> >Hello again,

> >Well I let the machine sit, booted it, and everything worked fine.
> >I work in some programs for a while, then I get cherry bombs.
> >Then it starts to reboot, now going through the memory test
> >with XXXX--XXXX--
> >Did I fit my RAM board improperly?

Hi,
Thanks for your email
Ok, I let the machine cool, reboot, It boots up properly.
(with the ------ not the XXXX)
The only thing I notice is a shorter black bar moving from left to
right. This is a wbsystemtechnik RAM board.
It runs for a while, then the screen looks like hell.
I can best describe it as short vertical dashes.
Everything seems to freeze at this point.
I try to reset, then the drive light comes on and goes off.
(repeatedly) with a sound.
I can't get back in at this point.
It is as if the machine reaches a certain temperature
then crashes. (I do have a small external fan to cool)

==========
> Edward S. Baiz Jr.
> (Gamer)

> I get the same thing on my Hades during the memory test after I installed
> some extra Ram. Actually, I only get one X and 32 dashes. You may want to
> take out the board and re-install it. I was getting alot of X's, so I took
> out all the chips and re-installed them. I still get the one X and will try
> to get rid of it, but for now thing are going fine for me.
>
==========

Ok, this RAM board.
I had a very hard time getting it in. And I was extra carefull.
Once the pins were aligned and I started to push down
It would not go down easily. It took a lot more pressure than
I felt comfortable applying.

It wasn't a perfect fit. Some pins were still showing on the
right of the board (the drive side)
The directions say that no pins should show.
I could not get it down any further.

Well now I can't even get it off. That's how tight it is.
Most of it comes off except for the right side.
I can't get it. And I don't want to use excessive pull.

The Atari board slipped off no problem!

So I tried adjusting it. Put it back together, booted
with the same problem.

This sounds like some bogus RAM. But I am not sure.
I asked for a 1x72 pin module, Specifically,
and got a 4x32.
But I was willing to live with that and forget the accelerator board.

But now I may not even have a Falcon.
This machine is more trouble than its worth.
I want to work with it. Not solve a bunch of technical problems.

thanks for your suggestion
ken

2136. Help: how to use TIH files on non-ST system

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 19:41:34 UTC
From: James Wallis <james@erstwhile.demon.co.uk>
Message-ID: <UEwT3$Curuh6EwbH@erstwhile.demon.co.uk>
Source record: 50313

I need help.

I've recently been given around 300 Falcon floppies dating from the mid-90s, containing a lot of text and graphics that I really need. The text is no problem, but all the graphics files are TIHs. "It's just like TIFF," I was told by the guy who gave me the disks. "Anything that can display TIFF can display TIH."

Well, bollocks, as I'm sure you know. What's more, I can't find anything more than mentions-in-passing of the TIH graphics format on the web or the Deja archives. So I'm coming to the source of all wisdom on such things, my cap in my hand.

The trouble is, I don't have an ST. I'm reading these disks on a PC, and I need the graphics in a format that either a PC or Mac can read. TIFF would be nice. EPS, PIC, PCX or GIF are all acceptable.

So -- what are my options? Does anyone in the UK offer this kind of service commercially? (Sadly we're on a budget for this.) Is there software available which can convert TIH files, either PC-native, or running under an ST-emulator? For that matter, is there ST software that can convert TIH files to a cross-platform standard format? If so, is my only hope to find an ST running this software? Or have I missed an option?

Any and all help would be very greatly appreciated.

--
James Wallis
Director of Hogshead Publishing Ltd (james@hogshead.demon.co.uk)
Posting this from his home address (james@erstwhile.demon.co.uk)

2137. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 19:53:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200102112053.a39444@b.maus.de>
Source record: 50343

>Does anyone here knows who the moderator is?

It's Kevin Savetz <savetz@northcoast.com>.

2138. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 19:53:32 UTC
From: bindon@madasafish.com
Message-ID: <t8drdsm1s88kbf@corp.supernews.com>
Source record: 50314

On 10 Feb 2001 22:03:16 , Ken Kosut wrote:
>
>Hello again,
>
>Well I let the machine sit, booted it, and everything worked fine.
>I work in some programs for a while, then I get cherry bombs.
>Then it starts to reboot, now going through the memory test
>with XXXX--XXXX--
>
>strange, I've never seen this before.
>
>Did I fit my RAM board improperly?

Is this the original type Atari 14mb board? Is it new? Have you
tried it in another Falcon if possible? The card could be dead. Do
you have an accelerator, other upgrades? I need to know!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2139. Help - error #-69

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 19:59:41 UTC
From: markat@zetnet.co.uk
Message-ID: <3a86ef2d$0$126@znews.zetnet.co.uk>
Source record: 50315

Can anyone tell me what the following displayed message means:

Program Returned:
68000 Exception
(Error #-69)

This message seems to appear only when using grapic applications
eg CAB and Imagecopy

I'm using a 4mb MSTE + MagiC + Matrix Grapic Card

Martin Holmes

2140. [ANN] Joe 1.48 bugfix 2

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 20:05:13 UTC
From: ptonthat@club-internet.fr
Message-ID: <966r9p$257$2@front4m.grolier.fr>
Source record: 50316

Bonjour :)

I have released a public bugfix for Joe 1.48.

You can download it at rajah.atari.org or directly with:
http://www.multimania.com/nef/files/joe148b2.zip (75 Kb).

Bye

Rajah Lone/Renaissance

2141. Re: C-Lab MKII

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 20:27:24 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <966sjcjse1@draco.stochastik.rwth-aachen.de>
Source record: 50317

In article <96265q$36j$1@nnrp1.deja.com>, <xmusic@my-deja.com> wrote:
>>
> ...and they have an INTERNAL 2,5" SCSI Disk as standard. They removed
>the internal resistors and put a little board on the internal SCSI
>chip!

which means they are not SCSI-compatible anymore, due to excessive stub
length.

BTW: AFAIK, no 2.5" SCSI disks are produced since quite some time now. If
you re-case the machine, it might come handy for an internel 3.5" SCSI disk.

>They made some improvements to the S/N factor and the standard
>clock patch for Cubase Audio to run flawlessly...

As I said: AFIK, those were the same mods that Atari handed as instructions
to their dealers. Even with these mods, the falcon sound system still lacks
a lot compared to a good external codec box.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

2142. 14 meg RAM board electronic question

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 20:45:20 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a86f9e2$0$7166$272ea4a1@news.execpc.com>
Source record: 50319

On Sun, 11 Feb 2001, Ken Kosut wrote:

>
> Well now I can't even get it off. That's how tight it is.
> Most of it comes off except for the right side.
> I can't get it. And I don't want to use excessive pull.
>
> This sounds like some bogus RAM. But I am not sure.
> I asked for a 1x72 pin module, Specifically,
> and got a 4x32.

Hello again,

I managed to get the RAM board off without any damage, I think.
I examined the board underneath.
There are two female connectors. One is 30 pin,
The other is 50 pin.
My apologies, I don't know technical terms.

Each pin on the 50 has a bannana like two prong connector.
One of the pins has only one prong and not two like the rest.
I suspect this is my problem.
A faulty RAM board.

ken

2143. Re: Ah. screw it! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 20:53:12 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a86fbb8$0$8831@news.zetnet.co.uk>
Source record: 50320

On 5 Feb 2001 21:24:38 -, "R .Sole" wrote:
>
>"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
>news:ZIzAEHIGJXf6Ew6L@lovecraft.demon.co.uk...
>> Seriously!
>>
>> I remember someone mentioning that you could have the posts on the
>> Falcon case drilled and fitted with brass inserts so the problem of
>> knackered threads wasn't a problem anymore.
>
>Chris Crosskey of ASP used to do this but I have seen no sign of him this
>year on this group or a private mailing list he also subscribes to

What address are you using? Last time I e-mailed him it was
chris.crosskey@metrics.co.uk

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

2144. Re: Have you got the time

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 20:53:14 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a86fbba$0$8831@news.zetnet.co.uk>
Source record: 50321

On 1 Feb 2001 21:49:55 +, Chris wrote:
>Hi All,
>
>Can anyone remember the little program that adds 20 years to the FMC
>clock cartridge so you can go past 2000? I need it for my ST.

Actually yu need 2 to do the job properly. Let me know if someone hasn't
already sent them to you and I'll zip them up and send you.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

2145. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 20:53:16 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a86fbbc$0$8831@news.zetnet.co.uk>
Source record: 50322

On 6 Feb 2001 04:03:04 G, Rob wrote:
>Dan,

>For another site for Atari news.. A-ONE (Atari Online News, Etc.)
>Magazine www.AtariNEWS.org Same deal.. feel free to post any news and
>info you have that is Atari related.

I passed this site on to a PC friend he checked it and was amazed at the enthusiasm shown there for the Atari, something lacking in the PC world he felt. Not having a PC I wouldn't know.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

2146. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 21:03:36 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a86fe2a$0$46002$272ea4a1@news.execpc.com>
Source record: 50323

On Sun, 11 Feb 2001, Lyndon Amsdon wrote:

> On 10 Feb 2001 22:03:16 , Ken Kosut wrote:

> >Did I fit my RAM board improperly?
>
> Is this the original type Atari 14mb board? Is it new? Have you
> tried it in another Falcon if possible? The card could be dead. Do
> you have an accelerator, other upgrades? I need to know!

Not it is not. It is new from wbsystemtechnik.
I do not have another Falcon. No accellerator.
Pretty much of a stock Falcon. I recently installed a 2gig IDE in it
and use HDDriver. It has been working very well with 4 meg.

I did get the board out and examined the female connectors.
One pin looks defective. 1 prong instead of 2 like the rest.

ken

2147. Re: Mustek 12000 (quick response)

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 21:07:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102112207.a34096@su2.maus.de>
Source record: 50390

Hi Lyndon,

LA>So is there any other drivers that'll work, or do I go back and tell
LA>him to FO?
I had the same problem 2 years ago, when the power supply of my
Paragon MFS-600 CX suddenly gave up.

I brought the scanner to a small shop (PC only, of course) and the
gentle man sold me a MUSTEK 12000 (Scan Express, IIRC) but was ready
to take it back, if it would not work with my TT. So he did, for the
scanner was indeed recognized as scanner by NovaScan, but did not work
at all.

Finally, I bought the same scanner (used) for 80 DM (~24 Pd Sterling),
included an active SCSI terminator and cable...

When the power supply had been repaired too (80 DM as well), I got my
scanner back and now own two of them.

The 12000 will definitely not work with any Atari driver. Please do
prove me wrong!

LA>or do I go back and tell him to FO?
Yes, do so and tell him to become happy with windows!

Und TTschï¿½
ps

2148. STiK2

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 22:26:30 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a871196$0$8831@news.zetnet.co.uk>
Source record: 50325

Re Convert to STiK2: I'm afraid I was mistaken. QDialer will not allow me to configure the Modem. I have Ser.2/LAN as my net modem: QDialer shows only Modem 1 and crashes th TT when I try to change it. So, back to STinG.

2149. Where Originals?

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 22:26:31 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a871197$0$8831@news.zetnet.co.uk>
Source record: 50324

Hi Gang!

Where on earth are the original posts to which the latest "Re:" posts refer? This is on Zetnet. Any explanation?

Charles.

2150. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 22:44:50 UTC
From: bindon@madasafish.com
Message-ID: <t8e5f2ghmgmi27@corp.supernews.com>
Source record: 50329

On 11 Feb 2001 13:35:02 , Ken Kosut wrote:

>Well now I can't even get it off. That's how tight it is.
>Most of it comes off except for the right side.
>I can't get it. And I don't want to use excessive pull.
>
>The Atari board slipped off no problem!

Have you tried putting the Atari board back in? I'm not familiar with your board. Maybe it needs a new simm? Seems very odd that it's so tight to fit. The connectors are standard so it seems the spacing is wrong between the two connectors. How far out is it? With all that pressure you may have broken a track.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2151. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:17:14 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9676hq$713$1@plutonium.compulink.co.uk>
Source record: 50330

In message <200102052026.a28269@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>X>You can also use the editor in Harlekin for sorting lines in a block.
>TEMPUS, a fast (german only speaking) ASCII editor will do so...

Hi Peter!

TEMPUS and TEMPUS2 were available in English versions too - I have them,
but don't use them due to the quirky interface (and lack of keyboard
shortcuts display in the menus). Or do you mean TEMPUS WORD? That's
German only AFAIK.

2152. Re: Hard Drive partition size????????

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:17:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9676hs$714$1@plutonium.compulink.co.uk>
Source record: 50331

In message <200102052028.a28270@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>X>According to *the* expert, Dr Uwe of HDDRIVER, the limit is 512 MB per
>X>partition in your case.
>according to the author, Dr Uwe ..., the limit is 256 MB.

Hi Peter S!

Not according to the Help text for Partitioning Limits in HDDRIVER 8.
That says: TOS 1.00-1.02: 256 MByte
TOS 1.04-3.0x: 512 MByte
TOS 4.0x: 1 GByte
MagiC, MiNT: 1 GByte, 2 GByte if DOS compatible.

And the original questioner had 1.04.

Regards, /Peter W/

2153. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:17:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9676hs$715$1@plutonium.compulink.co.uk>
Source record: 50334

In message <95njbouvl1@nnrp1.deja.com>, atarigalen@my-deja.com said:

>You'll need a de-tar and a de-gz program. I know they exist, but I
>never used them myself.

Me neither! But can anyone explain why both are needed for this MiNT
archive? I thought both were a kind of archiver...

Regards, /Peter/

2154. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:17:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9676hv$716$1@plutonium.compulink.co.uk>
Source record: 50335

In message <981441044-191882AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>>>My choice is still 1stGuide, but as we've seen, it won't print text.
>>>However, I have a faint memory of a different version of this software that
>>
>>I think it was 1stView actually, I'll grab this and give it a look :-)
>
>Hmm, this one won't print text either by the looks of it :-(

Why not use Look'n See or ST-Guide as a viewer, which both print?

But actually 1stGuide can print indirectly, as indicated in its Help
window (shown when clicking in a 1st-Guide window): Use ^X to write an
*.OUT file which can then be printed from the desktop, or via IdeaList
or even Everest. Don't forget to delete the OUT file later!

Regards, /Peter/

2155. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:17:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9676i0$717$1@plutonium.compulink.co.uk>
Source record: 50337

In message <981441030-189058AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>>Everest?
>
>No. It's fine for text, but try doubleclicking any other type of file for
>which you haven't specified a particular viewer!
>
>A system-wide viewer should cope with anything, 1stGuide copes pretty well
>but (as we've said) can't cope with printing text. It prints images just
>fine though.

As I said in another message, I have installed Look'n See which makes an
excellent system-wide viewer that copes with almost any filetype (text,
image, binary), prints, and even processes files.

BTW, how do you get 1stGuide to print images? Mine only offers an option
to save as XIMG, but not print. Also seems to load only IMG files, not
GIF, TARGA, TIFF etc. which show only as text.

Regards, /Peter/

2156. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:17:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9676i1$718$1@plutonium.compulink.co.uk>
Source record: 50336

In message <961sdvao1@news5.svr.pol.co.uk>, neil@adel6.freeserve.co.uk said:

>Following Peter Slegg's advice I have signed up with "FreeOla" and got an
>account (online - using CAB!).
>
>I have copied Peter's DIAL.SCR & DEFAULT.CFG for STiNG (& STiNG Dialer),
>putting in my account ID and password. I then try to connect, the dialer
>works but sticks on "Initialising connection" - after 5 or seconds the
>Dialer reports "Link Negotiation Failed", the connection is then aborted.

I had a similar problem on Cix when somehow my AUTO folder order got
changed. Make sure STiNG is placed *after* HSMODEM's DRVIN and SCC and
preferably all three as late in the AUTO as possible.

Regards, /Peter/

2157. Re: Need a cable for CD-rom for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:17:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9676i3$719$1@plutonium.compulink.co.uk>
Source record: 50332

In message <3A849A8B.3CD33E9B@sunflower.com>, gil@sunflower.com said:

> Anyone know where I can get a cable to hook up an external SCSI
>CD-Rom drive to my ST?

You need more than a cable - you need a host adapter from the ACSI socket on the ST to SCSI. ICD's Link2 is no longer made but you may be able to get a used one. Note that it needs term-power to be supplied by the SCSI device - most do, but a few don't. Alternatively, there is the Link98(?) from Woller Systeme in Germany.

Regards, /Peter/

2158. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:17:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9676i5$71a$1@plutonium.compulink.co.uk>
Source record: 50333

In message <3a850f2415eefe0@online.be>, tos4ever@online.be said:

>You can get it from the Belgian ftp-server
>ftp://chapelie.rma.ac.be/atari/editors/ghostscript/
>
>-rw-rw-r-- 1 ftp 1437413 Mar 29 2000 gemgs13-bin.lzh
>-rw-rw-r-- 1 ftp 912312 Mar 29 2000 gemgs13-doc.lzh
>-rw-rw-r-- 1 ftp 684859 Mar 29 2000 gemgs13-fnt1.lzh
>-rw-rw-r-- 1 ftp 1184175 Mar 29 2000 gemgs13-fnt2.lzh
>-rw-rw-r-- 1 ftp 560097 Mar 29 2000 gemgs13-lib.lzh
>-rw-rw-r-- 1 ftp 3928 Apr 3 2000 gemgs13-upd.lzh
>
>You need all the above packages.

If he wants to save time, I don't think that -fnt2.lzh is required. I'm
not sure *what* it's for. According to the README in GEMGS V1.2:

fonts-2.lzh The fonts. In my opinion one only needs the *.pfb
from fonts-1.lzh. I don't know what the *.afm
and *.pfm (fonts-2.lzh) are there for.

but this is no longer there in V1.3.

>Although not so fast it's very handy to have it.

It *is* rather slow; if only it didn't have to reload the fonts for each
page, it would be much faster. The other problem is that I can't always
get the 'go to page x' to work. A particular problem if one page doesn't
want to print - you have to start from the beginning and probably find
it falls over at the same page again :-(

Regards, /Peter/

2159. Wanted Ultima V for Atari ST offer $30

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:25:30 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9678i7ma1@nnrp2.phx.gblx.net>
Source record: 50338

If anyone has a COMPLETE boxed Ultima V for Atari ST in acceptable condition (at least VG) please e-mail me. Thanks! -Satcom2

PS I need ultima 2 for Atari ST also, and would trade an Atari 2600 Crazy Climber or pay $75 for that complete. Thanks! -Satcom2

2160. Re: Network Card

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:53:28 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9678lo$rk2$2@snipp.uninett.no>
Source record: 50339

Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:

> FS> P.S.: Does anybody know that there exists a ROM-PORT
> > networking card with drivers for MiNT/STinG? I have
> > bought it and it works really fine.

> Is this an ethernet card for the cartridge port of a regular ST? Does it have

Yes.

> 10Base-T (RJ45) or 10Base-2 (BNC) connectors?

It has both.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

2161. Re: No color on Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2001-02-11 23:55:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9678pg$7cr$1@plutonium.compulink.co.uk>
Source record: 50340

In message <963kqs$3tl$1@nnrp1.deja.com>, hfarena@my-deja.com said:

>Well, I bought a PAL Atari 1040STfm but when I
>connect it to one of my TV's I see everything in
>B/W. I've tried on 3 different TV and the same
>happens. Only on one (the only one where I can
>switch between PAL & NTSC) I see half of the
>screen in real color and the other half in a
>distorsioned color. For example, in the GEM desk
>I see half green and half violet.
>
>Can anyone help me?

It sounds like the TV is off-tune. Try tweaking the tuning manually if necessary until you get a good image. Of course if it has a SCART socket, then a video connection to that would give much better results.

Regards, /Peter/

2162. Re: ST BBS and BBS archive; please help

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 00:10:00 UTC
From: Darren West <darkelord@hotmail.com>
Message-ID: <sRFh6.18101$%g3.3611211@news02.optonline.net>
Source record: 50341

How does a person setup a BBS via Telnet? I had one, though it wasn't so popular, and I"m interested in maybe re-erecting it, if I can find my menus and schtuff..

Cheers;)

Darren

2163. Re: C-Lab MKII

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 00:32:10 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <NPGh6.885$hi2.2849@nntpserver.swip.net>
Source record: 50345

"Michael Schwingen" wrote:
> In article <96265q$36j$1@nnrp1.deja.com>, <xmusic@my-deja.com> wrote:
> >>
> > ...and they have an INTERNAL 2,5" SCSI Disk as standard. They removed
> >the internal resistors and put a little board on the internal SCSI
> >chip!
>
> which means they are not SCSI-compatible anymore, due to excessive stub
> length.
>
> BTW: AFAIK, no 2.5" SCSI disks are produced since quite some time now. If
> you re-case the machine, it might come handy for an internel 3.5" SCSI
disk.

They didn't connect more than one cable to the chip itself if I remember correctly. The rest of the connection is to where the termination resistor packs were located from the start.
The only thing you have to do to get it back to standard, is to remove the extra board by the SCSI-port and solder three SCSI-termination resistor packs in it's place. If you just remove the internal SCSI-drive, you'll get termination problems.

> >They made some improvements to the S/N factor and the standard
> >clock patch for Cubase Audio to run flawlessly...
>
> As I said: AFIK, those were the same mods that Atari handed as
instructions
> to their dealers. Even with these mods, the falcon sound system still
lacks
> a lot compared to a good external codec box.

C-lab never made any modifications of their own. The PCB is exactly the same as Ataris original. In fact, the "big changes" were made even when Atari sold their last machines and are the same that are described in the CAF user's manual (which BTW won't give you the -10dB standard...). One of the CPU-clock modifications was also made - but I've had to exchange to another modification on some C-lab boards, so it seems they decided to do the same on all of them - without testing them with CAF before they were shipped!
Check out the correct audio and CPU-clock modifications on my website - the troubleshooting section.

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com

swedish music on the web: http://www.swebmusic.com

2164. Andy Robertson of the UK, where are you?

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 00:37:52 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3A872FF1.AE0BAA20@ataritimes.com>
Source record: 50342

Anyone know his latest email or website?

Thanks.

--
Greg

```
=-=-=-
```

2165. Re: How Should I Handle This?

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 01:05:25 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <OPGh6.886$hi2.2849@nntpserver.swip.net>
Source record: 50344

"SF0218" <sf0218@aol.com> wrote:

> Around the end of '98 I shipped my C-Lab Falcon out for repair.
Apparantly it
> was a difficult fix and the repair/dealer site needed some time. At one
point
> (early 20000) they notified me that my falcon was fixed. I then asked
them if
> they had checked it for the original problem (crashing the hard drive when
> connecting cdr) and they said no. They called a few days later and said
the
> hooked up a cdr to the falcon and it crashed horribly. Have heard nothing
> since, although I know they are working on it when they can.
> My question is, the bill at this point although no high (a bit less than
> $300.00), since it's now over 2 years since they've had my machine, should
they
> even be charging me?

For USD300, you should be able to get another, used Falcon instead - and some extra stuff to go with it... It seems like a very high cost for repairing it.
Harddisk crashing? Sounds like bad termination or CPU-clock problem if you ask me. I know that the C-lab machines had a CPU-clock modification, but I've had to exchange that modification on some C-labs to make them work properly, so this may still be a problem :(
I've recently seen a really strange problem when trying to use a Conner harddrive together with a Yamaha burner - while both worked perfectly alone - and together with other brands of harddisk or CD-burner. Same thing on another Falcon with the same combination. The harddisk/burner combination worked ok on a PC but when booting, the SCSI-card stopped unusually long at the HD's address (but only when both the HD and the burner were connected and not with only the HD...). Strange problem indeed - and I must admit that I wasn't able to sort it out even though I've worked professionally repairing those and other computers for several years. Maybe this could be similar to the problem with your machine?

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

2166. Re: Genie Dial-Up Service ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 02:42:08 UTC
From: puffpuffin@aol.com
Message-ID: <20010211214208.03878.00000967@ng-mi1.aol.com>
Source record: 50346

>Genie sent out Notice that they would end their Dial-Up Service on
>February 4, 2001 and said to get a new ISP.
>
>On Friday Feb. 2, 01 they sent a new Notice saying to disregard the
>other Notices, they would be keeping the Dial-Up Service into the
>indefinite future. They sent a list of new Phone Number to access this
>changed Service, which will connect but not link-up, "So no access"
>
>Does anyone know what is going on with Genie ??
>
>Thanks, Donner......

Try using the old number that you original used before. It still works for me.

That Genie/IDT is one weird company.....

-Phil

2167. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 02:51:42 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A874FE6.A63537F@idirect.com>
Source record: 50347

I can confirm Roger is STill around. I just bought a 44.1 clock from
him in December 2000
ken

Janka Gerhard wrote:
>
> atarigalen@my-deja.com wrote:
> > As for myself, I've been interested in getting CDWriter working (backup
> > and ISO9660 work, but I can't seem to cut a music CD), playing with
> > Aniplayer (a wonderful program ... and yes, I'm registered) and getting
> > a 44.1 clock for D2D recording (any ideas)?
>
> I bought a 44.1 clock from LINE AUDIO in Sweden. You could try
> roger@lineaudio.se but it's been some years since I bought it
> so I don't know if the address is still valid. BTW, I also bought
> their JAM IN A/D converter and I'm quite happy with it.
>
> Gerhard

2168. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 02:53:32 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A875054.2849390@idirect.com>
Source record: 50348

```
according to SoftJee, whom I contacted re their clock,
they no longer make or sell it.
Phantom has instructions on how to build your own I think,
otherwise there is LineAudio
ken

Lyndon Amsdon wrote:
>
> On 6 Feb 2001 10:49:37 +, Janka Gerhard wrote:
> >atarigalen@my-deja.com wrote:
> >> As for myself, I've been interested in getting CDWriter working (backup
> >> and ISO9660 work, but I can't seem to cut a music CD), playing with
> >> Aniplayer (a wonderful program ... and yes, I'm registered) and getting
> >> a 44.1 clock for D2D recording (any ideas)?
> >>
> >I bought a 44.1 clock from LINE AUDIO in Sweden. You could try
> >roger@lineaudio.se but it's been some years since I bought it
> >so I don't know if the address is still valid. BTW, I also bought
> >their JAM IN A/D converter and I'm quite happy with it.
> >>
>
> I have the Phatom accelerator and this has 3 boards, one to patch the
> SDMA clock signal, the accelerator it self, and the small 44.1khz
> clock. Good, cheap and seems to work so far. But if your into music
> you'd certainly be better of with the Softjee clock (external) as it
> does both frequencies (48/DAT and 44.1 CD (Minidisk?)
>
> Lyndon Amsdon
> --
> +--------------------------+
> | bindon@madasafish.com |
> +--------------------------+
```

2169. Re: Apex 2.41

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 03:07:36 UTC
From: phantomm@eastky.net
Message-ID: <967k1o$gd5$1@nd.eastky.net>
Source record: 50350

On 11 Feb 2001 04:16:24 , John Garone wrote:

> My error in not paying attention to your Subject line and answered
>what I thought you were in need of from the text body of your post which
>mentioned Apex but not Media. I believe (as you've stated above) that
>what I sent you was Freeware when I downloaded from their site. If I had
>the full blown progran (Apex Media), I'd surely want you to pay for it
>as I would have (as I've done with CAF at top dollar and quite a number
>of programs I've paid for since '87!). I've helped some out with free
>modules for CAF but the programmer diserves his just rewards!
> John G.
>
No Problem John. We all make mistakes even phantoms! :)

I highly recommend Apex Media if you have a Falcon and have a interest in
graphics and animation. It's one of the best you'll ever find for the Falcon.
Rainbow MultiMedia is another fine Falcon only graphics studio.

On the subject of Apex Media, Does anyone in the USA/Canada have version
2.40???
phantomm@eastky.net

2170. Atari: Some various questions

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 03:28:36 UTC
From: phantomm@eastky.net
Message-ID: <967l94$gd5$2@nd.eastky.net>
Source record: 50351

Got a few questions...

1. When using NVDI 5.01 and the NVDI Printer CPX, can the standard Atari Printer CPX be removed without problems on ST thru Falcon?

2. What is the latest version of AFTP and is it still being updated? Is it on a Web site, I don't see it where it normally was.

3. Has CENTEK released the ENGLISH versions of the CT2B FLASH 1.41 and any other CT2B updated software?

4. What happened to FVDI?

5. On a CT2B Falcon using NVDI 5.01, should one use GEMDOS.TXT, TOS COMPATIBILITY, and LINE-A in the NVDI 5.01 Compatibility CPX?

phantomm@eastky.net

2171. What kind of Atari CDs would you like?

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 03:36:24 UTC
From: phantomm@eastky.net
Message-ID: <967lno$gd5$3@nd.eastky.net>
Source record: 50352

I'd like to take a Atari CD Poll for everyone that follows CSAST.

What would you like to have in a new Atari CD that you would actually purchase?

Please E-Mail your answer to me at phantomm@eastky.net

The number of replies could determine what some new Atari CDs will contain. We would like your input!

Thanks for your help.

2172. Re: ST BBS and BBS archive; please help

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 03:39:13 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <BVIh6.2891$D3.12570@tor-nn1.netcom.ca>
Source record: 50349

In article <sRFh6.18101$%g3.3611211@news02.optonline.net>,
Darren West <darkelord@hotmail.com> wrote:
>How does a person setup a BBS via Telnet? I had one, though it wasn't so
>popular, and I"m interested in maybe re-erecting it, if I can find my menus
>and schtuff..

I'm going to do it through various nefarious means.. it'll take a
lot of development work, but I'll get there. How I do it depends on how
much information I can find about the ST BIOS, or if any of the emulator
authors can help out by giving my info or sources.. I'm working on a TOS
emulator for running a telnet server..

jeff

2173. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 04:21:09 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a8764c2$0$46006$272ea4a1@news.execpc.com>
Source record: 50353

On Sun, 11 Feb 2001, Lyndon Amsdon wrote:

> On 11 Feb 2001 13:35:02 , Ken Kosut wrote:
>
> >Well now I can't even get it off. That's how tight it is.
> >Most of it comes off except for the right side.
> >I can't get it. And I don't want to use excessive pull.
>
> Have you tried putting the Atari board back in? I'm not familiar with
> your board. Maybe it needs a new simm? Seems very odd that it's so
> tight to fit. The connectors are standard so it seems the spacing is
> wrong between the two connectors. How far out is it? With all that
> pressure you may have broken a track.
>

Hi,
Yes, I now have the Atari 4 meg RAM board back in.
Everything is working just fine.
I bought the board new, with 4x32 simm module new.
(Though I ordered 1x72 simm module)
The connectors are not standard.
For the 30 pin connector, they are rectangular, similar to Atari.
For the 50 pin connector, they are two prong "banana" shape.
These are the ones that are tight.
Broken a track on RAM board or on Atari?
One pin does look odd on the Atari. I looked at it close up with a
magnifying glass. It seems to have an irregular shape.
I did not see this as I was putting the RAM in.
It may have caused damage to the RAM board, Or vice a versa.
(If the prong was bad on the RAM board, it may have damaged my
pin in the Atari)
On the RAM board, it looks as if some of the housing around
those pins has been broken.
I didn't break it, thats how it was when I put it in.

Well my system is up an running with no crashes.
But unfortunately with only 4 meg.
This is definetly not what I intended.

thanks for your email.

ken

2174. Re: PCQuake

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 05:22:42 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <uose8tcs6u2980sjl4fj8su980veplvuro@4ax.com>
Source record: 50354

Another site to try is www.planetquake.com although if id's site is
banned, that one probably will be too.

Although they've moved on to Quake III, they may still have the
original Quake demo files in their basement somewhere.

Also, try www.downloads.com part of the C-NET group, or the
ZiffDavis sites, www.zdnet.com

As for version, I think there was only the one demo, it should be
identified as such... come to think of it, there WAS an "alpha" demo
version that was released waaaayy early before the final release, but
I doubt that one will be still floating on those download sites.

BobR

On Fri, 9 Feb 2001 20:42:30 +0000, steve666@clara.co.uk (Steve) wrote:

>Very kind of you Mark, but no need. I'm in work all day tomorrow and
>being a saturday there are no bosses to hide from. So I'm gonna spend
>all the day - if i don't find one sodd'in ftp/www site that isn't banned
>I'll be happy :-)
>
>Can anyone give me any ideas what version no/file names I should be
>looking for? I've no idea bout these PCs you see :)
>
>Cheers, Steve.
>
>> I can download it for you and send it by mail, would that help.
>>
>> Mark.
>>
>>
>>
>> Steve <steve666@clara.co.uk> wrote in message
>> news:1eoh402.1xf6mcjm8tlfkN%steve666@clara.co.uk...
>> > > >Hi, I'm trying to run Patrice's version of Atari Quake, but I'm having
>> > > >troubles finding the PC version of the PAK files/etc
>> > > >
>> > > >I'm a Mac user but the my Quake files do not work :(
>> > > >
>> > > >Can anyone point me to a few ftp sites that carry the demo version of
>> PC
>> > > >Quake?
>> > > >Thanks, Steve.
>> > >

>> > > Well you can try id's ftp site:)
>> > >
>> > > ftp.idsoftware.com
>> >
>> > My fault, I should have said that I'm acessing the ftp sites at work and
>> > that id's site is banned. This is why I need others, though I guessed
>> > that not many would have this these days.
>> > Thanks, Steve.

2175. Re: Euphonic Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 05:31:55 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <967so6$2gk4$1@news.comnet.co.nz>
Source record: 50356

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote ...
> GS> Essentially, "Real Mode" comes from the 8086 CPU's way
> > of overcoming the 64k addressing limit of its
> > predecessor 8080. (8085 also springs to mind, but I've
> > never seen it up close so I cannot comment)
>
> The 8086 and 8088, which was used in the original IBM PC and PC/XT
bore a
> marked resemblance to their 8-bit predecessors. From an electrical
point of
> view they were like the 8085 in that they had a multiplexed
address/data bus.
> The 8088 was especially like the 8085, because it had an 8-bit
external data
> bus... It was probably designed to make use of existing 8085
peripheral chips.
>
> GS> Intel chose to have 64k segments, each of 64k bytes.
>
> From memory, they had four segments, each of 64Kb: Code, Stack, Data
and Extra
> segments.

Four Segment _registers_

(This is more a viewpoint issue - each seg register can hold a 16 bit
number, so it can be said that there's 64k number of segments)

[snip]

> GS> Similar ideology went into the 80386, with offsets
> > from each selctor finally growing to 32 bits, along
> > with data register sizes (selectors remained 16 bits,
> > though).
>
> I've written a whole article about the 386. It's interesting to note
that it
> took until 1985 for Intel to come up with something that could
realistically be
> compared to the 68000 (although in 1985 it had a 32-bit address bus).
It was
> the first Intel x86 chip where you could (by loading a minimal
descripter
> table) have a flat, 32-bit address space.
>

> GS> The difference in ideology between real and protected
> > mode meant that a real mode OS or application couldn't
> > work in protected mode, and vice versa
>
> One of the things you can do on the 386 is set up a task with a
'virtual 8086'
> flag. Although the processor is in protected mode, the process can be
> blissfully unaware that it's running on a 32-bit chip.
>
> We've probably gone into more detail than people here in an Atari
group wanted,
> but my thoughts are pretty much that I wouldn't want to try emulating
an ST in
> real mode because it is so horribly limited. I'm guessing TOSbox and
other
> 'DOS emulators' use a 'DOS extender' to spend much of their life in
protected
> mode.

Agreed.

Brain was only running at 30.5 bits when I wrote my article, and you've helped to fill in some details I missed in my post. Thank you.

(It's been about 15 years since I last dealt with real-mode x86 code, and some of the details got a bit hazy in the meantime)

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

2176. Re: My first test

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 05:35:03 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <967stu$2gqg$1@news.comnet.co.nz>
Source record: 50355

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote ...
> Steve Sweet <steve_sweet@madasafish.com> wrote...
> >Somethings telling me computers dont like me!!!.
> <grin> Always make sure they're one step behind...

NO! That makes it too easy for them to backstab you, if they're one step behind.

[grin]

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

2177. Re: Where Originals?

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 06:04:27 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a877ceb$1_1@athena.netset.com>
Source record: 50357

In article <3a871197$0$8831@news.zetnet.co.uk>,
Charles Stanley <cstanley@zetnet.co.uk> wrote:
>Hi Gang!
>
>Where on earth are the original posts to which the latest "Re:" posts
>refer? This is on Zetnet. Any explanation?
>
>Charles.

That is the joy of USENET news. There are numerous things that
can cause this to happen. I have 2 news servers that I use. They both
get slightly different news. Although one is much better than the other.
As I said it can be any number of things that cause them not to get to
you. One is distribution flags. Some servers limit distributions, others
do not, some clients even limit distribution. If everyone had really nice
clients it would be very useful since we could do things like sell
equipment we want to limit to a local country and only have the news
distributed to that country. In practice it doens't really work though.

You also might see the original message pop up later. I will get
messages where the re comes in before the post it answers.

Dan Ackerman
aka baldrick

2178. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 06:07:58 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a877dbe$1_1@athena.netset.com>
Source record: 50358

In article <9676hs$715$1@plutonium.compulink.co.uk>,
<xlator@cix.compulink.co.uk> wrote:
>In message <95njbouvl1@nnrp1.deja.com>, atarigalen@my-deja.com said:
>
>>You'll need a de-tar and a de-gz program. I know they exist, but I
>>never used them myself.
>
>Me neither! But can anyone explain why both are needed for this MiNT
>archive? I thought both were a kind of archiver...
>
>Regards, /Peter/
>

A generic simple explanation is as follows.

TAR was designed for Tape Backups. It compresses files or a range of
files into a single file.

GZIP is a compression tool for files or archives. It simple compresses
the data.

So both can be used in conjunction and create a smaller file.

Dan Ackerman
aka baldrick

2179. Re: STiK2

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 06:15:22 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a877f7a$1_1@athena.netset.com>
Source record: 50359

In article <3a871196$0$8831@news.zetnet.co.uk>,
Charles Stanley <cstanley@zetnet.co.uk> wrote:
>Re Convert to STiK2: I'm afraid I was mistaken. QDialer will not
>allow me to configure the Modem. I have Ser.2/LAN as my net
>modem: QDialer shows only Modem 1 and crashes th TT when I try to
>change it. So, back to STinG.
>

I use serial 2 on my TT all the time with STiK2. So that
shouldn't be the problem. When Qdialer first starts up it shows Modem 1,
as it hasn't been told otherwise yet. Once it reads the Dial script for
your ISP it should switch the info that is displayed.

Sounds like you have some strange problem going on. What version
of Hsmodem are you using?

Dan Ackerman
aka baldrick

2180. Re: Help - error #-69

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 06:18:42 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a878042$1_1@athena.netset.com>
Source record: 50360

In article <3a86ef2d$0$126@znews.zetnet.co.uk>,
Martin Holmes <markat@zetnet.co.uk> wrote:
>Can anyone tell me what the following displayed message means:
>
>Program Returned:
>68000 Exception
>(Error #-69)
>
>This message seems to appear only when using grapic applications
>eg CAB and Imagecopy
>
>I'm using a 4mb MSTE + MagiC + Matrix Grapic Card
>
>Martin Holmes

I believe it's a lost pointer. I don't know what the exact error
is though. What driver are you using for your Graphics Card?

Dan Ackerman
aka baldrick

2181. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 07:37:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200102120837.a19734@du3.maus.de>
Source record: 50370

DC>Shiuming reviews this card at http://www.myatari.net

....but where exactly?

Tschuess,

Frank

2182. Re: Help - error #-69

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 08:01:50 UTC
From: bindon@madasafish.com
Message-ID: <t8f63eo54oj66d@corp.supernews.com>
Source record: 50362

On 11 Feb 2001 19:59:41 , Martin Holmes wrote:
>Can anyone tell me what the following displayed message means:
>
>Program Returned:
>68000 Exception
>(Error #-69)
>
>This message seems to appear only when using grapic applications
>eg CAB and Imagecopy
>
>I'm using a 4mb MSTE + MagiC + Matrix Grapic Card

I get that too, but I'm not using a graphics card. On my STe and
Falcon. Annoying, CAB is a bit buggy though. I have a feeling it's
bad configuration.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2183. Re: 14 meg RAM board electronic question

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 08:01:52 UTC
From: bindon@madasafish.com
Message-ID: <t8f63gorkdkg70@corp.supernews.com>
Source record: 50363

On 11 Feb 2001 14:45:20 , Ken Kosut wrote:

>Each pin on the 50 has a bannana like two prong connector.
>One of the pins has only one prong and not two like the rest.
>I suspect this is my problem.
>A faulty RAM board.

Yes, but that still doesn't explain why it's so tight. Have you
checked it out with a continunity test? No board should be as tight
as you explained. Is it possible to return it?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2184. UK: Atari SM124 monitor FS

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 10:01:48 UTC
From: Keith <r.franklin1@ntlworld.com>
Message-ID: <tvOh6.13943$BQ3.261845@news6-win.server.ntlworld.com>
Source record: 50365

Atari SM124 Hi res mono monitor. Tested okay. Good condition and no visible screen burn. £16 plus P&P.

This is a spare - I'm still keeping one!

r.franklin1@ntlworld.com.

2185. Euphonic Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 10:40:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001ea0a@fmlynet.org>
Source record: 50206

FamilyNet Newsgate

Hello,

AB> From memory, they had four segments...

GS> Four Segment _registers_

Yes, for four segments!

GS> (This is more a viewpoint issue - each seg register
> can hold a 16 bit number, so it can be said that
> there's 64k number of segments)

No it can't, because the value of the segment register is
shifted up by four bits, the segment register points to a
'paragraph' of 16 bytes of memory. It sounds as though you
are confusing segments with paragraphs.

- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2186. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 10:57:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982046094-82315AEicMi@cwcom.net>
Source record: 50196

From: xlator@cix.compulink.co.uk
Date: 11 Feb 2001 23:17:20 GMT

>>A system-wide viewer should cope with anything, 1stGuide copes pretty well
>>but (as we've said) can't cope with printing text. It prints images just
>>fine though.
>
>As I said in another message, I have installed Look'n See which makes an
>excellent system-wide viewer that copes with almost any filetype (text,

It IS good, yes, but takes a little longer to load than 1stGuide. Not much in
it really I guess.

>BTW, how do you get 1stGuide to print images? Mine only offers an option
>to save as XIMG, but not print. Also seems to load only IMG files, not

That's quite easy, once you've got a file opened for viewing press [CTRL]-A
to get to the Options menu. At top left you can choose to direct output to
Window or Device. Device Parameters... allows entering a GDOS device number
as well as some options for scaling, print positioning etc.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2187. Re: Could someone tell me what games will work on a sm124 mono monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 11:53:52 UTC
From: Eddy Morfan <eddy.morfan@mail.dotcom.fr>
Message-ID: <3A87CED0.C95F64DE@mail.dotcom.fr>
Source record: 50366

Goober wrote:
>
> Thanks a lot, I need to know as I don't have a tv any more.
IIRC return to brattacas (from Psygnosis) works on high res. monitors.

2188. Re: Mac II video

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 14:11:38 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A87EF1A.5D52BE6B@pcisys.net>
Source record: 50367

Andy Ball wrote:

> FamilyNet Newsgate
>
> Hello Glenn!
>
> GB> ...if you were to buy a Mac II series, the IIci is the
> > best all around machine to have.
>
> I think we had a bunch of those at a university I once worked for. Was the
> IIci an upgraded IIcx?
>

No. Actually, IIcx is not as good as the IIci. One of the problems that plague some of the II series was non-32bit clean ROMs. The story is long and I don't remember all the details about. But the bottom line is if you have a II, IIx, or a IIcx you need to have an extension loaded on the computer called Mode 32. This fixed problem code found in the ROMs of those machines.

The IIci has 32bit clean ROMs in it. It also has a cache slot, on board video, 4 simm slots, and 3 Nubus slots. The II required special 4MB PAL simms to correct a problem with the memory refresh signals.

Bottom line is that the IIci is the best all-around II series model. And can be picked up fairly cheap now. I've been seeing them appear in thrift shops now.

>
> GB> The game FA-18 Hornet on the Mac supported three
> > monitors to give you a peripheral vision view outside
> > of the cockpit.
>
> That's swish!
>
> I'm guessing the ST's system software only supports a single display at any
> given time. I don't know whether there would be any interest in multiple
> displays on the Atari platform.

I don't know enough about the ST's to comment on this. But with the few models that do have the ability to add cards or other devices to them, I don't think this would be possible on the ST.

Apple did build this feature into their Mac's and Mac OS back in the late '80s. It hasn't appear on PC's until the late '90s.

Glenn

2189. Re: Mac II video

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 14:32:37 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <VS9jiQBFQ$h6EwqH@lovecraft.demon.co.uk>
Source record: 50368

Once upon a time <3A87EF1A.5D52BE6B@pcisys.net>, Glenn Bruner
<brunergs@pcisys.net> grabbed chalk and scrawled:
>No. Actually, IIcx is not as good as the IIci. One of the problems that
>plague some of the II series was non-32bit clean ROMs. The story is long and I
>don't remember all the details about. But the bottom line is if you have a II,
>IIx, or a IIcx you need to have an extension loaded on the computer called Mode
>32. This fixed problem code found in the ROMs of those machines.

The IIci is also 25MHz, I think the IIcx is 16 or 20MHz.

(Generally, the IIcx is a IIx with only one floppy drive bay and three
NuBus slots).

>Bottom line is that the IIci is the best all-around II series model. And can
>be picked up fairly cheap now. I've been seeing them appear in thrift shops
>now.

I still think the IIfx would have been a wonderful machine, had they
written an optimised MacOS for it.

And the best 030 Mac?
SE/30 ;)

The Macintosh could support multiple displays via QuickDraw since the
very first 128... Witness the many additional graphics cards designed to
hang off the back of early Macs...

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2190. Re: Falcon can do Ethernet?

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 15:06:31 UTC
From: rsmac@t-online.de
Message-ID: <1eoq3a4.1wf6fef1o51zggN%rsmac@t-online.de>
Source record: 50369

Jeff Mitchell <jeffm@nbc.netcom.ca> wrote:

> Cool, thanks! Now if I can find a Falcon, and a big memory board,
> and get ethernet, I'm set :)

Yep, no problem. Ask elmar first of the status. Sometimes he had
problems to get ethernet adaptors.

Regards, Robert

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

2191. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 17:07:23 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <9694un$7cm$1@reader1.imaginet.fr>
Source record: 50371

> Just a quick note to clear up a few things.
Thanks a lot for this !

> I have received a large amount of mail about the graphics card and I
> still have a number of messages that I have not had time to respond to
> yet. I will respond to them all eventually, but if you think I have missed
> your message feel free to email me again.
Well, I was not really saying something interesting. It's just because you
put the "contact me" email adress in the "pricing" page... Since I'm
interested
in upgrading my MegaSTE with a brand new video card, I've just posted a
mail with the usual "price - speed - compatibility - bla bla" stuff :)

> I hope I never mentioned a time of 1 month for the network version of the
> card, since that is not feasible. I have mentioned that I would hope to
> have the network support available in the first half of 2001 but no
> guarantees.
Since I have the rom-port cartdrige lan card, I'm not interested by the
network
part of the card, but since this extension seems to be no more available, I
understand that a lot of people would be interested by this feature on your
card. (Is it supposed to be faster than my actual network card ?)

> As it happens I have been extremely busy and not able to do any work on
> the card since this year. However at this moment I am beginning to make a
> little bit of progress again, fixing a couple of minor issues with the
> driver and getting some more boards assembled. I hope to start answering
> some mail in the next week or so.
Cool.

> Regarding memory, the card normally has 4 megabytes of video RAM. A 16
> megabyte version is available, but in normal use the extra RAM is not
> really useful. In future it could be used by the accelerated driver for
> bitmap/font caching or similar, but this is not currently implemented. So
> the 16 megabyte card is currently only useful for developers.
Someone told be that if I use huge resolutions on my MegaSTE (like the
1280x1024
in 16 bits) I will not have enough memory. I believe it is because some
memory
is required for the redraw management (like memorizing what is behind the
windows).

> Actually, there is a use for the extra RAM since any part of the card's
> memory could be used as extra system memory. However, it is much slower
> than the TT's regular RAM (but probably similar in speed to the Mega STE's
> existing RAM).

If you have more information about this specific point, it will be very interesting.
With higher resolution, and up to 16 megs (normal 4 + card 12 megs) it starts to
be interesting for me to install a multitasking os instead of normal TOS :)

Keep on doing the good work !

Mickael Pointier

PS: I'm still interested in knowing the evaluated price...

2192. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 18:15:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <969974$cb9$8@snipp.uninett.no>
Source record: 50376

"Mickaï¿½l Pointier" <mpointie@eden-studios.fr> wrote:

> Someone told be that if I use huge resolutions on my MegaSTE (like the
> 1280x1024
> in 16 bits) I will not have enough memory. I believe it is because some
> memory
> is required for the redraw management (like memorizing what is behind the
> windows).

The AES allocates a buffer where it stores the background before it draws menus and modal dialogs. With the standard AES this buffer is 1/4 of the size of the screen, so with 1280x1024x16 it will "only" be around 650Kb. However, MagiC and N.AES use a much smarter method and can use much more or much less, so you're right - with only 4Mb it will be tight.

However, it's possible to have this buffer on the graphics card itself. I don't know if the current fVDI driver allows this, but I assume that it will in the future. The RageII-driver does this, and it speeds up background restores quite a lot.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2193. Re: Help: how to use TIH files on non-ST system

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 18:20:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9699hn$t4m$1@plutonium.compulink.co.uk>
Source record: 50377

In message <UEwT3$Curuh6EwbH@erstwhile.demon.co.uk>, james@erstwhile.demon.co.uk said:

>I've recently been given around 300 Falcon floppies dating from the mid-
>90s, containing a lot of text and graphics that I really need. The text
>is no problem, but all the graphics files are TIHs. "It's just like
>TIFF," I was told by the guy who gave me the disks. "Anything that can
>display TIFF can display TIH."
>
>Well, bollocks, as I'm sure you know. What's more, I can't find anything
>more than mentions-in-passing of the TIH graphics format on the web or
>the Deja archives. So I'm coming to the source of all wisdom on such
>things, my cap in my hand.

TIHs were greyscale TIFFs, used by some Digital Arts programs such as
DA's Vector and DA's Layout and possibly some other propgrams. I have
the former but haven't ever used it, and certainly couldn't undertake
such a large-scale conversion. I find it hard to believe that they were
Atari-only, but it's possible.

>The trouble is, I don't have an ST. I'm reading these disks on a PC, and
>I need the graphics in a format that either a PC or Mac can read. TIFF
>would be nice. EPS, PIC, PCX or GIF are all acceptable.

Have you tried renaming them to TIF to see if one of your PC programs
can read them?

Regards, /Peter/

2194. Mint

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 18:24:11 UTC
From: hamil-10@blueyonder.co.uk
Message-ID: <MPG.14f23c1c112d835989690@news.blueyonder.co.uk>
Source record: 50378

Does anyone know if it is possible to get Mint to work on a 1Meg STe with a 720K Floppy drive?

All I really want to do is telnet into my PC which runs Linux.

2195. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 18:28:12 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <9699m6$8b1$1@reader1.imaginet.fr>
Source record: 50379

> However, it's possible to have this buffer on the graphics card itself. I
> don't know if the current fVDI driver allows this, but I assume that it
> will in the future. The RageII-driver does this, and it speeds up
> background restores quite a lot.

I have to admit I have no idea about what speed I can expect from the
Galaxy card on my MegaSTE. Can I hope to have redraws that are
faster than a Falcon in 16 bits mode ?
The "fVDI" is drawing texts pixel per pixel, or does it uses blits for the
letters ? I know that the MegaSTE is running at 16mhz, so I wonder if
it is fast enough to use applications like texts editor with a decent speed.
(screen redraw time is scary in 640x200 on a standard ST without blitter).

When using a VME card, is it still possible to use the normal video
output ? I would like to be able to code demoes in ST Low res, or play
non gem games on the television, while using Gem interface on the
VGA monitor.

Thanks for the answers.

Mickael Pointier (aka Dbug/NeXT)

2196. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 19:38:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982085506-189201AEicMi@madasafish.com>
Source record: 50214

Hi Dennis

>>I did this, it worked perfectly, but today when i grabbed my mail
>>today, eMailer insisted in recreating my groups in duplicate, and then
>>refused to kill one reporting a GEMDOS error.

>Are you sure that's the reason? that GEMDOS error is very weird.... if a
>file can't be killed it's either open or something is messed up in the
>FAT.

Ive since sussed this problem but due to my having a crap pop server ive
not been able to get back to peop's.

>Since it worked perfectly before, the trouble you're experiencing now
>hasn't got anything to do with the sorted list, it wouldn't have worked
>from the very first try...

It is a fault of the sorting process, QED decided to add a character
<space> to the end of every line, i did a search and replace and got rid
of them.

>>Tip for people with 4Mb computers:
>>Emailer loads the complete newsgroups listing in memory, when it's a
>>big listing this means that a lot of precious memory is wasted.

I just did a search for mycrostuft and deleted them, that saved a few
gigs alone. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2197. Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 20:02:05 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a88413d.0@energise.enta.net>
Source record: 50380

I've just been trying to view an Ariane space launch
on the Arianspace web site.

It was very frustrating. I am sure they had deliberately
buried the link under a load of javascript just to be
awkward. What would have been so bad about using an
ordinary html link?

I think Aniplayer will play some video feeds but
I've never managed to successfully play any due to
problems like this.

Are there any (suitable) sites that I could have a look at?

On a similar topic.

I had another look at the relocated Draconis site recently
and development is continuing. I have the Milan home
edition but I cannot get it to dial from my modem. Is it
a disabled feature ? If I could get it to work I might
buy it just to get the javascript support for these
awkward sites. I assume Draconis(LoA) supports Aniplayer.

I could never understand why ASH didn't get someone to
continue CAB development. IMO it is the best looking
browser by far. It renders pages far nicer than IE.

I don't know javascript but it doesn't look like a complicated
language so an interpreter wouldn't have been too difficult to
add into CAB.

Thank goodness that HighWire is being "released". Hopefully
we can all contribute something to its development.

Rant Mode Off

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

2198. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 20:24:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982085508-189933AEicMi@madasafish.com>
Source record: 50215

Hi Derryck

>>Don't tell me you have never edited compiled in text. I have before.
>>Sometimes you would have to make interesting translations to have

>Got the T-shirt! :-)

Full of holes, so old, matches the flairs!!!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2199. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 20:25:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <969gqsema1@snipp.uninett.no>
Source record: 50382

"Mickaï¿½l Pointier" <mpointie@eden-studios.fr> wrote:

> I have to admit I have no idea about what speed I can expect from the
> Galaxy card on my MegaSTE. Can I hope to have redraws that are
> faster than a Falcon in 16 bits mode ?

I have never used this card, but I would be surprised if it wasn't atleast
5 to 10 times faster than a standard Falcon in 16 bit even on a MSTE. This
depends heavily on the driver though. The card has a "CPU" of its own that
does the hard work (blitting, lines, fills etc.), but I don't know to what
extent the current driver utilize this.

> The "fVDI" is drawing texts pixel per pixel, or does it uses blits for the
> letters ? I know that the MegaSTE is running at 16mhz, so I wonder if

It almost certainly use blits.

> it is fast enough to use applications like texts editor with a decent speed.
> (screen redraw time is scary in 640x200 on a standard ST without blitter).

Again, I have never seen this card but I would be very surprised if it's
not significantly faster than any native Atari graphics chip.

> When using a VME card, is it still possible to use the normal video
> output ? I would like to be able to code demoes in ST Low res, or play
> non gem games on the television, while using Gem interface on the
> VGA monitor.

No problem whatsoever. The original hardware is still present and
functional.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2200. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 20:26:40 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <969gu0ema2@snipp.uninett.no>
Source record: 50381

Chris Hamilton <hamil-10@blueyonder.co.uk> wrote:
> Does anyone know if it is possible to get Mint to work on a 1Meg STe with
> a 720K Floppy drive?

It's possible, but only just.

> All I really want to do is telnet into my PC which runs Linux.

Do you need telnet? Can't you just use a terminal emulator? Much easier to
set up and much faster to boot.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2201. Re: Help: how to use TIH files on non-ST system

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 21:57:41 UTC
From: James Wallis <james@erstwhile.demon.co.uk>
Message-ID: <R6bMoHBVxFi6Ewx1@erstwhile.demon.co.uk>
Source record: 50384

In article <9699hn$t4m$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes
>In message <UEwT3$Curuh6EwbH@erstwhile.demon.co.uk>, james@erstwhile.demon.co.uk
>said:
>Have you tried renaming them to TIF to see if one of your PC programs
>can read them?

Yes, and no, in that order.

Many thanks for the information about the files' nature. I don't know if
TIHs were definitely Atari-only, but none of the PC image programs or
file-converters I've tried has ever heard of them. And I've tried
several.

--
James Wallis
Director of Hogshead Publishing Ltd (james@hogshead.demon.co.uk)
Posting this from his home address (james@erstwhile.demon.co.uk)

2202. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 22:01:23 UTC
From: vdjole@EUnet.yu
Message-ID: <969mfj$fj0$2@SOLAIR2.EUnet.yu>
Source record: 50383

On 7 Feb 2001 23:00:00 -, Oliver Schildmann wrote:

>Every emulator under DOS is slow compared to an emulator under Windows.

As matter of fact, yesterday I tried the last (free) release of Gemulator
for DOS (V3.8). Its docs explicitely say that it is a 32-bit application.
And it showed to be just a little bit slower (about 20%) than Gemulator 2000
(i.e. for Windows)- therefore much faster than other emulators on DOS
(i.e. about 3-4x faster than TOSBox).

In fact, it seems to be very compatible and could be quite good- about its
only, but fatal, drawback might be that it can use only 4 "disk-container"
files up to 32MB each- and thsis appears to be a commercial decision, so as not
to threaten the commercial Windows version. I tried TOS2.06, TOS2.06+Mint+AES4.1,
NVDI, end it works; the docs say it is supposed to run Magic as well.

cu.

2203. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 22:24:49 UTC
From: bindon@madasafish.com
Message-ID: <t8golhhlpssq4f@corp.supernews.com>
Source record: 50385

On 11 Feb 2001 22:21:09 , Ken Kosut wrote:
Hi,

>Broken a track on RAM board or on Atari?

I was thinking more about the Atari, but the board could be damaged as well. Remember that the Atari could still have a broken track even though the 4mb still works. Not all te adress lines are used on the 4mb board, that come into use on the 14Mb board.

>One pin does look odd on the Atari. I looked at it close up with a
>magnifying glass. It seems to have an irregular shape.
>I did not see this as I was putting the RAM in.
>It may have caused damage to the RAM board, Or vice a versa.
>(If the prong was bad on the RAM board, it may have damaged my
>pin in the Atari)

Ask about or take it into an electronics shop and ask them to check continutity between all the pins to check every connection for dodgy pins etc. Do you know a friend that's handy with a multimeter?

>On the RAM board, it looks as if some of the housing around
>those pins has been broken.
>I didn't break it, thats how it was when I put it in.

Well return it then and get your money back and try getting one from another dealer.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2204. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 22:24:51 UTC
From: bindon@madasafish.com
Message-ID: <t8golj9kduqp52@corp.supernews.com>
Source record: 50387

```
On 11 Feb 2001 15:55:04 , Steve Sweet wrote:
>Hi Lyndon
>
>>I'll send back my spare and chuck in some cash to cover it.
>
>You could send it to me if you like. :-)

Yeah, I could seeing as you want it. Email me about this...

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

2205. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 22:24:53 UTC
From: bindon@madasafish.com
Message-ID: <t8goll13l14053@corp.supernews.com>
Source record: 50386

On 12 Feb 2001 18:24:11 , Chris Hamilton wrote:
>Does anyone know if it is possible to get Mint to work on a 1Meg STe with
>a 720K Floppy drive?
>
>All I really want to do is telnet into my PC which runs Linux.

I was in shock when I saw you wanted to un Mnt on 1Mb but seeing as
it's for telnet only then yes it certainly is possible. Treat
yourself though and get four 30pin, 1Mb simms. Don't worry about
parity. Bingo - 4Mb!

Just use the Mint kernal and some other stuff I expect. Some Mint guy
will pop up and help you here....

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2206. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 22:39:59 UTC
From: rking@zetnet.co.uk
Message-ID: <3a88663f$0$8830@news.zetnet.co.uk>
Source record: 50388

On 12 Feb 2001 20:02:05 , Peter Slegg wrote:
>
>Peter
> --
>| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
>| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
>| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
> --
> --
>| I live in Great Britain, abbreviated to G.B. |
>| uk is a noise made by apes. |
> --
>.

Hi Peter,

I see that you use Newsie on your Milan. Until recently, Newsie used to lock up my Milan at 256 and above, every time I tried to do anything but view a mail. Now I find that it's fine in mono, I am using it now at 1024x768 in mono and everything works, including binary extraction. Have you found a way to use it with 256 or more colours?

Bob King

2207. Re: STiK2

Newsgroup: comp.sys.atari.st
Date: 2001-02-12 23:13:50 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a886e2e$0$8832@news.zetnet.co.uk>
Source record: 50389

Hi Charles

On 11 Feb 2001 22:26:30 , Charles Stanley wrote:
>Re Convert to STiK2: I'm afraid I was mistaken. QDialer will not
>allow me to configure the Modem. I have Ser.2/LAN as my net
>modem: QDialer shows only Modem 1 and crashes th TT when I try to
>change it. So, back to STinG.

Have you set Serial Port = Modem 2 in the default CFG file ?

Cheers

Paul

2208. Re: How to null modem a TT to a Mac?

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 01:36:52 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-FC71B0.20365412022001@bigmomma.idirect.com>
Source record: 50391

In article <120220011206018698%flipflap@coastalnet.com.invalid>, Bill Freeman <flipflap@coastalnet.com.invalid> wrote:

> Has anyone here done a null modem transfer of files from a TT to a Mac?
> Just wondering what terminal programs I should use. I have Flash, and
> others, for the TT, but have no idea what to use on the Mac for a
> terminal program.

try Zterm, you should be able to find a copy pretty easily on the net. Try over at the Pure Mac site (http://www.pure-mac.com)

2209. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 02:32:35 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <96a6c3$55q$1@cubacola.tninet.se>
Source record: 50392

On 12 Feb 2001 22:39:59 , Bob King wrote:

>
>Hi Peter,
>
>I see that you use Newsie on your Milan. Until recently, Newsie used to lock up
> my Milan at 256 and above, every time I tried to do anything but view a mail.
>Now I find that it's fine in mono, I am using it now at 1024x768 in mono and
>everything works, including binary extraction. Have you found a way to use it
>with 256 or more colours?
>
>
>Bob King
>.

Hi Bob

I've used Newsie no my Milan since I bought it, and I always run
under 16-bit colour. Can't imagine why it shouldn't work on your's.
I haven't done anything special, just installed it and off I went.

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2210. .dim disk image question

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 03:54:09 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <96acng$776$1@nnrp1.phx.gblx.net>
Source record: 50393

I have a whole CD full of .dim images of Atari ST games and I was wondering
if there was an emulator that can read those. -Satcom2

2211. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 04:06:55 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a88b2e1$0$46009$272ea4a1@news.execpc.com>
Source record: 50394

On Mon, 12 Feb 2001, Lyndon Amsdon wrote:

> >Broken a track on RAM board or on Atari?

> I was thinking more about the Atari, but the board could be damaged as
> well.

I think both the pin and board are damaged.

> Remember that the Atari could still have a broken track even
> though the 4mb still works. Not all te adress lines are used on the
> 4mb board, that come into use on the 14Mb board.

wonderful. The pin on atari is not broken from topside.
It looks like it is splintered. But it does not separate.
I think the pin was initially defective. When I started to push
down, it crunched the prong in the board.
You really can't see the defective pin without the aid of a magnifying
glass.
The connectors on 14 meg board were a lot tighter than the 4 meg board.
On 4 meg they are rectangular in shape. On 14 meg 2 prong banana.

> Ask about or take it into an electronics shop and ask them to check
> continutity between all the pins to check every connection for dodgy
> pins etc. Do you know a friend that's handy with a multimeter?

That's a good idea. I know a guy at a computer salvage shop who
is familiar with Atari's. He had his own BBS with a TT.
I talked with him tonight. He said he can test the RAM and possibly
fix the pin on the RAM board.
But of course, it will cost me.

> Well return it then and get your money back and try getting one from
> another dealer.

I doubt it. It is an overseas order. Very slow response, if at all to
emails.
And I am sure he wants nothing to do with me. Not to mention the
language barrier.

Just money down the drain.

One other thing that came to mind.
If I ever get new RAM in, will I have to repartition my Hard Disks
with HDDriver?
Could this also have been a reason why it was crashing?

Hey, thanks a lot for your suggestions (and newsgroup)
Appreciate your postings.

ken

2212. Re: help! 14 meg Ram board on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 04:21:34 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a88b650$0$46000$272ea4a1@news.execpc.com>
Source record: 50395

On Sun, 11 Feb 2001, Steve Sweet wrote:

> >Atari logo comes up, then cherry bomb, won't run through the memory
> >test.
>
> I assume your rebooting with all floppy drives ejected and hard disks
> powered off, if so, check the memory is securley connected.

Hi Steve,
Memory or monitor? I did check monitor. This was on a reset, not coldboot.
I keep an "empty formatted" floppy in the drive. And use HDdriver.sys

The machine was booting up correctily. All my programs were accessible.
But then all of a sudden the screen gets qirky. Vertical dashes.
I then turn it off, let it cool down and try again.

When installing new RAM, do you have to repartition
hard drives and reinstall
HDdriver.sys?

> If its crashing with the media on you'l have to eliminate the faulty app
> on the relevant media, bypass the hard disk boot and disable all ACC's
> and then AUTO APP's, running them from the desktop will show up the
> exploder.
>
But they were all working, then all of a sudden chaos.

thanks

ken

2213. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 07:37:57 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A88E455.424B86C2@siemens.at>
Source record: 50197

Ken Kosut wrote:
> I doubt it. It is an overseas order. Very slow response, if at all to
> emails.
> And I am sure he wants nothing to do with me. Not to mention the
> language barrier.

If you really think he's not able to understand english I could
translate your mail to german but there are very few people in
Germany who really don't understand english.

> Just money down the drain.

Don't give up so easily. In my experience there is only one german
dealer where I had to give up and it's not that one.

> One other thing that came to mind.
> If I ever get new RAM in, will I have to repartition my Hard Disks
> with HDDriver?
> Could this also have been a reason why it was crashing?

Definitely not. I started with 4MB, then had several 16MB boards,
the one I use at the moment is from Wizztronics, and now with
the CT2 I added 32MB of fast ram and the only time I had problems
similar to yours was when I had a bad solder on the motherboard.

Gerhard

2214. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 08:51:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982134008-111089AEicMi@cwcom.net>
Source record: 50249

From: Frank_Szymanski@du3.ohse.de (Frank Szymanski)
Date: Mon, 12 Feb 2001 07:37:00 -0000

>DC>Shiuming reviews this card at http://www.myatari.net
>
>....but where exactly?

I think it's in the January issue - the title of the review didn't shout
"this is a review of an Ethernet ROM port card", so you might have to look
for it. Might have been "Connections" or similar.

There weren't any of these cards left when I looked on the web site a
couple of days ago BTW.

--


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```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2215. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 08:55:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982134010-111544AEicMi@cwcom.net>
Source record: 50248

From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Date: Mon, 12 Feb 2001 10:57:58 GMT

>>BTW, how do you get 1stGuide to print images? Mine only offers an option
>>to save as XIMG, but not print. Also seems to load only IMG files, not
>
>That's quite easy, once you've got a file opened for viewing press [CTRL]-A
>to get to the Options menu. At top left you can choose to direct output to
>Window or Device. Device Parameters... allows entering a GDOS device number

I meant to change this last paragraph before I posted.

[CTRL]-A takes you to the parameters page, but if you change direct output to
Device, _all_ output will go to the printer. Instead, after making sure that
you've set up your options under Device parameters, press [CTRL]-P when you've
got a 1stGuide window open with your desired image.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2216. Re: Help: how to use TIH files on non-ST system

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 09:00:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982134012-112000AEicMi@cwcom.net>
Source record: 50247

From: James Wallis <james@erstwhile.demon.co.uk>
Date: Mon, 12 Feb 2001 21:57:41 +0000

>>Have you tried renaming them to TIF to see if one of your PC programs
>>can read them?
>
>Yes, and no, in that order.
>
>Many thanks for the information about the files' nature. I don't know if
>TIHs were definitely Atari-only, but none of the PC image programs or
>file-converters I've tried has ever heard of them. And I've tried

I'd hazard a guess that Imagecopy would read TIH files, it has conversion
possibilities to many output formats including BMP.

SInce this is an Atari program you'd have to run an emulator on your PC.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2217. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 09:04:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982134016-112580AEicMi@cwcom.net>
Source record: 50250

From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Date: 12 Feb 2001 20:02:05 GMT

>I had another look at the relocated Draconis site recently
>and development is continuing. I have the Milan home
>edition but I cannot get it to dial from my modem. Is it
>a disabled feature ? If I could get it to work I might
>buy it just to get the javascript support for these

If you have the demo you can't dial from it AFAIK.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2218. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 10:04:07 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982058737.25537.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 50198

> Actually, there is a use for the extra RAM since any part of the card's
> memory could be used as extra system memory. However, it is much slower
> than the TT's regular RAM (but probably similar in speed to the Mega STE's
> existing RAM).

I was simply going to get one for my TT but I may get two if this could also boost my MegaSTE to 4Mb ST RAM (current) and 12Mb TT RAM then the machine would be a much more usable box.

I think if this was implemented and the unit was sold with this as a feature then many more MegaSTE users would purchase one, can you also fit a 32Mhz upgrade on there too?

Mark.

2219. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 11:11:01 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A891645.839B0D8F@patent.gov.uk>
Source record: 50199

"Jï¿½rgen Nyberg" wrote:
>
> On 12 Feb 2001 22:39:59 , Bob King wrote:
>
> >
> >Hi Peter,
> >
> >I see that you use Newsie on your Milan. Until recently, Newsie used to lock up
> > my Milan at 256 and above, every time I tried to do anything but view a mail.
> >Now I find that it's fine in mono, I am using it now at 1024x768 in mono and
> >everything works, including binary extraction. Have you found a way to use it
> >with 256 or more colours?
> >
> >
> >Bob King
> >.
>
> Hi Bob
>
> I've used Newsie no my Milan since I bought it, and I always run
> under 16-bit colour. Can't imagine why it shouldn't work on your's.
> I haven't done anything special, just installed it and off I went.
>
> Cheer's Jï¿½rgen
>
> ---
> Jï¿½rgen Nyberg
> Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
> ---

Hi Jorgen,

Could be that Newsie doesn't like Magic or needs the extra memory (I
only have 20Mg, faulty chip). It's no great loss working with B/W for
Newsie and aMail, as you know a quick reset to 16-bit colour for CAB
only takes seconds. Thanks for the info.

Bob.

2220. Re: help! 14 meg Ram board on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 11:42:08 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ctrRNtHQ2Ri6EwQq@lovecraft.demon.co.uk>
Source record: 50202

Once upon a time <3a88b650$0$46000$272ea4a1@news.execpc.com>, Ken Kosut
<kjcat@execpc.com> grabbed chalk and scrawled:

>When installing new RAM, do you have to repartition
>hard drives and reinstall
>HDdriver.sys?

No.

Have you done a reboot and just let the machine run through a RAM test,
by any chance?

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2221. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 11:44:53 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <X9STZ7H14Ri6EwRw@lovecraft.demon.co.uk>
Source record: 50201

Once upon a time <3A88E455.424B86C2@siemens.at>, Janka Gerhard
<gerhard.janka@siemens.at> grabbed chalk and scrawled:
>If you really think he's not able to understand english I could
>translate your mail to german but there are very few people in
>Germany who really don't understand english.

Except the ones that work on Lufthansa's customer dis-service desk in
Frankfurt, of course... Who suddenly lose all grasp of the English
language when you're trying to get some sort of upgrade after a 27 hour
delay.

Richard (will /never/ go to Frankfurt airport or fly on Lufthansa again.
I'd rather drive an Amphicar across the channel).
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2222. SMS programm

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 11:50:41 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A891F91.1C44A93F@sun1000.pwr.wroc.pl>
Source record: 50200

Hi there,

We all need one good programm to send SMS messages to any GSM operator
in the world.
And this is possible to do.
There is one programm called 'Gadu-Gadu' (polish programm) to make such
things, but it's for PC...
Gadu-Gadu can send SMS to all countries located in Europe also to USA
and Canada !!!!
I've spoke to the authors and they said, they probably make (or they'll
help to make) Atari version!!! :))
What we have to do?
Just send an email to: tech@gadu-gadu.pl
Subject: Gadu-Gadu for Atari
Content: 'when the Atari version will be available?' or 'we want Atari
version of Gadu-Gadu' or something like that :)))

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

2223. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 12:01:49 UTC
From: hamil-10@blueyonder.co.uk
Message-ID: <MPG.14f3340474f08e96989691@news.blueyonder.co.uk>
Source record: 50203

> Do you need telnet? Can't you just use a terminal emulator? Much easier to
> set up and much faster to boot.

Well it's only connected over a Null modem cable so anything that works
is good for me.

Don't suppose you know how to set it up, do you? :)

2224. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 12:16:57 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <96b8jp$js1$1@zingo.tninet.se>
Source record: 50204

On 13 Feb 2001 11:11:01 , Bob King wrote:
>
>
>Hi Jorgen,
>
>Could be that Newsie doesn't like Magic or needs the extra memory (I
>only have 20Mg, faulty chip). It's no great loss working with B/W for
>Newsie and aMail, as you know a quick reset to 16-bit colour for CAB
>only takes seconds. Thanks for the info.
>
>Bob.
>.
Hi Bob

Might be Magic, can't really comment on that. But it can't be memory,
on my machine, Newsie take's something like 600k. When I'm online and
have Mint, Naes, Taskbar, Sting, Newsie, Qed and a lot of small auto
progs, I'm nowear near 20MB. More like 7 or 8, so the best bet would
be Magic I should think, but Magic-users would have too tell you that.

Cheer's J

J
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2225. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 12:30:09 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A8928D1.734F3FBE@patent.gov.uk>
Source record: 50205

"Jï¿½rgen Nyberg" wrote:
>
> On 13 Feb 2001 11:11:01 , Bob King wrote:
> >
> >
> >Hi Jorgen,
> >
> >Could be that Newsie doesn't like Magic or needs the extra memory (I
> >only have 20Mg, faulty chip). It's no great loss working with B/W for
> >Newsie and aMail, as you know a quick reset to 16-bit colour for CAB
> >only takes seconds. Thanks for the info.
> >
> >Bob.
> >.
> Hi Bob
>
> Might be Magic, can't really comment on that. But it can't be memory,
> on my machine, Newsie take's something like 600k. When I'm online and
> have Mint, Naes, Taskbar, Sting, Newsie, Qed and a lot of small auto
> progs, I'm nowear near 20MB. More like 7 or 8, so the best bet would
> be Magic I should think, but Magic-users would have too tell you that.
>
> Cheer's Jï¿½rgen
>
> --
> Jï¿½rgen Nyberg
> Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
> --

Hi Jorgen,

I'm not getting into the Magic v Mint war zone!!!!!!!!!!!!

I'm content I've got things working.

Bob.

2226. Odp: .dim disk image question

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 12:47:43 UTC
From: "M.Dankowski (A.P.M&P)" <marketing@profit.pl>
Message-ID: <96bar9$r7j$1@news.tpi.pl>
Source record: 50207

U�ytkownik "Satcom2" <svenhard@primenet.com> napisa� w wiadomo�ci news:96acng$776$1@nnrp1.phx.gblx.net...
> I have a whole CD full of .dim images of Atari ST games and I was wondering
> if there was an emulator that can read those. -Satcom2

You can unpack it with F-copy.

--

_____
Marek Dankowski
portfolio@atari.org

2227. Re: Mustek 12000 (quick response)

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 14:19:48 UTC
From: mlake@melake.erols.com
Message-ID: <slrn98igk3.gh2.mlake@melake.erols.com>
Source record: 50208

>I brought the scanner to a small shop (PC only, of course) and the
>gentle man sold me a MUSTEK 12000 (Scan Express, IIRC) but was ready
>to take it back, if it would not work with my TT. So he did, for the
>scanner was indeed recognized as scanner by NovaScan, but did not work
>at all.
>
>The 12000 will definitely not work with any Atari driver. Please do
>prove me wrong!

I had my 12000 working ok with my Falcon030 using NovaScan years ago.
I never tried it on my TT.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/the-beach http://melake.erols.com/genealogy

2228. Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 14:54:53 UTC
From: Chris Good <chrisgood@madasafish.com>
Message-ID: <3A894ABC.915D8C6F@madasafish.com>
Source record: 50209

Hi All,

Are there any Atari repairers around in the UK? I've got a few things I need fixing if possible.

Chris

2229. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 16:28:50 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <982083344-952819AEicMi@xs4all.nl>
Source record: 50211

Hi there,

Does anyone know about an editor that runs on a
1MB STBook and that looks nicer than FW+ and is
compatible with Papyrus?

Thanks,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2230. Atari Software For Sale

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 16:36:55 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <96bnpvack1@uranium.btinternet.com>
Source record: 50210
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Atari Software For Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

2231. Re: Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 17:13:07 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <_Ydi6.12716$Nw6.107591@NewsReader>
Source record: 50212

Hello.

"Chris Good" <chrisgood@madasafish.com> wrote in message
news:3A894ABC.915D8C6F@madasafish.com...
> Hi All,
>
> Are there any Atari repairers around in the UK? I've got a few things I
> need fixing if possible.
>
> Chris

Keychange Music can fix most Atari probs, tel 01925 266120.

Barrie at Keychange.

www.keychange.co.uk

2232. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 17:24:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <96bqjg$1mo$1@snipp.uninett.no>
Source record: 50213

Chris Hamilton <hamil-10@blueyonder.co.uk> wrote:
>> Do you need telnet? Can't you just use a terminal emulator? Much easier to
>> set up and much faster to boot.

> Well it's only connected over a Null modem cable so anything that works
> is good for me.

> Don't suppose you know how to set it up, do you? :)

You need to run getty or mgetty on the serial port you're going to use on
the Linux-box. I don't know how to do this under Linux, but it shouldn't
be hard to find documentation and/or HOWTOs for this.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2233. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 18:09:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a898f622db0ee0@online.be>
Source record: 50216

>I had another look at the relocated Draconis site recently
>and development is continuing. I have the Milan home
>edition but I cannot get it to dial from my modem. Is it
>a disabled feature ? If I could get it to work I might
>buy it just to get the javascript support for these
>awkward sites. I assume Draconis(LoA) supports Aniplayer.

Forget Adamas for the moment. The javascript support is just one big
joke. Even a very basic script will bring down the browser and
eventually the whole system. Furthermore the rendering is not very good
either.
I can't understand why one have to pay for a prg that even doesn't
deserve the name beta testversion.
>
>I could never understand why ASH didn't get someone to
>continue CAB development. IMO it is the best looking
>browser by far. It renders pages far nicer than IE.

Fully agree with you.

>
>Thank goodness that HighWire is being "released". Hopefully
>we can all contribute something to its development.

I surely hope this too.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2234. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 19:52:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102132052.a35031@su2.maus.de>
Source record: 50235

Hi,

X>TEMPUS and TEMPUS2 were available in English versions too
I did not know either there was a TEMPUS2 nor an English version...

X>Or do you mean TEMPUS WORD?
No, for that's a word processor.

X>That's German only AFAIK.
Probably!

Und TTschï¿½
ps

2235. Re: Genie Dial-Up Service ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 20:12:23 UTC
From: "JnyVee." <moc.slore@ybmurbrevlis.com>
Message-ID: <3A899522.155D@ybmurbrevlis.com>
Source record: 50217

Good God Man! IS IDt still using the GEnie mark? IS IDt still ALIVE??

As a longtime GEnie user (the real thing, not whatever is still out there) watching IDT buy it to leave it ferster and rot and then hanging in till the system plug was pulled, I couldn;t imagine use IDT for anything I neded to count on. WHat the heck are they still doing with the naem GENIE?

Don Wolfe wrote:
>
> Genie sent out Notice that they would end their Dial-Up Service on
> February 4, 2001 and said to get a new ISP.
>
> On Friday Feb. 2, 01 they sent a new Notice saying to disregard the
> other Notices, they would be keeping the Dial-Up Service into the
> indefinite future. They sent a list of new Phone Number to access this
> changed Service, which will connect but not link-up, "So no access"
>
> Does anyone know what is going on with Genie ??
>
> Thanks, Donner......

2236. Re: SMS programm

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 20:29:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982175656-533934AEicMi@madasafish.com>
Source record: 50266

HI Rafal

>We all need one good programm to send SMS messages to any GSM operator
>in the world.

I think what woud be more usefull would be a robot that we could address
these messages to as eMails and let that take care of it, i personaly
wouldnt wait online to send an SMS, i'd prefer to compose them offline.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2237. Re: help! 14 meg Ram board on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 20:39:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982175660-534538AEicMi@madasafish.com>
Source record: 50267

Hi Ken

>> I assume your rebooting with all floppy drives ejected and hard disks
>> powered off, if so, check the memory is securley connected.

>Memory or monitor?

Memory.

>I did check monitor. This was on a reset, not coldboot. I keep an "empty
>formatted" floppy in the drive. And use HDdriver.sys

In the absence of a problem with the memory expansion its possible that
your PSU is borderline, this would explain why it happens after a while.

Is it possible to direct a fan onto the PSU to see if this delays your
problem?.

Its also possible that a connector specific to the 14meg expansion is
faulty which would explain why the 4M kit is OK. So check and correct any

connector problems.

>When installing new RAM, do you have to repartition hard drives and
>reinstall HDdriver.sys?

Nope you dont have to do anything like this. YOu may have to set some
header flags if you installed TT ram but i think Falc expansions are all
ST ram

Do you know someone else with a Bird that could test it for you.

2238. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 20:43:44 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6AEEABD.AC3F%nameerf@flash.net>
Source record: 50218

in article 3A891645.839B0D8F@patent.gov.uk, Bob King at
robert.king@patent.gov.uk wrote on 2/13/01 3:11 AM:

> Hi Jorgen,
>
> Could be that Newsie doesn't like Magic or needs the extra memory (I
> only have 20Mg, faulty chip). It's no great loss working with B/W for
> Newsie and aMail, as you know a quick reset to 16-bit colour for CAB
> only takes seconds. Thanks for the info.
>
> Bob.

What version(s) of Newsie are you using? On both Geneva and Magic, Newsie
works perfectly up to version 0.94. Version 0.96 freezes on both Geneva and
Magic on my Falcon when I try to do certain tasks, especially openning menus
that have submenus in them. So I just went back to version 0.94 and
everything worked perfectly. Maybe this is the problem?

Mike Freeman
nameerf@flash.net

2239. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 20:45:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96c6e4$8rp$1@plutonium.compulink.co.uk>
Source record: 50220

In message <3a877dbe$1_1@athena.netset.com>, baldrick@dilbert.netset.com said:

> A generic simple explanation is as follows.
>
>TAR was designed for Tape Backups. It compresses files or a range of
>files into a single file.
>
>GZIP is a compression tool for files or archives. It simple compresses
>the data.

Is gz (GZIP) the same as normal ZIP of the Atari? If so, it too can
compress several folders/files into a single archive file. So what do
you gain from TARing it first?

Regards, /Peter/

2240. Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 20:45:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96c6e6$8rq$1@plutonium.compulink.co.uk>
Source record: 50219

I have noted somethinga little strange with HDDRIVER8 on my Falcon, which Dr.Uwe says he's never come across and can't duplicate. I wonder if anyone else has had this experience?

My Falcon boots from an internal IDE and has a SyQuest EZ-135 as ID1 and a Toshiba CD-ROM as ID2 on the SCSI bus. I only switch these latter two on at booting when they are likely to be needed, though both are permanently enabled in 'Devices and Partitions'. When the EZ-135 is switched on but the CD-ROM is switched off, the computer hangs when the 'Device check' dialog appears in HDDUTIL (called directly or via 'Auto configure'), and cannot be quit with ESC. If I switch off the SyQuest while the dialog is open, everything proceeds as normal, displaying the Falcon and IDE IDs. This does not happen when the CD-ROM is switched on, no matter whether the EZ-135 is switched on or off.

This only seems to happen in HDDUTIL - I can use the EZ-135 quite happily with the CD-ROM off or on.

I have no idea of the cause, and neither has Dr.Uwe :-(

Regards, /Peter/

2241. Re: Homepage of Christian Felsch

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 21:00:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200102132200.a12048@ki.maus.de>
Source record: 50241

```
>>>> You should try to get the latest version on Christian's page.
>>>> http://www.tu-harburg.de/~smcf1605/
>>>>
>>>This appears to be down.

This is the right link to Christian's homepage...

http://www.tu-harburg.de/~alumnifc/

...and this is the right link to Christian's gemgs page.

http://www.tu-harburg.de/~alumnifc/gemgs/

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***
```

2242. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 21:00:48 UTC
From: mb@gem.win.co.nz
Message-ID: <G8prpE.Hs@gem.win.co.nz>
Source record: 50147

To answer a few more points:

Yes, I guess with 4 megabytes of system RAM memory would be quite tight. To be honest I have not really looked into these practical issues on the Mega STE, although the card will work. On the Mega STE the amount of VMEbus address space is very limited; I can't remember off hand how small it is, but it does severely limit the use of the extra RAM as system RAM.

Regarding speed; the current driver is not very fast, although quite usable on a TT. The card has the capability to be extremely fast - faster, I expect, than any other Atari graphics card and certainly vastly faster than any Atari builtin graphics hardware, even when used on a Mega STE. Writing the firmware and driver code to actually take advantage of this possibility will take a while. But work is progressing.

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
68HC08 support site - http://www.hc08.net/

2243. Atari Falcon's in Canada or US?

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 21:06:09 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <5lhi6.3175$D3.15179@tor-nn1.netcom.ca>
Source record: 50222

I'm looking for a Falcon, but they seem harder to come by than I would have thought. I'd ideally like a Falcon and some accessories .. like a memory board and the cables/connectors to hook up a VGA/SVGA monitor (since god knows where you'd find a Falcon monitor... (will it work with Atari ST colour monitors?)

What sort of accessories should one have for a Falcon? (I never had one.. just the ST series and a portfolio)

jeff

2244. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 21:43:54 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a89aa9a.0@energise.enta.net>
Source record: 50221

```
On 10 Feb 2001 13:43:23 , JI Logan wrote:
>On 9 Feb 2001 16:31:09 +, Bob King wrote:
>
>|> ------------------------------------------------------------------------
>|> | I live in Great Britain, abbreviated to G.B. |
>|> | uk is a noise made by apes. |
>|> ------------------------------------------------------------------------
>
>If you live in GB then you also live in the UK.
>--
>JI Logan
>.

Yes but which uk ?
------------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
------------------------------------------------------------------------
------------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
------------------------------------------------------------------------
```

2245. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 22:28:53 UTC
From: bindon@madasafish.com
Message-ID: <t8jd95npp3lc19@corp.supernews.com>
Source record: 50224

On 12 Feb 2001 22:06:55 , Ken Kosut wrote:
>On Mon, 12 Feb 2001, Lyndon Amsdon wrote:
>
>That's a good idea. I know a guy at a computer salvage shop who
>is familiar with Atari's. He had his own BBS with a TT.
>I talked with him tonight. He said he can test the RAM and possibly
>fix the pin on the RAM board.
>But of course, it will cost me.

He should be doing it for free. I know I would, as I'm often mending
ppl's equipment for nothing.

>Hey, thanks a lot for your suggestions (and newsgroup)
>Appreciate your postings.

That's fine, don't worry about it. One other thought springs to mind,
that I found on Claes Holmerups site about some 14Mb card. It seems
to help it if has an extra ground tap. Maybe that's worth a try?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2246. Re: Mustek 12000 (quick response)

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 22:29:06 UTC
From: bindon@madasafish.com
Message-ID: <t8jd9i9hf83r1f@corp.supernews.com>
Source record: 50225

```
On 13 Feb 2001 14:19:48 , Marshall Lake wrote:
>>I brought the scanner to a small shop (PC only, of course) and the
>>gentle man sold me a MUSTEK 12000 (Scan Express, IIRC) but was ready
>>to take it back, if it would not work with my TT. So he did, for the
>>scanner was indeed recognized as scanner by NovaScan, but did not work
>>at all.
>>
>>The 12000 will definitely not work with any Atari driver. Please do
>>prove me wrong!
>
>I had my 12000 working ok with my Falcon030 using NovaScan years ago.
>I never tried it on my TT.

Hmm, that's interesting. I tried everyting on mine. Termination,
cables, the lot. Good old HDDriver picked it up first time under ID
check, so I am thinking chances are it's not a physical problem with
SCSI etc.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

2247. Re: Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 22:29:12 UTC
From: bindon@madasafish.com
Message-ID: <t8jd9o3eeg3u22@corp.supernews.com>
Source record: 50226

On 13 Feb 2001 14:54:53 , Chris Good wrote:
>Hi All,
>
>Are there any Atari repairers around in the UK? I've got a few things I
>need fixing if possible.

Hey Steve, another Madasafish user!

Anyway, where are you located in the UK? There is Atari Workshop in
London, but some of the guys here will be glad to help you out, me
being one.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2248. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 22:32:06 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <GBii6.23118$o85.105538@news-server.bigpond.net.au>
Source record: 50223

<xlator@cix.compulink.co.uk> wrote in message
news:96c6e6$8rq$1@plutonium.compulink.co.uk...
> I have noted somethinga little strange with HDDRIVER8 on my Falcon,
> which Dr.Uwe says he's never come across and can't duplicate. I wonder
> if anyone else has had this experience?
>
> My Falcon boots from an internal IDE and has a SyQuest EZ-135 as ID1 and
> a Toshiba CD-ROM as ID2 on the SCSI bus. I only switch these latter two
> on at booting when they are likely to be needed, though both are
> permanently enabled in 'Devices and Partitions'.

Having a device on the scsi or ide bus that is switched of while other
device's are enabled can cause problem's for 2 reason's,

A: The device order and termination, i.e. is the cdrom's termination enabled
or is the scsi chain terminated via a physical terminator at the end of the
chain. If the CDROM is terminated you may get weird termination result's,
causing the bus to hang. Are they terminated at all?

B: The precence of a device on the bus can apply a load to the Bus and also
cause it lock up because the busses resistance will change to a non-usable
value.

When the EZ-135 is
> switched on but the CD-ROM is switched off, the computer hangs when the
> 'Device check' dialog appears in HDDUTIL (called directly or via 'Auto
> configure'), and cannot be quit with ESC. If I switch off the SyQuest
> while the dialog is open, everything proceeds as normal, displaying the
> Falcon and IDE IDs. This does not happen when the CD-ROM is switched on,
> no matter whether the EZ-135 is switched on or off.
>
> This only seems to happen in HDDUTIL - I can use the EZ-135 quite
> happily with the CD-ROM off or on.

Also you don't need hddriver to scan the SCSI bus for the CDrom, in my
experience this is only neccesary when using an IDE cdrom. Realistically you
should never switch any device's on the SCSI bus off, the only other option
is to physically unplug them. It does depend alot on the device being used,
but PC's suffer from the same problem. If an IDE drive is attached to a
PC/Atari and the device has no power the machine will go AWOL. SCSI is
better than IDE but not perfect;-)

Mark

2249. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 23:29:20 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a89c350$0$8833@news.zetnet.co.uk>
Source record: 50227

Hi Mike,

On 13 Feb 2001 20:43:44 , Michael and Nicole Freeman wrote:
>in article 3A891645.839B0D8F@patent.gov.uk, Bob King at
>robert.king@patent.gov.uk wrote on 2/13/01 3:11 AM:
>
>> Hi Jorgen,
>>
>> Could be that Newsie doesn't like Magic or needs the extra memory (I
>> only have 20Mg, faulty chip). It's no great loss working with B/W for
>> Newsie and aMail, as you know a quick reset to 16-bit colour for CAB
>> only takes seconds. Thanks for the info.
>>
>> Bob.
>
>What version(s) of Newsie are you using? On both Geneva and Magic, Newsie
>works perfectly up to version 0.94. Version 0.96 freezes on both Geneva and
>Magic on my Falcon when I try to do certain tasks, especially openning menus
>that have submenus in them. So I just went back to version 0.94 and
>everything worked perfectly. Maybe this is the problem?

Try changing the "experimental" line in Newsie's prefs inf file to:

experimental = NNNNNNNNNN

John Rojewski suggested this when difficulties with 0.96 were reported.
I have had no problems with it ever since.

Cheers

Paul

2250. Re: Help: how to use TIH files on non-ST sy

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 23:40:21 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a89c5e5$0$8830@news.zetnet.co.uk>
Source record: 50230

On 11 Feb 2001 19:41:34 , James Wallis wrote:
>I need help.
>
>I've recently been given around 300 Falcon floppies dating from the mid-
>90s, containing a lot of text and graphics that I really need. The text
>is no problem, but all the graphics files are TIHs. "It's just like
>TIFF," I was told by the guy who gave me the disks. "Anything that can
>display TIFF can display TIH."
>
>Well, bollocks, as I'm sure you know. What's more, I can't find anything
>more than mentions-in-passing of the TIH graphics format on the web or
>the Deja archives. So I'm coming to the source of all wisdom on such
>things, my cap in my hand.

According to Mark S Baines' "Atari A-Z",
TIH is a Retouche TIF haltone image; Retouche is, I surmise, an image
editing app for the ST. Likewise, TIM is monochrome and TIP is
palette-colour.

I can't help with your other requests, James, sorry.

Charles.

2251. Re: STiK2

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 23:40:24 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a89c5e8$0$8830@news.zetnet.co.uk>
Source record: 50228

On 12 Feb 2001 01:15:22 , Dan Ackerman wrote:
>In article <3a871196$0$8831@news.zetnet.co.uk>,
>Charles Stanley <cstanley@zetnet.co.uk> wrote:
>>Re Convert to STiK2: I'm afraid I was mistaken. QDialer will not
>>allow me to configure the Modem. I have Ser.2/LAN as my net
>>modem: QDialer shows only Modem 1 and crashes th TT when I try to
>>change it. So, back to STinG.
>>
>
> I use serial 2 on my TT all the time with STiK2. So that
>shouldn't be the problem. When Qdialer first starts up it shows Modem 1,
>as it hasn't been told otherwise yet. Once it reads the Dial script for
>your ISP it should switch the info that is displayed.

Hi, Dan. Would you confirm that QDial's config file is called
"Default.cfg" (QDial.cfg is mentioned in STiK2b's Install.txt)?
I ask because the serial port is named there, but QD is not reading it.
(It is in the Stik_cfg folder.)

I conclude from your words that the Modem button should just be left
alone (I was trying to change it: that's when I got the infamous 68000
error and two bombs).

> Sounds like you have some strange problem going on.
>What version of Hsmodem are you using?

It's HSModem 7.

Thank you,
Charles.

2252. Re: STiK2

Newsgroup: comp.sys.atari.st
Date: 2001-02-13 23:40:25 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a89c5e9$0$8830@news.zetnet.co.uk>
Source record: 50229

On 12 Feb 2001 23:13:50 , Paul Williamson wrote:
>Hi Charles
>
>On 11 Feb 2001 22:26:30 , Charles Stanley wrote:
>>Re Convert to STiK2: I'm afraid I was mistaken. QDialer will not
>>allow me to configure the Modem. I have Ser.2/LAN as my net
>>modem: QDialer shows only Modem 1 and crashes th TT when I try to
>>change it. So, back to STinG.
>
>Have you set Serial Port = Modem 2 in the default CFG file ?

No, Paul, not modem 2, which I use for another purpose on my TT,
but "Ser.2/LAN" as given by listport.tos for serial 2.

Cheers
Charles.

2253. Re: Everest author

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 00:04:30 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a89cb8e$0$8831@news.zetnet.co.uk>
Source record: 50231

On 11 Feb 2001 15:12:58 , Carey Christenson wrote:

| I still have not found out if the EVEREST programmer still lives at
|the address on his title page. Not to mention I want to get that
|annoying title screen off of my program. So if anyone could help so
|few of us could pay our contributions we would all appreciate it.

I paid my contribution through Joe Connor so I never had dealings
with the original author. I have deleted your original enquiry - did
you write to the address given? If not why don't you try? Isn't
there an international coupon for return postage. That way you might
be more likely to get a reply.
--
JI Logan

2254. Re: Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 00:04:31 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a89cb8f$0$8831@news.zetnet.co.uk>
Source record: 50232

On 13 Feb 2001 14:54:53 , Chris Good wrote:

|Are there any Atari repairers around in the UK? I've got a few things I
|need fixing if possible.

Atari Workshop.
--
JI Logan

2255. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 00:04:31 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a89cb8f$1$8831@news.zetnet.co.uk>
Source record: 50233

On 13 Feb 2001 17:28:50 , Raoul Teulings wrote:

|Does anyone know about an editor that runs on a
|1MB STBook and that looks nicer than FW+ and is
|compatible with Papyrus?

If you want a word-processor then Script version 1 worked on a 1 meg ST as far as I recall. I have no idea if it would run on STBook. It is fast and produces *.STX files that Papyrus can read. The problem is getting hold of it. I sold my copy a couple of years ago.

If you are content with an editor then Everest?
--
JI Logan

2256. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 00:47:02 UTC
From: rking@zetnet.co.uk
Message-ID: <3a89d586$0$8830@news.zetnet.co.uk>
Source record: 50234

On 13 Feb 2001 20:43:44 , Michael and Nicole Freeman wrote:
>in article 3A891645.839B0D8F@patent.gov.uk, Bob King at
>robert.king@patent.gov.uk wrote on 2/13/01 3:11 AM:
>
>> Hi Jorgen,
>>
>> Could be that Newsie doesn't like Magic or needs the extra memory (I
>> only have 20Mg, faulty chip). It's no great loss working with B/W for
>> Newsie and aMail, as you know a quick reset to 16-bit colour for CAB
>> only takes seconds. Thanks for the info.
>>
>> Bob.
>
>What version(s) of Newsie are you using? On both Geneva and Magic, Newsie
>works perfectly up to version 0.94. Version 0.96 freezes on both Geneva and
>Magic on my Falcon when I try to do certain tasks, especially openning menus
>that have submenus in them. So I just went back to version 0.94 and
>everything worked perfectly. Maybe this is the problem?
>
> Mike Freeman
> nameerf@flash.net
>
>.

Hi Mike,

you have hit the nail on the noggin. I was using 0.96 and 0.94 works fine in
full colour. Has the author been informed. Thanks again.

Bob

2257. FS: 1040STf system in Salt Lake City

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 01:46:46 UTC
From: Tom Rosso <audio*nospam*philia@qwest.net>
Message-ID: <3pli6.1658$RG5.640970@news.uswest.net>
Source record: 50236

Hello,
I'm afraid that I must part with my 1040ST system. It just doesn't get the use that I know it deserves. Everything works great. Here's what it is:
Atari 1040ST w/internal DSDD floppy drive
Atari SC1224 color monitor
Atari SF354 single-sided floppy drive
Atari STM1 mouse (and it works perfectly!!!)
a Wang 14.4k external modem.
I have all of the cords to hook everything together, plus I'll throw in a bunch of game disks that I have. They're all copies, nothing really original. Just stuff I got off of the Little Green Desktop website.
If you're in the Salt Lake City, Utah area and are interested, send me an email at audiophilia@qwest.net and make me an offer for it all. I'd rather not ebay it because I don't want to deal with packaging it all up and shipping it. Thanks.
-Tom Rosso

2258. FS/T: Atari ST games [02/13/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 03:01:18 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <39tj8tk06g34b5sukq8qiod7njei5iffiv@4ax.com>
Source record: 50237

Items currently available for the following systems:

Atari ST computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer

GCE Vectrex
Mattel Intellivision
Magnavox Odyssey2

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Game Gear
Sega Genesis

Books (video game and computer related)
IBM PC (CD ROM and diskette software)
Movies (DVD and VHS)

Those listed above have both pictures and descriptions
on-line. Items are also available for the following systems
(with descriptions only, pictures will be added soon):

Apple][computers
Atari 8-bit computers
Commodore Vic-20 computer
Commodore 64 / 128 computers

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade
Colecovision
Emerson Arcadia 2001
Fairchild Channel F

Nintendo Virtual Boy
Sega Master System (SMS)
Sony Playstation (PSX)

Miscellaneous (various other items...)

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2259. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 03:22:37 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a89f9fe$0$70814$272ea4a1@news.execpc.com>
Source record: 50238

On Tue, 13 Feb 2001, Janka Gerhard wrote:

> If you really think he's not able to understand english I could
> translate your mail to german but there are very few people in
> Germany who really don't understand english.

Hello Janka Gerhard,

Thank you very much for the offer.
I am not quite sure how to handle this. Maybe I should call.

Today I took my RAM card to a local electronics shop.
I know what is wrong with it.
There is a 50-pin female connector. It comes off. Like a header.
I need that part, (because one of the pins is "crunched")
but with box like conductors instead of prongs.
The 30-pin female connector on the same card has box like conductors.
This would allow extra space for the "oversized" pin on the Atari.

The problem is, is that when I email the dealer I get no response.

> Don't give up so easily. In my experience there is only one german
> dealer where I had to give up and it's not that one.

Thanks for the encouragement.

ken

2260. Re: help! 14 meg Ram board on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 03:34:15 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a89fcb9$0$70813$272ea4a1@news.execpc.com>
Source record: 50239

On Tue, 13 Feb 2001, Richard Kilpatrick wrote:

> Have you done a reboot and just let the machine run through a RAM test,
> by any chance?
>
> Richard

Hello Richard,

I couldn't get back in once I rebooted. I would have to power
everything down, let the machine cool off or whatever,
then try again. It boots fine (the only thing I noticed that was
slightly different was the black bar that moves from right to left.
That was much shorter as compared with my old ram.

But I'm 99 percent sure I know what is wrong.

I have an irregular male pin on the Atari board.
It is real hard to see and I did not look at it close up before
I installed the board.
When I set the board over the pins and began to push down,
it "crunched" one of the conductors on the RAM board.

Today I had it at the shop, and that whole part comes off like
a header. All I really need is that replacement part.
(with box-like conductors instead of prongs.)
The technician saw no other visible damage to the board.

ken

2261. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 03:47:13 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a89ffc3$0$70814$272ea4a1@news.execpc.com>
Source record: 50240

On Tue, 13 Feb 2001, Lyndon Amsdon wrote:

> >On Mon, 12 Feb 2001, Lyndon Amsdon wrote:
>
> He should be doing it for free. I know I would, as I'm often mending
> ppl's equipment for nothing.

Hi Lyndon,
I took the RAM board to a different electronic shop today.
He had loaned out his RAM tester, so It was not possible to test.
The technician exaimed the board and saw the bad pin that I was
talking about.
The whole part comes off. Like a header.
He suggested I contact the dealer for that specific part.
That is the only thing he saw wrong with the board.
(atleast visibly)
He didn't charge me anything for the exam.
The problem is that the dealer hasn't responded to any of my emails.

> >Hey, thanks a lot for your suggestions (and newsgroup)
> >Appreciate your postings.
>
> That's fine, don't worry about it. One other thought springs to mind,
> that I found on Claes Holmerups site about some 14Mb card. It seems
> to help it if has an extra ground tap. Maybe that's worth a try?
>

thanks, I'll have a look.

ken

2262. WTB - part for WB Systemtechnik GmbH Falcon RAM board

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 04:17:52 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a8a06f1$0$70811$272ea4a1@news.execpc.com>
Source record: 50242

Hello,

I recently purchased a new 14 meg RAM board for Atari Falcon 030.
Due to a set of unfortunate circumstances, the board has been
damaged. Either by me, or possibly in shipping. Not sure.

There are two female conncectors on the board.
a 50pin and a 30pin
Inside the 30pin are "box-like" conductors
Inside the 50pin are "prong-like" conductors
(you can see when you turn the board over and look into the connectors.)

I need the 50pin with "box-like" yes "box-like" conductors.
I have an irregular male pin in the Atari. "prong-like" will not work.

The 50pin comes off like a header. All you need is a screwdriver and
a gentle touch.

Best electronics does not have the part.

WB Systemtechnik has not been responding to my emails.
I don't know why.
Though at first upset about it, I am certainly not blaming them.

If you have such a part for sale,
please respond to:

kjcat@execpc.com

thank you

ken

2263. Re: looking for triple yahtzee deluxe

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 04:47:32 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a8a0de4$1_3@athena.netset.com>
Source record: 50243

```
In article <3a863ea8.5453937@news.lanset.com>,
Joe Blenkle <jblenkle@lanset.com> wrote:
>I'm looking for a public domain ST game called Triple Yahtzee Deluxe.
>
>This is not the original Triple Yahtzee game, but an updated version
>with sound effects.
>
>If anyone has this game, please contact me at:
>
>jblenkle@lanset.com

Could it be that you are looking for TripleYahoo? It's available
at probably any atari ftp site that's been updated in the last 10 years.

Dan Ackerman
aka baldrick
```

2264. Re: STiK2

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 05:02:49 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a8a1179$1_2@athena.netset.com>
Source record: 50244

In article <3a89c5e8$0$8830@news.zetnet.co.uk>,
Charles Stanley <cstanley@zetnet.co.uk> wrote:
>On 12 Feb 2001 01:15:22 , Dan Ackerman wrote:
>>In article <3a871196$0$8831@news.zetnet.co.uk>,
>>Charles Stanley <cstanley@zetnet.co.uk> wrote:
>>>Re Convert to STiK2: I'm afraid I was mistaken. QDialer will not
>>>allow me to configure the Modem. I have Ser.2/LAN as my net
>>>modem: QDialer shows only Modem 1 and crashes th TT when I try to
>>>change it. So, back to STinG.
>>>
>>
>> I use serial 2 on my TT all the time with STiK2. So that
>>shouldn't be the problem. When Qdialer first starts up it shows Modem 1,
>>as it hasn't been told otherwise yet. Once it reads the Dial script for
>>your ISP it should switch the info that is displayed.
>
>Hi, Dan. Would you confirm that QDial's config file is called
>"Default.cfg" (QDial.cfg is mentioned in STiK2b's Install.txt)?
>I ask because the serial port is named there, but QD is not reading it.
>(It is in the Stik_cfg folder.)

Boy do my docs stink ;)

Here is a quick answer (too late at night to stay awake for a
long one)

DEFAULT.CFG is STiKs configuration file. It is loaded at boot.
QDIAL.CFG is Qdialers configuration file, but it is generated by Qdialer
and shouldn't be necessary for the user to edit.

If you have your serial port defined in DEFAULT.CFG, then it
should appear when you launch Qdialer. However if it does not then it can
mean one of a couple things.

1. SERIALPORT - is misspelled or has a # in front of it

2. The value for SERIALPORT is not a correct value (mispelled, incorrect
or non existant port name)

In either of these cases it will default out to a different port.

What do you have your port name defined as?

>
>I conclude from your words that the Modem button should just be left
>alone (I was trying to change it: that's when I got the infamous 68000
>error and two bombs).

That's strange. Nothing should happen when you hit that button.
Doesn't do anything here at least. I wonder which RSC you are using? The
color or the mono? I generally use the mono rsc, so it's possible there
is a problem with the color rsc file.

>
>> Sounds like you have some strange problem going on.
>>What version of Hsmodem are you using?
>
>It's HSModem 7.
>

Time flies. I think I'm using 5, I might have upgraded to 6. I
can't remember anymore.

Dan Ackerman
aka baldrick

>Thank you,
>Charles.

2265. Re: WTB - part for WB Systemtechnik GmbH Falcon RAM board

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 06:08:39 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Hhpi6.23813$o85.108684@news-server.bigpond.net.au>
Source record: 50245

A lot of electronics component suppliers will cary that, I think I can even
get them here in melbourne;-)

Mark

"Ken Kosut" <kjcat@execpc.com> wrote in message
news:3a8a06f1$0$70811$272ea4a1@news.execpc.com...
>
> Hello,
>
> I recently purchased a new 14 meg RAM board for Atari Falcon 030.
> Due to a set of unfortunate circumstances, the board has been
> damaged. Either by me, or possibly in shipping. Not sure.
>
> There are two female conncectors on the board.
> a 50pin and a 30pin
> Inside the 30pin are "box-like" conductors
> Inside the 50pin are "prong-like" conductors
> (you can see when you turn the board over and look into the connectors.)
>
> I need the 50pin with "box-like" yes "box-like" conductors.
> I have an irregular male pin in the Atari. "prong-like" will not work.
>
> The 50pin comes off like a header. All you need is a screwdriver and
> a gentle touch.
>
> Best electronics does not have the part.
>
> WB Systemtechnik has not been responding to my emails.
> I don't know why.
> Though at first upset about it, I am certainly not blaming them.

2266. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 06:29:50 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A8A25DE.AFE56DD4@siemens.at>
Source record: 50246

Ken Kosut wrote:
> I am not quite sure how to handle this. Maybe I should call.
>
> Today I took my RAM card to a local electronics shop.
> I know what is wrong with it.
> There is a 50-pin female connector. It comes off. Like a header.
> I need that part, (because one of the pins is "crunched")
> but with box like conductors instead of prongs.
> The 30-pin female connector on the same card has box like conductors.
> This would allow extra space for the "oversized" pin on the Atari.

If the problem really is only the connector you maybe should try
to get it at a local electronics shop. I think that would be not only
faster, but probably cheaper than the phone call to Germany.

Gerhard

2267. Network Card

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 08:34:46 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000260c2@fmlynet.org>
Source record: 50291

FamilyNet Newsgate

Hello Jo!

ASB> 10Base-T (RJ45) or 10Base-2 (BNC) connectors?

JES> It has both.

Excellent news, thanks!

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2268. How to null modem a TT to

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 08:34:46 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000260c1@fmlynet.org>
Source record: 50292

FamilyNet Newsgate

Hello Bill!

BF> Has anyone here done a null modem transfer of files
> from a TT to a Mac?

I've never tried that particular combination, but it should be fairly straight-forward.

BF> Just wondering what terminal programs I should use. I
> have Flash, and others, for the TT, but have no idea
> what to use on the Mac for a terminal program.

I'm not familiar with Flash, but the most simple way is probably to run a terminal program that supports a serial file transfer protocol like XModem, ZModem or Kermit. It shouldn't matter whether you run the same software at both ends, so long as they can agree on a protocol. XModem is far from optimal, but is very widely supported and simple enough for most programmers to get right.

Many Macs have been supplied with Claris Works or Apple Works (different names for essentially the same product) and this should suffice for the Mac end. I forget what terminal software I used to use on the ST end, hopefully someone here will be able to suggest something appropriate. If you're using the TT's LAN port, it shares the same pinout as a Macintosh, so a regular Mac printer cable should do the job. Set both ends to 8 data bits, no parity, 1 stop bit and hardware handshaking. Make your first few tests at 9,600 BpS. Depending on various factors you may be able to increase the speed of the link, but as the Kermit people used to say "First make it work, then make it fast."

Let us know what Mac you use, whether you use LocalTalk and what serial port you plan to use on the TT.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2269. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 08:48:12 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <96dgms$4o3$1@pegasus.csx.cam.ac.uk>
Source record: 50251

Mark Bedingfield wrote in message ...
>
><xlator@cix.compulink.co.uk> wrote in message
>news:96c6e6$8rq$1@plutonium.compulink.co.uk...

<cut>

>Having a device on the scsi or ide bus that is switched of while other
>device's are enabled can cause problem's for 2 reason's,
>
>A: The device order and termination, i.e. is the cdrom's termination
enabled
>or is the scsi chain terminated via a physical terminator at the end of the
>chain. If the CDROM is terminated you may get weird termination result's,
>causing the bus to hang. Are they terminated at all?
>
>B: The precence of a device on the bus can apply a load to the Bus and also
>cause it lock up because the busses resistance will change to a non-usable
>value.

<cut>

I'm not sure if this want Mark was trying to say in part A or not but as
opposed to a straight wire like through connection, the connectors in one or
both units might be buffered and so having the device turned off will
prevent through commumication as there is no power the the buffer chip.
If the CD ROM is the first device physically connected in the chain this
could be the probelm, try changing them around and see if this makes a
difference, if you use the EZ-135 more than the CD ROM it would make sense
to have it a s the fist physically connected anyway, otherwise you will just
have to turn both devices on.

Stephen Moss

2270. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 10:00:10 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A8A572A.884A3361@ooc.de>
Source record: 50252

Mark Bedingfield wrote:

> Having a device on the scsi or ide bus that is switched of while other
> device's are enabled can cause problem's for 2 reason's,

If the SCSI bus is properly set up, a switched off device will not cause
any problems. The SCSI standard explicitly allows devices in the SCSI
chain to remain switched off. Note that this does not apply to IDE
devices.

> Also you don't need hddriver to scan the SCSI bus for the CDrom, in my
> experience this is only neccesary when using an IDE cdrom. Realistically you
> should never switch any device's on the SCSI bus off, the only other option
> is to physically unplug them. It does depend alot on the device being used,
> but PC's suffer from the same problem. If an IDE drive is attached to a
> PC/Atari and the device has no power the machine will go AWOL. SCSI is
> better than IDE but not perfect;-)

With regard to SCSI it does not make any difference whether you own an
Atari or a PC: SCSI devices may remain switched off and the standard
allows this.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2271. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 10:22:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982219700-20179AEicMi@cwcom.net>
Source record: 50287

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Tue, 13 Feb 2001 22:32:06 GMT

>> This only seems to happen in HDDUTIL - I can use the EZ-135 quite
>> happily with the CD-ROM off or on.
>
>Also you don't need hddriver to scan the SCSI bus for the CDrom, in my
>experience this is only neccesary when using an IDE cdrom. Realistically you

Depends on the CDROM driver. If you use Spin! you must activate the CDROM's
ID in HTUtility because Spin! relies on using the SCSI driver thus activated.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2272. STFM/Mono monitor FS (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 10:32:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982219702-20638AEicMi@cwcom.net>
Source record: 50288

Hi all,

I need to clear some space, so I have the following up for sale:

STFM is in Lighthouse Tower case. STFM has a Magnum/Aixit RAM card with 8MB SIMM (can go up to a 14MB to give 12MB or so) and TOS2.06 fitted. There's also an ATKEY PC keyboard interface (I'll throw the keyboard in), and a LinkII SCSI interface and 540MB hard drive. External Centronics connector for further devices, and there's even a Forget-Me ROM port clock with pass-through.

The monitor is a System Solutions SM14S one and has seen very little use.

I'd be looking for 50UKP for the ST and 25UKP for the monitor - you must add postage, or collect from Watford.

I don't want to split the ST or ship outside of the UK.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2273. Re: Atari Falcon's in Canada or US?

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 10:33:49 UTC
From: Eddy Morfan <eddy.morfan@mail.dotcom.fr>
Message-ID: <3A8A5F0D.40E66D5F@mail.dotcom.fr>
Source record: 50253

Jeff Mitchell wrote:

> (since god knows where you'd find a Falcon monitor... (will it work with
> Atari ST colour monitors?)
>
Hi Jeff,
A Falcon can work with Atari ST color monitors, and VGA monitors, but
you cannot display all resolutions on both. The only way to display all
standard falcon resolutions on a single monitor is to use a monitor that
can handle video frequencies as well as VGA frequencies (like some old
multisyncs).

Atari ST color monitors work in interlaced and overscanned mode and thus
are better for gaming/demo viewing, whereas VGA monitors work at higher
frequencies but cannot display true color images in the highest
resolution which isn't interlaced, this makes VGA monitors better suited
for "serious" applications.

You will need special connectors or cables to connect your Falcon to a
monitor, but you can also do them by yourself (Falcon video port pinout
is decribed in users manual and can be easily found on the net).
Eddy.

2274. Re: Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 11:35:19 UTC
From: Chris Good <chrisgood@madasafish.com>
Message-ID: <3A8A6D75.891DC7FB@madasafish.com>
Source record: 50254

JI Logan wrote:
>
> On 13 Feb 2001 14:54:53 , Chris Good wrote:
>
> |Are there any Atari repairers around in the UK? I've got a few things I
> |need fixing if possible.
>
> Atari Workshop.
> --
> JI Logan

They'd charge a fortune though?

Chris

2275. Re: Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 11:40:01 UTC
From: Chris Good <chrisgood@madasafish.com>
Message-ID: <3A8A6E8F.E69BC21B@madasafish.com>
Source record: 50255

Lyndon Amsdon wrote:
>
> On 13 Feb 2001 14:54:53 , Chris Good wrote:
> >Hi All,
> >
> >Are there any Atari repairers around in the UK? I've got a few things I
> >need fixing if possible.
>
> Hey Steve, another Madasafish user!
>
> Anyway, where are you located in the UK? There is Atari Workshop in
> London, but some of the guys here will be glad to help you out, me
> being one.

I'm down near Portsmouth.

Here's what sent to Barrie:

Here's a list of the things I'd like to get fixed:

STFM 520 upgraded to 4 Mb (Rev C motherboard)
Falcon with Nemesis/14 Mb and Expose
SM125 mono monitor
AOC SVGA colour monitor

STFM 520;
This I was using to run Cubase up until the other week when I finally got round to swapping it with my 4 Mb STe. I thought I'd fix it up with an HD I'd been meaning to replace an old one and a spare monitor (the SM125). I had it working perfectly for a week when the monitor went blank. Luckily I had another SM124. Then the floppy drive started playing up, the Atari kept crashing when I was copying stuff to the HD. Then it stopped working all together, then keyboard stopped working, then the sound and now no picture. Of course when I took it all apart and had it in bits on the table it worked OK, put it back together and nothing. I'd always had problems with this machine, it only seemed to work without the top shielding so I left it off which didn't seem to make any difference this time. So it's basically dead apart from the power light. Sometimes if I start it up without the monitor connected the drive will go for about 5 secs then stop with the light still on. If I connect the monitor I get nothing. Also if I pressed down on the front part of the motherboard while it was working it crashed. I thought it might be something shorting out underneath but there's cardboard between the shielding and the motherboard. I had a look at the underside of the

board but couldn't see much wrong (not that I know what I'm looking for). Bit of a mystery. Only thing I can think of is the Yamaha chip as this controls everything that's gone wrong but I wouldn't know which one it was.

I thought maybe I could take the 4 Mb upgrade and put it in another 520 I've got but when I had a look I found all the chips were soldered in (it's a REV D motherboard) so that was no go.

Falcon;
This is basically dead too, only power light, no picture, no boot up. It's been flaky ever since the Nemesis was put in.

AOC;
This is the same model that Dave Encill used with his Falcon at shows so I know it's OK. Only the power light comes on (same as the 125) . If it's the transformer blown on these I understand it ain't work bothering to fix 'em?

Does Cubase v3 work on a Falcon 'cause I'd rather get that and the AOC working than the others. The 520/125 are only needed if what I'm using now packs up.

Chris

2276. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 12:46:10 UTC
From: "Timothy A. Seufert" <tas@mindspring.noUCE.com>
Message-ID: <tas-02E2CA.04461014022001@news.mindspring.com>
Source record: 50256

In article <961jvq$sg2$3@SOLAIR2.EUnet.yu>, vdjole@EUnet.yu (Djordje Vukovic) wrote:

> On 8 Feb 2001 20:07:00 G, Johan Klockars wrote:
>
> >>>Multiplies, divides and adds single and double precision numbers. Also
> >>>calculates trigonometric functions and logarithms. Uses an FPU if one
> > >
> >Those trigs and logs are one major reason for the mediocre GEMBench
> >float numbers on an '040/'060 with FPU (they are not implemented in
> >hardware).
>
> Amazing... what was the idea in designing a FPU which ignores some of
> the most often used floating point operations?

The older 68882 and 68881 FPUs only implemented these functions in hardware mainly in the sense that there were opcodes for trig and log functions. There wasn't any dedicated hardware for them; each time a trig or log instruction is executed, the 881 and 882 actually run a microcoded control program which performs a series approximation of the desired function, using the hardware multiplier, adder, and so forth to calculate and sum each term in the series (out to however many terms are deemed necessary).

The 881 and 882 needed microcoded trig and log because it cost too many cycles to communicate between the separate CPU and FPU chips for each FPU instruction. Microcoded trig and log allowed the CPU to send just one instruction to kick off a lengthy calculation, resulting in a big reduction in the amount of communication between the CPU and FPU.

With the 040 and 060, the tradeoffs are different: the limitations on feeding the FPU instructions quickly are gone, so it turns out that they suffer no performance penalty for not having microcoded trig and log instructions, given a sufficiently good library implementation of each function. Better yet, software libraries can be updated when some clever guy figures out a new optimization, which is a bit harder to do to microcode.

So the net result is that trig and log functions are still faster on the 040 and 060 (assuming good math libraries), just not by the same proportion that regular FP instructions are.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I say it's OK to send. Everybody else, remove "noUCE." from my address.

2277. Re: Atari Falcon's in Canada or US?

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 12:57:58 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A8A80D6.119508D2@siemens.at>
Source record: 50257

Eddy Morfan wrote:
> A Falcon can work with Atari ST color monitors, and VGA monitors, but
> you cannot display all resolutions on both. The only way to display all
> standard falcon resolutions on a single monitor is to use a monitor that
> can handle video frequencies as well as VGA frequencies (like some old
> multisyncs).

I use a very 'modern' 17" Multisync without problems. For ST Low the
Falcon video logic does the 'scan doubling' so games are no problem
from the monitor view. Only some demos working with overscan need an
RGB monitor.

Gerhard

2278. Re: MagicMac speed(was Good news about Coldfire clone)

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 13:04:30 UTC
From: "Timothy A. Seufert" <tas@mindspring.noUCE.com>
Message-ID: <tas-8AF87B.05043014022001@news.mindspring.com>
Source record: 50258

In article <95slumohf1@nyheter.chalmers.se>, rand@cd.chalmers.se
(Johan Klockars) wrote:

> IIRC, the later Apple 68000 emulators used techniques similar to the
> Alpha FX!32, which has been mentioned earlier in this thread, and the
> Tempest. That is, it actually generates native assembly code and keeps
> it around for later. IIRC, it's not supposed to be as 'smart' as the
> other two, though.

The major difference is that the Apple 68K emulator is dynamic. It
keeps a 512KB cache of translated code sequences in RAM, and that's all
you get. FX!32's goal was to accumulate and store on disk translated
code for each program you run, until ultimately you're never running
anything but native Alpha code. (It was also supposed to use some
optimization techniques borrowed from compilers on the generated Alpha
machine code to improve performance.)

> A PC emulator with a good (GDI/DirectX) fVDI device driver should be able
> to slap it silly when it comes to the GEMBench graphics speed numbers, if
> the above is anything to go by (MagiCMac might only make use of the
> hardware acceleration features for a few operations, like the scrolling).

Another limiting factor is QuickDraw, the MacOS graphics API. It is a
synchronous API (expects each command to complete before the next
begins), which is not nearly as suitable to hardware acceleration as
asynchronous APIs like GDI. You have to be able to queue up several
outstanding operations to get the maximum throughput out of modern
accelerator hardware, and QuickDraw's model is incompatible with that.

> I just bought an old PowerMac 7100/80 and will hopefully be able to run
> some tests on that within a week or two. I'd expect it to run emulated
> code at speeds similar to my AB040, but that remains to be seen.

The 7100/80 uses a simple jump table emulator. Each 16-bit 68K opcode
is used as an index into a 64 Kentry table, and each table entry is two
PowerPC instructions (fixed length of 8 bytes). If the handler for the
opcode is one PPC instruction, the first instruction is the handler and
the second is a jump back to the instruction fetch code. Otherwise, the
first instruction is a jump to the real handler.

This emulator is of course much slower than the later dynamic
recompilation emulator. As a result the original 6100/7100/8100
PowerMacs were generally slower than 040 Macs when running 68K Mac
software.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I

say it's OK to send. Everybody else, remove "noUCE." from my address.

2279. Re: Mac II video

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 14:24:21 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A8A9515.D5BCB183@pcisys.net>
Source record: 50259

Richard Kilpatrick wrote:

> >Bottom line is that the IIci is the best all-around II series model. And can
> >be picked up fairly cheap now. I've been seeing them appear in thrift shops
> >now.
>
> I still think the IIfx would have been a wonderful machine, had they
> written an optimised MacOS for it.
>

You're right. IIfx was a good machine. Had one drawback...those damn 68 pin simms. Made it hard and expensive to get RAM for.

Besides, a Daystar 50MHz PowerCache would make the IIci outrun the IIfx. The IIfx would have the advantage with it's 6 Nubus slots for larger expansion.

>
> And the best 030 Mac?
> SE/30 ;)

Hands down in the compact series!!!! IIci rules in the modular series.

Quadra 950 is the awesome monster machine in the 68k series.

>
>
> The Macintosh could support multiple displays via QuickDraw since the
> very first 128... Witness the many additional graphics cards designed to
> hang off the back of early Macs...

So right. It's amazing when you have great people, with a great vision, without bounds, the products that they can build. You have to admit that some of the advances Apple has made with Mac's has benefitted all of us with our various computer systems we like. This is all IMHO.

Glenn

2280. MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 14:37:57 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <96e4ub$7rl$1@reader1.imaginet.fr>
Source record: 50260

Hi.

I would like to know what software I need to be able to use a
SCSI CD Rom on my MegaSTE.

I just got a 32x Plextor SCSI CD drive, and I would like to use
it on my MegaSTE that already has a 500mb external scsi
harddrive.

I never use CD's on an atari before, so I have no idea about what
I should use. I wonder if the driver I'm using for the harddrive
is able to work with that CD rom ?
Right now the driver is a german thing called "Hushi", and I have
no idea about how it works. I just got this MegaSTE installed
like this, it was working, and I never think about changing anything.

Should I change this driver ? Is it possible to have a driver in
english ? Is it possible to have better disk performances with some
other driver ? How can I listen music from the CD Rom ?

That's a lot of question, so thanks in advance for those that will
reply.

Dbug

PS: It looks like a lot of people here are using "HD Driver". Is it the
best one ? How much does it cost ? Is it possible to change driver
without losing informations I have on my harddrive ?

2281. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 14:38:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200102141538.a19795@du3.maus.de>
Source record: 50289

```
DC>I think it's in the January issue - the title of the review didn't
DC>shout "this is a review of an Ethernet ROM port card", so you might have to
DC>look for it. Might have been "Connections" or similar.

Sorry, didn't fidn it in the January issue.

Tschuess,

Frank
```

2282. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 15:02:19 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <%5xi6.24784$o85.117576@news-server.bigpond.net.au>
Source record: 50261

```
Extendos will do it
```

"Micka&#65533;l Pointier" <mpointie@eden-studios.fr> wrote in message
news:96e4ub$7rl$1@reader1.imaginet.fr...
> Hi.
>
> I would like to know what software I need to be able to use a
> SCSI CD Rom on my MegaSTE.
>
> I just got a 32x Plextor SCSI CD drive, and I would like to use
> it on my MegaSTE that already has a 500mb external scsi
> harddrive.
>
> I never use CD's on an atari before, so I have no idea about what
> I should use. I wonder if the driver I'm using for the harddrive
> is able to work with that CD rom ?
> Right now the driver is a german thing called "Hushi", and I have
> no idea about how it works. I just got this MegaSTE installed
> like this, it was working, and I never think about changing anything.
>
> Should I change this driver ? Is it possible to have a driver in
> english ? Is it possible to have better disk performances with some
> other driver ? How can I listen music from the CD Rom ?
>
> That's a lot of question, so thanks in advance for those that will
> reply.
>
> Dbug
>
> PS: It looks like a lot of people here are using "HD Driver". Is it the
> best one ? How much does it cost ? Is it possible to change driver
> without losing informations I have on my harddrive ?
>
>
>
>
>

2283. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 17:37:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200102141837.a39636@b.maus.de>
Source record: 50262

>Is gz (GZIP) the same as normal ZIP of the Atari?

No, it's different.

>So what do you gain from TARing it first?

GZIP can only compress a single file.

2284. Re: Atari Falcon's in Canada or US?

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 18:55:36 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <IwAi6.3404$D3.16470@tor-nn1.netcom.ca>
Source record: 50263

In article <3A8A5F0D.40E66D5F@mail.dotcom.fr>,
Eddy Morfan <eddy.morfan@mail.dotcom.fr> wrote:
>> (since god knows where you'd find a Falcon monitor... (will it work with
>> Atari ST colour monitors?)
>>

>A Falcon can work with Atari ST color monitors, and VGA monitors, but
>you cannot display all resolutions on both. The only way to display all
>standard falcon resolutions on a single monitor is to use a monitor that
>can handle video frequencies as well as VGA frequencies (like some old
>multisyncs).
>
>Atari ST color monitors work in interlaced and overscanned mode and thus
>are better for gaming/demo viewing, whereas VGA monitors work at higher
>frequencies but cannot display true color images in the highest
>resolution which isn't interlaced, this makes VGA monitors better suited
>for "serious" applications.

Woa; strange, but okay. What were you supposed to use for a
monitor? :)

>You will need special connectors or cables to connect your Falcon to a
>monitor, but you can also do them by yourself (Falcon video port pinout
>is decribed in users manual and can be easily found on the net).

Cool; hacking cables is no problem, so if I get a falcon, I'll
look it up..

jeff

2285. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 18:57:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a8ad3fe29c5360@tripnet.se>
Source record: 50264

On Tue 13-02-2001 08:51 (GMT) Derryck Croker wrote:

>There weren't any of these cards left when I looked on the web site a
>couple of days ago BTW.

It was stated as sold out around christmas but when I just checked at:

http://www.asamnet.de/~hilgarte/ether.htm

it looks like it is available again. Anyway I have the card/adapter and
it works great. Not a single problem!

It's connected to a Netgear RT314 NAT/router and keeps my TT online. Btw
you may try if it works by going to http://mine.atari.nu/ . Unfortunately
I have not done anything worth looking at yet. Still working 1ï¿½ time with
other things unfortunately...

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2286. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 19:08:55 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <IPXnc1JHfti6Ew0y@my-ste.demon.co.uk>
Source record: 50265

In article <96c6e4$8rp$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes:

>In message <3a877dbe$1_1@athena.netset.com>, baldrick@dilbert.netset.com said:
>
>> A generic simple explanation is as follows.
>>
>>TAR was designed for Tape Backups. It compresses files or a range of
>>files into a single file.
>>
>>GZIP is a compression tool for files or archives. It simple compresses
>>the data.
>
>Is gz (GZIP) the same as normal ZIP of the Atari?

No, completely different, just as LZH and ARC are different

> If so, it too can
>compress several folders/files into a single archive file. So what do
>you gain from TARing it first?

By combining all the files into one file, the overall compression is
likely to be slightly better. This is because there may be bits of one
file that, while not very compressible on their own, may be repeated in
the other files and, therefore, may be slightly more compressible.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2287. Re: Mustek 12000 (quick response)

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 19:28:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102142028.a36783@su2.maus.de>
Source record: 50171

Hi Marshall,

ML>I had my 12000 working ok with my Falcon030 using NovaScan years ago.
ML>I never tried it on my TT.
that may be true without proving me wrong. My MFX 6000-CX is in fact a
600, but it's nicknamed 6000.

So the better version, 1200, may have been sold in the U.S. or
elsewhere under the name of 12000.

The scanner I mean was sold in Germany as a MUSTEK 12000 ScanExpress
recently, not years ago. And it definitely doesn't work at my TT.

So, you _and_ I might be right.

The SCSI ID being correctly recognized by HDDRUTIL won't help if the
scanner doesn't scan when being asked to do so.

Und TTschï¿½
ps

2288. Re: Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 20:04:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982258850-278573AEicMi@madasafish.com>
Source record: 50152

Hi Chris

>>Are there any Atari repairers around in the UK? I've got a few things
>>I |need fixing if possible.

>> Atari Workshop.

>They'd charge a fortune though?

But you'd get a working and guaranteed job done, at the rate for the job.
It might be a hobbiest machine but it takes a skilled technician as much
time and effort to repair.

Besides...

They wouldnt cut holes in your case for access instead of taking it apart
properly, nor would they use cornflake boxes to insulate stuff, they also
wont send back a different machine, or steal parts of yours, or sell it
without your permission. As has happened to other people who go elswhere
for repairs.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2289. Re: FS/T: Atari ST games [02/13/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 20:07:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982258854-279246AEicMi@madasafish.com>
Source record: 50153

Hi Y'all

>Mattel Intellivision

I wish that the game "Tron, deadly disks" had been ported to another
platform, this was probably the only game i ever played.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2290. Re: 14 meg RAM board in falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 20:22:48 UTC
From: bindon@madasafish.com
Message-ID: <t8lq8o4m3pju3f@corp.supernews.com>
Source record: 50268

On 13 Feb 2001 21:47:13 , Ken Kosut wrote:
>On Tue, 13 Feb 2001, Lyndon Amsdon wrote:
>
>He didn't charge me anything for the exam.

Good man then. Now there /is/ service.

>The problem is that the dealer hasn't responded to any of my emails.

Take it back to the nice guy and ask him to order/sell you the part.
Chances are he will.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2291. Re: Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 20:22:51 UTC
From: bindon@madasafish.com
Message-ID: <t8lq8r5tj9tf42@corp.supernews.com>
Source record: 50269

On 14 Feb 2001 11:40:01 , Chris Good wrote:
>Lyndon Amsdon wrote:
>>
>> On 13 Feb 2001 14:54:53 , Chris Good wrote:
>> >Hi All,
>> >
>> >Are there any Atari repairers around in the UK? I've got a few things I
>> >need fixing if possible.
>>
>> Hey Steve, another Madasafish user!
>>
>> Anyway, where are you located in the UK? There is Atari Workshop in
>> London, but some of the guys here will be glad to help you out, me
>> being one.
>
>I'm down near Portsmouth.
>
>Here's what sent to Barrie:
>
>--
>
>Here's a list of the things I'd like to get fixed:
>
>STFM 520 upgraded to 4 Mb (Rev C motherboard)
>Falcon with Nemesis/14 Mb and Expose
>SM125 mono monitor
>AOC SVGA colour monitor

I'm south of Bristol by 30 something miles. Bit of a long drive
really, isn't it?

STFM- sounds like a small problem that is caused by something shorting
as it's assembled. Chips, unlikely to have blown. Stop turning it
on overwise they will be!

Falcon - Ouch, seems more like a blown chip. Don't have the facilites
to remove large SMD, or source replacements.

Both Monitors- Again, don't really have the spares for these, although
most parts a generic.

Yes it is expensive, but try Atari Workshop as they'll fix it all up well.

Lyndon Amsdon
--
+--------------------------+

```
| bindon@madasafish.com |
+--------------------------+
```

2292. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 20:22:54 UTC
From: bindon@madasafish.com
Message-ID: <t8lq8u28f9ag45@corp.supernews.com>
Source record: 50270

On 14 Feb 2001 15:37:57 , "Micka?l Pointier" wrote:
>
>Right now the driver is a german thing called "Hushi", and I have
>no idea about how it works. I just got this MegaSTE installed
>like this, it was working, and I never think about changing anything.
>
>Should I change this driver ?

Yes. Use Spin! or Metados (free/shareware?) for the CD ROM, see below
about HDDRiver.

>Is it possible to have a driver in english ?

HDDriver is, along with Metados and a kind soul has translated the
docs for Spin!

>Is it possible to have better disk performances with some
>other driver ?

Well, you won't see much improvement in speed as the drive your using
isn't big or fast anyway. You can only go as fast as the HD can.

>How can I listen music from the CD Rom ?

SCSI CD Rom should have audio out. You can't play through the ST's
sound, unless you want to solder to the motherboard.

>PS: It looks like a lot of people here are using "HD Driver". Is it the
>best one ?

Yes

>How much does it cost ?

?29.95 ukp, Atari Workshop in the UK. Other countries sell it as
well.

>Is it possible to change driver
>without losing informations I have on my harddrive ?

Depends if your Hushi was compliant/compatible with AHDI. Never heard
of that though.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2293. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 20:23:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982258856-279877AEicMi@madasafish.com>
Source record: 50154

Hi Pete

>I have noted somethinga little strange with HDDRIVER8 on my Falcon,

I'd like to notice something strange with HD-driver 8, but us humans cant seem to obtain it yet!!!!!!!!.

To make it worse i dont want the bloody manual thats causing the delay anyway, ive always survived without opening it.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2294. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 20:31:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982258860-280461AEicMi@madasafish.com>
Source record: 50155

Hi Derryck

>>DC>Shiuming reviews this card at http://www.myatari.net
>>
>>....but where exactly?

>I think it's in the January issue

....Which is still unavailable despite being advertised for the 31st of
January.

When is this gonna be sorted i wonder, the Feb issue will be due soon!!

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2295. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 20:36:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982258864-281387AEicMi@madasafish.com>
Source record: 50156

HI Bob!!

>I'm not getting into the Magic v Mint war zone!!!!!!!!!!!!!

We havent had a good flame war since lambchops got a slapping.

So... :-)

:-)!! Mint is for gays !!:-)

>I'm content I've got things working.

I'm content now. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2296. Re: Phantom Accel. Address?

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 20:41:11 UTC
From: swampfox1@earthlink.net
Message-ID: <H3Ci6.2408$sn5.201293@newsread2.prod.itd.earthlink.net>
Source record: 50271

On 10 Feb 2001 10:33:58 , John Garone wrote:
>
> Does anyone know Phanatic's snail mail address and proper name to
>write a check to? Please post it! I've gone through the info that
>came with the Phantom SE but don't see it and am very sorry to see
>production of the boards stopped due to an oversight!!!
> John G.
>.

Update for those interested:
Ctirad (Phanatic) has contacted me with his snail address.
His long awaited renumeration goes out today!
He suggests that anyone needing his snail address should E-mail
him for it.
John G.

2297. Re: Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 22:04:38 UTC
From: Dave <maccdave@hotmail.com>
Message-ID: <YeDi6.4476$l5.113859@stones>
Source record: 50272

If you arrange to send any of the parts to Barrie @ Keychange
then send the Falcon aswell as I will have a look at it for you
when I've got a spare 5 mins.
Probably not that difficult to get going (but you never know).

Dave Escott
(TUS)

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t8lq8r5tj9tf42@corp.supernews.com...
> On 14 Feb 2001 11:40:01 , Chris Good wrote:
> >Lyndon Amsdon wrote:
> >>
> >> On 13 Feb 2001 14:54:53 , Chris Good wrote:
> >> >Hi All,
> >> >
> >> >Are there any Atari repairers around in the UK? I've got a few things
I
> >> >need fixing if possible.
> >>
> >> Hey Steve, another Madasafish user!
> >>
> >> Anyway, where are you located in the UK? There is Atari Workshop in
> >> London, but some of the guys here will be glad to help you out, me
> >> being one.
> >
> >I'm down near Portsmouth.
> >
> >Here's what sent to Barrie:
> >
> >--
> >
> >Here's a list of the things I'd like to get fixed:
> >
> >STFM 520 upgraded to 4 Mb (Rev C motherboard)
> >Falcon with Nemesis/14 Mb and Expose
> >SM125 mono monitor
> >AOC SVGA colour monitor
>
> I'm south of Bristol by 30 something miles. Bit of a long drive
> really, isn't it?
>
> STFM- sounds like a small problem that is caused by something shorting
> as it's assembled. Chips, unlikely to have blown. Stop turning it
> on overwise they will be!

>
> Falcon - Ouch, seems more like a blown chip. Don't have the facilites
> to remove large SMD, or source replacements.
>
> Both Monitors- Again, don't really have the spares for these, although
> most parts a generic.
>
> Yes it is expensive, but try Atari Workshop as they'll fix it all up well.
>
> Lyndon Amsdon
> --
> +--------------------------+
> | bindon@madasafish.com |
> +--------------------------+

2298. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 22:27:53 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <JDDi6.24943$o85.118372@news-server.bigpond.net.au>
Source record: 50273

"Uwe Seimet" <us@ooc.de> wrote in message news:3A8A572A.884A3361@ooc.de...
> Mark Bedingfield wrote:
>
> > Having a device on the scsi or ide bus that is switched of while other
> > device's are enabled can cause problem's for 2 reason's,
>
> If the SCSI bus is properly set up, a switched off device will not cause
> any problems. The SCSI standard explicitly allows devices in the SCSI
> chain to remain switched off. Note that this does not apply to IDE
> devices.
>
> > Also you don't need hddriver to scan the SCSI bus for the CDrom, in my
> > experience this is only neccesary when using an IDE cdrom. Realistically
you
> > should never switch any device's on the SCSI bus off, the only other
option
> > is to physically unplug them. It does depend alot on the device being
used,
> > but PC's suffer from the same problem. If an IDE drive is attached to a
> > PC/Atari and the device has no power the machine will go AWOL. SCSI is
> > better than IDE but not perfect;-)
>
> With regard to SCSI it does not make any difference whether you own an
> Atari or a PC: SCSI devices may remain switched off and the standard
> allows this.

In my experiance I have seen many spooky thing's re SCSI, usually the first rule is that not all rule's apply. Depending on the device it can respond in weird ways. PC's in particular, Atari's SCSI controller's tend to be more forgiving. Usually I would try playing with termination and device ID's/order. This is not to say whatever the SCSI cdrom is was designed to specific standard's. I have seen a lot of rules bent over the years. But yes, you should be able to switch it of if the bus is terminated properly, and the drive is OK. With My falcon's, 1 has either all scsi on or off, and the other is all scsi on. Both work fine with all sort's of weird concoctions.

Mark

2299. Re: Usage and News and lack there of...

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 22:48:13 UTC
From: Chris Good <chrisgood@madasafish.com>
Message-ID: <3A8B0B2C.99F32079@madasafish.com>
Source record: 50274

Kenneth Medin wrote:
>
> It was stated as sold out around christmas but when I just checked at:
>
> http://www.asamnet.de/~hilgarte/ether.htm
>
> it looks like it is available again. Anyway I have the card/adapter and
> it works great. Not a single problem!

This is just what I'm after to get my Falcon online with my Macs.
Website says not available :-(

Chris

2300. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 22:51:47 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <96f263$67b$1@sun27.hrz.tu-darmstadt.de>
Source record: 50275

Hi!

David Bolt <nospam@my-ste.demon.co.uk> wrote:
>>Is gz (GZIP) the same as normal ZIP of the Atari?

> No, completely different, just as LZH and ARC are different

Nope. gzip and ZIP actually share one compression algorithm (deflate in ZIP), and it's possible to use gunzip to extract the first file of a .ZIP.

An excerpt from gunzip's manpage:

-- snip --
gunzip can currently decompress files created by gzip,
zip, compress, compress -H or pack. The detection of the
input format is automatic.
[...]
Files created by zip can be uncompressed by gzip only if
they have a single member compressed with the 'deflation'
method. This feature is only intended to help conversion
of tar.zip files to the tar.gz format. To extract zip
files with several members, use unzip instead of gunzip.
-- snap --

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2301. Re: SMS programm

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 23:20:05 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <DYLqXVAlKxi6EwRH@steverosie.demon.co.uk>
Source record: 50276

In article <982175656-533934AEicMi@madasafish.com>, Steve Sweet
<steve_sweet@madasafish.com> writes
>I think what woud be more usefull would be a robot that we could address
>these messages to as eMails and let that take care of it, i personaly
>wouldnt wait online to send an SMS, i'd prefer to compose them offline.

There is a program called SMS master which you compose offline, and then
rings up the respective numbers to send the text message. Again it's
pc!

ICQ also on the pc allows sending of sms messages free, yep on-line. So
maybe the atari version of icq could have it incorporated!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2302. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-02-14 23:53:02 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <uVEi6.20897$FI6.2608394@nnrp4.clara.net>
Source record: 50277

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:979110768-183583AEicMi@gmx.net...
> That's what I was hinting at... and writing drivers for a non existing
> item should prove to be even more difficult.
> BTW: what's the status on AGP 2.0 and PCI 2.0?

AGP 2.0 is AGP 4x (not the same as AGP 2x!),
the current standard, of which there is a superset,
AGP Pro, which just has additional power lines
for hungry workstation-class graphics cards. PCI is
now at 2.2.

Shiuming Lai

2303. Re: Wanted Ultima V for Atari ST offer $30

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 00:31:00 UTC
From: David Smith <david@suscom.net>
Message-ID: <3A8B2344.A601EB5C@suscom.net>
Source record: 50278

I have Ultima II, box, 3 original disks, cloth map and manual. I will take either the cart or cash. I will scan it and put it up on my web page so you can see it.

Satcom2 wrote:

> If anyone has a COMPLETE boxed Ultima V for Atari ST in acceptable condition
> (at least VG) please e-mail me. Thanks! -Satcom2
>
> PS I need ultima 2 for Atari ST also, and would trade an Atari 2600 Crazy
> Climber or pay $75 for that complete. Thanks! -Satcom2

--
David Smith. Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

2304. Re: TT vs. Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 00:40:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <96f8h0$kf2$1@plutonium.compulink.co.uk>
Source record: 50284

On 5 Feb 2001 14:52:04 G, Derryck Croker wrote:
>From: rand@cd.chalmers.se (Johan Klockars)
>
>> As was mentioned earlier, fVDI doesn't necessarily have to track
>> NVDI, since it can work together with it. NVDI on top of fVDI is
>> no different from NVDI on top of the NOVA VDI.
>
> According to the benchmark tests we can expect to see a slow-down
> in graphics output when coupled with NVDI though.

While that can be a problem, if it gets you working with the card at
all it's a relatively small price to pay.

When I was first forced to get NVDI my system slowed down and the
graphics card slowed it way down again. This is just normal if you're
throwing around lots of graphics (comparatively speaking).

rgds
H

2305. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 00:40:04 UTC
From: sidcelery@cix.co.uk
Message-ID: <96f8h4$kf2$2@plutonium.compulink.co.uk>
Source record: 50280

On 5 Feb 2001 20:45:39 -, Dan Ackerman wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>> The fastest standard rate for modem 2 is 38k4 bps. It's unlikely
>> the modem itself will understand 76k8 or 153k6 (if anyone knows a
>> model that will, please tell me).
> I believe Zyxel made a couple of modems that did support the
> strange atari rates. At least a TT user was assuring me of this
> fact several years ago.

That's interesting, Dan. Thanks.

> If you are still in the modem market and have a TT I can highly
> recommend the Supra Express external 56k. It goes all the way up
> to 230k DTE rate and with the death of modems they can often be
> found a bargain basement prices. When I purchased my first one a
> couple of years ago it was well over $120 US, we got a second one
> for another machine in december for under $70 US.

I was about to get a 56k modem this week for 39ukp (about 58usd)
because I'm starting to see that USB modems are becoming more popular
and I don't know how long serial port modems will continue to be
available. However, I'll have a look round for Zyxel and Supra now -
it'll save the aggaravation of swicthing from modem 2 to serial 2,
which I still haven't got round to as a permanent change here.

The problem to me is that suppliers rarely know (or care) what DTE
rates the modem they're selling supports. It's a job to find this
information on the box's packaging either...

rgds
H

2306. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 00:40:08 UTC
From: sidcelery@cix.co.uk
Message-ID: <96f8h8$kf2$3@plutonium.compulink.co.uk>
Source record: 50279

```
On 4 Feb 2001 16:52:36 G, Johan Klockars wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>> On 2 Feb 2001 16:27:12 G, Johan Klockars wrote:
>>> In article <954on5$sqn$5@plutonium.compulink.co.uk>,
>>> Harry Sideras <sidcelery@cix.co.uk> wrote:
>>>> While I'm on the subject, how come there isn't a JPEG_OVL that
>>>> takes advantage of an FPU copro and not just the Falcon's DSP in
>>>> the Brainstorm/Fieblkorn version? That's what I'd like to see.
>>> I doubt it. It would almost certainly be slower than not using
>>> the FPU. On an '040 the FPU might possibly be a win, but I don't
>>> think so.
>> So, the transfer to/from the FPU is greater than the DSP?
> ...
> The 68881/2 is just plain slow (about ten times slower than the FPU
> in the 68040 for simple operations).

Major bummer. (What else is there to say...)

rgds
H
```

2307. Re: NVDI.INF

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 00:40:11 UTC
From: sidcelery@cix.co.uk
Message-ID: <96f8hb$kf2$4@plutonium.compulink.co.uk>
Source record: 50282

On 4 Feb 2001 19:24:42 G, xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>> I'm with you now. Unfortunately, wrt the graphics card version,
>> it's you that's confusing the INF files. Aside from C:\NVDI.INF
>> it's essential to have NVDIVGA.INF in the AUTO folder, created by
>> VMG4000.PRG, which holds details of manually created screen
>> resolutions, dot-clocks, horizontal and vertical screen offsets
>> and a multitude else. We're talking at cross-purposes here, Peter.
> I guess we are - I have no experience with graphics card versions.
> My manual for NVDI 5 does not mention NVDIVGA.INF at all.
> Presumably this is in addition to the boot resolution set with
> SLCT_DEV.PRG in AUTO?

That's right. SLCT_DEV choses from the selection offered in
NVDIVGA.INF.

A minor detail is that if you run Magic then you have to dump SLCT_DEV
and replace Magic's CHGRES with the one supplied by NVDI so that you
can change resolutions with the Magic desktop option. In fact, if you
do activate SLCT_DEV even once it causes NVDI's CHGRES to fail to
switch colour depths (though resolutions are still ok). The only way
around this is to run CHGRES from the desktop. Wierd but true...

rgds
H

2308. Re: TT Modem port II, 56k and Sting -ge

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 00:40:16 UTC
From: sidcelery@cix.co.uk
Message-ID: <96f8hg$kf2$5@plutonium.compulink.co.uk>
Source record: 50281

On 6 Feb 2001 23:51:44 G, Charles Stanley wrote:
> On 3 Feb 2001 01:10:57 G, Harry Sideras wrote:
>> On 30 Jan 2001 02:37:48 , "Alyre Chiasson" wrote:
>>> I have read that port 2 on the TT can supports speeds up to 56K
>>> whereas port 1 cannot. I puchased a 56K modem and hooked it up to
>>> port 2. I have tried setting the Sting Port settings to Modem 2
>>> and well as the General Port settings to Modem 2 but they revert
>>> back to Modem 1 even after a save. I have also changed the modem
>>> reference in the Dial.scr file to Modem 2. All of this results in
>>> a failure to connect with the modem. Anyone get this combination
>>> to work or can suggest what I should change?
>> ...first, do you have DRVIN & SCC.PRG from the HSModem package set
>> up in your Auto folder? I do, but Serial.cpx still starts up
>> showing Modem 1. All other comms programs work fine.
> Check the unsorted order in AUTO: DRVIN.PRG before SCC & MFP (or
> MFP_TT).

Check.

> Check that Sting-Internals CPX has the ACTIVE box checked and
> saved. Then set the SERIAL.CPX as required and save.

Check and check.

> I believe that the settings in the INF files are the default
> settings, which will always be loaded on boot-up. The CPXes will be
> over-ridden when the INF file is read (I think), so check your INF
> files first.

I've checked this before, which helped a little, but could see nowhere
in the INF files that determined theport to be used by default. That
is, where in the INF file is SERIAL 2 port selected as default rather
then Modem 2?

> On my TT I have these settings in both NEWDESK.INF and MAGX.INF on
> line a:
>
> - for Modem 2: #a 000031
> meaning (for packet radio use), for each bit in order:
>
> full duplex; 9600 bps; parity none; 8 bit; XON/XOFF & RTS/CTS;
> don't strip bit.

Why 9600bps? I use #a0=0021, which selects the speed that HSModem
remaps to 38k4. I also don't understand why both XON/XOFF & RTS/CTS
would be selected - I only ever use RTS/CTS ...

> - for Serial 2 (in Dial.Scr called "Ser.2/LAN", exactly, without quotes):
> #a 0;0021
> meaning (for the internet):

This is exactly what I'd use for Serial 2. I understand this.

> I have used these settings for some years without any trouble and
> have broadcast them a couple of times -- but have never seen my
> post in an NG or any response or any corrections to them, which I
> am happy to receive.

If it works for you, Charles, who can knock it?! I think I'm broadly
doing the same as you ... B^<

>> I've resorted to setting the CPX every time I boot up...
> I don't: I sincerely hope you won't have to either ...

It's hardly the biggest problem in the world- I'm just right narked!!

<g>

rgds
H

2309. Re: Problems with CDROM, STING, HSModem

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 00:40:20 UTC
From: sidcelery@cix.co.uk
Message-ID: <96f8hk$kf2$6@plutonium.compulink.co.uk>
Source record: 50283

On 6 Feb 2001 16:01:21 -, "Mark" wrote:
>> This depends on where you live. In the L.A. area, my Falcon
>> routinely clears 5K/sec (and my Falcon port is, for some reason,
>> maxed out at 57600 bps -- it's supposed to go to 4 times that).
>> If you are in the country with lots of copper wire between you and
>> the ISP, you may well not go any faster. How much background
>> noise is on your phone line?
> Well, there is pretty much no noise (don't really have anything to
> rate it by). I am in the UK and I think that BT's exchanges are up
> to scratch, I also live in a big'ish town (it gets most of the new
> things first like ADSL, etc).

That's little guarantee unfortunately. I had massive problems at one time with line quality causing connection failures here in Birmingham. Some telecom techies here on CiX gave me some info that showed matters to be quite bizarre, such as:

- Voice quality is so way below what's required for modems you would never hear poor line quality.
- BT sell 56k modems but don't _guarantee_ connection speeds better than 14k4, so unless you get worse than this don't bother complaining.
- BT do, however, have internal line quality standards that allow higher line quality so just pretend you do hear crackling on the line and see what they can do.
- If you use an extension from the main phone input socket, don't use those phone port doubler thingies. They are 90% of all problems. Wire directly from the port. I got this done on a free offer from my cable company and I've been at top whack ever since.

> The TT does not appear to get peek at much more than 4.3K but still
> (as you say) it depends on were you are (and I imagine what you are
> looking at), you may also have a 33K or 56K modem as opposed to my
> 28K which may be making that extra few bytes difference.

That's very likely it.

> Harry Sideras did a message which looks really helpful but he did
> not mention the max Speed of the serial ports, anyone know?
> And if they used a more 'normal' set of baud rates?

Load up SERIAL.CPX and you'll see that Modem 1 and Serial 1 max out at 19k2. Modem 2 hits 153k6 while Serial 2 gets to 230k4.

Better information is in the HSModem docs for SCC_X.TXT for the oddball rates on Modem 2.

rgds
H

2310. Re: Help: how to use TIH files on non-ST system

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 01:22:37 UTC
From: James Wallis <james@erstwhile.demon.co.uk>
Message-ID: <cNJ$FDBd9yi6EwD+@erstwhile.demon.co.uk>
Source record: 50285

In article <982134012-112000AEicMi@cwcom.net>, Derryck Croker
<derryck@NOSPAMcix.co.uk> writes
>I'd hazard a guess that Imagecopy would read TIH files, it has conversion
>possibilities to many output formats including BMP.

The Imagecopy website doesn't specifically mention TIH, so I can't be
sure but I'll check further. Other people have suggested other solutions
by email (I'll be responding to those shortly) but many thanks to
everyone who chipped in with advice and ideas. The ST was always a damn
fine computer, and it's good to know there are people keeping it that
way.

--
James Wallis
Director of Hogshead Publishing Ltd (james@hogshead.demon.co.uk)
Posting this from his home address (james@erstwhile.demon.co.uk)

2311. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 02:33:37 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <96ff61$9pq$1@cubacola.tninet.se>
Source record: 50286

```
On 13 Feb 2001 09:04:00 , Derryck Croker wrote:
>From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
>Date: 12 Feb 2001 20:02:05 GMT
>
>>I had another look at the relocated Draconis site recently
>>and development is continuing. I have the Milan home
>>edition but I cannot get it to dial from my modem. Is it
>>a disabled feature ? If I could get it to work I might
>>buy it just to get the javascript support for these
>
>If you have the demo you can't dial from it AFAIK.
>

Hi

I haven't tried the normal demo, but the Milan home edition worked
for me. But the browser was missing to many things, so I deleted it
after i tried it. But if I'm not mistaken, all demo versions work for
10 minutes online.
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2312. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 09:49:03 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A8BA60F.F95FE6EA@ooc.de>
Source record: 50290

"Mickaï¿½l Pointier" wrote:

> PS: It looks like a lot of people here are using "HD Driver". Is it the
> best one ? How much does it cost ? Is it possible to change driver
> without losing informations I have on my harddrive ?

Yes, this is possible. For information on HDDRIVER refer to
www.atari-workshop.co.uk. I can't comment on whether HDDRIVER is the
best driver, but it is the only hard disk driver for the Atari that is
still supported.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2313. Re: [HELP] Installation instructions for PC-Speed

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 13:30:49 UTC
From: Dan Cable <dcable@ix.netcom.com>
Message-ID: <3A8C170A.D6D52657@ix.netcom.com>
Source record: 50293

french-lines@usa.net wrote:

So, if anyone has experience with this, and has kept the installation

> leaflet, I would be very grateful if you could send a copy (either
> scanned leaflet, or just the instructions).
>

I think I may still have a set of install instructions around here
somewhere if you still need them.

Dan

2314. Re: Falcon can do Ethernet?

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 13:46:29 UTC
From: Brian Hutchinson <brian.hutchinson@ericsson.com>
Message-ID: <3A8BDDB4.ED86FB7A@ericsson.com>
Source record: 50294

If you are looking for the Atari 16M (14M usable) memory module, I may be
willing to part with mine since I don't use it anymore.

Regards,

Brian

Jeff Mitchell wrote:

> In article <1eoms0l.wicjingw1chqN%rsmac@t-online.de>,
> Robert Schaffner <rsmac@t-online.de> wrote:
> >>
> >http://www.asamnet.de/%7Ehilgarte/ether.htm
> > >
> >Works great for my falcon. Falcon is connectet to an ethernt hub with
> >some other mac, apple airport and dsl router. No problem to bring the
> >atari online togher with any other machine for irc, telnet, icq and any
> >other kind of web access. I also can transfer files with ftp client and
> >ftp server programs via TCP/IP between any machine.
>
> Cool, thanks! Now if I can find a Falcon, and a big memory board,
> and get ethernet, I'm set :)
>
> jeff

2315. Re: SMS programm

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 14:08:58 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A8BE2FA.9490FFF3@patent.gov.uk>
Source record: 50295

Steve Sweet wrote:
>
> HI Rafal
>
> >We all need one good programm to send SMS messages to any GSM operator
> >in the world.
>
> I think what woud be more usefull would be a robot that we could address
> these messages to as eMails and let that take care of it, i personaly
> wouldnt wait online to send an SMS, i'd prefer to compose them offline.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Hi Steve,

it's frightening enough driving behind a driver when you see him pick up
his mobile, usually accompanied by a swerve of the car, and clamp it to
his/her/its ear (and why do so many have a fag in the other hand?), but
the idea of him/her/it having to look down and read any sort of message,
let alone an e-mail length one, is enough to keep me off the roads for
good. Or is there some magical gagit that prevents SMS messages from
being recieved by car drivers? Looking at the market the SMS/GSM boys
are after, I would doubt it. As long as they have sold the toys, the
fact that it has directly/undirectly been the cause of lord knows how
much carnage is something they wash their hands of.
It's a dangerous toy for poseurs.

Bob.

Greetings from Wales, where men are men, sheep are sheep and the women
are glad of it.

2316. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 15:18:04 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <4vSi6.19276$Nw6.135098@NewsReader>
Source record: 50146

Hello.

"Micka?l Pointier" <mpointie@eden-studios.fr> wrote in message
news:96e4ub$7rl$1@reader1.imaginet.fr...
> I would like to know what software I need to be able to use a
> SCSI CD Rom on my MegaSTE.
> I just got a 32x Plextor SCSI CD drive, and I would like to use
> it on my MegaSTE that already has a 500mb external scsi
> harddrive.

Software wise I use ICD Pro and Extendos 2.4, always works with my Quantum HD and Toshiba CD rom.

Can't say about the Plextor, it's much faster than mine, 'tho' Plextors are mentioned in the Extendos compatibility list, try emailing Roger Burrows, Anodyne software, he wrote it.

Barrie at Keychange.

www.keychange.co.uk

2317. MagiC winframes question

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 16:28:26 UTC
From: Grzegorz Pawlik <noend@interia.pl>
Message-ID: <96gsk8cht1@flis.man.torun.pl>
Source record: 50148

Hi!
I have tried to install "winframes" in MagiC 6.1. I have put winframe.rsc file into c:/gemsys/magic/xtension/ folder, along with winframe.slb library. However, it didn't work, and MagiC windows are still exactly the same.

In xtenstion folder I have also ????.slb file (I don't remember the exact file name right now, but it was copied there during installation process, I didn't change anything). Both of those libraries are initialized in magx.inf
file:
#_SLB 0 WINFRAME.SLB
#_SLB 0 ????.SLB
What else should I do? I have tried various winframes from MagiC on-line website, so it cannot be the fault of the .rsc files I suppose.

I have 1040STe with 4MB RAM, MagiC 6.1 and use ST-HIGH monochrome screen resolution. Is there any chance to make the winframes work on this setup?

Thanx for any answer ;)

--
Grzegorz Pawlik [mailto:noend@interia.pl]
--
Use Marijuana Mail! [http://marijuana.atari.org/]

2318. Re: MagiC winframes question

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 16:34:42 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <96h0f2$o6c$1@sun27.hrz.tu-darmstadt.de>
Source record: 50149

Hi!

Grzegorz Pawlik <noend@interia.pl> wrote:
> I have 1040STe with 4MB RAM, MagiC 6.1 and use ST-HIGH monochrome
> screen resolution. Is there any chance to make the winframes work on
> this setup?

Nope - AFAIR, the new window frames require at least 16 colors to work,
i.e. with less colors, you will only be able to use the standard window
borders.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2319. Atari Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 18:08:47 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <GMFHluDvsBj6EwY4@lovecraft.demon.co.uk>
Source record: 50150

No suitable MegaSTE systems were offered (late model with factory HD
floppy drive, and a decent MIDI expander) - though a TT system was
offered then unoffered *pouts*, so I'm just going to sell the Falcon and
buy whatever MegaSTE/MegaST system I can find with the right spec.

Falcon030, 14Mb, FPU, 215Mb internal - mint condition.
Storage MiniTower - 1Gb + 540Mb + CD-ROM + SyQuest.
Digital VGA monitor. (as in the company, not digital control or
anything).

MagiC 5.whatever, some other useful stuff like Papyrus, NVDI, a lot of
downloaded music programs.

ï¿½300, or close offer. I value a MegaSTE (basic) at ï¿½100, a MegaST at
ï¿½70, a TT at ï¿½200 with 4Mb + TT-RAM card without SIMMs, in all cases
with a large enough HD to boot up and an SM124. MIDI expanders depending
on sofware supplied, number of channels etc. if you want to offer a
trade.
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2320. Re: What kind of Atari CDs would you like?

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 18:10:18 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C6AA@FILESERV>
Source record: 50151

My vote goes for serious apps, off the wall stuff, mods and demos

chrisc

--
Posted from mx2.i-way.net.uk [212.49.192.9]
via Mailgate.ORG Server - http://www.Mailgate.ORG

2321. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 19:06:16 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <HS9$7LAoiCj6Ewoa@my-ste.demon.co.uk>
Source record: 50159

In article <96f263$67b$1@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> writes:

>Hi!
>
>David Bolt <nospam@my-ste.demon.co.uk> wrote:
>>>Is gz (GZIP) the same as normal ZIP of the Atari?
>
>> No, completely different, just as LZH and ARC are different
>
>Nope. gzip and ZIP actually share one compression algorithm (deflate in
>ZIP), and it's possible to use gunzip to extract the first file of a
>.ZIP.

That was something I didn't know, especially since I only ever tried
using ZIP, GZIP or LZH decompressors on their respective files.

<snip bit from manpage>

As the saying goes, you learn something every day. In this case, to read
manpages before typing replies :)

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2322. Re: Terminal Program and CDROM drivers

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 19:22:20 UTC
From: bindon@madasafish.com
Message-ID: <t8ob3ckdjk5t8f@corp.supernews.com>
Source record: 50160

Hi Harry,

>The problem to me is that suppliers rarely know (or care) what DTE
>rates the modem they're selling supports. It's a job to find this
>information on the box's packaging either...

My Creative Modem Blaster said all the V.x on the box, and inside it
had a CD containing all the commands with a good explanation to change
the settings and various other texts about supported speeds.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2323. Re: Falcon PSU

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 19:31:58 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <qeFshGEu6Cj6EwsM@lovecraft.demon.co.uk>
Source record: 50163

Once upon a time <4qVi6.184$HW2.2138@newsfeed.slurp.net>, Joshua
Kaijankoski <gaiyan@vianet.ca> grabbed chalk and scrawled:
>Does the Falcon have a switching PSU? I'm getting a Falcon from Germany and
>I live in Canada where we have 110V. Do I need to change PSUs? Thanks.

Yes, you need to change PSUs or get a step-up transformer.

Also, your TV output won't be much use ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2324. Re: Help - error #-69

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 19:32:27 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a8c2ecb$0$8832@news.zetnet.co.uk>
Source record: 50161

On 12 Feb 2001 08:01:50 , Lyndon Amsdon wrote:
>On 11 Feb 2001 19:59:41 , Martin Holmes wrote:
>>Can anyone tell me what the following displayed message means:

clipped

>I get that too, but I'm not using a graphics card. On my STe and
>Falcon. Annoying, CAB is a bit buggy though. I have a feeling it's
>bad configuration.

I also get the same on my STe, still haven't fathomed it out yet.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

2325. Re: Where Originals?

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 19:32:40 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a8c2ed8$0$8832@news.zetnet.co.uk>
Source record: 50162

On 11 Feb 2001 22:26:31 , Charles Stanley wrote:
>Hi Gang!
>
>Where on earth are the original posts to which the latest "Re:" posts
>refer? This is on Zetnet. Any explanation?

None as I haven't had any missing as far as I'm aware, any particular ones that you've noticed? Yours certainly came through OK right next to Dan's response.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

2326. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 19:47:50 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a8c3266.0@energise.enta.net>
Source record: 50158

On 13 Feb 2001 02:32:35 , J�rgen Nyberg wrote:
>On 12 Feb 2001 22:39:59 , Bob King wrote:
>
>>
>>Hi Peter,
>>
>>I see that you use Newsie on your Milan. Until recently, Newsie used to lock up
>> my Milan at 256 and above, every time I tried to do anything but view a mail.
>>Now I find that it's fine in mono, I am using it now at 1024x768 in mono and
>>everything works, including binary extraction. Have you found a way to use it
>>with 256 or more colours?
>>
>>
>>Bob King
>>.
>
>Hi Bob
>
>I've used Newsie no my Milan since I bought it, and I always run
>under 16-bit colour. Can't imagine why it shouldn't work on your's.
>I haven't done anything special, just installed it and off I went.
>
>Cheer's J�rgen
>

Hi Bob,

I just used it straight out of the box like J�rgen. What version
of Milan TOS are you using and what versions of Mint or Magic ?

Does it work if you just boot into TOS ? Don't forget to run the
FPU program.

Regards,
Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

2327. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 19:47:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982345214-96465AEicMi@madasafish.com>
Source record: 50186

Hi Uwe

>> PS: It looks like a lot of people here are using "HD Driver". Is it
>>the best one ? How much does it cost ? Is it possible to change driver>
>>without losing informations I have on my harddrive ?

>Yes, this is possible. For information on HDDRIVER refer to www.atari-
>workshop.co.uk.

I'm still waiting, and i dont want the manual even!!.

>I can't comment on whether HDDRIVER is the best driver,

You are far too modest Uwe. :-)

>but it is the only hard disk driver for the Atari that is still
>supported.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2328. Re: SMS programm

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 19:54:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982345218-97321AEicMi@madasafish.com>
Source record: 50187

Hi Bob

>Greetings from Wales, where men are men, sheep are sheep and the women
>are glad of it.

Its been a while since ive been 'home', how are the sheep, can you get me
a phone number for that pretty one at the back..

My eldest attempted a joke t'other day, he asked what you'd call a
Welshman with a sheep under each arm, the answer was 'A Pimp'. :-)

Excuse him he's english!!! (deliberate non capitalised e) :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2329. Re: TT Modem port II, 56k and Sting -ge

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 19:59:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982345222-97962AEicMi@madasafish.com>
Source record: 50188

Hi H. baby

Ive just copped a squiz at my old STing setup and found this in the
DIAL.SCR

```
# General Parameters
#
SERIALPORT = Modem 2
```

Giss a job.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2330. Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 20:51:10 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3a8c413e$0$8830@news.zetnet.co.uk>
Source record: 50165

On Tue, 13 Feb 2001 Ken Kosut wrote :-

>I recently purchased a new 14 meg RAM board for Atari Falcon 030.
>Due to a set of unfortunate circumstances, the board has been
>damaged. Either by me, or possibly in shipping. Not sure.

Oh dear ! Another upgrade horror story. I know the feeling only to
well, and it really should not be like this. You have my sympathy. I
have been down this path. To me,it seems that there are some 'Atari dealers'
who need to clean up their act .

>There are two female conncectors on the board a 50pin and a 30pin
>Inside the 30pin are "box-like" conductors
>Inside the 50pin are "prong-like" conductors ..//

The connectors on the upgrade board should be of identical box-like
type to ensure good electrical contact, with the vertical pins on the
motherboard,and to minimise stresses during fitting. If your board needs
undue force required in order to make it fit, then that board is
sub-standard and is liable to cause serious and expensive damage to your
Falcon motherboard,(if not during fitting,then later as stresses caused
by heat cycling take effect.)

On Mon, 12 Feb 2001 Lyndon Amsdon quite rightly wrote :-

>>Yes, but that still doesn't explain why it's so tight. Have you
>>checked it out with a continunity test? No board should be as tight
>>as you explained. Is it possible to return it?

With a properly designed board, the fitting should not be so tight as
to cause stress to the pcb or the pins. Fitting should be firm and
positive. As Lyndon suggests,checking out with a continunity tester is
worth while, but do not forget to remove your Simms from the board
first otherwise you can blow them.

Lyndon asks if it is possible to return the board. I think that it
does need returning as it seems that the board is clearly a bad match
as regards fitting. On the otherhand, as from my experience dealing with
Cortex over a 14Mb upgrade,they did not acknowledge my return of the Simms
that they sent me,(which would only show 4Mb on my Falcon,and 4Mb on
an engineers PC !), they have not responded to any of my communications
sent since August 2000. Returning then can be dodgy ! It all depends on how
honest a firm is, and it's attitude to it's customers.

If your 14 mb upgrade board works on 4 Mb with the link on the board
at the 4MB setting, but not on the 14 Mb link setting, then I would
suggest that you consider your Simms as being suspect. Check that you

have indeed been provided with 16 Mb Simms needed to provide the 14Mb
of extra Ram in a Falcon.

If it is any help, I have had a couple of problems on two different
Falcons regarding memory during the last year :-

Falcon (1) Blank screen on boot up. Sometimes vertical columns
and garbage.

Fault identified as being caused by bad electrical contacts between
the 14 Mb board and motherboard. A hot melt glue gun had been used
to secure a piece of card onto the upper surface of the memory
board. Some content of this glue had migrated onto the memory board
pins aided by the heat from the circuit board and the cooling fan
air currents. Once cleaned off with solvent, the computer returned to
normal.

Falcon (2) Upgraded from 4mb to 14 mb.

Ok with jumper setting on 4mb,but blank screen when
jumper set to 14mb.

Fault identified as 4mb Simms being supplied and not 16mb edo simms
as requested.

Replacement 16 Mb Simms were purchased from AUT at £5 less than Cortex
charged, but unknowingly suffered damage in the post. When fitted ,I
either got a blank screen,flickering colours,or vertical columns .

Inspection of the Simms board with a magnifying glass revealed a
hairline crack between one leg of an IC and the PCB. A blob of
solder was applied, and everything was perfect ,and been perfect
ever since !

>If you have such a part for sale,..//

Good luck in your search. I would however advise against Cortex
(previously Titan Designs) where I got my last upgrade board from. I
purchased the board from them on the understanding that it was faulty
and I had to repair it - which I did. However they supplied me with
4mb Simms and not 14mb Simms which I requested.I sent them back. Six months
on, and Cortex remains very silent ! They still owe me 25 pounds.

I would like to think that I have been of some help, but it is a
difficult situation that you are in . In the UK, for goods that are sold
which are unsuitable for the purpose for which they are intended,then
you have laws to protect you (which can be effective to a limited degree
!) It seems to me that a few businesses which supply computer parts, rely
on purchasers being technically ignorant in the field of computers, and
electronic practices in order to flout these laws .

Regards,

~ Paul ~

2331. Re: MagiC winframes question

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 20:53:52 UTC
From: noend@interia.pl
Message-ID: <96hfl0$o43$1@news.tpi.pl>
Source record: 50166

On 15 Feb 2001 16:34:42 , Thomas Binder wrote:

> Hi!
>
> Grzegorz Pawlik <noend@interia.pl> wrote:
> > I have 1040STe with 4MB RAM, MagiC 6.1 and use ST-HIGH monochrome
> > screen resolution. Is there any chance to make the winframes work on
> > this setup?
>
> Nope - AFAIR, the new window frames require at least 16 colors to work,
> i.e. with less colors, you will only be able to use the standard window
> borders.

But... I have tried connecting my STe to color monitor, booted MagiC
in ST-LOW, which has 16 colors, and used BigScreen to make a virtual
resolution 640x400. However, I still had standard windows, although
they were drawn in 16 colors. Winframe was not used at all.

I must be doing something really wrong on a very basic level, I suppose?

--
Grzegorz Pawlik [mailto:noend@interia.pl]

2332. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 20:57:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102152157.a37751@su2.maus.de>
Source record: 50054

Hi Mark,

MB>In my experiance I have seen many spooky thing's re SCSI, usually the
MB>first rule is that not all rule's apply.
please stop using apostrophs! In English, the 's' indicating plural is
not separated from the main word.

Sorry!

Und TTschï¿½
ps

2333. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 21:43:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96hihb$i6l$1@plutonium.compulink.co.uk>
Source record: 50167

In message <982046094-82315AEicMi@cwcom.net>, derryck@cix.co.uk said:

>>As I said in another message, I have installed Look'n See which makes an
>>excellent system-wide viewer that copes with almost any filetype (text,
>
>It IS good, yes, but takes a little longer to load than 1stGuide. Not much in
>it really I guess.

Minimal - a second or two at most on my Nemesised Falcon.

>>BTW, how do you get 1stGuide to print images? Mine only offers an option
>>to save as XIMG, but not print. Also seems to load only IMG files, not
>
>That's quite easy, once you've got a file opened for viewing press [CTRL]-A
>to get to the Options menu. At top left you can choose to direct output to
>Window or Device. Device Parameters... allows entering a GDOS device number
>as well as some options for scaling, print positioning etc.

I'd forgotten about that! But that Device parameters... dialog offers
printing for text as well. Haven't tried it - doesn't it work?

LATER: Oh I see - you have to have CALCLOCK or other spooler installed
apparently.

Regards, /Peter/

2334. Falcon PSU

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 21:44:15 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <4qVi6.184$HW2.2138@newsfeed.slurp.net>
Source record: 50157

Does the Falcon have a switching PSU? I'm getting a Falcon from Germany and
I live in Canada where we have 110V. Do I need to change PSUs? Thanks.

Joshua.

2335. Re: Falcon PSU

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 22:42:26 UTC
From: bindon@madasafish.com
Message-ID: <t8omqi1dkvpq99@corp.supernews.com>
Source record: 50168

On 15 Feb 2001 14:52:21 , "Joshua Kaijankoski" wrote:
>Ok, I found a step-up transformer. The guys that are selling it have varius
>models and want to know what the power consumption is for the Falcon. Anyone
>know?

Around 120W or 120VA, somewhere around there will do fine.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2336. Re: Falcon PSU

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 22:52:21 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <YpWi6.231$HW2.2104@newsfeed.slurp.net>
Source record: 50164

Ok, I found a step-up transformer. The guys that are selling it have varius models and want to know what the power consumption is for the Falcon. Anyone know?

Joshua.

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message news:qeFshGEu6Cj6EwsM@lovecraft.demon.co.uk...
> Once upon a time <4qVi6.184$HW2.2138@newsfeed.slurp.net>, Joshua
> Kaijankoski <gaiyan@vianet.ca> grabbed chalk and scrawled:
> >Does the Falcon have a switching PSU? I'm getting a Falcon from Germany and
> >I live in Canada where we have 110V. Do I need to change PSUs? Thanks.
>
> Yes, you need to change PSUs or get a step-up transformer.
>
> Also, your TV output won't be much use ;)
>
> Richard
> --
> Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
> Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
> Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2337. Reviews on Atari-Users.Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 23:28:12 UTC
From: webmaster@atari-users.net
Message-ID: <t8op5cegi6nq05@corp.supernews.com>
Source record: 50169

Atari-Users.Net now has a reviews section. The section is empty.. so add you reviews of ANYTHING Atari related today!!

Webmaster@atari-users.net
http://www.atari-users.net

2338. Re: UK: Atari SM124 monitor FS

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 23:41:15 UTC
From: mbanf <mbanf@netscapeonline.co.uk>
Message-ID: <3A8C691B.CDB3B47E@netscapeonline.co.uk>
Source record: 50052

Hi Keith,

I'm interested, what part of the country are you in?
If you are near the Kent / London area I could collect.

Mark

mbanf@netscapeonline.co.uk

Keith wrote:

> Atari SM124 Hi res mono monitor. Tested okay. Good condition and no visible
> screen burn. ï¿½16 plus P&P.
>
> This is a spare - I'm still keeping one!
>
> r.franklin1@ntlworld.com.

2339. noSoftware desktop

Newsgroup: comp.sys.atari.st
Date: 2001-02-15 23:47:56 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.bec31b67.2bf83ee0.doyene@zetnet.co.uk>
Source record: 50170

Hi All.
Is the company that developed nodesktop still around and are they
still developing for atari. If do anyone know there email address.
On another note does anyone have the master disk to Migraph OCR. Unfortunately
my copy has corrupted badly.

regards

--
-
with kind regards
JOHN N OAKES
doyene@zetnet.co.uk
Manchester England
------------------++++++++++++++++++++------------------
+ Atari TT030 + Web Browser Emailer-+ Other OS +
- ST ram TT ram - Draconis Marathon+-Debian GNU\Linux-
+ 4 mb 64mb + WenSuite3 -+ NetBSD 1.3 +
------------------++++++++++++++++++++------------------end

2340. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 03:22:52 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6B1EB4A.B0FB%nameerf@flash.net>
Source record: 50172

in article 96ff61$9pq$1@cubacola.tninet.se, Jï¿½rgen Nyberg at jorgen.nyberg@mailbox.hogia.net wrote on 2/14/01 6:33 PM:

> I haven't tried the normal demo, but the Milan home edition worked
> for me. But the browser was missing to many things, so I deleted it
> after i tried it. But if I'm not mistaken, all demo versions work for
> 10 minutes online.

Just a side note: although it's not perfect (what *is*?), you can use Adamas with Sting's Draconis emulator. This gets rid of the 10-minute limitation. It has it's problems, but if the emulator is worked on a bit, I'm sure that will improve. It's found at: http://sting.atari.org/

Adamas has another problem that keeps me from using it: it's dead slow! Go to a page that has tables or any other complex formatting that Cab will display in about 15-20 seconds on my Falcon, and Adamas will take well over a minute in many cases. That got way too annoying.

The really cool thing about the emulator, though: it works with the Draconis version of Teli! Finally, a real Telnet client with no VT100 display problems (that I've seen)! A great piece of work! Especially compared to the fairly incomplete Telnet versions for Sting.

By the way, does anyone know if the emulator is still actively being worked on? I haven't seen or heard of an update for a long time.

Mike Freeman
nameerf@flash.net

2341. Re: help! 14 meg Ram board on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 04:26:41 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a8cac03$0$70803$272ea4a1@news.execpc.com>
Source record: 50173

On Tue, 13 Feb 2001, Steve Sweet wrote:

> Hi Ken

> In the absence of a problem with the memory expansion its possible that
> your PSU is borderline, this would explain why it happens after a while.
>
> Is it possible to direct a fan onto the PSU to see if this delays your
> problem?.

Hi Steve,
I do have an additional external fan running behind the Falcon.
It should be keeping it pretty cool.

>
> Its also possible that a connector specific to the 14meg expansion is
> faulty which would explain why the 4M kit is OK. So check and correct any
>
> connector problems.
>
> Do you know someone else with a Bird that could test it for you.

No. Only an electronics shop with a RAM tester. And I am not sure
if they can test this type of RAM.

The problem is on the RAM board. 1 conductor got crunched when I
installed it. I can see it.

thanks

ken

2342. FREE Atari Software with Hardware Purchase! New Website!

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 05:01:18 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102152051200.28763-100000@shell.pacifier.com>
Source record: 50174
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Buy Atari Hardware and receive free Atari Software. Make me an offer on which Software you wan't. Offer is less likely with a cheaper Hardware Purchase. Please Redeem offers in E-Mail. First come, first serve.

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2343. Citrix Winframe / Microsoft Terminal Server

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 05:45:14 UTC
From: Mike Saeger <saeger@getridofthis.telocity.com>
Message-ID: <d73j6.103242$Ch.17873938@newsrump.sjc.telocity.net>
Source record: 50175

Has anyone tried developing an Atari client for Citrix Winframe or Microsoft Terminal Server?
I have a PC running Windows 2K and if I could run one of these clients, I could run Internet Explorer
from my Falcon030.

I know that Winframe is available for Unix could it be ported?

Mike.

2344. Re: SLM 605 Question

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 08:50:28 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A8CE9D4.DD90FCBC@jps.net>
Source record: 50176

Easy one! It was the Epson EPL 6000 laser printer. Supplies available
from Espon or generic aftermarket suppliers at reasonable prices.

Greg Goodwin wrote:
>
> FamilyNet Newsgate
>
> Hi all,
>
> While being an Atari 8 man, I can't deny that I love the Atari ST when it
> comes to desktop publishing! I was first impressed with it when I found out
> about Atari Computing, and in truth, I love using page stream and a ST with a
> laser printer!
>
> Not much for the games, but Page Stream and 800XLDJ (SIO2PC program for
> the ST.. virtual drives for my Atari 800) make the ST irreplaceable.
>
> Anyway, trying to get my ST together for publishing for a club I'm a part
> of (mainly because I want to say an Atari did it.. nah!) so I have a few
> questions:
>
> I understand that the SLM 605 was based off of a more comtempory printer.
> What was it? I remember someone saying once, and saying that a drum and toner
> cartridge from XXXXXXXX printer could be bought through office supply stores
> much easier than finding a Atari SLM 605 specific drum and toner kit. Anyway,
> this was answered a year ago, and though I'm looking for the message I had yet
> to find it. I would appreciate any help on this.
>
> Thanks in advance!
>
> Doctor Clu
>
> Atari 1040ST / 4 meg/AdSpeed/Spectre User in Dallas, TX
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

2345. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 08:53:44 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A8CEA98.2C463DE3@jps.net>
Source record: 50177

He was also working on a color version for the Falcon.

Greg Goodwin wrote:
>
> FamilyNet Newsgate
>
> > From: Sage <sagedm@erie.net>
>
> > So, is he going to release it? Would anyone do anything to
> > improve it if he did?
>
> Dave Small mentioned to me that he was wanting to release the code for
> version 3.1 if he found it. I guess he has yet to find it. As it stands
> though, according to Dave, even the latest version still could not get past the
> system 7 barrier. :(But still a great bit of emulation that I have fun
> using.
>
> Doctor Clu
>
> > On Thu, 7 Dec 2000, Julian Lewis-Booth wrote:
>
> >> Dave Small is still around, I have pestered him a couple of times re the
> >> final state of these products.
> >>
> >> He is writing now and seems to be enjoying life. One question he had was
> >> should he release the source code for Spectre GCR?
> >>
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

2346. Re: SLM 605 Question

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 09:11:16 UTC
From: publish@welshnet.co.uk
Message-ID: <3a8cee12.1218163@news.cis.dfn.de>
Source record: 50178

Greg Goodwin wrote:

>> While being an Atari 8 man, I can't deny that I love the Atari ST when it
>> comes to desktop publishing! I was first impressed with it when I found out
>> about Atari Computing, and in truth, I love using page stream and a ST with a
>> laser printer!

Thought some here might be interested to know that I am currently
laying out a new commercially printed magazine using the same system
as I used for doing Atari Computing (Papyrus & NVDI running on a 14Mb
Falcon and outputting to a Laserjet 4), only downside is that the
magazine is not about Ataris, but about radio!

;-)

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

2347. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 09:39:58 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A8CF56E.C6C1E9F4@ooc.de>
Source record: 50179

Steve Sweet wrote:

> I'd like to notice something strange with HD-driver 8, but us humans cant
> seem to obtain it yet!!!!!!!!.
>
> To make it worse i dont want the bloody manual thats causing the delay
> anyway, ive always survived without opening it.

I don't see any problem then: Those that don't need an English manual
can order the full version or an udpate directly from me.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2348. Re: STiK2

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 12:48:02 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a8d2182_3@athena.netset.com>
Source record: 50180

In article <3a8a1179$1_2@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <3a89c5e8$0$8830@news.zetnet.co.uk>,
>Charles Stanley <cstanley@zetnet.co.uk> wrote:
>>On 12 Feb 2001 01:15:22 , Dan Ackerman wrote:
>>>In article <3a871196$0$8831@news.zetnet.co.uk>,
>>>Charles Stanley <cstanley@zetnet.co.uk> wrote:
>>>>Re Convert to STiK2: I'm afraid I was mistaken. QDialer will not
>>>>allow me to configure the Modem. I have Ser.2/LAN as my net
>>>>modem: QDialer shows only Modem 1 and crashes th TT when I try to
>>>>change it. So, back to STinG.
>>>>

In your last message you said you got Ser2/LAN from listport.
Have you tried setting your port name to "Serial 2"? It's odd that
Hsmodem is combining the two into one name. yes they pretty much are one
port with 2 different physical connections, however the Serial 2 or LAN
names used to be used to force the port to switch which one it was
addressing.

Dan Ackerman
aka baldrick

2349. Re: MagiC winframes question

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 14:42:13 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <96je7g$2ss$1@lola.hrz.fh-lausitz.de>
Source record: 50182

offtopic

640x400 x16 on a ste?
send my your prg please

--

MfG Mathias

"Grzegorz Pawlik" <noend@interia.pl> schrieb im Newsbeitrag
news:96hfl0$o43$1@news.tpi.pl...
> On 15 Feb 2001 16:34:42 , Thomas Binder wrote:
>
> > Hi!
> >
> > Grzegorz Pawlik <noend@interia.pl> wrote:
> > > I have 1040STe with 4MB RAM, MagiC 6.1 and use ST-HIGH monochrome
> > > screen resolution. Is there any chance to make the winframes work on
> > > this setup?
> >
> > Nope - AFAIR, the new window frames require at least 16 colors to work,
> > i.e. with less colors, you will only be able to use the standard window
> > borders.
>
>
> But... I have tried connecting my STe to color monitor, booted MagiC
> in ST-LOW, which has 16 colors, and used BigScreen to make a virtual
> resolution 640x400. However, I still had standard windows, although
> they were drawn in 16 colors. Winframe was not used at all.
>
> I must be doing something really wrong on a very basic level, I suppose?
>
> --
> Grzegorz Pawlik [mailto:noend@interia.pl]
>

2350. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 15:41:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002f1e9@fmlynet.org>
Source record: 50047

FamilyNet Newsgate

> From: John Kolak <jkolak@jps.net>
> He was also working on a color version for the Falcon.

Sweet! Didn't know about that. Any idea how far along that was?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2351. Re: SLM 605 Question

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 15:43:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002f1ea@fmlynet.org>
Source record: 50048

FamilyNet Newsgate

> From: publish@welshnet.co.uk (Mike Kerslake)
> Greg Goodwin wrote:
>>> While being an Atari 8 man, I can't deny that I love the Atari ST when
> it
>>>comes to desktop publishing! I was first impressed with it when I found out
>>> about Atari Computing, and in truth, I love using page stream and a ST with
> a
>>> laser printer!
> Thought some here might be interested to know that I am currently
> laying out a new commercially printed magazine using the same system
> as I used for doing Atari Computing (Papyrus & NVDI running on a 14Mb
> Falcon and outputting to a Laserjet 4), only downside is that the
> magazine is not about Ataris, but about radio!
> ;-)
> Best wishes
> Mike Kerslake

Well that's alright, I'm putting together a newsletter on a Atari 1040ST 4 meg/Adspeed with SLM 605 printer... but the newsletter will not be about Atari but rather... a live action fantasy organization (Amtgard). LOL

Yep, we can venture outside the Atari bubble when we want to.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2352. Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 15:44:16 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002f1eb@fmlynet.org>
Source record: 50049

FamilyNet Newsgate

> From: omignard@club-internet.fr (mignard olivier)
> someone have some news of the project milan 3 ?

The Milan 2 died before release. What makes you think there will be a 3?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2353. Re: Citrix Winframe / Microsoft Terminal Server

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 16:12:10 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <JE9j6.102$0K3.713@newsfeed.slurp.net>
Source record: 50181

I run Citrix on a Win2K machine at work to connect to an NT box. It's bloody slow even on fast pentium machines and we have fast connections, after all we're an ISP. I can only imagine how slow it would be on a Falcon...

Joshua.

"Mike Saeger" <saeger@getridofthis.telocity.com> wrote in message news:d73j6.103242$Ch.17873938@newsrump.sjc.telocity.net...
> Has anyone tried developing an Atari client for Citrix Winframe or Microsoft
> Terminal Server?
> I have a PC running Windows 2K and if I could run one of these clients, I
> could run Internet Explorer
> from my Falcon030.
>
> I know that Winframe is available for Unix could it be ported?
>
> Mike.
>
>

2354. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 16:25:03 UTC
From: mb@gem.win.co.nz
Message-ID: <G8rs42.Ax@gem.win.co.nz>
Source record: 50183

xlator@cix.compulink.co.uk wrote:
: Is gz (GZIP) the same as normal ZIP of the Atari? If so, it too can
: compress several folders/files into a single archive file. So what do
: you gain from TARing it first?

gz is not the same as zip.

tar (tape archive) is a file format that can store multiple files in one file, together with directory information for each file so that the files can be restored from the archive onto the filesystem with the same data and attributes with which they were stored. No compression is performed.

gzip (GNU zip) is a program that compresses a file so as to reduce its size by reducing redundancy.

Often tar is used to archive multiple files into one file, then gzip is used to compress the file so as to reduce storage space or transmission time.

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
68HC08 support site - http://www.hc08.net/

2355. ThatsWrite

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 16:32:51 UTC
From: Michael Sennhauser <sennhauser@iname.com>
Message-ID: <96jknl$pi4$1@news.imp.ch>
Source record: 50184

```
Does anyone still own a copy of the ST-wordprocessing software That's Write?
I am looking for the program, even an early version, to recover some of my
early work.
Tnx!

--
```

Michael Sennhauser
PREVU Medienb&#65533;ro
Pruntruterstr. 6
CH-4053 Basel

2356. Re: ThatsWrite

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 18:02:18 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <982343168-385436AEicMi@frisurf.no>
Source record: 50185

I have one (2.07) here on my HD. Shall I send it to
you? ZIP?
-

Norvald

e-n-bor@frisurf.no

<Atari Falcon>

2357. Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 19:15:42 UTC
From: omignard@club-internet.fr
Message-ID: <96ju8u$dv2$7@front7.grolier.fr>
Source record: 50189

someone have some news of the project milan 3 ?

2358. Atari India

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 19:52:37 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <3a8d8444$0$36197$1a0eedbc@dreader2.news.xs4all.nl>
Source record: 50190

I got some info about the mystery picture from Karl who knows a lot about
Atari history (see his homepage!).

(bus with Atari name in busstation Calcutta about 1990)

Here it is, so probably it was a firm profiting locally from the well-know
Atari brand name.

--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

From: "Karl Morris" <karlmorris@eircom.net>
Subject: Atari TV's in India - Update
Date: Tue, 13 Feb 2001 12:51:19 -0000

Found this on-line:

ATARI ELECTRONICS PVT LTD.
SHRI ABHAY KUMAR TANTIYA
DIRECTOR
3, WOODBURN PARK
IST FLOOR
CALCUTTA - 700020
WEST BENGAL
TEL: 033-2473819,2473941,2402745
FAX: 033-2473819
EMAIL:
ITEMS : BLACK & WHITE TELEVISION(36 C.M.)

Karl - AHS Europe
http://homepage.tinet.ie/~morrikar

2359. comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 21:23:22 UTC
From: leaver@netinfo.com.au
Message-ID: <eTgj6.2$cw5.1067@news0.optus.net.au>
Source record: 50191

The message numbers on the news-server of my ISP for this group are rapidly nearing 250,000.

At an average of say 50 messages @ day that's over 13 years of messages. Perhaps the average was higher in the 1980s and early 90s.

I'm bemused first that the server could have survived for so long without a glitch, but second by the amount of wisdom or otherwise that a quarter of a million postings represents.

Anybody read them all? ;-)

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2360. Re: Where Originals?

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 21:25:25 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a8d9ac5$0$8831@news.zetnet.co.uk>
Source record: 50192

On 11 Feb 2001 22:26:31 , Charles Stanley wrote:
>Hi Gang!
>
>Where on earth are the original posts to which the latest "Re:" posts
>refer? This is on Zetnet. Any explanation?

None as I haven't had any missing as far as I'm aware, any particular ones that you've noticed? Yours certainly came through OK right next to Dan's response.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

2361. connect SM124 on PC?

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 21:29:04 UTC
From: markus@proceryon.at
Message-ID: <3A8D9BA0.5AF6994D@proceryon.at>
Source record: 50194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everybody,

does someone of you know if it is possible to connect the SM124 monitor
to a VGA port of a PC?

Thanx in advance for your infos,
Markus

2362. Re: What kind of Atari CDs would you like?

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 21:33:39 UTC
From: AndyD <andrewd@clara.co.uk>
Message-ID: <w2hj6.820$Ce7.82958@nnrp3.clara.net>
Source record: 50193

"Chris Crosskey" <chris.crosskey@metrics.co.uk> wrote in message
news:609562B7721BD41187B400B0D020856035C6AA@FILESERV...
> My vote goes for serious apps, off the wall stuff, mods and demos
>

Ditto...

I just got the LGD CD which has practically every game you could think of.
Demo's & all the St News diskmags as disk images AND texfiles.

Please 8-)

-AndyD

2363. FA- ST/STe collection

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 21:44:46 UTC
From: vbopus@aol.comspambad
Message-ID: <20010216164446.04221.00000047@ng-ck1.aol.com>
Source record: 50195

Hello, everyone. I have decided to put up my ST stuff on ebay. The auction includes-

Atari STe 1040- Very good condition, works, tested, with mouse

Notator Cartridge- a very good MIDI squencer. I don't have the software, so expect someone to come here looking for it.

Atari STm 520- also in very good condition, tested. Power supply, but no mouse or floppy drive.

STart magazine and disk collection- almost complete STart collection, most issues between 1987-1992 (STacy, Transputer, etc.). All the disks to go with it.

Software- PC Ditto, some ST Format disks, Compute! disks, some text adventures (not originals).

The auction is currently at about $30. Hope you are interested. Paypal will be allowed.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1214745207

2364. Re: MagiC winframes question

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 21:51:58 UTC
From: noend@interia.pl
Message-ID: <96k7dudr1@news.tpi.pl>
Source record: 50046

On 16 Feb 2001 15:42:13 , "Mathias" wrote:
> offtopic
>
> 640x400 x16 on a ste?
> send my your prg please

I have downloaded it from
http://www.umich.edu/~archive/atari/Utilities/bigscrn.arc
But all it makes is a virtual screen, so it has no real purposes
apart from eg. testing software or just using it for fun ;) You still
have 320x200 in ST-LOW, but it is a part of a scrollable 640x400 screen.

....but what about those MagiC winframes? Since it is not the matter of
rsc file, neither color mode or screen resolution, what could it be then?
Please - anybody uses MagiC 6.1 on ST?

> "Grzegorz Pawlik" <noend@interia.pl> schrieb im Newsbeitrag
> news:96hfl0$o43$1@news.tpi.pl...
> > On 15 Feb 2001 16:34:42 , Thomas Binder wrote:
> >
> > > Hi!
> > >
> > > Grzegorz Pawlik <noend@interia.pl> wrote:
> > > > I have 1040STe with 4MB RAM, MagiC 6.1 and use ST-HIGH monochrome
> > > > screen resolution. Is there any chance to make the winframes work on
> > > > this setup?
> > >
> > > Nope - AFAIR, the new window frames require at least 16 colors to work,
> > > i.e. with less colors, you will only be able to use the standard window
> > > borders.
> >
> >
> > But... I have tried connecting my STe to color monitor, booted MagiC
> > in ST-LOW, which has 16 colors, and used BigScreen to make a virtual
> > resolution 640x400. However, I still had standard windows, although
> > they were drawn in 16 colors. Winframe was not used at all.
> >
> > I must be doing something really wrong on a very basic level, I suppose?
> >
> > --
> > Grzegorz Pawlik [mailto:noend@interia.pl]
> >
>
> .

2365. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 23:24:02 UTC
From: rking@zetnet.co.uk
Message-ID: <3a8db692$0$8831@news.zetnet.co.uk>
Source record: 50050

On 14 Feb 2001 20:36:44 , Steve Sweet wrote:
>HI Bob!!
>
>
>>I'm not getting into the Magic v Mint war zone!!!!!!!!!!!!
>
>We havent had a good flame war since lambchops got a slapping.
>
>So... :-)
>
> :-)!! Mint is for gays !!:-)
>
>>I'm content I've got things working.
>
>I'm content now. :-)
>
>--
>
>eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Hi Steve,

you have now placed yourself firmly on the mostwanted list of both the anti
OSist brigade and the anti sexist lot. Not bad for one line :))

Bob

2366. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-16 23:27:50 UTC
From: rking@zetnet.co.uk
Message-ID: <3a8db776$0$8831@news.zetnet.co.uk>
Source record: 50051

On 15 Feb 2001 19:47:50 , Peter Slegg wrote:
>On 13 Feb 2001 02:32:35 , J�rgen Nyberg wrote:
>>On 12 Feb 2001 22:39:59 , Bob King wrote:

snip

>>Hi Bob
>>
>>I've used Newsie no my Milan since I bought it, and I always run
>>under 16-bit colour. Can't imagine why it shouldn't work on your's.
>>I haven't done anything special, just installed it and off I went.
>>
>>Cheer's J�rgen
>>
>
>Hi Bob,
>
>I just used it straight out of the box like J�rgen. What version
>of Milan TOS are you using and what versions of Mint or Magic ?
>
>Does it work if you just boot into TOS ? Don't forget to run the
>FPU program.
>
>Regards,
>Peter
> ---
>| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
>| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
>| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
> ---
> ---
>| I live in Great Britain, abbreviated to G.B. |
>| uk is a noise made by apes. |
> ---
>.

Hi Peter, as you may gather from other postings here. The latest version of
Newsie is not as stable as the previous. I have back to .94 and all's well.

Bob.

2367. TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 01:27:17 UTC
From: kellihanb@aol.comDelete
Message-ID: <20010216202717.12215.00000847@ng-ft1.aol.com>
Source record: 50053

Hello,

Has anyone written a TCP/IP stack for the ST systems? What about clients
like telnet, ftp, and www?

Thanks,
bret

2368. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 01:48:47 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <k0IXiKm$hdj6Ew$r@my-ste.demon.co.uk>
Source record: 50056

In article <20010216202717.12215.00000847@ng-ft1.aol.com>,
KellihanB <kellihanb@aol.comDelete> writes:

>Hello,
>
> Has anyone written a TCP/IP stack for the ST systems?

There's at least 6 different stacks available, STing, STiK, Mintnet,
I-Connect, AtariNOS/KA9Q and one that's used by Draconis. This probably
isn't a complete list either.

> What about clients
>like telnet,

TelSTar, Telli and probably at least one other that uses Mintnet.

> ftp

AFTP, Newsie (a news and mail reader with FTP and text browsing
ability). No idea about others for Mintnet, although a version of AFTP
works with it as well, or for I-Connect.

>, and www?

CAB or Draconis (if you can get it to work). Probably some others as
well.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2369. Re: SLM 605 Question

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 01:50:56 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <4Okj6.30029$o85.146986@news-server.bigpond.net.au>
Source record: 50055

what are the specs of these epl 6000's ? DPI, ram, CPU etc...

"John Kolak" <jkolak@jps.net> wrote in message
news:3A8CE9D4.DD90FCBC@jps.net...
> Easy one! It was the Epson EPL 6000 laser printer. Supplies available
> from Espon or generic aftermarket suppliers at reasonable prices.
>
> Greg Goodwin wrote:
> >
> > FamilyNet Newsgate
> >
> > Hi all,
> >
> > While being an Atari 8 man, I can't deny that I love the Atari ST
when it
> > comes to desktop publishing! I was first impressed with it when I found
out
> > about Atari Computing, and in truth, I love using page stream and a ST
with a
> > laser printer!
> >
> > Not much for the games, but Page Stream and 800XLDJ (SIO2PC program
for
> > the ST.. virtual drives for my Atari 800) make the ST irreplaceable.
> >
> > Anyway, trying to get my ST together for publishing for a club I'm
a part
> > of (mainly because I want to say an Atari did it.. nah!) so I have a
few
> > questions:
> >
> > I understand that the SLM 605 was based off of a more comtempory
printer.
> > What was it? I remember someone saying once, and saying that a drum and
toner
> > cartridge from XXXXXXXX printer could be bought through office supply
stores
> > much easier than finding a Atari SLM 605 specific drum and toner kit.
Anyway,
> > this was answered a year ago, and though I'm looking for the message I
had yet
> > to find it. I would appreciate any help on this.
> >
> > Thanks in advance!

> >
> > Doctor Clu
> >
> > Atari 1040ST / 4 meg/AdSpeed/Spectre User in Dallas, TX
> >
> > FamilyNet <> Internet Gated Mail
> > http://www.fmlynet.org

2370. Re: GOTCHA computer gaming is back on-line. Please help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 02:48:12 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <MDlj6.166716$8V6.24717684@typhoon.tampabay.rr.com>
Source record: 50057
Cross-posted to: comp.sys.atari.st,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.games.marketplace

Thanks for the offer! Hey, do me a favor. Your e-mail isn't working for me. Write me at:

hughfalk@mindspring.com

Best regards,
Hugh

"chainsaw11" <chainsaw11@my-deja.com> wrote in message news:965kbekpd1@nnrp1.deja.com...
> In article <tujh6.97655$Tl3.19295365@typhoon.tampabay.rr.com>,
> "Hugh Falk" <hughfalk@mindspring.com> wrote:
> > Hi all,
> >
> > If you haven't noticed, the GOTCHA (Gaming Obsession Throughout
> Computer
> > History Association) website has been down for over a week. This is
> because
> > my (X) host, Emuclassics, has been down for that long and is still
> down. You
> > can imagine how upset I am about this!
> >
> > I have just completed the move to ClassicGaming.com. GOTCHA's new
> address
> > is:
> >
> > http://www.classicgaming.com/gotcha
> >
> > Please update any links you have to my site and please help spread
> the word
> > about the move. It's very disturbing to lose a home you've lived in
> for
> > over two years...even if it is a digital home.
> >
> > For those unfamiliar with GOTCHA, it is the home of:
> >
> > The GOTCHA Awards
> > The Official Computer Game Collector's List
> > The Complete list of EA Flat Box Games (and box scans)
> > Much, much more...
> >
> > Thank you in advance,
> > Hugh
> >

> >
> Thats great! If you want you can have complete use of any of the
> content on my homepage. I dropped it because of a major lack of time.
> Just a couple of ocr'd manuals and some artwork. Mo
>
> http://members.tripod.com/~chainsaw1661/crush.htm
>
> --
> Linux is like a wigwam, no gates, no windows just an apache inside! }:-}
>
>
> Sent via Deja.com
> http://www.deja.com/
>

2371. 14 meg RAM board (questions)

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 03:51:07 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a8df52d$0$70816$272ea4a1@news.execpc.com>
Source record: 50058

Hello,

I recently had some problems installing a WB Systemtechnik
RAM board on my Falcon.

I took the board to another electronics shop for a 2nd opinion.

The electronics technician examined the board.
He said the board was extremely well made and that
The "tighter - prong like connectors" are a much better connection.
He said the problem could be remedied with a new connector.

WB Systemtechnik emailed me. They wanted pictures or schematics.
I tried to do a schematic, but I don't think that is going to
do it.
I don't have a digital camera. I'd like to try to scan
the damaged part in and use Scanedit+ to show him where the
problem is.
I think this file gets saved in .IMG format.
Can I just email WB Systemtechnik this file?
Or do I have to convert it?

thanks in advance

ken

BTW - this part cannot be found in just any electronics store.
The technician said He's never seen a connector like that.

2372. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 05:20:24 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <md2s8toe2dungiq9rghprs9lghs4i7gkas@4ax.com>
Source record: 50059

On 17 Feb 2001 01:27:17 GMT, kellihanb@aol.comDelete (KellihanB)
drooled an embarassing wet spot in his lap as he typed:

>Hello,
>
> Has anyone written a TCP/IP stack for the ST systems? What about clients
>like telnet, ftp, and www?

It all exists. STiK is the stack. There are also several Telnet,
FTP, WWW, IRC, E-Mail, and other such clients. Even an ICQ client.
:-)

>
>Thanks,
>bret

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

2373. Re: What kind of Atari CDs would you like?

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 06:54:32 UTC
From: Dennis Armstrong <dba@ing.iac.es>
Message-ID: <3A8CFB02.A2EA9B0@ing.iac.es>
Source record: 50060
Body handling: Binary attachment payload not displayed: dba.vcf

Chris Crosskey wrote:
>
> My vote goes for serious apps, off the wall stuff, mods and demos
>
> chrisc
>
My vote is for a linux 68K CD!! with a bootable image
on the CD for installation

regards
--
=====================SLO============================
Dennis Armstrong email: dba@ing.iac.es
Isaac Newton Group Tel: +34 922 425423
Apartado de Correos 321 FAX: +34 922 425401
38780 Santa Cruz de La Palma, Canary Islands, SPAIN

[One or more binary attachments are retained only in the source text.]

2374. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 09:25:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a8e44e015a7d22@online.be>
Source record: 50061
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/textconvert/udosh046.zip (224.491 bytes)
(GEM front-end for UDO (Universal Document Converter).
German/English/French version. Docs are German only)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq0148.zip (105.512 bytes)
(Nice GEM ICQ client for STik/STing/Gluestik)

ftp://chapelie.rma.ac.be/atari/internet/atarirc-114.zip (194.093 bytes)
(Nice GEM IRC client for STik/STing/Gluestik)

ftp://chapelie.rma.ac.be/atari/internet/mymail-124.zip (936.249 bytes)
(Email client for STik/STing/Gluestik)

ftp://chapelie.rma.ac.be/atari/internet/utilities/maps12.zip (175.415 bytes)
(mapS V1.2 is a serial mail-tool for Erik Hï¿½ll's Mailer MyMail under
STinG/STiK. In German and English, current update has many bugfixes,
now it runs parallel with STinG-Dialer without problems.)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-62.zip (560.448 bytes)
((Notation prg with midi in/output. German language)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/n_dlg053.zip (26.292 bytes)
(update of the N_AES implementation of Wdialog)

ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/n_fse17d.zip (23.469 bytes)
(Update of the N_AES file selector)
```

multitasking
ftp://chapelie.rma.ac.be/atari/multitasking/MagiC/winfrxgm.tos (165.538)
(Windframe is a small program that's utilised by MagiC for displaying
windows to make it possible to personalise the graphic interface.)

(C'est un petit programme qu'utilise MagiC pour afficher ses fenï¿½tres.
Grï¿½ce ï¿½ lui on peut personnaliser ï¿½ loisir son interface graphique.)

ftp://chapelie.rma.ac.be/atari/multitasking/MagiC/keytb105.lzh (60.850 bytes)
(keytbl makes it possible to switch between the keyboard layouts of
several languages at any time. keytbl runs only under MagiC (atari/Mac/PC).
German/English docs)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/file_search/suji_e_135.lzh (51.924 bytes)
(SuJi is a replacement for MGSEARCH which is bundled with MagiC, but
it can also be used under other operating systems.)

ftp://chapelie.rma.ac.be/atari/utilities/accman22.zip (208.930 bytes)
(ACCount-MANager V2.2 of 02/12/01 is a account managing program that's able
to use under-accounts, it calculates in Euro or country-specific value.
In this version Bugfixes --> now it runs parallel to STinG-Dialer without
problems. German language)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2375. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 09:40:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982487508-050732AEicMi@cwcom.net>
Source record: 50098

From: Mindfield <mindfield@badgers.emulationnet.com>
Date: Sat, 17 Feb 2001 05:20:24 GMT

> Has anyone written a TCP/IP stack for the ST systems? What about
>clients
>>like telnet, ftp, and www?
>
>It all exists. STiK is the stack. There are also several Telnet,

Whoops!

You forgot IConnect, STinG, Draconis....

>Almost there...

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2376. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 09:41:35 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <dohs8tkfadfd77ekvmqktj7q5nib6s8jig@4ax.com>
Source record: 50062

On Sat, 17 Feb 2001 01:48:47 +0000, David Bolt
<nospam@my-ste.demon.co.uk> wrote:

>AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
with only the duron ? don't think so ;-) i have athlon 1Ghz, i do
about 3.4 Mkeys/sec on W2k that is .

Philippe

remove the NOSPAMPLEASE from my email adres to to reply

-----BEGIN PGP SIGNATURE-----
Version: PGPfreeware 7.0.3 for non-commercial use <http://www.pgp.com>

iQA/AwUBOobZxdAxED4sSSigEQLB7wCeJoq89lTKke0EWJ5JfGeLMYHWAn4AoIch
wZ2mzCnlHTCdA33mocW3FriF
=d9LC
-----END PGP SIGNATURE-----

2377. Re: 14 meg RAM board (questions)

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 09:41:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982487506-050256AEicMi@cwcom.net>
Source record: 50097

From: Ken Kosut <kjcat@execpc.com>
Date: Fri, 16 Feb 2001 21:51:07 -0600

>I don't have a digital camera. I'd like to try to scan
>the damaged part in and use Scanedit+ to show him where the
>problem is.
>I think this file gets saved in .IMG format.
>Can I just email WB Systemtechnik this file?

It's normal to compress files to ZIP or LZH format before sending, but for graphics it's more usual to change the format to GIF - the result is compressed by virtue of the format, and is more readily viewable by the receiver.

Since you're trying to get a problem sorted out,that solution seems to be the best.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2378. Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 10:23:56 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a8e513d$0$70816$272ea4a1@news.execpc.com>
Source record: 50063

On 15 Feb 2001, Paul Hopkins wrote:

> On Tue, 13 Feb 2001 Ken Kosut wrote :-
>
> >I recently purchased a new 14 meg RAM board for Atari Falcon 030.
> >Due to a set of unfortunate circumstances, the board has been
> >damaged. Either by me, or possibly in shipping. Not sure.
>
> Oh dear ! Another upgrade horror story. I know the feeling only to
> well, and it really should not be like this. You have my sympathy. I
> have been down this path. To me,it seems that there are some 'Atari dealers'
> who need to clean up their act .

Hi Paul,

Thanks - I am not blaming anyone. At first I thought I needed a
different connector, but the more I learn about the board,
I simply need a replacement part.
But I am having trouble conveying this to the dealer.

> >There are two female conncectors on the board a 50pin and a 30pin
> >Inside the 30pin are "box-like" conductors
> >Inside the 50pin are "prong-like" conductors ..//

> The connectors on the upgrade board should be of identical box-like
> type to ensure good electrical contact, with the vertical pins on the
> motherboard,and to minimise stresses during fitting. If your board needs
> undue force required in order to make it fit, then that board is
> sub-standard and is liable to cause serious and expensive damage to your
> Falcon motherboard,(if not during fitting,then later as stresses caused
> by heat cycling take effect.)
>

Yes, I agree. But I took the board to another shop today and got a
2nd opinion.
This technichian has worked on quite a few Atari's.
He looked at the board by WB Systemtechnik and was impressed at how
well made it is.
He said the 50pin connector was made for a "tighter connection -
which yields a better connection."

> On Mon, 12 Feb 2001 Lyndon Amsdon quite rightly wrote :-
>
> >>Yes, but that still doesn't explain why it's so tight. Have you
> >>checked it out with a continunity test? No board should be as tight
> >>as you explained. Is it possible to return it?

> With a properly designed board, the fitting should not be so tight as
> to cause stress to the pcb or the pins. Fitting should be firm and
> worth while, but do not forget to remove your Simms from the board
> positive. As Lyndon suggests,checking out with a continunity tester is
> first otherwise you can blow them.

Yes, but remember, a prong was being bent as I was pushing downward.
And I couldn't get it all the way down. This explains why
it was so tight.
The connector looks like this: \/
The Atari pin on motherboard like this: |
So the connection is \|/
One side of \/ got "crunched" by the male pin.
It could have been defective, I don't know, I didn't look at it that
close before I put it in.
The pin on the Atari could be irregular. I don't know.

> Lyndon asks if it is possible to return the board. I think that it
> does need returning as it seems that the board is clearly a bad match
> as regards fitting. On the otherhand, as from my experience dealing with
> Cortex over a 14Mb upgrade,they did not acknowledge my return of the Simms
> that they sent me,(which would only show 4Mb on my Falcon,and 4Mb on
> an engineers PC !), they have not responded to any of my communications
> sent since August 2000. Returning then can be dodgy ! It all depends on how
> honest a firm is, and it's attitude to it's customers.

Sorry about your misfortune with Cortex.

All I need to do is get a replacement part. Then I will have the
technician install it, as it seems to be an irregular fit.

>
> If your 14 mb upgrade board works on 4 Mb with the link on the board
> at the 4MB setting, but not on the 14 Mb link setting, then I would
> suggest that you consider your Simms as being suspect. Check that you
> have indeed been provided with 16 Mb Simms needed to provide the 14Mb
> of extra Ram in a Falcon.

The Simms are correct. At first I thought I received 4x32 Simms when
I requested a 1x72 simm module. (It said 4x32 on the invoice)
But the technician pointed out that it was indeed a 1x72 simm module.
The dealer emailed me and said he checked the RAM before he shipped.
I believe him.

> If it is any help, I have had a couple of problems on two different
> Falcons regarding memory during the last year :-

thanks for for note on your two Falcons. I will keep that in mind.

I hope you can work it out with Cortex.

ken

2379. Re: 14 meg RAM board (questions)

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 10:28:25 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a8e524b$0$70808$272ea4a1@news.execpc.com>
Source record: 50064

On Fri, 16 Feb 2001, Ken Kosut wrote:

> Hello,
>
> WB Systemtechnik emailed me. They wanted pictures or schematics.
> I tried to do a schematic, but I don't think that is going to
> do it.
> I don't have a digital camera. I'd like to try to scan
> the damaged part in and use Scanedit+ to show him where the
> problem is.
> I think this file gets saved in .IMG format.
> Can I just email WB Systemtechnik this file?
> Or do I have to convert it?

Hello again,

Please disregard the above. It is not picking up anything
when I scan in.

sorry.

ken

2380. Re: Atari Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 11:01:04 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <TbSyQXOwnlj6Ew7N@lovecraft.demon.co.uk>
Source record: 50065

Once upon a time <GMFHluDvsBj6EwY4@lovecraft.demon.co.uk>, Richard
Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:

>Falcon030, 14Mb, FPU, 215Mb internal - mint condition.
>Storage MiniTower - 1Gb + 540Mb + CD-ROM + SyQuest.
>Digital VGA monitor. (as in the company, not digital control or
>anything).

Move quickly and you can have the whole lot for ï¿½200 ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2381. Software from 30p

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 11:06:31 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3A8E5B37.4A13E3E5@cyberpeeps.freeserve.co.uk>
Source record: 50066

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

2382. Re: Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 13:27:28 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <982416530-349391AEicMi@xs4all.nl>
Source record: 50067

>From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
>Date: Thu, 16 Feb 2001 15:44:16
>
>FamilyNet Newsgate
>
>> From: omignard@club-internet.fr (mignard olivier)
>> someone have some news of the project milan 3 ?
>
>
> The Milan 2 died before release. What makes you think there will
>be a 3?
>
> Doctor Clu

So did King Louis II, some weeks later there was Louis III :-).
You can read it in several interviews on ATOS as well as in the
German Atari mag "STC". On the (German) Milan website there is
the announcement that the work on the new OS (for the Milan III)
makes progress. No more premature announcements are going to be
made before anything real has been produced.
The Milan I is still available, (limited amounts) you can choose
between a 040 and a 060 version. You can also buy motherboards now
directly from Milan.

Cheers
Dan

2383. Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 13:53:37 UTC
From: swampfox1@earthlink.net
Message-ID: <Bnvj6.1298$1e6.160496@newsread1.prod.itd.earthlink.net>
Source record: 50068

Hi All,
Modem connect speed and efficiency:
Although I can connect at 115,200 there are a lot of "time-outs"
as compared to 57,600 which results in more continuous downloads.
This happens with NG and Web downloads. I suspect it may be a setting
in StinG's default.cfg
Any thoughts?
Running the following:
C-LAB Falcon MKI / Seagate 1g / SupraExpress56k / CAB 2.8 /
Newsie .961/ STinG 1.26 / Dialer 1.17 / HSMODEM7 PKG. / NVDI 5.01
John G.

2384. Re: comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 14:06:44 UTC
From: swampfox1@earthlink.net
Message-ID: <Uzvj6.1311$1e6.160496@newsread1.prod.itd.earthlink.net>
Source record: 50069

On 16 Feb 2001 21:23:22 , David Leaver wrote:
>The message numbers on the news-server of my ISP for this group are
>rapidly nearing 250,000.
>
>At an average of say 50 messages @ day that's over 13 years of
>messages. Perhaps the average was higher in the 1980s and early 90s.
>
>I'm bemused first that the server could have survived for so long
>without a glitch, but second by the amount of wisdom or otherwise that
>a quarter of a million postings represents.
>
>Anybody read them all? ;-)
>
>David

Hi David,
Is that 250,000 messages or bytes? At times I'll get a max of 1000
posts with Earthlink's NG (about 850 posts and 265,000 bytes today).
Maybe I'm missing a lot!!! There is a difference between NG servers.
John G.

2385. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 14:19:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982435822-514148AEicMi@madasafish.com>
Source record: 50080

Hi Peter

>MB>In my experiance I have seen many spooky thing's re SCSI, usually the
>MB>first rule is that not all rule's apply.

>please stop using apostrophs! In English, the 's' indicating plural is
>_not_ separated from the main word.

>Sorry!

Could you be more careful with capitalisation spelling and punctuation
please, after all this is an amatuer computing chat base with high
gramatical standards, and it makes you look such an arse when your
dictating to others and get it wrong yourself.

Remember this is the order of things..

1. Open mouth
2. Insert foot
3. Hide
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2386. Re: ThatsWrite

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 14:23:37 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a8e8969$0$8831@news.zetnet.co.uk>
Source record: 50070

On 16 Feb 2001 17:32:51 , "Michael Sennhauser" wrote:
>Does anyone still own a copy of the ST-wordprocessing software That's Write?
>I am looking for the program, even an early version, to recover some of my
>early work.

Even easier, get TWP from my website. This program converts .TW documents
to Word Perfect .WP documents. MS Word can convert these files.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2387. Re: Web browsers

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 14:25:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982435826-514768AEicMi@madasafish.com>
Source record: 50081

HI Bob!!

>>>I'm not getting into the Magic v Mint war zone!!!!!!!!!!!!!

>>We havent had a good flame war since lambchops got a slapping.

>>So... :-)

>> :-)!! Mint is for gays !!:-)

>you have now placed yourself firmly on the most wanted list of both the
>anti OSist brigade and the anti sexist lot. Not bad for one line :))

The one-liners are always the best.. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2388. MiNT >1.15.5 Stability

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 16:20:28 UTC
From: jba4@po.cwru.edu
Message-ID: <3a8ea45c.3052924@news.cwru.edu>
Source record: 50071

Hey everyone. I've been wanting to use a couple of new MiNT
appllications that require MiNT kernels above 1.15.5. However, as I
understand it, that was the last "stable" release and the newer
kernels are betas. Am I correct in this assumption? If so, are the
newer kern els more stable? Just wondering! Thanks in advance!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2389. Re: Citrix Winframe / Microsoft Terminal Server

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 16:43:54 UTC
From: Mike Saeger <saeger@getridofthis.telocity.com>
Message-ID: <vSxj6.111965$Ch.18953063@newsrump.sjc.telocity.net>
Source record: 50072

My experience has been just the opposite. We get excellent response on even low-end PCs. Right now I have a
small Winframe terminal hooked up to my DSL line. But, I would rather use my Falcon if the right software was available.

2390. Mouse Boot and Magic

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 17:00:09 UTC
From: bindon@madasafish.com
Message-ID: <t8tbgp95sq4ieb@corp.supernews.com>
Source record: 50073

Hi

I'm sure there is an easy answer to this problem, so it won't take long.

I'm just trying to use Mouse boot with Magic, but not too sure where to put it in the order of auto prgs. Magic totally starts the system again and so it loads mouse boot back up which is annoying, but I don't want to load mouse boot after magic has intialised as I could see Mint having problems with this :)

So what's the best way guys?

Thanks if anyone can help me.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2391. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 17:08:19 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Agyj6.44675$Nw6.164867@NewsReader>
Source record: 50074

"Ken Kosut" <kjcat@execpc.com> wrote in message
news:3a8e513d$0$70816$272ea4a1@news.execpc.com...

> On 15 Feb 2001, Paul Hopkins wrote:
>>
> > Oh dear ! Another upgrade horror story. I know the feeling only to
> > well, and it really should not be like this. You have my sympathy. I
> > have been down this path. To me,it seems that there are some 'Atari
dealers'
> > who need to clean up their act .

Hello. Maybe going off at a tangent here but....

big snip.

> He looked at the board by WB Systemtechnik and was impressed at how
> well made it is.

snip.

>>On the otherhand, as from my experience dealing with
> > Cortex over a 14Mb upgrade,they did not acknowledge my return of the
Simms
> > that they sent me,(which would only show 4Mb on my Falcon,and 4Mb on
> > an engineers PC !), they have not responded to any of my communications
> > sent since August 2000. Returning then can be dodgy ! It all depends on
how
> > honest a firm is, and it's attitude to it's customers.

Both Ken and Paul have given the name of the supplier involved in their
respective problems.

>> " To me, it seems that there are some 'Atari dealers' who need to clean
up their act."

I am in full agreement with this statement, but until customers start to
give full details of their problems in open posts, instead of wittering like
old women in closed groups, nothing will be done.

As I said, off at a tangent but aimed directly at Steve Sweet, occasional
Lord High Purveyor of Inuendo.

See his posting under ' Atari Repairs ' 2/14/2001.

Barrie at Keychange Music.

www.keychange.co.uk

2392. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 17:08:41 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <96mbbnpgr1@newsg3.svr.pol.co.uk>
Source record: 50075

"John Garone" <swampfox1@earthlink.net> wrote in message
news:Bnvj6.1298$1e6.160496@newsread1.prod.itd.earthlink.net...

Hi John,

> Modem connect speed and efficiency:
> Although I can connect at 115,200 there are a lot of "time-outs"
> as compared to 57,600 which results in more continuous downloads.

I think you are confusing the speed of the computer -> modem link and the speed of the modem -> phone line.

With your Supra 56K modem you are never going to connect to the phone line at better than 56K. In fact, if your phones are anything like those in the UK, you will probably get a DCE connection (modem -> phone) of around 44K.

As a rule of thumb data should be fed to the modem from the computer (DTE) at 2-3 times the DCE speed to allow for possible hardware compression by the modem. So a DTE of 56K is a bit low, 115K would be fine. I'm sure the Falc. is supposed to support this speed so I'm surprised you get transmission failures in the computer -> modem link.

You could take a hard look at the serial cable you are using. Is it falling to bits? Got loose connectors? Any chance the earth shielding is damaged? Perhaps you should invest in a new one, as short as you can tolerate.

> This happens with NG and Web downloads. I suspect it may be a setting
> in StinG's default.cfg

I doubt it has anything to do with STing.

Roger

2393. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 17:39:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102171839.a38612@su2.maus.de>
Source record: 50090

Hi Uwe,

US>I can't comment on whether HDDRIVER is the best driver,
but I can, and so do I! :-)

Und TTschï¿½
ps

2394. Re: connect SM124 on PC?

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 17:41:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102171841.a38613@su2.maus.de>
Source record: 50089

Hi Markus,

M>does someone of you know if it is possible to connect the SM124 monitor
M>to a VGA port of a PC?
I'm pretty sure you can't do so.

Und TTschï¿½
ps

2395. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 18:18:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96mf95$cr6$1@plutonium.compulink.co.uk>
Source record: 50076

In message <200102132052.a35031@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>I did not know either there was a TEMPUS2 nor an English version...

I have it here. V 2.07 by CCD, distributed by HiSoft. Bought but never used it. When I was using TEMPUS (1) I added the keyboard shortcuts with a hex editor *before* the menu entries (where the ticks should go) to serve as reminders. Very nice and fast, and unlike Everest offers the option of truncating or breaking overlength lines without losing characters. But the non-standard shortcuts and desktop are a real PITA! Started sing the Harlekin editor after that - only problem is that it can open only one file window at a time.

2396. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 18:18:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96mf97$cr7$1@plutonium.compulink.co.uk>
Source record: 50077

In message <96dgms$4o3$1@pegasus.csx.cam.ac.uk>, sgm23@eng.cam.ac.uk said:

>I'm not sure if this want Mark was trying to say in part A or not but as
>opposed to a straight wire like through connection, the connectors in one or
>both units might be buffered and so having the device turned off will
>prevent through commumication as there is no power the the buffer chip.
>If the CD ROM is the first device physically connected in the chain this
>could be the probelm, try changing them around and see if this makes a
>difference, if you use the EZ-135 more than the CD ROM it would make sense
>to have it a s the fist physically connected anyway, otherwise you will just
>have to turn both devices on.

No the CD-ROM is physically the second device on the bus. I haven't
tried it the other way round yet, but I may. But surely the computer
should not hang if the bus is unterminated? Specially as it all works as
soon as I switch off the EZ-135 as well... (I mean 'as soon as'
literally - can do it with the dialog open, and the computer then
'unhangs' at once.)

What I perhaps didn't make clear in my original posting is that this
problem only seems to arise with the bus-scanning feature of HDDRIVER.
The EZ-135 works fine even when the CD-ROM is off!

Regards, /Peter/

2397. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 18:18:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96mf98$cr8$1@plutonium.compulink.co.uk>
Source record: 50078

In message <200102141837.a39636@b.maus.de>, Detlef_Lewin@b.maus.de said:

>>Is gz (GZIP) the same as normal ZIP of the Atari?
>
>No, it's different.
>
>>So what do you gain from TARing it first?
>
>GZIP can only compress a single file.

Ah - one up for Atari, then! But in that case why is the MiNT
distribution tarred and zipped? And can Atari ZIP unpack a gz file?

Regards, /Peter/

2398. Re: MiNT >1.15.5 Stability

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 18:54:20 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a8ecc4210fda00@online.be>
Source record: 50083

on Sat 17-02-2001 16:20 Jeff Armstrong wrote:

>Hey everyone. I've been wanting to use a couple of new MiNT
>appllications that require MiNT kernels above 1.15.5. However, as I
>understand it, that was the last "stable" release and the newer
>kernels are betas. Am I correct in this assumption? If so, are the
>newer kern els more stable? Just wondering! Thanks in advance!

1.15.5 is indeed the last public release. I'm using since quite some
time 1.15.10b without any problem. So far it's the most stable kernel
I've used.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2399. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 19:58:26 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102171957450.116-100000@Hades060>
Source record: 50087

On 17 Feb 2001, KellihanB wrote:

> Has anyone written a TCP/IP stack for the ST systems? What about clients
> like telnet, ftp, and www?

If you are interested in IRC check my URL below. :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2400. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 20:03:28 UTC
From: "banburyno spam"@madhousenet.co.uk
Message-ID: <3a8ed910@news.madhousenet.co.uk>
Source record: 50079

On 17 Feb 2001 01:27:17 , KellihanB wrote:
>Hello,
>
> Has anyone written a TCP/IP stack for the ST systems? What about
clients
>like telnet, ftp, and www?
>
>Thanks,
>bret
>.
Hi where have you been look for STING or STIK2 on ftp sites such as

chapelie.rma.ac.be

cheers
--
banbury@freewebaccess.co.uk
banbury@Internet-Today.co.uk
Icq 73076112

2401. connect SM124 on PC?

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 20:18:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00032494@fmlynet.org>
Source record: 50091

FamilyNet Newsgate

Hello Markus!

MA> ...does someone of you know if it is possible to
> connect the SM124 monitor to a VGA port of a PC?

That's tantamount to sacrilege! <grin>

I have found VGA monochrome monitors cosmetically identical
to the SM125. I'm sure there are electrical differences
though. Is the mono output from an ST at TTL or 'analog
line' level? I think I read somewhere that the TTM195 used
an ECL input, can anyone here confirm this? Also, does
anyone know who produced the SM125 and TTM195 for Atari?

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2402. Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 20:18:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00032493@fmlynet.org>
Source record: 50092

FamilyNet Newsgate

Hello Ken!

KK> At first I thought I received 4x32 Simms when I
> requested a 1x72 simm module. (It said 4x32 on the
> invoice) But the technician pointed out that it was
> indeed a 1x72 simm module...

It sounds as though you're confusing the physical form
factor of these SIMMs with their electrical arrangement.
It's probable that your SIMM is *both* in that it has 1 row
of 72 pins (physically) and 4 megawords x 32 bits
(electrically) yielding 16 Megabytes.

Hope this helps.

Regards,
- Andy Ball

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2403. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 20:56:18 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <96mohi$62f$1@snipp.uninett.no>
Source record: 50082

John Garone <swampfox1@earthlink.net> wrote:

> Modem connect speed and efficiency:
> Although I can connect at 115,200 there are a lot of "time-outs"
> as compared to 57,600 which results in more continuous downloads.
> This happens with NG and Web downloads. I suspect it may be a setting
> in StinG's default.cfg
> Any thoughts?

Under TOS you'll often get timeouts at 115k2 when using the mouse. You'll
either need an accelerator (Nemesis and similar won't do) or MagiC.
Perhaps MiNT with one of the new scc.xdd's will work too (never tried this
on a stock Falcon).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2404. MyAtari.net

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 21:43:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982498058-221833AEicMi@madasafish.com>
Source record: 50106

Yo!, Dudes

Does anyone know when/if MyAtari magazine going to resurface.

I know they had server probs recently but that seems to have been
corrected.

Its near the end of February and ive not seen Januarys issue yet!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2405. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 22:10:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982498062-222448AEicMi@madasafish.com>
Source record: 50107

Hello Barrie

>As I said, off at a tangent but aimed directly at Steve Sweet,
>occasional Lord High Purveyor of Inuendo.

Ah!, recognition at last, you may kneel in my precense.

>See his posting under ' Atari Repairs ' 2/14/2001.

Was there something their that applied to you then?, would you point it out for us all. Do you hack holes in cases insead of removing boards?, do you sell equipment without permission?, do you exchange items with inferior replacements? is cornflake box a prefered insulator of yours, or not??

If these descriptions dont match you then youve no cause for concern. But if they do it gives cause for concern.

And before you get your 'mates' in the trade to start bitching on your behalf perhaps you's point out to all and sundry that you personaly saw fit to associate yourself with the descriptions of the 'repairs' i mentioned, i never mentioned you anywhere in that message.

>I am in full agreement with this statement, but until customers start to
>give full details of their problems in open posts, instead of wittering
>like old women in closed groups, nothing will be done.

Is this like when someone starts insulting someone in an email to one of that persons friends instead of pursuing the subject in public..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2406. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-17 22:39:05 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a8ebca892c400@free.fr>
Source record: 50084

Hello,

in article <Bnvj6.1298$1e6.160496@newsread1.prod.itd.earthlink.net> (comp.sys.atari.st)
John Garone wrote on Sat 17-02-2001 13:53 (GMT):

> Modem connect speed and efficiency:
> Although I can connect at 115,200 there are a lot of "time-outs"
> as compared to 57,600 which results in more continuous downloads.
> This happens with NG and Web downloads. I suspect it may be a setting
> in StinG's default.cfg

Not something to do with STinG, afaik. It's most probably that the Modem
2 port is not reliable enough on your Falcon tu run at 115 kbps. Same
problem here. TT ports are more reliables :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

2407. Re: Wanted: Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 00:45:26 UTC
From: carl@dresden99.freeserve.co.uk
Message-ID: <96n5vp$u0a$1@news8.svr.pol.co.uk>
Source record: 50085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Location ???

I have a ste 1040 (2Meg) & a 1040 (4Meg)
plus load of other stuff

"Charles Goddeeris" <atarian@atari7800.com> wrote in message
news:0IZd6.517$YI4.22685@news.itd.umich.edu...
> I'm looking for a 520ST, a disk drive and a color sc1224 monitor to buy.
> Thanks.
>
> Charles Goddeeris
> atarian@atari7800.com
>
>
>

My e-mails are certified Virus Free.
by AVG Anti-Virus Systems
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/2001

2408. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 00:53:57 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <96n6f5$99d$1@snipp.uninett.no>
Source record: 50086

Pascal Ricard <paricard@free.fr> wrote:

> Not something to do with STinG, afaik. It's most probably that the Modem
> 2 port is not reliable enough on your Falcon tu run at 115 kbps. Same
> problem here. TT ports are more reliables :-)

The serial port itself is reliable, but TOS is too slow to keep up on a
stock Falcon. With MagiC it works, but just barely.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2409. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 01:25:56 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <UjOrHHGkSyj6Ewo+@my-ste.demon.co.uk>
Source record: 50088

In article <dohs8tkfadfd77ekvmqktj7q5nib6s8jig@4ax.com>,
Philippe <flippoNOSPAMPLEASE@penguinpowered.com> writes:

>On Sat, 17 Feb 2001 01:48:47 +0000, David Bolt
><nospam@my-ste.demon.co.uk> wrote:
>
>>AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
>with only the duron ?

Who said it was only the Duron?

> don't think so ;-)

You missed the 2 K6-2 boxes and the A3010, all running the RC5 client
24/7. The K6-2s crack at a combined rate of 1.65Mkeys/sec. The A3010
manages about 9.2kkeys/sec and, finally, the Duron cracks at a nice
2.25Mkeys/sec when doing nothing else. It can drop quite considerably
when using apps under Win98, often to less than 1.0Mkeys/sec. Under
Linux, it doesn't seem drop anywhere near as much, even with quite a
high system load.

Adding up, you'll probably notice that the key rate is a bit less than
the 4.8Mkeys in the sig. That's because the machines in my .SIG are my
personal machines and I have permission to use the client on one other
celeron based machine. That's the one that makes the difference. :)

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2410. Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 02:48:56 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <sKGj6.4329$D3.20999@tor-nn1.netcom.ca>
Source record: 50093

I've had some breakthrus with my TOS emulator (due to TOSBox's
author Mark Slagell, and STonX's open source and good overall
emulation). I've gotten my 1987 era dual-single-sided floppy BBS! Express
ST BBS running, right now, under Unix.

Its not quite perfect yet.. some weird hangs, and the telnet
support is mostly broken .. but the telnet support is easy. I've got to
add support for big floppies, or hard disk support, so I can copy BBS
files to it. But shes basicly ready. I can play space empires via telnet
right now :)

One user at a time, but hey, its all good :) And due to emulation
and running on my slow firewall, it runs at about 1200bps. Perfect!

I've been working on this for about 2 or 3 years at random
intervals (it just didn't work for most of it :P). Damn. I'm so excited :)

jeff

ATX5 V18 M0

Press <ASCII> RETURN...

Script Error: Can't OPEN file
Script File : A:\MENUS_80\CONNECT.HLP
At Line Num : 29

Enter Your User Number, Handle,
or NEW If A New User: new

Can Your Terminal Display 80 Columns? Yes

Do You Want A Permanent Password? No

What is your:

REAL Name: foo
Handle: foo
City: f
State: F

Is The Data You Entered Correct? Yes

....etc... no hoax. More news when I've got something you can
use.. I'm just so giddy right now that I finally got it working :)

jeff

2411. Re: comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 03:25:28 UTC
From: taj16@dreamscape.com
Message-ID: <t8ug583df8jj92@corp.supernews.com>
Source record: 50094

On 17 Feb 2001 14:06:44 , John Garone wrote:
>On 16 Feb 2001 21:23:22 , David Leaver wrote:
>>The message numbers on the news-server of my ISP for this group are
>>rapidly nearing 250,000.
>>

>>David
>
>Hi David,
> Is that 250,000 messages or bytes? At times I'll get a max of 1000
>posts with Earthlink's NG (about 850 posts and 265,000 bytes today).
>Maybe I'm missing a lot!!! There is a difference between NG servers.
> John G.
>.
John, my ISP's news server lists your above-quoted post as message #232437.

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

2412. Falcon HD Help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 08:08:56 UTC
From: prunus@post3.tele.dk
Message-ID: <3a8f8150.111464255@news.inet.tele.dk>
Source record: 50095

Hello NG.

Some hardware guru's please explain to me what is wrong with my
Falcon.
I can't boot from the hardrive anymore. It doesn't matter if I use the
new 4 Gig HD with MagiC, or if I put in the old original 130 Mb,
without Magic, just the TOS system.

It does not boot from the HD.
I can still boot it with a floppy and the system sees the HD, but will
not start from it.
It is like the system does not see the HD??? Strange or what??

Help.

Mvh

J'rgen Bak

http://home3.inet.tele.dk/prunus/

2413. Monitors...

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 09:12:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <982488584-247512AEicMi@xs4all.nl>
Source record: 50096

Hi,

>who produced the SM125 and TTM195 for Atari?
AFAIK the 'innerwork' for the TTM195 came from
Philips, but I am not sure. I have to dig
through a whole bunch of magazines and
literature to find out and I don't have the time
for it yet. But I am sure someone pops up with
the answer...

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2414. Re: ThatsWrite

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 10:16:33 UTC
From: Michael Sennhauser <sennhauser@iname.com>
Message-ID: <96o7e4$861$1@news.imp.ch>
Source record: 50099

Thank you both very much!

--

Michael Sennhauser, PREVU Medienbuero, Basel, Switzerland

2415. Re: Falcon HD Help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 10:24:33 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A8FA2E1.52FBAEE9@ooc.de>
Source record: 50100

"Jï¿½rgen Bak" wrote:

> It is like the system does not see the HD??? Strange or what??

You should check whether your hard disk driver is installed properly and
whether all the connected hard disks are actually found by the driver.
Usually such a check is provided with the tools included in your hard
disk driver software package.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2416. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 10:26:26 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A8FA352.17A01BC2@ooc.de>
Source record: 50101

Steve Sweet wrote:

> I'm still waiting, and i dont want the manual even!!.

As I already said, those that don't need an English manual can get
updates directly from me. See
http://home.nikocity.de/nogfradelt/atari_english.html

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2417. Re: Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 10:27:32 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A8FA394.AC9692CA@ooc.de>
Source record: 50102

Dan wrote:

> You can read it in several interviews on ATOS as well as in the
> German Atari mag "STC". On the (German) Milan website there is
> the announcement that the work on the new OS (for the Milan III)
> makes progress. No more premature announcements are going to be
> made before anything real has been produced.

ROTFL. The complete announcement is premature and ridiculous.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2418. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 10:29:32 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A8FA40C.5DC191EC@ooc.de>
Source record: 50103

xlator@cix.compulink.co.uk wrote:

> tried it the other way round yet, but I may. But surely the computer
> should not hang if the bus is unterminated? Specially as it all works as

If the bus is not correctly terminated everything can happen. The
computer can definitely hang in this case, as soon as the SCSI bus is
accessed.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2419. Re: Falcon HD Help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 10:42:01 UTC
From: prunus@post3.tele.dk
Message-ID: <3a8fa5c8.120802165@news.inet.tele.dk>
Source record: 50104

On Sun, 18 Feb 2001 11:24:33 +0100, Uwe Seimet <us@ooc.de> wrote:

>"J�rgen Bak" wrote:
>
>> It is like the system does not see the HD??? Strange or what??
>
>You should check whether your hard disk driver is installed properly and
>whether all the connected hard disks are actually found by the driver.
>Usually such a check is provided with the tools included in your hard
>disk driver software package.
>
>--
>--
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

Yes Uwe,

I did try all that. All the HD Tools see the HD, but it will not boot
from it.
It is rather funny, because when I install the old HD, the original
130 Mb with the original AHDI prg., there is no luck either. It simply
will not boot from any HD.

Mvh

J�rgen Bak

http://home3.inet.tele.dk/prunus/

2420. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 11:07:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102181207.a39504@su2.maus.de>
Source record: 50001

Hi,

X>I have it here. V 2.07 by CCD, distributed by HiSoft.
so I misunderstood you. Sorry! With that meaning of '2', of course I've got a TEMPUS2, 2.25 German, to be more precise.

X>Very nice and fast,
I like that speed!

X>But the non-standard shortcuts and desktop are a real PITA!
Of course, but keep in mind that TEMPUS is (almost) as old as the ST itself!

Und TTschï¿½
ps

2421. Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 11:45:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00033eee@fmlynet.org>
Source record: 50117

FamilyNet Newsgate

Hello Peter!

P> But surely the computer should not hang if the bus is
> unterminated?

A SCSI bus should always be terminated at both ends, and
only at both ends. Whether or not your machine should hang
with an un-terminated bus should be a moot question.

On an ST I imagine the host adaptor that plugs into the ACSI
port should provide termination at the computer end of the
bus. The same is probably true of a Falcon that uses an ATA
('IDE') internal hard disk.

A Falcon with an internal SCSI drive may have the host
adaptor unterminated, with the drive providing termination
(assuming it's physically at the end of the bus). The same
may be true of TT and MegaSTE machines with internal SCSI
drives, I don't know enough about them to say.

The device physically at the other end of the SCSI chain
from the computer should be terminated. All your other
devices should be unterminated.

Hope this helps.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2422. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 12:07:07 UTC
From: bindon@madasafish.com
Message-ID: <t8venb5pf3vtd0@corp.supernews.com>
Source record: 50105

On 17 Feb 2001 22:39:05 , "Pascal Ricard" wrote:
>Hello,
>
> in article <Bnvj6.1298$1e6.160496@newsread1.prod.itd.earthlink.net> (comp.sys.atari.st)
> John Garone wrote on Sat 17-02-2001 13:53 (GMT):
>
>> Modem connect speed and efficiency:
>> Although I can connect at 115,200 there are a lot of "time-outs"
>> as compared to 57,600 which results in more continuous downloads.
>> This happens with NG and Web downloads. I suspect it may be a setting
>> in StinG's default.cfg
>
>Not something to do with STinG, afaik. It's most probably that the Modem
>2 port is not reliable enough on your Falcon tu run at 115 kbps. Same
>problem here. TT ports are more reliables :-)

I don't know if this helps but try changing the SCC driver for the SCC
driver for the AMD chip (instead of the Zilog one). I looked in my
Falcon and found the AMD type, apparantly all Falcons were supplied
with the Zilog so I'm not sure what's going on over here then.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2423. Re: Falcon HD Help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 13:42:40 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A8FD150.86E14693@ooc.de>
Source record: 50108

"Jï¿½rgen Bak" wrote:

> I did try all that. All the HD Tools see the HD, but it will not boot
> from it.
> It is rather funny, because when I install the old HD, the original
> 130 Mb with the original AHDI prg., there is no luck either. It simply
> will not boot from any HD.

This sounds as if your NVRAM is misconfigured with regard to the boot
preference settings.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2424. Re: Network Card

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 13:54:50 UTC
From: Doggy Dude <dg@empire.co.tw>
Message-ID: <ctQj6.5457$Cq.57269@news2-hme0>
Source record: 50109

> > FS> P.S.: Does anybody know that there exists a ROM-PORT
> > > networking card with drivers for MiNT/STinG? I have
> > > bought it and it works really fine.
>
> > Is this an ethernet card for the cartridge port of a regular ST? Does
it >have
>
> Yes.

Where can I get one of these fabled items? Infact several! And do they work
for Falcon too?
(Appologies if this got accidently e-mailed to anyone, alas <hang head> this
is Microsoft Express at work)

2425. Re: connect SM124 on PC?

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 14:14:54 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <96olpgbhu1@newsg4.svr.pol.co.uk>
Source record: 50110

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:00032494@fmlynet.org...
> FamilyNet Newsgate
> Also, does
> anyone know who produced the SM125 and TTM195 for Atari?

I seem to remember that my SM125 had Lucky Goldstar (LG) markings.

2426. Re: Falcon HD Help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 14:45:57 UTC
From: rsmac@t-online.de
Message-ID: <1ep0q3j.15ozbjh1syfmcyN%rsmac@t-online.de>
Source record: 50111

Jï¿½rgen Bak <prunus@post3.tele.dk> wrote:

> I can still boot it with a floppy and the system sees the HD, but will
> not start from it.
> It is like the system does not see the HD??? Strange or what??

Witch driver do you use? AHDI?

Install driver to harddrive. Bootpart. should contain a file named
xxx.sys. Thatï¿½s the driver. If the driver is installed, mound all part.
icons on desktop and save newdesk.inf on root on drive C.

Anyway, use hddriver. Best way and the program had support.

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

2427. Re: Falcon HD Help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 14:53:55 UTC
From: prunus@post3.tele.dk
Message-ID: <3a8fe1ad.136136838@news.inet.tele.dk>
Source record: 50112

On Sun, 18 Feb 2001 14:42:40 +0100, Uwe Seimet <us@ooc.de> wrote:

>"J�rgen Bak" wrote:
>
>> I did try all that. All the HD Tools see the HD, but it will not boot
>> from it.
>> It is rather funny, because when I install the old HD, the original
>> 130 Mb with the original AHDI prg., there is no luck either. It simply
>> will not boot from any HD.
>
>This sounds as if your NVRAM is misconfigured with regard to the boot
>preference settings.
>

Well, it might be, but I never tampered with the NVRAM before. How can
this happen?

What do I do to get it back to the normal settings.?

Mvh

J�rgen Bak

http://home3.inet.tele.dk/prunus/

2428. connect SM124 on PC?

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 15:08:26 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00034687@fmlynet.org>
Source record: 50132

FamilyNet Newsgate

Hello Roger!

RC> I seem to remember that my SM125 had Lucky Goldstar
> (LG) markings.

Excellent, thanks!

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2429. Monitors...

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 15:08:26 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00034688@fmlynet.org>
Source record: 50133

FamilyNet Newsgate

Hello Raoul!

RT> AFAIK the 'innerwork' for the TTM195 came from
> Philips, but I am not sure. I have to dig through a
> whole bunch of magazines and literature to find out
> and I don't have the time for it yet. But I am sure
> someone pops up with the answer...

Well thanks for that anyway, it gives me something to go on
- I think Philips made some monochrome monitors for Sun
Microsystems, so it certainly sounds credible!

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2430. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 15:17:57 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <1LRj6.59201$Nw6.175541@NewsReader>
Source record: 50113

Hello.

I believe complaints and poor service are important issues so I'm going to start a new topic.

Barrie at Keychange.

2431. Re: Falcon HD Help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 15:38:12 UTC
From: rsmac@t-online.de
Message-ID: <1ep19y1.1wq8ci613w8xa8N%rsmac@t-online.de>
Source record: 50114

> What do I do to get it back to the normal settings.?

1. use bootkonf.prg from uwe seimet.
2. Empty floppy disk, nvramrst.prg in outofolder. Boot from it.
3. connect sm 124 to the falcon. Boot.

Only one of them is enough! .)

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

2432. Re: Falcon HD Help.

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 15:49:18 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A8FEEFE.F7280BF8@ooc.de>
Source record: 50115

"Jï¿½rgen Bak" wrote:

> What do I do to get it back to the normal settings.?

You can use a tool like BOOTCONF
(http://home.nikocity.de/nogfradelt/atari_english.html) for this.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2433. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 18:30:10 UTC
From: swampfox1@earthlink.net
Message-ID: <SwUj6.1979$DS3.189465@newsread1.prod.itd.earthlink.net>
Source record: 50116

On 18 Feb 2001 12:07:07 , Lyndon Amsdon wrote:
>On 17 Feb 2001 22:39:05 , "Pascal Ricard" wrote:
>>Hello,
>>
>> in article <Bnvj6.1298$1e6.160496@newsread1.prod.itd.earthlink.net> (comp.sys.atari.st)
>> John Garone wrote on Sat 17-02-2001 13:53 (GMT):
>>
>>> Modem connect speed and efficiency:
>>> Although I can connect at 115,200 there are a lot of "time-outs"

snip

>I don't know if this helps but try changing the SCC driver for the SCC
>driver for the AMD chip (instead of the Zilog one). I looked in my
>Falcon and found the AMD type, apparantly all Falcons were supplied
>with the Zilog so I'm not sure what's going on over here then.
>
>Lyndon Amsdon

Hi Lyndon,
The only SCC driver I'm familier with is the one that came with
HSMODEM7 (and 6). Unless you mean change the chip itself! When I open
the case to put in the Phantom SE board I'll take a peek.
John G.

2434. Re: comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 18:54:19 UTC
From: swampfox1@earthlink.net
Message-ID: <vTUj6.1996$DS3.189465@newsread1.prod.itd.earthlink.net>
Source record: 50125

On 18 Feb 2001 03:25:28 , Thomas J. Andrews wrote:
>X-Newsreader: NEWSie Version 0.94 (Atari)
>X-Complaints-To: newsabuse@supernews.com
>Lines: 21
>Xref: newsmaster1.prod.itd.earthlink.net comp.sys.atari.st:137108
>
>On 17 Feb 2001 14:06:44 , John Garone wrote:
>>On 16 Feb 2001 21:23:22 , David Leaver wrote:
>>>The message numbers on the news-server of my ISP for this group are
>>>rapidly nearing 250,000.
>>>
>
>>>David
>>
>>Hi David,
>> Is that 250,000 messages or bytes? At times I'll get a max of 1000
>>posts with Earthlink's NG (about 850 posts and 265,000 bytes today).
>>Maybe I'm missing a lot!!! There is a difference between NG servers.
>> John G.
>>.
>John, my ISP's news server lists your above-quoted post as message #232437.
>
>--
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse
>.
TJ,
Mine lists it as 137079 and the list goes back to Feb. 3, 2001.
This is the better of two NGs I subscribe to!
John G.

2435. Re: Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 18:56:42 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <982523138-496475AEicMi@xs4all.nl>
Source record: 50118

>From: Uwe Seimet <us@ooc.de>
>Date: Sun, 18 Feb 2001 11:27:32 +0100
>
>Dan wrote:
>
>> You can read it in several interviews on ATOS as well as in the
>> German Atari mag "STC". On the (German) Milan website there is
>> the announcement that the work on the new OS (for the Milan III)
>> makes progress. No more premature announcements are going to be
>> made before anything real has been produced.

Uwe wrote :
>
>ROTFL. The complete announcement is premature and ridiculous.

Could be - hope not :-)
What is your opinion on the other two projects ? Do you think we
should abandon all hope on new hardware ?

Cheers
Dan

2436. Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:02:06 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <b1Vj6.59290$Nw6.178548@NewsReader>
Source record: 50119

Hello.

Occasionally, posts appear here asking for advice regarding which Atari dealer to use. Not a big choice, I know of only three in the UK. I generally post offering the services of Keychange Music, others advise.....others. No problems with that, free country.
What I do have a serious problem with is the continuous posting of drivel by Steve Sweet, seeming to follow my posts, warning of catastrophy if anyone uses other than Atari Workshop

He seems to know loads of people who have complaints about various Atari dealers except A.W. and whilst spreading the alleged problems far and wide, refuses to name the dealer (s) involved.

In doing this he is defeating the object of the group, which I believe is to help and assist Atari users in their enjoyment of the machine. If there are rogue dealers he has definite info. about, surely he should gather the information and post verifiable facts in an open group instead of keeping it to his ' elite ' band, whispering in their closed group.

I therefore ask this question of the group.

Are you happy with ' spreadshot ' allegations or do you want proper details of rogues?

I have no problems at all if any of my customers wish to air a grievance about Keychange Music as long as your real name is included, you actually were one of my customers, (of more anon) and it's not about my prices.

Maybe other dealers' customers would like to recount their experiences? There are new Atari users everywhere, most without a user manual and in need of constructive advice.

The ' floor ' is yours.

Barrie at Keychange Music.

www.keychange.co.uk

2437. Comm terms

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:18:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96p76ggre1@plutonium.compulink.co.uk>
Source record: 50121

Can anyone tell me the meaning of the non-obvious figures that my modem outputs when I press at&v1 please? The first 7 are obvious and I take it the Rtrn Counts refers to any resends that may be necessary from either end, but what are the others, and are there 'normal' or average values for them?

```
TERMINATION REASON..... LINK DISCONNECT
LAST TX rate.............. 31200 BPS
HIGHEST TX rate........... 31200 BPS
LAST RX rate.............. 52000 BPS
HIGHEST RX rate........... 52000 BPS
PROTOCOL.................. LAPM
COMPRESSION............... V42Bis
Line QUALITY.............. 042
Rx LEVEL.................. 015
Highest Rx State.......... 67
Highest TX State.......... 67
EQM Sum................... 008A
RBS Pattern............... 00
Rate Drop................. 00
Digital Loss.............. 2000
Local Rtrn Count.......... 00
Remote Rtrn Count......... 00
V90
```

Regards, /Peter/

2438. Re: ThatsWrite

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:18:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96p76hgrg1@plutonium.compulink.co.uk>
Source record: 50124

In message <96jknl$pi4$1@news.imp.ch>, sennhauser@iname.com said:

>Does anyone still own a copy of the ST-wordprocessing software That's Write?
>I am looking for the program, even an early version, to recover some of my
>early work.

I have it, but don't want to sell my copy. But there was a version of
Write On, the 'simpler' version of That's Write, on an Atari ST Review
cover disk (No.13) that may well be able to read your files. If you
can't get it, I could mail you a copy.

Regards, /Peter/

2439. Re: 14 meg RAM board (questions)

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:18:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96p76igri1@plutonium.compulink.co.uk>
Source record: 50122

In message <3a8e524b$0$70808$272ea4a1@news.execpc.com>, kjcat@execpc.com said:

>> WB Systemtechnik emailed me. They wanted pictures or schematics.
>> I tried to do a schematic, but I don't think that is going to
>> do it.
>> I don't have a digital camera. I'd like to try to scan
>> the damaged part in and use Scanedit+ to show him where the
>> problem is.
>> I think this file gets saved in .IMG format.
>> Can I just email WB Systemtechnik this file?
>> Or do I have to convert it?
>
>Hello again,
>
>Please disregard the above. It is not picking up anything
>when I scan in.

Can't you take a normal photo and send it snail-mail? It may need a
supplementary close-up lens on the camera. You can then circle the
problem with a highlighter.

Regards, /Peter/

2440. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:18:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96p76igrj1@plutonium.compulink.co.uk>
Source record: 50123

In message <G8rs42.Ax@gem.win.co.nz>, mb@gem.win.co.nz said:

>gz is not the same as zip.
>
>tar (tape archive) is a file format that can store multiple files in one
>file, together with directory information for each file so that the files
>can be restored from the archive onto the filesystem with the same
>data and attributes with which they were stored. No compression is
>performed.
>
>gzip (GNU zip) is a program that compresses a file so as to reduce its
>size by reducing redundancy.
>
>Often tar is used to archive multiple files into one file, then gzip is
>used to compress the file so as to reduce storage space or transmission
>time.

Thanks Mario. But in that case, why not just use ZIP on the Atari or
WinZIP on a PC? These do both tasks at once! Or isn't there an
equivalent on whatever gnu runs on?

Regards, /Peter/

2441. FS - Making a List

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:31:28 UTC
From: Keith Brooks <brooksie1@home.com>
Message-ID: <B6B57121.59D6%brooksie1@home.com>
Source record: 50126

I've been agonizing over all the collected Atari treasures I've gathered over the last 10 years. Shortly I will post a list of all the software and hardware that will be available - certainly a couple of SLM605's, a Mega2, an ICD hard disk case with 44Mb removable drive and possibly a TT030.

Thanks!

Keith Brooks
Calgary, Alberta

2442. SM124

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:46:44 UTC
From: yves.rogne@free.fr
Message-ID: <EEVj6.3729$Pi3.6436916@nnrp4.proxad.net>
Source record: 50128

I seem to remember that my SM125 had Lucky Goldstar (LG) markings.

My excellent sm124 was made by them too. I noticed Goldstar to make very reliable products.

2443. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:46:45 UTC
From: yves.rogne@free.fr
Message-ID: <FEVj6.3730$Pu3.6450287@nnrp4.proxad.net>
Source record: 50127

>>> Modem connect speed and efficiency:
>>> Although I can connect at 115,200 there are a lot of "time-outs"

```
It sounds like a not functionning hsmodem.
Did you put drivin before (e)scc ?
What kind of modem do you have ? If it is an usr one you can get the connection diagnostic
after
hanging up : I would like to know what it is written.
```

2444. CAB and Cookies

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:57:09 UTC
From: taj16@dreamscape.com
Message-ID: <t90a8l9eouk084@corp.supernews.com>
Source record: 50129

I've been fumbling around with the demo version of CAB 2.7 for a while now (BTW, does anybody know where I can get the full English version of 2.7 or 2.8 in the US?), and I just don't have a clue as to how I should set my cookie options. I've heard a lot of things about cookies, some good and some bad, and it's hard to know what to do, or why I should do it.

To review, the CAB options about accepting cookies are:
Always
Never
Always ask
Store but don't use

I've been using the last one, for lack of a good reason to use either of the first two absolutes. The third option isn't very attractive, because I've heard that some sites are very persistant in offering cookies until they're accepted. I just didn't want to be bothered. Now I'm beginning to wonder if that's really the way to go.

Can anybody explain the advantages and disadvantages of each option?

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

2445. Re: Network Card

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 19:58:28 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <96p9h4kcv1@snipp.uninett.no>
Source record: 50130

Doggy Dude <dg@empire.co.tw> wrote:

> Where can I get one of these fabled items? Infact several! And do they work

http://www.asamnet.de/~hilgarte/

> for Falcon too?

Indeed. I'm using one on my own Falcon/Afterburner. I also have one in my
TT and it works perfectly (which my four (4) different VME ethernet-cards
doesn't...).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2446. Milan Hard Disk ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 20:02:06 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a902a3e.0@energise.enta.net>
Source record: 50120

Hi,

I am looking for a utility that can provide statistics on hard disk
speeds and access times. I tried the HDRATE program that came
with my old ICD driver but it uses an illegal instruction.

I found HOWFAST but it only draws a graph of read and write throughput
which is difficult to compare with HD data provided by manufacturers.

Any suggestions ?

Also, on the Milan what is the maximum HD speed that can be achieved
with either IDE or SCSI ?

The machine is a basic 68040 @ 25MHz. I have asked Milan about the
33MHz upgrade but they didn't respond !

Peter.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

2447. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 20:41:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a9032d41b3ce70@tripnet.se>
Source record: 50131

On Sun 18-02-2001 19:46 (GMT) moi wrote:

>ï¿½>>> Modem connect speed and efficiency:
>ï¿½>>> Although I can connect at 115,200 there are a lot of "time-outs"
>
>It sounds like a not functionning hsmodem.
>Did you put drivin before (e)scc ?

This happens because the SCC chip only has a 1 byte input buffer (sic!).
If the CPU stays too long in supervisor mode with too high priority it
will not pick up this single byte in time and it will get lost.

The ESCC chip has a 3(?) byte buffer and can handle a speed three times
higher. The same happens to me when running Geneva on a TT at 115200bps.
At 76800bps it works fine. Om a MSTe it is almost OK at 57600.

The standard chip on an Atari is SCC but it can be exchanged with a ESCC
together with the proper HSMODEM module off course.

The simple solution is to use a faster OS like Magic.

When bytes are lost STinG will discard the packet (and even crash
sometimes) with drastic speed penalty.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2448. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:18:49 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <96pho8hso1@nnrp1.phx.gblx.net>
Source record: 50135

xlator@cix.compulink.co.uk writes:
: In message <G8rs42.Ax@gem.win.co.nz>, mb@gem.win.co.nz said:

: Thanks Mario. But in that case, why not just use ZIP on the Atari or
: WinZIP on a PC? These do both tasks at once! Or isn't there an
: equivalent on whatever gnu runs on?

: Regards, /Peter/

One of the problems involved is that at least some Atari programs are cross compiled on a Linux box, which can run gcc compiler on source code in about 20 minutes, and it takes 3 hours on a TT, on one specific program.

Linux, or Unix, has gzip, tar, and compress, and those also run under MiNT on an Atari. Gzip and tar and compress also run under TOS on an Atari.

This is a very old topic. The term of art for grouped files on Unix boxen is a "Tarball".

The short answer, I guess, is that .tar.gz or .tgz files can be handled on many different platforms running many different specific operating systems.

Jim

2449. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:26:49 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6B59A67.B568%nameerf@flash.net>
Source record: 50137

in article 96mbbnpgr1@newsg3.svr.pol.co.uk, Roger Cain at
roger@cainr.freeserve.co.uk wrote on 2/17/01 9:08 AM:

>
> "John Garone" <swampfox1@earthlink.net> wrote in message
> news:Bnvj6.1298$1e6.160496@newsread1.prod.itd.earthlink.net...
>
> Hi John,
>
>> Modem connect speed and efficiency:
>> Although I can connect at 115,200 there are a lot of "time-outs"
>> as compared to 57,600 which results in more continuous downloads.

> You could take a hard look at the serial cable you are using. Is it falling
> to bits? Got loose connectors? Any chance the earth shielding is damaged?
> Perhaps you should invest in a new one, as short as you can tolerate.
>
>> This happens with NG and Web downloads. I suspect it may be a setting
>> in StinG's default.cfg
>
> I doubt it has anything to do with STing.

Actually, my first guess would be Sting. I used to be able to connect with Sting with very few problems, but as I added extra things that took up memory and CPU time, I've found that I've gotten more and more timeouts creeping into the system. A little optimizing helps, but even at the best I could get it, it's still timing out from time to time. The only way I found that would fix it, is either getting rid of most of my AUTO folder and ACC extras (which I wouldn't do if I could help it) or by using STiK 2. With a good STiK 2 setup, I can go for a long time without seeing a single timeout. It does, however, limit the extra networking capabilities of STing, and I've had a few other problems with it from time to time. For example, I just tried STiK 2 again, and when I run it with Geneva and Mint, I can't get it to recognize its own RSC file. I have no idea how to fix this. I'm sure it's something simple that I'm overlooking. But as far as the original post, I would first optimize STing as much as possible. If that didn't fix it, I'd try limiting the number of programs/accesories taking up CPU attention or just try STiK 2. Then, if all else fails, look into possible hardware malfunctions.

Mike Freeman
nameerf@flash.net

2450. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:33:31 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <%4Yj6.33411$o85.169675@news-server.bigpond.net.au>
Source record: 50136

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982435822-514148AEicMi@madasafish.com...
> Hi Peter
>
> >MB>In my experiance I have seen many spooky thing's re SCSI, usually the
> >MB>first rule is that not all rule's apply.
>
> >please stop using apostrophs! In English, the 's' indicating plural is
> >_not_ separated from the main word.
>
> >Sorry!
>
> Could you be more careful with capitalisation spelling and punctuation
> please, after all this is an amatuer computing chat base with high
> gramatical standards, and it makes you look such an arse when your
> dictating to others and get it wrong yourself.
>
> Remember this is the order of things..
>
> 1. Open mouth
> 2. Insert foot
> 3. Hide

How long for? Indecently I type at a million miles an hour and quite often only have a few minutes to check the groups during the week. I don't spell check, at all for that reason. Also I think people get the general idea. This is an Atari news group not an English grammar news group. Considering some of the posts by non-English (of which Australia is rapidly becoming, and US seems already), I think the point is taken. I have spell checked this in case it offended someone.

Mark

2451. Re: connect SM124 on PC?

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:34:28 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <96piljhso2@nnrp1.phx.gblx.net>
Source record: 50139

Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> writes:
: FamilyNet Newsgate

: Hello Markus!

: MA> ...does someone of you know if it is possible to
: > connect the SM124 monitor to a VGA port of a PC?

: That's tantamount to sacrilege! <grin>

: I have found VGA monochrome monitors cosmetically identical
: to the SM125. I'm sure there are electrical differences
: though. Is the mono output from an ST at TTL or 'analog
: line' level? I think I read somewhere that the TTM195 used
: an ECL input, can anyone here confirm this? Also, does
: anyone know who produced the SM125 and TTM195 for Atari?

The SM125 was built by several companies, but the circuits and earliest
case was of an NCR business machine monitor, and it is a good guess that
whoever made them for NCR also made the first ones Atari bought.

The TTM195 uses an ECL luminance channel. It was made by Philips Canada.

I know for certain that VGA monochrome monitors that will fit on a TT use
"composite over green", which means the green of a screen becomes the
black part.

The answer to your first question is that someone makes an integrated
circuit that takes an RGB signal and turns it into a VGA signal. Have not
seen a chip that goes the other way, but it can be done with discrete
components. VGA uses chromanance and luminance signals, and the Atari ST
monitor uses Red, Green and Blue signals. You need to extract red, green
and blue signals out of chrominance and luminance signals. Good luck!
--

---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2452. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:38:22 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <96pisu$36d$1@newsg4.svr.pol.co.uk>
Source record: 50140

On 9 Feb 2001 22:53:51 G, Neil Chester wrote:
>Thanks to all those people who gave me suggestions regarding Zetnet &
>Freeserve.
>
>Following Peter Slegg's advice I have signed up with "FreeOla" and got an
>account (online - using CAB!).
>
>I have copied Peter's DIAL.SCR & DEFAULT.CFG for STiNG (& STiNG Dialer),
>putting in my account ID and password. I then try to connect, the dialer
>works but sticks on "Initialising connection" - after 5 or seconds the
>Dialer reports "Link Negotiation Failed", the connection is then aborted.
>
>I have connected OK with Iconnect using the terminal mode and then making
>this information into a suitable script - this is enough for me to use CAB
>- I don't have an e-mail program for Iconnect therefore I can't use it to
>access my e-mail account with FreeOla.

It seems that Iconnect does connect OK - BUT when trying to click on any links in my home page displayed in CAB the system crashes - with the report that Program destroyed address xFFFF (or something like that!). It gives you the option of repairing (which doesn't work!). Then dumping the system (or something) to disk - I just hit RESET at this point!!

Thanks to Steve and Derryck I changed the Iconnect configuration for Iconnect but no joy (see above) - I am right in thinking this is a Magic system report cutting in? Or is it the CT2B? Either way I don't get it under STiNG + CAB (with a Freeserve connection that is!).

It is really annoying being so near and yet so far from using FreeOla. I am using Cab 2.7, Cab.ovl (Olivier Booklages 5.68B), Sockets (PPP_Connect 1.8) - HSMODEM 7 + SCC (modified for CT2B).

I know Lyndon was going to try to connect with FreeOla and report back I would certainly be interested in what he has to report!

Thanks again!

Neil :-(

2453. TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:38:36 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6B59D2A.B569%nameerf@flash.net>
Source record: 50141

in article 96mf98$cr8$1@plutonium.compulink.co.uk,
xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 2/17/01
10:18 AM:

> In message <200102141837.a39636@b.maus.de>, Detlef_Lewin@b.maus.de said:
>
>>> Is gz (GZIP) the same as normal ZIP of the Atari?
>>
>> No, it's different.
>>
>>> So what do you gain from TARing it first?
>>
>> GZIP can only compress a single file.
>
> Ah - one up for Atari, then! But in that case why is the MiNT
> distribution tarred and zipped? And can Atari ZIP unpack a gz file?

You know, I've personally always been frustrated by the whole TAR/GZIP
thing. But as some people, especially in the Mint world think it's necessary
to use, could someone PLEASE make a unified program, with a graphical shell
(similar to ST Zip, or LZH Shell) so that those of us who aren't that well
versed in programming lingo or ideology can simply drag and drop a *.tgz,
*.tar.gz, *.tar, or *.gz program onto the icon, select the folder location
for the files to be written, and off it goes? I know it's supposed to be
"easy" to do, just by having the two archiver programs in the same folder
and knowing just what to put into the command line, but I've yet to figure
it out, and reading the "manual" that comes with it leaves me more confused
than knowledgable. Just give us something that makes sense and works,
without having to do hours of research to figure out. Isn't that supposed to
be the whole idea of a graphical GUI like GEM? Things should be made as
obvious and straight-forward as possible, and usage should be visual without
too much technical reading to do. So shouldn't the software be made the same
way? And don't get me started on the need for a good install program for
Mintnet and others...

Mike Freeman
nameerf@flash.net

2454. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:41:35 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <zcYj6.33417$o85.169275@news-server.bigpond.net.au>
Source record: 50138

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982498062-222448AEicMi@madasafish.com...
> Hello Barrie
>
> >As I said, off at a tangent but aimed directly at Steve Sweet,
> >occasional Lord High Purveyor of Inuendo.
>
> Ah!, recognition at last, you may kneel in my precense.
>
BIG SNIP

arise Sir Steve

What is wrong with corn flakes packets for insulation;-)

Mark

2455. Re: MiNT >1.15.5 Stability

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:43:23 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6B59E4A.B56A%nameerf@flash.net>
Source record: 50142

in article 3a8ecc4210fda00@online.be, Martin "Nightowl" Byttebier at
tos4ever@online.be wrote on 2/17/01 10:54 AM:

> on Sat 17-02-2001 16:20 Jeff Armstrong wrote:
>
>> Hey everyone. I've been wanting to use a couple of new MiNT
>> appllications that require MiNT kernels above 1.15.5. However, as I
>> understand it, that was the last "stable" release and the newer
>> kernels are betas. Am I correct in this assumption? If so, are the
>> newer kern els more stable? Just wondering! Thanks in advance!
>
> 1.15.5 is indeed the last public release. I'm using since quite some
> time 1.15.10b without any problem. So far it's the most stable kernel
> I've used.

Is there anything different I'm supposed to do with it than with 1.15.5? I
tried installing it yesterday. I renamed the 1.15.5 version from MINTNP.PRG
to MINTNP.PRX, dropped in version 1.15.10b of MINT030.PRG, renamed it to
MINTNP.PRG, made sure the position in the AUTO folder was the same by using
Autosort, and rebooted. I got bombs. I put back 1.15.5, and it worked fine.
I downloaded it twice, thinking maybe there was something wrong during d/l,
but both times were the same. Any ideas?

Mike Freeman
nameerf@flash.net

2456. Re: Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:55:03 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a9052c7.0@energise.enta.net>
Source record: 50134

On 17 Feb 2001 14:27:28 , Dan wrote:
>>From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
>>Date: Thu, 16 Feb 2001 15:44:16
>>
>>FamilyNet Newsgate
>>
>>> From: omignard@club-internet.fr (mignard olivier)
>>> someone have some news of the project milan 3 ?
>>
>>
>> The Milan 2 died before release. What makes you think there will
>>be a 3?
>>
>> Doctor Clu
>
>So did King Louis II, some weeks later there was Louis III :-).
>You can read it in several interviews on ATOS as well as in the
>German Atari mag "STC". On the (German) Milan website there is
>the announcement that the work on the new OS (for the Milan III)
>makes progress. No more premature announcements are going to be
>made before anything real has been produced.
>The Milan I is still available, (limited amounts) you can choose
>between a 040 and a 060 version. You can also buy motherboards now
>directly from Milan.
>
>Cheers
>Dan
>
>
>.

It would inspire more confidence if they got rid of the Milan II
promotional information.

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

2457. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:56:50 UTC
From: bindon@madasafish.com
Message-ID: <t90kpipo82nka1@corp.supernews.com>
Source record: 50143

On 18 Feb 2001 18:30:10 , John Garone wrote:

Hi John,

> The only SCC driver I'm familier with is the one that came with
>HSMODEM7 (and 6). Unless you mean change the chip itself! When I open
>the case to put in the Phantom SE board I'll take a peek.

Sorry I can't check but the driver for the AMD version is supllied
with HSModem V7 for sure. If you read the documents it says about it
near the section about the ESSC for ST's.

I'm in the middle of changing from one HD to another so files are
flying everywhere and I can't get to one HD when this one is plugged in.

So everyone will have to know if I don't answer an email for a couple of
days or don't respond to posts etc this is why.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2458. Re: Comm terms

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 22:56:54 UTC
From: bindon@madasafish.com
Message-ID: <t90kpmen4b2fa5@corp.supernews.com>
Source record: 50144

```
On 18 Feb 2001 19:18:40 , xlator@cix.compulink.co.uk wrote:
>Can anyone tell me the meaning of the non-obvious figures that my modem
>outputs when I press at&v1 please? The first 7 are obvious and I take it
>the Rtrn Counts refers to any resends that may be necessary from either
>end, but what are the others, and are there 'normal' or average values
>for them?
>
>TERMINATION REASON..... LINK DISCONNECT
>LAST TX rate..... 31200 BPS
>HIGHEST TX rate..... 31200 BPS
>LAST RX rate..... 52000 BPS
>HIGHEST RX rate..... 52000 BPS
>PROTOCOL..... LAPM
>COMPRESSION..... V42Bis
>Line QUALITY..... 042
>Rx LEVEL..... 015
>Highest Rx State..... 67
>Highest TX State..... 67
>EQM Sum..... 008A
>RBS Pattern..... 00
>Rate Drop..... 00
>Digital Loss..... 2000
>Local Rtrn Count..... 00
>Remote Rtrn Count..... 00
>V90

Hey, this is cool. I've never really bothered to use at commands at
my modem. Just done it and realised how useless my phone line is.

HIGHEST RX rate..... 45333 BPS
PROTOCOL..... LAPM
COMPRESSION..... V42Bis
Line QUALITY..... 035
Rx LEVEL..... 016
Highest Rx State..... 67
Highest TX State..... 87
EQM Sum..... 00D4
RBS Pattern..... 00
Rate Drop..... 00
Digital Loss..... 2000
Local Rtrn Count..... 00
Remote Rtrn Count..... 00

Look's almost identical to yours. You should be glad you have a
decent line into your house.
```

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2459. Re: CAB and Cookies

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 23:34:33 UTC
From: osian@zetnet.co.uk
Message-ID: <3a905c09$0$8830@news.zetnet.co.uk>
Source record: 50145

On 18 Feb 2001 19:57:09 , Thomas J. Andrews wrote:
>To review, the CAB options about accepting cookies are:
>Always
>Never
>Always ask
>Store but don't use
>
>I've been using the last one, for lack of a good reason to use either of
>the first two absolutes. The third option isn't very attractive, because
>I've heard that some sites are very persistant in offering cookies until
>they're accepted. I just didn't want to be bothered. Now I'm beginning to
>wonder if that's really the way to go.
>
>Can anybody explain the advantages and disadvantages of each option?

In general, cookies are benign and harmless. They simply store information about yourself that the site may want to refer to later when you revisit or go to another page. "Information about yourself" might sound sinister, but all this amounts to is personalised information, such as your name, your preference settings for a particular site etc. Nothing that the site couldn't obtain normally anyway, but just wants to 'remember you' for your next visit.

Also, some dynamic web pages use cookies to store session variables between pages, like global variables within a program. Web connections are 'stateless', i.e. when you go to the next page in a web site, that page invokes a new connection and has no idea that you've gone to it from a previous page. Sessions variables allow information to be passed from page to page, e.g. you may have 'logged on' to a web site - a session variable stores this fact so that you don't have to log on to each individual page.

In other words, I would go for the Always option. It allows web sites to work properly and saves you the hassle of confirming it each time.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

2460. atari 520 mouse?

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 23:47:42 UTC
From: thehansons <thehansons@ntlworld.com>
Message-ID: <5aZj6.27214$mO6.546011@news6-win.server.ntlworld.com>
Source record: 49997

Hi there,

This is my first post, so hope I don't upset anyone by asking a question that has probably been answered 100 times already!

I have recently aquired an atrai 520 stfm, but without a mouse - any idea where I could track one down?

or possibly 2, as a friend is in the same situatiion?

Thanks for your patience with a 'newbie'

Regards

Rob Hanson (using Rachel's news account!)

2461. Guide on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-18 23:52:11 UTC
From: John <john@pagetostart.com>
Message-ID: <96pn7b$9p8$1@porthos.nl.uu.net>
Source record: 49996
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi,

http://atari.pagetostart.nl/ is a Dutch-based but English written website on Atari. It's not my site, but I use it almost daily as it is a little portal to everything I need and want to know. Just to inform you, maybe you could use it.

Bye,

John

2462. connect SM124 on PC?

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 00:11:20 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00035b5d@fmlynet.org>
Source record: 50003

FamilyNet Newsgate

Hello Jim!

JD> The SM125 was built by several companies, but the
> circuits and earliest case was of an NCR business
> machine monitor, and it is a good guess that
> whoever made them for NCR also made the first ones
> Atari bought.

Thanks, I'll check that out.

JD> The TTM195 uses an ECL luminance channel. It was made
> by Philips Canada.

Thanks for that too. I guess it's just a fancy way of
saying 'ECL video signal' since there would have been no
chrominance on a mono monitor. I'm guessing the sync
signals were separate TTL lines?

JD> I know for certain that VGA monochrome monitors that
> will fit on a TT use "composite over green", which
> means the green of a screen becomes the black part.

Sort of. It's normal for a monochrome VGA monitor to send
its video on the same pin that colour VGA uses for green,
but so far as I'm aware mono VGA used separate sync lines,
where 'composite over green' implies that sync is on the
same line as video. Is this a requirement of the TT?

JD> The answer to your first question is that someone
> makes an integrated circuit that takes an RGB signal
> and turns it into a VGA signal.

Colour VGA already uses RGB video, so the IC in question
probably does something else with scan rates or sync
signals... perhaps you're referring to some sort of scan
doubler that will display 15KHz style RGB on a 31KHz VGA
monitor?

JD> VGA uses chromanance and luminance signals...

Not normally, it uses separate pins for RGB analog video
and sync. I don't have the pinouts in front of me, but
can supply them if this will help. Are you confusing VGA
and S-Video?

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2463. Re: atari 520 mouse?

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 00:23:02 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <_JZj6.57281$bP4.62740@NewsReader>
Source record: 49998

Hello.

"thehansons" <thehansons@ntlworld.com> wrote in message
news:5aZj6.27214$mO6.546011@news6-win.server.ntlworld.com...

Re mice, Keychange Music have Atari mice in stock.

Tel 01925 266120.

Don't worry about asking questions, that's what the group is here for.

Barrie at Keychange.

2464. Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 00:56:56 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3a906f58$0$8830@news.zetnet.co.uk>
Source record: 49999

Hi Folks.

On Sat, 17 Feb 2001 Ken Kosut wrote :-

>I simply need a replacement part. But I am having trouble conveying this
>to the dealer.

Why ? Surely they cannot be that thick ???....or are they just hoping that
you will just go away ?

> >There are two female conncectors on the board a 50pin and a 30pin
> >Inside the 30pin are "box-like" conductors
> >Inside the 50pin are "prong-like" conductors ..//

It does not really matter whether they are prongs or box-like
connectors. In my experience, I have had more trouble with 'prong-like'
connectors than with box.

>All I need to do is get a replacement part. Then I will have the
>technician install it, as it seems to be an irregular fit.

I think that these connectors are standard 0.1" (2.54mm) pin
connectors, and should be availiable from good electronic suppliers.They
are availiable in single,or double rows.They are not expensive at all,and
may be cut to provide the length required.The pins stick up out of the
motherboard , so you need to order the pin sockets.

Worth checking out with such places as RS,Maplin,Tandy etc. I really do
not think that this should be a problem, but come back to me if you
find it so.

Cheers !

~ Paul ~

2465. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 01:10:20 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10102190202280.101-100000@mail.online.no>
Source record: 50000

On Sun, 18 Feb 2001, Kenneth Medin wrote:

> On Sun 18-02-2001 19:46 (GMT) moi wrote:
>
> >ï¿½>>> Modem connect speed and efficiency:
> >ï¿½>>> Although I can connect at 115,200 there are a lot of "time-outs"
> > >
> >It sounds like a not functionning hsmodem.
> >Did you put drivin before (e)scc ?
>
> This happens because the SCC chip only has a 1 byte input buffer (sic!).
> If the CPU stays too long in supervisor mode with too high priority it
> will not pick up this single byte in time and it will get lost.

This is not quite right. The SCC has a 4 byte receive buffer, but it
generates interrupts as long as there are bytes not read in this buffer. A
interrupt service routine should read all bytes before exiting, otherwise
interrupts are generated for each incoming char, creating lots of
overhead. However, it has only a one-byte transmit buffer.

>
> The ESCC chip has a 3(?) byte buffer and can handle a speed three times
> higher. The same happens to me when running Geneva on a TT at 115200bps.
> At 76800bps it works fine. Om a MSTe it is almost OK at 57600.

The ESCC has an 8-byte receive buffer and a 4-byte transmit buffer. Also,
the ESCC has a mode in which receive interrupts are generated when the
buffer is half-full, effectively reducing interrupt overhead on faster
systems.

>
> The standard chip on an Atari is SCC but it can be exchanged with a ESCC
> together with the proper HSMODEM module off course.

Yes.

>
> The simple solution is to use a faster OS like Magic.

Or MiNT with either Frank Naumann's or my scc.xdd or my escc.xdd :)

>
> When bytes are lost STinG will discard the packet (and even crash
> sometimes) with drastic speed penalty.

Uhm.. does not sound fun.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

2466. Re: Comm terms

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 05:59:48 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <eflp4BSUZLk6EwjN@my-ste.demon.co.uk>
Source record: 50002

In article <96p76ggre1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes:

Okay, this is going to be a long post. PS, don't ask me for a better
explanation than I'm adding. It's just a case of me 'cutting & pasting'
from a post that asked a similar question in another group.

>Can anyone tell me the meaning of the non-obvious figures that my modem
>outputs when I press at&v1 please? The first 7 are obvious and I take it
>the Rtrn Counts refers to any resends that may be necessary from either
>end, but what are the others, and are there 'normal' or average values
>for them?

>LAST TX rate..... 31200 BPS

}This is the transmit rate just before the call terminated, in bits per
}second. Transmit rates are the rates at which data is sent upstream
}from your modem (the client) to your ISP (the server). For K56Flex
}and v.90 data is sent upstream using much the same old analogue methods
}used for v.34. For v.90 transmit rates are in steps of 2400bps (
}possibly up to 33600bps?).

>HIGHEST TX rate..... 31200 BPS

}This is the highest transmit rate during the call (I assume), in bits
}per second. The transmit and receive rates may vary during the call as
}a result of renegotiation. In particular modems may negotiate a high
}rate initially (it looks good to the customer on the initial connect
}response), but have to drop the rate later to get the data through
}reliably.

>LAST RX rate..... 52000 BPS

}This is the receive rate just before the call terminated, in bits per
}second. Receive rates are the rates at which data is sent downstream
}from your server to your modem. For K56Flex and v.90 data is sent
}downstream using the new digital PCM methods. For v.90 transmit rates
}are in steps of 1333bps (up to 56000bps).

>HIGHEST RX rate..... 52000 BPS

}This is the highest transmit rate during the call (I assume), in bits
}per second. It is possible that K56Flex implementations never
}renegotiate to above their initial rate, in which case the highest rate
}will always be the same as the initial rate, however V.90
}implementations certainly will renegotiate higher.

>PROTOCOL..... LAPM

}This is the error correction protocol, LAP-M is part of v.42 .

>COMPRESSION..... V42Bis

}This is the data compression protocol, v.42bis BTLZ

>Line QUALITY..... 042

}This is some measure of line quality, the lower the better. This
}parameter is calculated by the modem and used to assess when may be
}necessary to renegotiate to a higher or lower rate. The value for a
}particular line varies according to the rate, so it is not a good
}straightforward parameter for comparing lines. Neither is the range of
}acceptable line quality values the same for all rates.

}The line quality measure is also different from protocol to protocol
}and may also vary between versions of firmware.

>Rx LEVEL..... 015

}This is the received signal level, in -dBm. I have seen it said that
}figures below 10 indicate extra amplification (and therefor trouble),
}that figures lower that 25 are normal and that figures higher that 25
}may be poor.

}Some modems allow you to vary the transmit signal level, using S91 (
}others ignore the setting in order to comply with telecoms regulations
}). It may be possible to affect the received signal level by juggling
}with the transmit level and so alter the exchange's treatment of the
}line. Most S91 users though us it to tweak the TX rate. Beware of
}upsetting your telephone company with the S91 setting.

>Highest Rx State..... 67

}This is the last hexadecimal state number of the finite state machine
}used for receive protocol negotiation. It may just be useful when
}examining the reason for a line drop. Broadly states less than 20 are
}used during V.8, states from 20 but less that 30 are used during INFO0,
}states from 30 but less that 60 are used during line probing, states
}from 60 but less than 80 are used during INFO1 and states from 80 are
}used during rate renegotiation.

>Highest TX State..... 67

}This is the last hexadecimal state number of the finite state machine
}used for transmit protocol negotiation. The particular numbers vary
}from the receive state numbers above, but the ranges given above are
}valid.

>EQM Sum..... 008A

}This is the Eye Quality Measure, a measure of signal quality for
}analogue protocols. It appears to be reported in hexadecimal. For
}v.34 and the transmit side of v.90, EQM is the filtered minimum trellis
}length, an error vector. The EQM is inversely proportional to the
}signal quality, so lower EQM values are likely to indicate better

}quality lines.

}It is EQM which is used by the modem in order to determine the initial
}connect rate. Here is one suggested table for a K56Flex modem receive
}rate:

}EQM <= 0050 : 56000bps
}EQM <= 0090 : 54000bps
}EQM <= 0095 : 52000bps
}EQM <= 00A6 : 50000bps
}EQM <= 00B0 : 48000bps
}EQM <= 00C0 : 46000bps
}EQM <= 00D0 : 44000bps
}EQM <= 00E0 : 42000bps
}EQM <= 00E5 : 40000bps
}EQM <= 00F0 : 38000bps
}EQM <= 0100 : 36000bps
}EQM <= 0130 : 34000bps
}EQM > 0130 : 32000bps

}and for a K56Flex modem transmit:

}EQM <= 002E : 31200bps
}EQM <= 0040 : 28800bps
}EQM <= 0092 : 26400bps
}EQM <= 0109 : 24000bps
}EQM <= 01C2 : 21600bps
}EQM <= 02EE : 19200bps
}EQM <= 04B0 : 16800bps
}EQM <= 073A : 14400bps
}EQM > 073a : 12000bps

>RBS Pattern..... 00

}RBS stands for Robbed Bit Signalling.

}All PCM modem protocols (X2, K56Flex, v.90) rely on the digital
}transfer of data to you until it gets to your exchange. The digital
}transfer is of 8000 code bytes per second, each code byte representing
}256 possible signal levels. Present PCM protocols try to use up to 128
}of those level, giving a maximum rate of 8000 * 7 = 56000bps. But
}within the telephone network your 8000 * 8 = 64000bps line (a DS0 ?)
}is bundled with others into a four wire digital trunk.

}In Europe this trunk is an E1 at 2048000bps, it has 30 channels for our
}calls, one for synchronisation and one for signalling. In the USA up
}to 24 channels are bundled into a T1 at 1544000bps, where all 24
}channels are used for our lines then call-control signalling may have
}to be taken out of the 64000bps. This is Robbed Bit Signalling. RBS
}takes one bit out of one or more of six consecutive samples. These
}bits make the work of PCM modems more difficult than it would otherwise
}be.

}The RBS pattern shows which of the six bytes have had robbed bits
}detected by the modems. A pattern of 00 is best, that indicates no
}robbed bit signalling is used on your line.

}Robbed Bit Signalling is not used in Europe, so you should only ever
}see 00.

>Rate Drop..... 00

}This is a parameter used to adjust the initial connect rate to allow
}for Robbed Bit Signalling and possibly other factors.

}It is a number subtracted from the rate index calculated from the EQM
}in order to decide the initial connect rate. In K56Flex a value of 02
}reduces the connect rate by 2000bps, a value of 04 by 4000bps and so
}on.

>Digital Loss..... 2000

}This has taken the place of "Digital pad" reported in earlier
}implementations. Most implementations I have seen report this in dB, I
}do not know just what this 2000 from my Pace modem might mean.

}A low dB figure is better.

}Apparently digital pads in telephone networks operate on the PCM codes
}in order to introduce loss into to local calls. This is done in order
}to reduce echo and singing. Trunk calls though shouldn't need pads,
}because echo cancelling is used instead. Common values for pads are
}3dB and 6dB. It is best for modems if there is no pad, a value of 0dB
}will indicate this.

>Local Rtrn Count..... 00

}This is a count of the number of retrains initiated by your modem, the
}client modem. Retrains are initiated when either contact is lost or
}line quality is felt to be too low. A low number must be best, though
}obviously short calls may result in few and long calls in more.

>Remote Rtrn Count..... 00

}This is a count of the number of retrains initiated by server modem.
}Apparently if you force a retrain, say by picking up an extension phone
}on the same line, then this can be counted as both a local retrain and
}a remote. This may or may not be a reasonable action, because while
}only one retrain is heard to occur, the modems at both ends will have
}felt that there was cause for a retrain.

HTH

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec

```
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/
```

2467. PCDITTO II

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 06:50:28 UTC
From: Don <dons@qnet.com>
Message-ID: <3A90C234.53F7CD95@qnet.com>
Source record: 50004

Im looking for the software that came with PCDitto II. This is the version that the PCBoard that is mounted on top of the 68k CPU. Ive looked at umich and others but, its either not there or Im over looking it. If you have the software please email me. Any docs would be helpful.

Thanks,

Don

2468. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 08:25:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982650782-350535AEicMi@cwcom.net>
Source record: 50044

From: "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Date: Sat, 18 Feb 2001 11:45:54

> A Falcon with an internal SCSI drive may have the host
> adaptor unterminated, with the drive providing termination

There's no internal SCSI drive in a Falcon. The SCSI connector is left
unterminated unless there's an external device connected which provides it.

Connecting unterminated devices is a Bad Idea because you'll likely get
reflections of data coming back down the bus, crash!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2469. Accessory Order

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 08:26:37 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <96qla3$7vq$1@pegasus.csx.cam.ac.uk>
Source record: 50005

I know that Auto folder programs run in the order in which they were placed in the folder, but if I you were to have more than 6 accessories on your root drive which 6 would be loaded?, the first six by filename or by order as in the Auto folder.
This has never been a problem for me but I was just curious to know if anyone has tried it and what happend.

Stephen Moss

2470. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 08:41:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982650784-351007AEicMi@cwcom.net>
Source record: 50043

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 18 Feb 2001 22:38:22 GMT

>It seems that Iconnect does connect OK - BUT when trying to click on any
>links in my home page displayed in CAB the system crashes - with the
>report that Program destroyed address xFFFF (or something like that!). It

I've had that kind of error reported as well :-(

>gives you the option of repairing (which doesn't work!). Then dumping the
>system (or something) to disk - I just hit RESET at this point!!

Since I'm usually collecting my news and mail at the same time, I prefer to
try the task switcher [ALt]+[Ctrl]+[Esc] and try to quit CAB from that. Most
often that works.

>hanks to Steve and Derryck I changed the Iconnect configuration for
>Iconnect but no joy (see above) - I am right in thinking this is a Magic
>system report cutting in? Or is it the CT2B? Either way I don't get it
>under STiNG + CAB (with a Freeserve connection that is!).

I was tempted to say that it was nothing to do with your CT2, but it might
be worth a try using the Falcon's TOS instead of the modified one. No need
to save that setting from the Help screen, just change it and hit [Esc] for
a quick test.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2471. FA: TT RAM Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 08:54:33 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <1b5k6.5025$Dd3.402111@monolith.news.easynet.net>
Source record: 50006

Hi There,

I am auctioning my spare TT RAM board here:

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1215745258

Please have a look if you are interested.

Julian

2472. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 09:29:56 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <grp19tk92c4i0e8r57ccheg820eia35ume@4ax.com>
Source record: 50007

On Sun, 18 Feb 2001 01:25:56 +0000, David Bolt
<nospam@my-ste.demon.co.uk> wrote:

>You missed the 2 K6-2 boxes and the A3010, all running the RC5 client
> 24/7.
sorry indeed i missed those ones. what 's your current ranking ?

cheers

Philippe

remove the NOSPAMPLEASE from my email adres to to reply

-----BEGIN PGP SIGNATURE-----
Version: PGPfreeware 7.0.3 for non-commercial use <http://www.pgp.com>

iQA/AwUBOobZxdAxED4sSSigEQLB7wCeJoq89lTKke0EWJ5JfGeLMYHWAn4AoIch
wZ2mzCnlHTCdA33mocW3FriF
=d9LC
-----END PGP SIGNATURE-----

2473. Re: scan doubler question

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 09:34:06 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A90E88E.F67122BC@siemens.at>
Source record: 50008
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Janka Gerhard wrote:
> Is there anybody out there using a scan doubler to connect his ST to
> a modern multisync monitor ?
> I found two of these devices (with and without flicker fixer ?!)
> advertised at a 'software hut' page but haven't the slightest idea
> which of them would work better (or at all) with my ST and I suspect
> that since 'software hut' is an Amiga store they won't know either.

Just in case anybody is interested, I managed to contact the
manufacturer and he said the devices rely on an Amiga specific
signal and would definitely not work on an Atari.

Any other idea how to connect an ST to a modern multisync ?

Gerhard

2474. Re: MagiC winframes question

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 10:10:47 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982577543.21079.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 50009

I have tried too, and also had not luck.

I use a TT in 16 colour mode, Magic 6, NVDI and Jinee (don't know the version) and I have tried many winframes (16 colour ones) and have never managed to get any to work.

Mark.

Grzegorz Pawlik <noend@interia.pl> wrote in message news:96gsk8cht1@flis.man.torun.pl...
> Hi!
> I have tried to install "winframes" in MagiC 6.1. I have put winframe.rsc
> file into c:/gemsys/magic/xtension/ folder, along with winframe.slb library.
> However, it didn't work, and MagiC windows are still exactly the same.
>
> In xtenstion folder I have also ????.slb file (I don't remember the exact
> file name right now, but it was copied there during installation process,
> I didn't change anything). Both of those libraries are initialized in
> magx.inf
> file:
> #_SLB 0 WINFRAME.SLB
> #_SLB 0 ????.SLB
> What else should I do? I have tried various winframes from MagiC on-line
> website, so it cannot be the fault of the .rsc files I suppose.
>
> I have 1040STe with 4MB RAM, MagiC 6.1 and use ST-HIGH monochrome
> screen resolution. Is there any chance to make the winframes work on this
> setup?
>
> Thanx for any answer ;)
>
> --
> Grzegorz Pawlik [mailto:noend@interia.pl]
> --
> Use Marijuana Mail! [http://marijuana.atari.org/]
>
>
>

2475. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 10:18:55 UTC
From: swampfox1@earthlink.net
Message-ID: <jq6k6.1810$HY1.189057@newsread2.prod.itd.earthlink.net>
Source record: 50010

On 18 Feb 2001 19:46:45 , moi wrote:
>**>>>** Modem connect speed and efficiency:
>**>>>** Although I can connect at 115,200 there are a lot of "time-outs"
>
>It sounds like a not functionning hsmodem.
>Did you put drivin before (e)scc ?
>What kind of modem do you have ? If it is an usr one you can get the
connection diagnostic after
>hanging up : I would like to know what it is written.
>.

```
Mike, Sting's Default.cfg settings were suggested by Ronald Andersson

Moi,
HSMODEM7 pkg.
SupraExpress 56k (FalconMKI, TOS 4.04, 14meg., no software or
hardware acceleration).
Auto folder order (unsorted):
NVDI, Wdialog, Maccel, JPEGD, Drivn, SCC, Sting.inf, Sting.prg

Moi,
For lack of time and patience I only saved two results!
Line quality got as bad as 29 in one session.

Serial CPX set for 115,200
(CPX at 57,600 in parenth.)

at&v1
TERMINATION REASON.......... LOCAL REQUEST
LAST TX rate................ 26400 BPS
HIGHEST TX rate............. 26400 BPS
LAST RX rate................ 45333 BPS
HIGHEST RX rate............. 46667 BPS
PROTOCOL.................... LAPM
COMPRESSION................. V42Bis
Line QUALITY................ 018 (20)
Rx LEVEL.................... 018
Highest Rx State............ 67 (83)
Highest TX State............ 87
EQM Sum..................... 00BA (00BB)
RBS Pattern................. 20 (10)
Rate Drop................... 01 (01)
Digital Loss................ 2D6A
Local Rtrn Count............ 00
Remote Rtrn Count........... 00
```

V90

John G.

2476. Re: Falcon PSU

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 10:37:28 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982579140.21696.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 50011

Most modern TVs should cope with a multitude of formats and sync rates no?
I am sure my TV supports PAL, Never The Same Colour, 50 - 100Hz, etc.

What format does Germany use?

In fact what formats do countries use? (terrestrial, not cable or digital)

UK is PAL
US is NTSC (I think)

Mark.

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:qeFshGEu6Cj6EwsM@lovecraft.demon.co.uk...
> Once upon a time <4qVi6.184$HW2.2138@newsfeed.slurp.net>, Joshua
> Kaijankoski <gaiyan@vianet.ca> grabbed chalk and scrawled:
> >Does the Falcon have a switching PSU? I'm getting a Falcon from Germany
and
> >I live in Canada where we have 110V. Do I need to change PSUs? Thanks.
>
> Yes, you need to change PSUs or get a step-up transformer.
>
> Also, your TV output won't be much use ;)
>
> Richard
> --
> Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -.
;-;;,
> Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\
`'::.
> Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--'
`-'_)Morticia

2477. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 10:55:03 UTC
From: bindon@madasafish.com
Message-ID: <t91us7dctsqj92@corp.supernews.com>
Source record: 50013

On 18 Feb 2001 22:38:22 , Neil Chester wrote:

Hi Neil

>I know Lyndon was going to try to connect with FreeOla and report back I
>would certainly be interested in what he has to report!

Yes, sorry about that length of time. I actually signed up that
night, but I tried for about an hour of solid fiddling with Stings
configuration but it refuses to intialise an IP. The script from
Freeola looks fine with what it needs but it doesn't seem to work.

I may have another go sometime, it helps to come back to things with a
fresh head.

So I'm on the search for a new ISP in the UK. If I find one I'll let
all know.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2478. Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 10:55:06 UTC
From: bindon@madasafish.com
Message-ID: <t91usab4lqoe94@corp.supernews.com>
Source record: 50012

Hi

I'd like some advice on what I should split my HD up into. I have a 3.5" 1.7Gb IDE, ZIP 250 (SCSI) and a MiniS 100Mb (SCSI). I may be buying a fast SCSI (6Gb).

What is the best drive to read off for burning an image to a CD writer? SCSI or IDE?

How does a Minix partition help for Mint? I can't see the point at all.

LFNs don't worry me anymore, and I won't bother with FAT32 as the support isn't there.

How does everyone organise your HDs? Do you have a common folder for data so all programs access it from there?

Does this sound OK to you for the IDE?

100mb - boot partition
400Mb - Audio Visual programs/data
750Mb - CD image space
400Mb - power apps/data
100Mb - misc/utilites

But then I don't know what to use for the ZIP and MiniS?

Please help, as oce I've partitioned it and put the data on I don't want to have to BURP again.

Thankyou

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2479. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 11:08:37 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <96qurl$824$1@sun27.hrz.tu-darmstadt.de>
Source record: 50014

Hi!

Michael and Nicole Freeman <nameerf@flash.net> wrote:
> You know, I've personally always been frustrated by the whole TAR/GZIP
> thing. But as some people, especially in the Mint world think it's
> necessary to use, could someone PLEASE make a unified program, with a
> graphical shell (similar to ST Zip, or LZH Shell) so that those of us
> who aren't that well versed in programming lingo or ideology can
> simply drag and drop a *.tgz, *.tar.gz, *.tar, or *.gz program onto
> the icon, select the folder location for the files to be written, and
> off it goes?

Have you tried GuiTAR? http://guitar.atari.org/

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2480. Re: Falcon PSU

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 11:28:52 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Zs0A9WE0NQk6EwQJ@lovecraft.demon.co.uk>
Source record: 50015

Once upon a time <982579140.21696.0.nnrp-12.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> grabbed chalk and scrawled:
>
>Most modern TVs should cope with a multitude of formats and sync rates no?
>I am sure my TV supports PAL, Never The Same Colour, 50 - 100Hz, etc.

Not via RF, it won't.... And American TVs can't, IIRC, do PAL. Otherwise
the Laserdisc folks would be getting all happy.

(Well, I do know /some/ specialist TVs can handle it, but generally they
can't).

>What format does Germany use?

PAL, perhaps with a different audio frequency (hence the little switches
on the back of some old computers like the C64 - not the same as the
blanked off panel for different VHF channels on the 800XL).

>UK is PAL
>US is NTSC (I think)

Australia is PAL with audio on a different subfrequency (this may also
be the case with a lot of Europe), France is SECAM (a PAL derivative
with different colour encoding).

I'm thinking some islands and such may use NTSC, perhaps South America,
but most of the world is PAL.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2481. Re: Mario's Galaxy Graphics card

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 12:49:23 UTC
From: rand@cd.chalmers.se
Message-ID: <96r4oj$m1g$1@nyheter.chalmers.se>
Source record: 50016

In article <969gqsema1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>"Micka?l Pointier" <mpointie@eden-studios.fr> wrote:
>
>> I have to admit I have no idea about what speed I can expect from the
>> Galaxy card on my MegaSTE. Can I hope to have redraws that are
>> faster than a Falcon in 16 bits mode ?
>
>I have never used this card, but I would be surprised if it wasn't atleast
>5 to 10 times faster than a standard Falcon in 16 bit even on a MSTE. This
>depends heavily on the driver though. The card has a "CPU" of its own that
>does the hard work (blitting, lines, fills etc.), but I don't know to what
>extent the current driver utilize this.
>
>> The "fVDI" is drawing texts pixel per pixel, or does it uses blits for the
>> letters ? I know that the MegaSTE is running at 16mhz, so I wonder if
>
>It almost certainly use blits.

The fVDI 16 bit example driver that Mario is basing the Galaxy one on has
'accelerated' mono-expand blits, but no actual text output support.

This means that the fVDI engine will render the text in a monochrome
buffer (at speeds similar to NVDI) and then ask the driver to put this
on the screen. The driver then loops around and sets pixels to the fore-
or background colour as indicated by the monochrome bitmap.

The example driver is 100% C (except for some 'glue' code), so this loop
is only as good as Lattice C can make it. For an '040 or fast '030 that
shouldn't really matter much, since the bus is likely to be the limiting
factor, anyway. On a MegaSTE, however, any kind of such loop, especially
one not written in optimized assembly can cause significant slowdown.

Anyway, when the Galaxy gets hardware support for mono-expand blits (it
might already have that), the device driver can be rewritten so that only
the monochrome bitmap itself needs to be sent to the card. When it is
done that way (the Eclipse/RageII driver can do this, of course),
displaying text in 16 bit colour should be about as fast as displaying it
in monochrome (subject to the speed of the VME bus).

Further, the fVDI device drivers are allowed to accelerate the actual
text output, without the engine rendering it in monochrome first.
In the current Eclipse/RageII driver that only works for six or eight
pixel wide fonts in normal mode, but such characters are then drawn by:
- set up fore- and background colours

- tell the card how large the characters are going to be
- for each character
- tell the card where to put it
- send the character data (16 bytes for the normal 8x16 font)
This doesn't make all that much difference with a fast processor, but a
on a MegaSTE it could be twice as fast or better.

Finally, with fonts cached on the card and with the proper hardware
support (this is not done by the Eclipse/RageII driver, but I will probably
add it in a cut-down (due to the mach64) form sooner or later), text could
be drawn by:
- set up fore- and background colours
- tell the card how large the characters are going to be
- tell the card the spacing between characters
- tell the card where the font data is (in card memory)
- for each character
- tell the card the number of the character to draw
This is as fast as it gets, obviously. The only limitation here is the
actual drawing speed of the hardware. Even a MegaSTE would be able to
draw more than a million characters per second (if the display hardware
was quick enough), which is much more than anyone would ever need.

>> it is fast enough to use applications like texts editor with a decent speed.
>> (screen redraw time is scary in 640x200 on a standard ST without blitter).

fVDI is similar to NVDI speedwise even without hardware support.
Unfortunately, there is currently no 4 colour driver, but you can check
out the monochrome or 16 colour ones if you like (the latter is a bit
limited in some ways).
If you disable the text acceleration for the monochrome driver (see
FVDI.SYS for information about 'accelerate'), the text output speed should
be similar to what you'd get with the simple mono-expand hardware features
mentioned above.

By the way, scrolling and area filling speeds are also quite relevant to
many programs and a graphics card will be _very_ fast at that.
I don't know what kind of memory bandwidth Mario is getting on the
Galaxy, but it would surprise me if it wasn't more than a hundred (might
be several hundred) Megabytes per second.

>Again, I have never seen this card but I would be very surprised if it's
>not significantly faster than any native Atari graphics chip.

It would be pretty difficult for it not to be. ;-)

Regarding another artice in this thread, the fVDI Eclipse/RageII driver
can indeed cache the AES background buffer (among other things), and
there's no reason why the Galaxy driver shouldn't do that too later on
(it's not much fun having to copy hundreds of kbytes from the card just
because a large menu drops down).
This does not change the fact that the AES (or an application in the
case of other background saves) will still allocate such a buffer, which

can indeed take up a lot of memory.

In the case of the AES background buffer, it might be possible to fool the AES into not allocating one as large as it would normally want, but that isn't possible for a normal application.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2482. Re: Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 14:03:18 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A9127A6.97CFB6C7@ooc.de>
Source record: 50017

Dan wrote:

> What is your opinion on the other two projects ? Do you think we
> should abandon all hope on new hardware ?

To be honest: Yes. There is no market. And remember, the hardware is not the only problem. There is hardly any new software. You cannot used DVDs, cannot browse more and more websites, etc. So even with new hardware there are more and more things you cannot do with the Atari.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2483. Re: MagiC winframes question

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 15:45:46 UTC
From: bindon@madasafish.com
Message-ID: <t92ftab8jboj5a@corp.supernews.com>
Source record: 50018

```
On 19 Feb 2001 10:10:47 , "Mark" wrote:
>I have tried too, and also had not luck.
>
>I use a TT in 16 colour mode, Magic 6, NVDI and Jinee (don't know the
>version) and I have tried many winframes (16 colour ones) and have never
>managed to get any to work.
>

I've always managed to get it to work. I just can't remember how as I
had a feeling it made boot up slower and working with windows was a
bit slower too, but I never really proven this, so I'll have another
go.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

2484. Re: Accessory Order

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 17:16:02 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982603058.2422.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 50019

I would imagine physical order in the 'FAT' rather than by name, date or whatever (just like the auto folder). There are programs about that remove the 6 ACC prog limit.

Mark.

Stephen Moss <sgm23@eng.cam.ac.uk> wrote in message news:96qla3$7vq$1@pegasus.csx.cam.ac.uk...
> I know that Auto folder programs run in the order in which they were placed
> in the folder, but if I you were to have more than 6 accessories on your
> root drive which 6 would be loaded?, the first six by filename or by order
> as in the Auto folder.
> This has never been a problem for me but I was just curious to know if
> anyone has tried it and what happend.
>
> Stephen Moss
>
>

2485. Sting and a LAN

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 18:58:37 UTC
From: bindon@madasafish.com
Message-ID: <t92r6t4iilln66@corp.supernews.com>
Source record: 50020

Hi

I really need some help, please.

I'm trying to get my Falcon to be able to ping my STe. All the jargon confuses me, but I thought I got it all done but it didn't work.

I'm using Sting 1.26 on both and using Modem 1 on the ST and the 8pin LAN port on the Falcon. Simple Null cable with TX and RX switched.

I set ST up as 192.0.1.2 and Falcon up as 192.0.1.1 and I put subnet mask in as 255.255.255.255

If I sit at the ST and ping 192.0.1.2 (it's own IP) it's fine and the same if I go on the Falcon and ping 192.0.1.1 (the falcons IP).

The problem is if I trace route to the other computer it timeouts out, and pinging doesn't get any returned packets. Any ideas?

Next thing to do is check the connection with a game or something that doesn't require confusing IP numbers.

Thanks to anyone who has any suggestions,

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2486. Re: SLM 605 Question

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 19:05:33 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A916E7D.C28233C@jps.net>
Source record: 50021

I no longer have any literature on the subject. I remember it was 300 dpi. Of course, the Atari version had no ram or CPU, the Atari computer doing all the work. For specs on the Espon version, you might look at www.espon.com

Oracle wrote:
>
> what are the specs of these epl 6000's ? DPI, ram, CPU etc...
>

2487. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 19:06:39 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A916EBF.FCE0497@jps.net>
Source record: 50022

Probably only in the early coding stages. I've only seen one small
reference to it in a British Atari mag.

Greg Goodwin wrote:
>
> FamilyNet Newsgate
>
> > From: John Kolak <jkolak@jps.net>
> > He was also working on a color version for the Falcon.
>
> Sweet! Didn't know about that. Any idea how far along that was?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

2488. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 19:18:56 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <jG42uKEgGXk6EwFR@my-ste.demon.co.uk>
Source record: 50023

In article <grp19tk92c4i0e8r57ccheg820eia35ume@4ax.com>,
Philippe <flippoNOSPAMPLEASE@penguinpowered.com> writes:

>On Sun, 18 Feb 2001 01:25:56 +0000, David Bolt
><nospam@my-ste.demon.co.uk> wrote:
>
>>You missed the 2 K6-2 boxes and the A3010, all running the RC5 client
>> 24/7.
>sorry indeed i missed those ones. what 's your current ranking ?

As of yesterday, I'm ranked at 14381st overall and 25th in team Acorn.
Just out of curiosity, what's your present ranking?

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2489. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 19:42:24 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96rsv0$io3$1@plutonium.compulink.co.uk>
Source record: 50024

In message <3A8FA40C.5DC191EC@ooc.de>, us@ooc.de said:

>If the bus is not correctly terminated everything can happen. The
>computer can definitely hang in this case, as soon as the SCSI bus is
>accessed.

Sure, but the bus is accessed each time I use the EZ-135, isn't it? And
that works fine. As I said (later), it's only when using the bus
scanning functions of HDDRIVER that it hangs (and unhangs as soon as I
switch off the EZ-135 power). In any case, the CD-ROM is terminated
with an external plug-in terminator.

Regards, /Peter/

2490. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 19:42:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96rsv4$io4$1@plutonium.compulink.co.uk>
Source record: 50025

In message <00033eee@fmlynet.org>, Andy.Ballp0.f2.n8.z8@fmlynet.org said:

> A SCSI bus should always be terminated at both ends, and
> only at both ends. Whether or not your machine should hang
> with an un-terminated bus should be a moot question.

Thanks Andy!

My SCSI bus *is* correctly terminated AFAIK. And all other programs work
OK on the EZ-135 with the CD-ROM switched off. Furthermore, as I said
elsewhere, the computer only hangs during a bus scan in HDDRIVER, and if
I switch off the EZ-135 even while it's hanging and the dialog is open,
it comes back to life. I think it *must* be something interacting with
HDDRUIVER, but I (or Uwe) have no idea what!

> The device physically at the other end of the SCSI chain
> from the computer should be terminated. All your other
> devices should be unterminated.

They are, they are...

Regards, /Peter/

2491. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 19:42:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96rsv7$io5$1@plutonium.compulink.co.uk>
Source record: 50026

In message <b1Vj6.59290$Nw6.178548@NewsReader>, barrie@keychange.co.uk said:

>What I do have a serious problem with is the continuous posting of drivel by
>Steve Sweet, seeming to follow my posts, warning of catastrophy if anyone
>uses other than Atari Workshop
>
>He seems to know loads of people who have complaints about various Atari
>dealers except A.W. and whilst spreading the alleged problems far and wide,
>refuses to name the dealer (s) involved.

I imagine this is for legal reasons. Even if he can plead fair comment
and prove the allegations, should someone take action for libel the cost
of defending it would be horrendous.

>In doing this he is defeating the object of the group, which I believe is to
>help and assist Atari users in their enjoyment of the machine. If there are
>rogue dealers he has definite info. about, surely he should gather the
>information and post verifiable facts in an open group instead of keeping it
>to his ' elite ' band, whispering in their closed group.

I agree it would be desirable, but not sure it is practical for the
above reasons, unfortunately.

Regards, /Peter/

2492. Re: Milan Hard Disk ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 19:42:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96rsva$io6$1@plutonium.compulink.co.uk>
Source record: 50027

In message <3a902a3e.0@energise.enta.net>, peter.slegg@scubadivers.co.uk said:

>I found HOWFAST but it only draws a graph of read and write throughput
>which is difficult to compare with HD data provided by manufacturers.
>
>Any suggestions ?

In fact you can get HOWFAST to save data, but it's difficult to make sense of them other than in graphical form. But I think *anything* will be difficult to compare with the manufacturer's data unless they specify exactly what conditions were used with the test. One of the nice things of HOWFAST is that it runs through an increasing series of filelengths and gives you the graphs of speed v quantity of data written/read. But it would be nice if you could average several runs, perhaps with different partitions.

Sorry can't help with the Milan queries.

Regards, /Peter/

2493. Re: Milan Hard Disk ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 19:57:28 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A917AA8.74BE2682@ooc.de>
Source record: 50028

xlator@cix.compulink.co.uk wrote:
>
> In message <3a902a3e.0@energise.enta.net>, peter.slegg@scubadivers.co.uk said:
>
> >I found HOWFAST but it only draws a graph of read and write throughput
> >which is difficult to compare with HD data provided by manufacturers.
> >
> >Any suggestions ?
>
> In fact you can get HOWFAST to save data, but it's difficult to make
> sense of them other than in graphical form. But I think *anything* will
> be difficult to compare with the manufacturer's data unless they specify
> exactly what conditions were used with the test. One of the nice things
> of HOWFAST is that it runs through an increasing series of filelengths
> and gives you the graphs of speed v quantity of data written/read. But
> it would be nice if you could average several runs, perhaps with
> different partitions.

With a standard Atari you are not able to make any comparison with the
vendor's data. This is because SCSI and IDE are so slow with an Atari
compared with the actual speed of today's drives, that you will never
get a result near the maximum speed.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2494. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 20:01:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982690290-260032AEicMi@madasafish.com>
Source record: 49965

Hi Mark

>> >As I said, off at a tangent but aimed directly at Steve Sweet,
>> >occasional Lord High Purveyor of Inuendo.

>> Ah!, recognition at last, you may kneel in my precense.

>BIG SNIP

No thanks, i'm single anyway!!.

>arise Sir Steve

Thank you your mudjusty

>What is wrong with corn flakes packets for insulation;-)

They dont insuate, it becomes a conductor at very low levels of humidity,
its also not flame retardent and its just plain 'bodgeworthy'.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2495. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 20:21:19 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6B6CE7D.B7DE%nameerf@flash.net>
Source record: 50029

in article 96qurl$824$1@sun27.hrz.tu-darmstadt.de, Thomas Binder at gryf@hrzpub.tu-darmstadt.de wrote on 2/19/01 3:08 AM:

> Hi!
>
> Michael and Nicole Freeman <nameerf@flash.net> wrote:
>> You know, I've personally always been frustrated by the whole TAR/GZIP
>> thing. But as some people, especially in the Mint world think it's
>> necessary to use, could someone PLEASE make a unified program, with a
>> graphical shell (similar to ST Zip, or LZH Shell) so that those of us
>> who aren't that well versed in programming lingo or ideology can
>> simply drag and drop a *.tgz, *.tar.gz, *.tar, or *.gz program onto
>> the icon, select the folder location for the files to be written, and
>> off it goes?
>
> Have you tried GuiTAR? http://guitar.atari.org/

Awesome! Thanks! I hadn't heard of this one! Looks like it might be what I want!

Mike Freeman
nameerf@flash.net

2496. Re: Sting and a LAN

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 20:24:56 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <982614296_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 50030

Lyndon Amsdon wrote:-

>I set ST up as 192.0.1.2 and Falcon up as 192.0.1.1 and I put subnet
>mask in as 255.255.255.255

I think this may be the problem. You have created a Class C network,
all but the last octet are the same. Your subnet mask is demanding
that every octet is the same. Try using 255.255.255.0 as your
subnet mask.

I could, of course, be talking complete rubbish.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

2497. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 21:26:18 UTC
From: mb@gem.win.co.nz
Message-ID: <G90wvu.lv@gem.win.co.nz>
Source record: 49869

xlator@cix.compulink.co.uk wrote:
: Thanks Mario. But in that case, why not just use ZIP on the Atari or
: WinZIP on a PC? These do both tasks at once! Or isn't there an
: equivalent on whatever gnu runs on?

The equivalent is tar and gzip. On UNIX, running both programs on a file is just as easy as running one program, so there has been no need for a single program integrating both tasks. Such a program could be made, but there would be no benefit in it (in fact it would be less flexible in how it could be used) and tar and gzip (or compress) are already available on every UNIX system.

I am not very familiar with ZIP, but I don't think it can store all of the directory information used under UNIX, which would be another reason not to use it.

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
68HC08 support site - http://www.hc08.net/

2498. Re: Accessory Order

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 21:30:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102192230.a41536@su2.maus.de>
Source record: 49989

Hi Stephen,

SM>more than 6 accessories on your root drive which 6 would be loaded?,
SM>the first six by filename or by order as in the Auto folder.
the first six by physical order, I think. The same as with the AUTO
folder.

But there were solutions to overcome that problem. IIRC, there was a
multi accessory that would load more than 6, by Antic Software
(Charles Johnson?).

And CHAMELEON was able to replace a loaded ACC with an other one.

Und TTschï¿½
ps

2499. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 21:34:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102192234.a41537@su2.maus.de>
Source record: 49988

Hello Michael and Nicole!

MANF>But as some people, especially in the Mint world think it's
MANF>necessary to use, could someone PLEASE make a unified program, with
MANF>a graphical shell (similar to ST Zip, or LZH Shell) so that those of
MANF>us who aren't that well versed in programming lingo or ideology can
MANF>simply drag and drop a *.tgz, *.tar.gz, *.tar, or *.gz program onto
MANF>the icon, select the folder location for the files to be written,
MANF>and off it goes?
I could provide a TAR.TTP that is able to handle (compress and
decompress) TAR and TGZ files. It runs under TOS, but needs a command
line.

Und TTschï¿½
ps

2500. SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 21:34:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00038bf9@fmlynet.org>
Source record: 50038

FamilyNet Newsgate

Alright, the new question for us SLM 605 owners. I have the SLM 605 set up as the first device out of the ASCI port. Then we have the hard drive and other SCSI devices connected to the bus interface box for the laser printer. So in other words, currently the SLM 605 has to be on in able for all other devices to work.

Is thre any way around this?

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2501. Loom

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 21:39:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00038efc@fmlynet.org>
Source record: 50039

FamilyNet Newsgate

I am becoming a big fan of Lucas Film games, especially since they are not only fun but well written and seem to work beyond the ST unlike other games.

I have the game Loom, and this one is only suffering due to age. I was wondering if anyone has a few key files that seem to be corrupt on my copy. They were subfiles of Loom...

24.lfl
25.lfl

Hey if you got them, send them to...

drclu@swbell.net

Remember, we're all in this together. - Red Green

Talk soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2502. Re: Sting and a LAN

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 21:42:31 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <Mtgk6.8376$Ce7.1276663@nnrp3.clara.net>
Source record: 50031

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t92r6t4iilln66@corp.supernews.com...
> Hi
>
> I really need some help, please.
>
> I'm trying to get my Falcon to be able to ping my STe. All the jargon
> confuses me, but I thought I got it all done but it didn't work.
>
> I'm using Sting 1.26 on both and using Modem 1 on the ST and the 8pin
> LAN port on the Falcon. Simple Null cable with TX and RX switched.
>
> I set ST up as 192.0.1.2 and Falcon up as 192.0.1.1 and I put subnet
> mask in as 255.255.255.255

You can't have that as a subnet mask
because that essentially means the
entire IP is the network address, with
no hosts. Use 255.255.255.0 (192
being a Class C address so the first
three octects are the network number),
which makes the last octect of the IP
address the host range. Also avoid giving
any hosts an address of 0 or 255, these are
network and broadcast addresses
respectively.

> If I sit at the ST and ping 192.0.1.2 (it's own IP) it's fine and the
> same if I go on the Falcon and ping 192.0.1.1 (the falcons IP).
>
> The problem is if I trace route to the other computer it timeouts out,
> and pinging doesn't get any returned packets. Any ideas?

Check the STinG routing table.
It's a simple text file.

Shiuming Lai

2503. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 22:22:00 UTC
From: bindon@madasafish.com
Message-ID: <t93748qmi9qhe0@corp.supernews.com>
Source record: 50032

On 19 Feb 2001 19:18:56 , David Bolt wrote:
> In article <grp19tk92c4i0e8r57ccheg820eia35ume@4ax.com>,
> Philippe <flippoNOSPAMPLEASE@penguinpowered.com> writes:
>
>>On Sun, 18 Feb 2001 01:25:56 +0000, David Bolt
>><nospam@my-ste.demon.co.uk> wrote:
>>
>>>You missed the 2 K6-2 boxes and the A3010, all running the RC5 client
>>> 24/7.
>>sorry indeed i missed those ones. what 's your current ranking ?
>
> As of yesterday, I'm ranked at 14381st overall and 25th in team Acorn.
> Just out of curiosity, what's your present ranking?

I may sound stupid but was is "cracking keys"?. I have a A5000 with 2
floppys, 2 IDEs and a dirty old SCSI with Cumana interface crammed
into the orginal box :) And still on the original PSU.
Something started smoking on the mobo the other day but never found out.
It also had Lilt all over it a couple of weeks ago. It's pretty nice,
good screen rez, mode 39, and can /really/ multitask. Watch this
machine verify all 3 hard disks and 2 floppys at the same time :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2504. Re: Sting and a LAN

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 22:48:43 UTC
From: bindon@madasafish.com
Message-ID: <t938mbjuffah10@corp.supernews.com>
Source record: 50033

On 19 Feb 2001 21:42:31 , "Shiuming Lai" wrote:

Hi Shiuming

>You can't have that as a subnet mask
>because that essentially means the
>entire IP is the network address, with
>no hosts. Use 255.255.255.0 (192
>being a Class C address so the first
>three octects are the network number),
>which makes the last octect of the IP
>address the host range. Also avoid giving
>any hosts an address of 0 or 255, these are
>network and broadcast addresses
>respectively.

Could you talk English this time! I honestly can't understand all
this stuff about subnet mask and all that. How do I make a class A
network if there is such a thing.

>> The problem is if I trace route to the other computer it timeouts out,
>> and pinging doesn't get any returned packets. Any ideas?
>
>Check the STinG routing table.
>It's a simple text file.

Well, I've been doing that all day. Do I have to enable that serial
point to point link in the CPX.

What's the best way to check my null modem connection is good? I'm
thinking about a terminal but I want a simple one without all the
options like Connect has.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2505. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-19 23:11:17 UTC
From: "R .Sole" <private@notarealaddress.co.uk>
Message-ID: <HYhk6.6209$Cq.92811@news2-hme0>
Source record: 50034

> I imagine this is for legal reasons. Even if he can plead fair comment
> and prove the allegations, should someone take action for libel the cost
> of defending it would be horrendous.

yes but one of the great things about the Internet is the ability to be anonymous like I have been here and tell everyone that I wouldn't buy a paperclip from The Atari Workshop AKA Systems Solutions the few things I have bought from them in the past have been faulty, the repairs took an age (read months) and their general attitude and customer service is appalling, letters and emails go unanswered and phone calls result with whoever you want being on several weeks holiday or similar. One very good thing about the PC platform is the choice of thousands of dealers to choose from

2506. FAQ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 00:26:21 UTC
From: Cade <usr@clara.net>
Message-ID: <uJik6.8938$Ce7.1322956@nnrp3.clara.net>
Source record: 50035

Hi all, was just wondering if there is an FAQ for this group anywhere. I'm after one as i'd like some info on getting st disk images I've downloaded, up and running on the ST I just bought. I'm sure its dead easy, but I dont have a clue.

Thanks for any help :)

2507. Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 00:57:22 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003999a@fmlynet.org>
Source record: 49951

FamilyNet Newsgate

Hello Peter!

P> My SCSI bus *is* correctly terminated AFAIK.

That's good to hear! :-)

P> And all other programs work OK on the EZ-135 with the
> CD-ROM switched off. Furthermore, as I said elsewhere,
> the computer only hangs during a bus scan in HDDRIVER,
> and if I switch off the EZ-135 even while it's hanging
> and the dialog is open, it comes back to life. I think
> it *must* be something interacting with HDDRUIVER, but
> I (or Uwe) have no idea what!

Sadly I never had an Atari that used SCSI, so I know nothing
about HDDRIVER. It does sound as though HDDriver's 'bus
scan' is balking at something the EZ-135 does, but you had
probably figured that much out already :-/

Sorry,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2508. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 01:31:53 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <dOjk6.35543$o85.185504@news-server.bigpond.net.au>
Source record: 50036

"R .Sole" <private@notarealaddress.co.uk> wrote in message
news:HYhk6.6209$Cq.92811@news2-hme0...
>
> > I imagine this is for legal reasons. Even if he can plead fair comment
> > and prove the allegations, should someone take action for libel the cost
> > of defending it would be horrendous.
>
> yes but one of the great things about the Internet is the ability to be
> anonymous like I have been here and tell everyone that I wouldn't buy a
> paperclip from The Atari Workshop AKA Systems Solutions the few things I
> have bought from them in the past have been faulty, the repairs took an
age
> (read months) and their general attitude and customer service is
appalling,
> letters and emails go unanswered and phone calls result with whoever you
> want being on several weeks holiday or similar. One very good thing about
> the PC platform is the choice of thousands of dealers to choose from

Thousands more r sole's mate. It is no different, I am not a fool, I work in the industry. While some dealer's try to help not all are great. The PC fraternity is rife with snot nosed kid's who couldn't tell an Irq from an interupt. The problem is there are too many fly by nighter's, who will screw you for a quid and the bail before warranty time. How long have the Atari dealer's been going now? You will not find a single firm who has made everybody happy. There are a few firms who try harder. I would suggest besides having a go at them, tell us all about your good experiance's too, so we can gauge better what as going on. While I don't agree with alot of Barries comment's it is true that nobody will stickup for the good guy's. So just to put some perspective on the subject, I have had good dealing's with: System Solutions(UK) and Fujination (Austarlia). I don't deal much because I can source most of what I need myself. Alaso there are a few noisy people on this newsgroup, that are only to happy to tell their opinion, so lets hear it please. Sorry to carry on but it shits me. Remember you cannot please all the people all the time, but you can try.....

Mark

2509. Re: connect SM124 on PC?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 01:36:17 UTC
From: "Craig Hart"
Message-ID: <lSjk6.35545$o85.185689@news-server.bigpond.net.au>
Source record: 50037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi..

I doubt it can be done. The PC outputs no less than 3 resolutions in standard VGA - 350, 400 and 480 line modes.. the SM124 can only handle 400 lines. The PC outputs an analogue signal (even in monochrome mode), but the SM124 only accepts a digital input.

You might get "sort of" a picture in 80x25 text mode, put it would be poor quality indeed.

Craig

<markus@proceryon.at> wrote in message
news:3A8D9BA0.5AF6994D@proceryon.at...
> Hello everybody,
>
> does someone of you know if it is possible to connect the SM124 monitor
> to a VGA port of a PC?
>
> Thanx in advance for your infos,
> Markus

2510. Re: SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 05:27:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <cfnk6.35832$o85.187218@news-server.bigpond.net.au>
Source record: 50040

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:00038bf9@fmlynet.org...
> FamilyNet Newsgate
>
> Alright, the new question for us SLM 605 owners. I have the SLM 605
set up
> as the first device out of the ASCI port. Then we have the hard drive and
> other SCSI devices connected to the bus interface box for the laser
printer. So
> in other words, currently the SLM 605 has to be on in able for all other
> devices to work.

I seem to remember the best you could do is open the back flap, but leave it
on. This will shut the fans up. I have heard of a device from Germany (of
course), that could allow you to switch it off, but don't know any more.

Mark

2511. Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 06:40:24 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <h6449tcddii3ia42cpc1ob4rsh9em7uj0b@4ax.com>
Source record: 50041

On Sun, 18 Feb 2001 02:48:56 GMT, jeffm@nbc.netcom.ca (Jeff Mitchell)
drooled an embarassing wet spot in his lap as he typed:

> I've had some breakthrus with my TOS emulator (due to TOSBox's
>author Mark Slagell, and STonX's open source and good overall
>emulation). I've gotten my 1987 era dual-single-sided floppy BBS! Express
>ST BBS running, right now, under Unix.
>
> Its not quite perfect yet.. some weird hangs, and the telnet
>support is mostly broken .. but the telnet support is easy. I've got to
>add support for big floppies, or hard disk support, so I can copy BBS
>files to it. But shes basicly ready. I can play space empires via telnet
>right now :)
>
> One user at a time, but hey, its all good :) And due to emulation
>and running on my slow firewall, it runs at about 1200bps. Perfect!
>
> I've been working on this for about 2 or 3 years at random
>intervals (it just didn't work for most of it :P). Damn. I'm so excited :)

Cool! An ST BBS to Telnet to! :-) The ones I've been on have been
8-bit, which is all cool, of course, but I do miss the ST BBSs.
Especially RATSoft. That was a damn find BBS proggy.

>
> jeff
>
>ATX5 V18 M0
>
> Press <ASCII> RETURN...
>
>Script Error: Can't OPEN file
>Script File : A:\MENUS_80\CONNECT.HLP
>At Line Num : 29
>
>
>Enter Your User Number, Handle,
> or NEW If A New User: new
>
>Can Your Terminal Display 80 Columns? Yes
>
>Do You Want A Permanent Password? No
>
>What is your:
>

> REAL Name: foo
> Handle: foo
> City: f
> State: F
>
>Is The Data You Entered Correct? Yes
>
>
> ....etc... no hoax. More news when I've got something you can
>use.. I'm just so giddy right now that I finally got it working :)
>
> jeff

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

2512. Re: Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 06:50:12 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <4f449t07p83tsteekq1tk31nsous98q4vb@4ax.com>
Source record: 50042

On Mon, 19 Feb 2001 23:11:17 -0000, "R .Sole"
<private@notarealaddress.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>yes but one of the great things about the Internet is the ability to be
>anonymous like I have been here and tell everyone that I wouldn't buy a
>paperclip from The Atari Workshop AKA Systems Solutions the few things I
>have bought from them in the past have been faulty, the repairs took an age
>(read months) and their general attitude and customer service is appalling,
>letters and emails go unanswered and phone calls result with whoever you
>want being on several weeks holiday or similar. One very good thing about
>the PC platform is the choice of thousands of dealers to choose from

Problem is, everyone leaves a digital paper trail which, while it
doesn't point directly to you in a way that would let me know any
information on the individual that made the post, can still inform me
of where the post originated from, and allow me to sent a notice to
that person's ISP either requesting information on the individul for
pending legal action, or request that the user be removed from the
ISP. Now, in your case, either you or your provider has done a good
job of confusing the issue by falsifying one or more of the headers of
your post; your message ID is obviously falsified, even though it's
corroborated in your return path. The X headers suggest you're on
ic24.net, which is corroborated by your organisation header, but these
are the easiest to falsify. There is also a reference to
compulink.co.uk, which may or may not be falsified, too.

Most people don't know how to cover their tracks, though, short of
changing their E-Mail address, which is almost as much protection as a
wet paper bag is against a bullet.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

2513. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 07:44:16 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <9yUxjtBQBik6Ew0h@my-ste.demon.co.uk>
Source record: 50045

In article <t93748qmi9qhe0@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> writes:

>On 19 Feb 2001 19:18:56 , David Bolt wrote:
>> In article <grp19tk92c4i0e8r57ccheg820eia35ume@4ax.com>,
>> Philippe <flippoNOSPAMPLEASE@penguinpowered.com> writes:
>>
>>>On Sun, 18 Feb 2001 01:25:56 +0000, David Bolt
>>><nospam@my-ste.demon.co.uk> wrote:
>>>
>>>>You missed the 2 K6-2 boxes and the A3010, all running the RC5 client
>>>> 24/7.
>>>sorry indeed i missed those ones. what 's your current ranking ?
>>
>> As of yesterday, I'm ranked at 14381st overall and 25th in team Acorn.
>> Just out of curiosity, what's your present ranking?
>
>I may sound stupid but was is "cracking keys"?.

This is a brute-force attempt to crack the RC5-64 code. RSA Labs offered
a prize of US$10000 to the first person/group that correctly decoded a
message and distributed.net created client software to allows multiple
machines to try and crack the code. The clients connect to the
distributed.net servers and receive "work units". These are a block of
64bit keys, in multiples of 2^28, and the client checks the keynumbers
in each block to see if it decodes the message text.

At the moment there are clients available for many platforms, including
Acorn, Amiga 680x0 and PPC, x86 Windows/DOS/Linux, Macs as well as some
other systems. A port for the Falcon/ST has been requested, but it isn't
available as yet.

If your interested, have a look at <URL:http://www.distributed.net/rc5/>
for more details.

> I have a A5000 with 2
>floppys, 2 IDEs and a dirty old SCSI with Cumana interface crammed
>into the orginal box :)

What size shoe-horn did you use? ;)

> And still on the original PSU.
>Something started smoking on the mobo the other day but never found out.
>It also had Lilt all over it a couple of weeks ago.

That won't have helped it. Does it actually still work?

> It's pretty nice,
>good screen rez, mode 39, and can /really/ multitask.

And I hardly ever take it out of mode 12. Then again, it only ever does
2 things: crack keys or play ArcElite :)

> Watch this
>machine verify all 3 hard disks and 2 floppys at the same time :)

Something I've yet to see another machine do.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2514. Re: FAQ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 07:51:44 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <cyE5jNDQIik6EwQh@my-ste.demon.co.uk>
Source record: 49946

In article <uJik6.8938$Ce7.1322956@nnrp3.clara.net>,
Cade <usr@clara.net> writes:

>Hi all, was just wondering if there is an FAQ for this group anywhere. I'm
>after one as i'd like some info on getting st disk images I've downloaded,
>up and running on the ST I just bought. I'm sure its dead easy, but I dont
>have a clue.

There's a copy of the Quick FAQ maintained by Nicholas Bales at
<URL:http://bales.online.fr/atari/>

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2515. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 10:08:30 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982663808.23019.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 49947

I have not been doing it long but I (we) are managing 6,145.43 KKeys/sec and
I have just received a few more PCs to put on there.

The Duron 650 I use with a Gigabyte MoBo and 64Mb RAM also achieves about
2.2 MKeys/sec. I must admit I do not understand the above overall rate that
they put down.

You can re-compile the code to run on a Atari (68030 required) but there is
no intervention with an IP stack so units will not be sent or received.

Mark.

Philippe <flippoNOSPAMPLEASE@penguinpowered.com> wrote in message
news:grp19tk92c4i0e8r57ccheg820eia35ume@4ax.com...
> On Sun, 18 Feb 2001 01:25:56 +0000, David Bolt
> <nospam@my-ste.demon.co.uk> wrote:
>
> >You missed the 2 K6-2 boxes and the A3010, all running the RC5 client
> > 24/7.
> sorry indeed i missed those ones. what 's your current ranking ?
>
>
> cheers
>
> Philippe
>
>
> remove the NOSPAMPLEASE from my email adres to to reply
>
> -----BEGIN PGP SIGNATURE-----
> Version: PGPfreeware 7.0.3 for non-commercial use <http://www.pgp.com>
>
> iQA/AwUBOobZxdAxED4sSSigEQLB7wCeJoq89lTKke0EWJ5JfGeLMYHWAn4AoIch
> wZ2mzCnlHTCdA33mocW3FriF
> =d9LC
> -----END PGP SIGNATURE-----

2516. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 10:34:26 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.d1a77403.289a5161.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 49948

>> A Falcon with an internal SCSI drive may have the host
>> adaptor unterminated, with the drive providing termination

>There's no internal SCSI drive in a Falcon. The SCSI connector is left
>unterminated unless there's an external device connected which provides it.

Of course, it can be done : when I buy the CT060, I intend to put my
Falcon into a tower case, and then solder the SCSI wire intead of the
termination resistors on the board. But then, I'll have to plug a
terminator into the external connector, to avoid signal bouncing.

>Connecting unterminated devices is a Bad Idea because you'll likely get
>reflections of data coming back down the bus, crash!

Indeed.

2517. That's Write with Mail Merge + Instructions?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 11:07:19 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a924f4c1a80ba0@tripnet.se>
Source record: 49949

I am trying to use That's Write 3.1i with mail merge and using "instructions" to calculate on the "merged" data. This does not seem to work.

The numerical data is put in alright in the document from the .DAT file but the instruction calculation ignores the figures.

To me it looks like the instruction is performed _before_ the actual numerical data is merged into the document. The calculation will off course fail if the !Text variable contains #2# instead of 65.27 or whatever.

Is this a bug in That's Write?

If so is there a workaround?

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2518. Re: connect SM124 on PC?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 11:10:17 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Zisk6.71810$Nw6.221131@NewsReader>
Source record: 49950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

In a world awash with VGA and SVGA monitors why on earth would you want to
connect an SM 124 to a PC? No hidden agenda, I'm just curious. Usually
people want to connect an (S)VGA to the Atari.

Barrie at Keychange.
<markus@proceryon.at> wrote in message
news:3A8D9BA0.5AF6994D@proceryon.at...
> Hello everybody,
>
> does someone of you know if it is possible to connect the SM124 monitor
> to a VGA port of a PC?
>
> Thanx in advance for your infos,
> Markus
>

2519. Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 11:56:26 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003abb7@fmlynet.org>
Source record: 49966

FamilyNet Newsgate

Hello Peter!

P> My SCSI bus *is* correctly terminated AFAIK.

That's good to hear! :-)

P> And all other programs work OK on the EZ-135 with the
> CD-ROM switched off. Furthermore, as I said elsewhere,
> the computer only hangs during a bus scan in HDDRIVER,
> and if I switch off the EZ-135 even while it's hanging
> and the dialog is open, it comes back to life. I think
> it *must* be something interacting with HDDRUIVER, but
> I (or Uwe) have no idea what!

Sadly I never had an Atari that used SCSI, so I know nothing
about HDDRIVER. It does sound as though HDDriver's 'bus
scan' is balking at something the EZ-135 does, but you had
probably figured that much out already :-/

Sorry,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2520. Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 11:56:26 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003abb8@fmlynet.org>
Source record: 49967

FamilyNet Newsgate

Hello Derryck!

AB> A Falcon with an internal SCSI drive may have the
> host adaptor unterminated, with the drive providing
> termination

DC> There's no internal SCSI drive in a Falcon. The SCSI
> connector is left unterminated unless there's an
> external device connected which provides it.

If there's no internal SCSI drive, the host adaptor is
probably at the 'inside' end of the physical chain, and
should be terminated. If there are no external devices
either, then it's not much of a SCSI chain ;-)

DC> Connecting unterminated devices is a Bad Idea because
> you'll likely get reflections of data coming back
> down the bus, crash!

See my earlier postings, I agree entirely that a SCSI bus
should be terminated at both ends, and only at both ends to
prevent cows falling from the sky.

Your last paragraph could be construed as implying that
/every/ device on the bus should be terminated. I'm
guessing you were really saying that if one were to connect
a single external device, it should be terminated, which is
of course correct because that device would be at the
'outside' end of the physical chain.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2521. Re: Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 12:18:45 UTC
From: louis@holleman.demon.nl
Message-ID: <3a925b41.319890196@beta-news.demon.nl>
Source record: 49952

On Mon, 19 Feb 2001 15:03:18 +0100, Uwe Seimet <us@ooc.de> wrote:

>Dan wrote:
>
>> What is your opinion on the other two projects ? Do you think we
>> should abandon all hope on new hardware ?
>
>To be honest: Yes. There is no market. And remember, the hardware is not
>the only problem. There is hardly any new software. You cannot used
>DVDs, cannot browse more and more websites, etc. So even with new
>hardware there are more and more things you cannot do with the Atari.

Uwe,

I think you're right. I switched to the "ever-cursed-on" Intel
platform in August 99. Yes, I'm using Windoze, because only that way I
can run programs like Fly!, or ATC-simulators.
Even the Linux bunch I installed was only for testing etc, since even
now you have something "exotic" which isn't supported by each and
every programmer.

One clue was (and still is) the SETI project, which started early 99.
Clients for every piece of hardware, almost every OS, except for
Atari. They even have a client for Amiga and there are lotsa Amiga
users crunching around.
The only way (perhaps) to run it on an Atari is by running FreeBSD or
perhaps Debian Linux. Also, you need an FPU, so the only machines
would be TT's and Falcons. Still, no client for Atari available...

To the original poster: nope, don't abandon hope on new hardware. It
may evolve, though in small quantities, made by fanatics and at pretty
high prices. You'll lag behind more and more but the Atari won't be
useless. I bluntly refuse to sell my old Stf, my cranked up TT. Nice
to switch them on every now and then, just for fun. But the day the
power supply blows sky-high, I won't spend one dime on repairs
(I've got one spare unit for the STf). Some oldies are fun to fool
around with, I'm not doing wordprocessing, spreadsheets on them.
Playing the original Pacman on it, or some old astronomy stuff which
can do things the modern Win versions can not. Or the occasional game
of Airline (german stuff) where you manage an airline company for a
year.
But otherwise, they're gathering dust.

CU NeXT msg
LOUIS

http://www.holleman.demon.nl
email: louis@holleman.demon.nl
louis@bbst.net
ICQ 103642987

2522. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 13:04:39 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <96tpn6$7pj$1@reader1.imaginet.fr>
Source record: 49953

> > PS: It looks like a lot of people here are using "HD Driver". Is it the
> > best one ? How much does it cost ? Is it possible to change driver
> > without losing informations I have on my harddrive ?
>
> Yes, this is possible. For information on HDDRIVER refer to
> www.atari-workshop.co.uk. I can't comment on whether HDDRIVER is the
> best driver, but it is the only hard disk driver for the Atari that is
> still supported.

Well, I will try to summarise all these things.

I have a MegaSTE (4 megs), some SCSI drives (from 50megs to 1gigabyte),
a Syquest 44megs, and a CD-Rom drive (Plextor 32x). I have the Ethernet
Rom Port adapter too.

After talking with a lot of people, I have finally reach the following
conclusion:

1) I need Magic 6 as a good replacement of the standard TOS, that give me
multitasking, new AES, new desktop, and long filename support
==> (&#65533;69.95)

2) I need to use STING to use the RomPort ethernet adapter to do TCP/IP
things.
==> (free)

3) HD-Driver would be a nice replacement to my actual "Hushi" driver in
german.
==> (&#65533;29.95)

4) Extendos Pro Gold is required to handle CD-Roms.
==> (&#65533;39.95)

5) I need NVDI 5 to makes all that stuff able to display things fast.
==> (&#65533;59.95)

Total for all that software is: &#65533;199.8 (almost 2000 francs)

Am I right ?
Perhaps they are some freeware/shareware/commercial alternatives to some of
these
products ? Is extendos the only software that allow my Ste to read CD-Roms ?

Dbug

2523. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 14:21:46 UTC
From: bindon@madasafish.com
Message-ID: <t94vbqdoqr7r37@corp.supernews.com>
Source record: 49954

On 20 Feb 2001 07:44:16 , David Bolt wrote:

>> And still on the original PSU.
>>Something started smoking on the mobo the other day but never found out.
>>It also had Lilt all over it a couple of weeks ago.
>
> That won't have helped it. Does it actually still work?

Of course. Good british built lump of electronics. Never fail,
including the OS. I've only ever had in hang once.

>> It's pretty nice,
>>good screen rez, mode 39, and can /really/ multitask.
>
> And I hardly ever take it out of mode 12. Then again, it only ever does
> 2 things: crack keys or play ArcElite :)

You should see lander on this machine, lovely :) I still haven't
figured out the point of that game except for impressing friends when
you try to whizz along the ground as close as possible and max speed.

>> Watch this
>>machine verify all 3 hard disks and 2 floppys at the same time :)
>
> Something I've yet to see another machine do.

Yes, not even Magic can do this, and never tried under Windows.

I'm just trying to think what a 3010 looks like. s it one of those
all in one types? With keyboard, floppy etc in one unit?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2524. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 14:21:49 UTC
From: bindon@madasafish.com
Message-ID: <t94vbt6sq47u39@corp.supernews.com>
Source record: 49955

On 19 Feb 2001 23:11:17 , "R .Sole" wrote:
>
>> I imagine this is for legal reasons. Even if he can plead fair comment
>> and prove the allegations, should someone take action for libel the cost
>> of defending it would be horrendous.
>
>yes but one of the great things about the Internet is the ability to be
>anonymous like I have been here and tell everyone that I wouldn't buy a
>paperclip from The Atari Workshop AKA Systems Solutions the few things I
>have bought from them in the past have been faulty, the repairs took an age
>(read months) and their general attitude and customer service is appalling,
>letters and emails go unanswered and phone calls result with whoever you
>want being on several weeks holiday or similar. One very good thing about
>the PC platform is the choice of thousands of dealers to choose from

Yes, anonymous, which means you could be Barry. I know Atari Workshop
are a damn good place, from personal experience and from many others
I've gotten to know. Customer service appalling?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2525. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 15:47:07 UTC
From: bindon@madasafish.com
Message-ID: <t954brchnv14f4@corp.supernews.com>
Source record: 49956

On 20 Feb 2001 14:04:39 , "Micka?l Pointier" wrote:

```
>Am I right ?
>Perhaps they are some freeware/shareware/commercial alternatives to some of
>these
>products ? Is extendos the only software that allow my Ste to read CD-Roms ?

Didn't you read my long post expalinign everything? Spin and Metados
will read CDs fine, I'm using it right now.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

2526. 800XLDJ works great

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 16:07:40 UTC
From: ebaiz@skyenet.net
Message-ID: <gDwk6.159$c7.687@newsfeed.slurp.net>
Source record: 49957

I finally tried out the Atari 8-bit disk drive emulator 800XLDJ. I ran the program on my Atari Hades using the ST version. I hooked up a 130XE to my Hades(through the Modem 1 port) using the SIO2ST(PC) cable. I loaded in a virtual DI disk and then booted up the 130XE. I was greatly amazed when the 130XE booted up the program that was on the virtual disk. The other Atari people from my club were also amazed. I then used an old program that was included with the Xformer package called FXP. It allows one to see what files are in a SD or XLD disk and then export them out to the ST computer. You can also import or delete files from the virtual disk also. I had to turn off the caches on my Hades in order to get the FXP program to run. I exported them out to the Hades and then imported them onto the DI disk and booted up the XE computer. It booted up the program instantly. I was really happy. Now if I could just run some of the programs I am finding in ATR format, that would be icing on the cake.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2527. Modem port on STe is Bad?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 16:07:41 UTC
From: ebaiz@skyenet.net
Message-ID: <hDwk6.160$c7.687@newsfeed.slurp.net>
Source record: 49958

Hello all,

I hooked up a modem to my STe and the modem went wacko. I had four lights blinking and then all stayed on which included the SEND and RECEIVE lights. Is the port bad or what? Is there something I can do or do I have to send it in to be fixed???

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2528. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 16:54:10 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <96u75gbao1@reader1.imaginet.fr>
Source record: 49959

> >Am I right ?
> >Perhaps they are some freeware/shareware/commercial alternatives to some
of
> >these
> >products ? Is extendos the only software that allow my Ste to read
CD-Roms ?
>
> Didn't you read my long post expalinign everything? Spin and Metados
> will read CDs fine, I'm using it right now.

Sorry, I did'n notice the very first sentence that talk about Spin and
Metados :'(
But I remember the remaining of the post anyway !

Dbug

2529. Re: Modem port on STe is Bad?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 17:04:38 UTC
From: bindon@madasafish.com
Message-ID: <t958t68irl3s36@corp.supernews.com>
Source record: 49961

On 20 Feb 2001 16:07:41 , Edward S. Baiz Jr. wrote:
>Hello all,
>
>I hooked up a modem to my STe and the modem went wacko. I had four lights
>blinking and then all stayed on which included the SEND and RECEIVE
>lights. Is the port bad or what? Is there something I can do or do I have
>to send it in to be fixed???

Sounds like it could be, you've tried this modem on anothher machine
right? Booting from plain TOS aren't you? Maybe the modem needs to
be reset using the AT commands from a terminal, like connect.

I know there is a way to diagnose the serial port using a loopback
plug, as I've just been reading on this subject. I'm not too sure
what software though would work with it to tell you if all is OK.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2530. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 17:15:10 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <_Exk6.135$5U3.6493@NewsReader>
Source record: 49962

Hello.

I had hoped this topic would be considered serious enough for some constructive comments.

Anyone with documented evidence has nothing to fear from legal action. I'll give you one example for starters.

In August 1998 I bought 10 unpop extra ram deluxe from Sys Sol. When tested by me before despatch 8 were faulty. I tested them on 2 STFMs with 3 sets of simms and 2 sets of working cables.

OK, Sys Sol replaced them. My point is they shouldn't have been dispatched in the first place, not to a dealer or the general public. If I hadn't tested them, as I test everthing despatched from Keychange, guess who would have got the stick for faulty goods.

For balance, I've also bought ICD Link IIs and software from Sys Sol, no probs.

> Yes, anonymous, which means you (R Sole) could be Barry.

Anyone could appear to be anyone, Lyndon. You could be Steve Sweet, perish the thought.

That is my point about real names and documents. Rumour and gossip are worth diddly.

More posts please.

Barrie at Keychange.

www.keychange.co.uk

2531. ATARI MAGAZINES

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 17:32:59 UTC
From: Roberto Brandi <bobbrandy@libero.it>
Message-ID: <fTxk6.4076$_N1.49771@news.infostrada.it>
Source record: 49963

I buy old and new ATARI magazines from all the nations! I look for also old books which talk about ATARI! Send me your list, I will answer everybody! THE LOVE ATARI! ATARI FOREVER! My e-mail address: rbrandi@interfree.it

2532. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 17:44:32 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <982687782-151164AEicMi@frisurf.no>
Source record: 49960

Hello!

>but as I added extra things that took up
>memory and CPU time, I've found that I've gotten more >and more timeouts
>creeping into the system.

I have also the same expieriences with Sting.
The screen saver T_Veille causes a lot of waiting.
When I black out the screen, things go all right.
But activating the screen again, results in stop of transfering data.
Using Newsie for fetching newsgroups was almost impossible. Emailer did not have so much trouble, but Cab was almost impossible to use together with Sting.
I have had the same problems when using FTP with Iconnect.
Now I am trying out how it works with no screen saver activated.

-

Norvald

e-n-bor@frisurf.no

<Atari Falcon>

2533. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 18:20:43 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <5Cyk6.15093$Ce7.1574026@nnrp3.clara.net>
Source record: 49964

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:981656100-012442AEicMi@madasafish.com...
> Hi Derryck
>
> >This machine is fitted with a video card as I mentioned in my message -
>
> You do realise that if you bring this to Ches. that you'd have to sit on
> "The row of shame" with the PC users.. :-)

Derryck brings a (notebook) PC anyway.
Some excuse about the Falcon being too
much hassle :-)

Shiuming Lai

2534. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 19:12:56 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <96ug8t$4uq$1@news8.svr.pol.co.uk>
Source record: 49968

"Mickaï¿½l Pointier" <mpointie@eden-studios.fr> wrote in message
news:96tpn6$7pj$1@reader1.imaginet.fr...

> 3) HD-Driver would be a nice replacement to my actual "Hushi" driver in
> german.
> ==> (ï¿½29.95)
Or CBHD (free).

> 4) Extendos Pro Gold is required to handle CD-Roms.
> ==> (ï¿½39.95)
Or SPIN (free).

2535. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 20:10:44 UTC
From: bindon@madasafish.com
Message-ID: <t95jq4jfd7659e@corp.supernews.com>
Source record: 49969

On 20 Feb 2001 17:54:10 , "Micka&#65533;l Pointier" wrote:
>> >Am I right ?
>> >Perhaps they are some freeware/shareware/commercial alternatives to some
>of
>> >these
>> >products ? Is extendos the only software that allow my Ste to read
>CD-Roms ?
>>
>> Didn't you read my long post expalinign everything? Spin and Metados
>> will read CDs fine, I'm using it right now.
>
>Sorry, I did'n notice the very first sentence that talk about Spin and
>Metados :'(
>But I remember the remaining of the post anyway !

That's OK, I just get annoyed when I spend 10 minutes doing a post and the person doesn't read it! It's dead reliable though, so I've never needed to switch to Extendos but I will in the future as AFAIK SPin doesn't support CDRW drives.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2536. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 20:45:24 UTC
From: anodyne@cyberus.ca
Message-ID: <3a92d6e4.11276322@news.cyberus.ca>
Source record: 49970

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote:

>"Micka&#65533;l Pointier" <mpointie@eden-studios.fr> wrote in message
>news:96e4ub$7rl$1@reader1.imaginet.fr...
>> I would like to know what software I need to be able to use a
>> SCSI CD Rom on my MegaSTE.
>> I just got a 32x Plextor SCSI CD drive, and I would like to use
>> it on my MegaSTE that already has a 500mb external scsi
>> harddrive.
>
>Software wise I use ICD Pro and Extendos 2.4, always works with my Quantum
>HD and Toshiba CD rom.
>
>Can't say about the Plextor, it's much faster than mine, 'tho' Plextors are
>mentioned in the Extendos compatibility list, try emailing Roger Burrows,
>Anodyne software, he wrote it.
>
>Barrie at Keychange.
>

The current version of ExtenDOS (Gold) will work fine with the
Plextor. The compatibility list is on our web site:
http://www.cyberus.ca/~anodyne

Roger Burrows

Roger Burrows, Ottawa, Canada anodyne@cyberus.ca
Anodyne Software http://www.cyberus.ca/~anodyne

2537. Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 20:56:16 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <QRAk6.324$TW.2725@tor-nn1.netcom.ca>
Source record: 49987

In article <h6449tcddii3ia42cpc1ob4rsh9em7uj0b@4ax.com>,
Mindfield <mindfield@badgers.emulationnet.com> wrote:
>Cool! An ST BBS to Telnet to! :-) The ones I've been on have been
>8-bit, which is all cool, of course, but I do miss the ST BBSs.
>Especially RATSoft. That was a damn find BBS proggy.

Yeah, the 8 bits are cool.. but 8bits are such an easy machine to
emulate; like PC's.. making a PC BBS telnettable is no big chore. But
Atari ST's and Amiga BBS's are work.. but the Amiga communityi seems more
pulled together and is working on things. The ST community seems to be
dieing .. I think all the ST BBS's are gone now, since DarkChyld's went
away .. y2k bug killed the forems, and Express.. I dunno.

But I loved my ST BBS, and it will return :)

I just need to figure out how DCD works in the hardware and how
programs access it.. once I figure that out, my BBS will be up :)

```
>> jeff
>>
>>ATX5 V18 M0
>>
>> Press <ASCII> RETURN...
>>
>>Script Error: Can't OPEN file
>>Script File : A:\MENUS_80\CONNECT.HLP
>>At Line Num : 29
>>
>>
>>Enter Your User Number, Handle,
>> or NEW If A New User: new
>>
>>Can Your Terminal Display 80 Columns? Yes
>>
>>Do You Want A Permanent Password? No
>>
>>What is your:
>>
>> REAL Name: foo
>> Handle: foo
>> City: f
>> State: F
>>
>>Is The Data You Entered Correct? Yes
>>
```

>>
>> ....etc... no hoax. More news when I've got something you can
>>use.. I'm just so giddy right now that I finally got it working :)
>>
>> jeff
>
>--
>
>Almost there...
>
>"Ignorance breeds confidence more often than does knowledge." -Darwin
>The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
>
>Remove the badgers before E-Mailing.

2538. Re: Sting and a LAN

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 21:08:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982780068-111623AEicMi@madasafish.com>
Source record: 49917

Hi Shiuming

>> I set ST up as 192.0.1.2 and Falcon up as 192.0.1.1 and I put subnet
>> mask in as 255.255.255.255

>You can't have that as a subnet mask because that essentially means the
>entire IP is the network address, with no hosts. Use 255.255.255.0 (192
>being a Class C address so the first three octects are the network
>number), which makes the last octect of the IP address the host range.
>Also avoid giving any hosts an address of 0 or 255, these are network
>and broadcast addresses respectively.

Blimey!, hands up all those that go to network school. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2539. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 22:06:36 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <wRBk6.72158$Nw6.232779@NewsReader>
Source record: 49971

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982690290-260032AEicMi@madasafish.com...

> >What is wrong with corn flakes packets for insulation;-)
>
> They dont insuate, it becomes a conductor at very low levels of humidity,
> its also not flame retardent and its just plain 'bodgeworthy'.
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

Shouldn't that be at very high levels of humidity?

Mark Gray

2540. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 22:14:40 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <k%Bk6.37531$o85.197696@news-server.bigpond.net.au>
Source record: 49972

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982690290-260032AEicMi@madasafish.com...
> Hi Mark
>
> >> >As I said, off at a tangent but aimed directly at Steve Sweet,
> >> >occasional Lord High Purveyor of Inuendo.
>
> >> Ah!, recognition at last, you may kneel in my precense.
>
> >BIG SNIP
>
> No thanks, i'm single anyway!!.
>
> >arise Sir Steve
>
> Thank you your mudjusty
>
> >What is wrong with corn flakes packets for insulation;-)
>
> They dont insuate, it becomes a conductor at very low levels of humidity,
> its also not flame retardent and its just plain 'bodgeworthy'.

Next you will tell me that tin foil isn't a good heat sink. and that JFK
wasn't killed by the KGB, I'm shattered.....

Mark

2541. Re: 800XLDJ works great

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 22:20:48 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <45Ck6.37534$o85.197572@news-server.bigpond.net.au>
Source record: 49973

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:gDwk6.159$c7.687@newsfeed.slurp.net...
> I finally tried out the Atari 8-bit disk drive emulator 800XLDJ. I ran the
> program on my Atari Hades using the ST version. I hooked up a 130XE to my
> Hades(through the Modem 1 port) using the SIO2ST(PC) cable. I loaded in a
> virtual DI disk and then booted up the 130XE. I was greatly amazed when
the
> 130XE booted up the program that was on the virtual disk. The other Atari
> people from my club were also amazed. I then used an old program that was
> included with the Xformer package called FXP. It allows one to see what
files
> are in a SD or XLD disk and then export them out to the ST computer. You
can
> also import or delete files from the virtual disk also. I had to turn off
the
> caches on my Hades in order to get the FXP program to run. I exported them
> out to the Hades and then imported them onto the DI disk and booted up the
> XE computer. It booted up the program instantly. I was really happy. Now
if
> I could just run some of the programs I am finding in ATR format, that
would
> be icing on the cake.

Would be good to hear more about this. I tried 800xldj on my megeste but it dropped its lunch (bombs), I might try a bit harder now I know it works;-). I did find the documentation to be less than average tho.

Mark

2542. CAB2.8 English doc

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 22:25:03 UTC
From: stephane.montarsolo@free.fr
Message-ID: <39Ck6.255$PA1.914605@nnrp2.proxad.net>
Source record: 49976

Hello everybody

I recently bought CAB 2.8 (german version). I would be very interested
If I could get hold of an English documentation (either plain text
files, or ST guide files) for the package (CAB+Fiffi+Iconnect). Is
there anything available in the UK/US (web page, other ?)

Cheers

Stephane Montarsolo

2543. Re: Atari repairs

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 22:27:02 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a92ef36$0$8832@news.zetnet.co.uk>
Source record: 49974

On 14 Feb 2001 11:35:19 , Chris Good wrote:

|> |Are there any Atari repairers around in the UK? I've got a few things I
|> |need fixing if possible.
|>
|> Atari Workshop.
| . . .
|They'd charge a fortune though?

I don't know, but the chances are the it will work afterwards.
--
JI Logan

2544. Re: noSoftware desktop

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 22:27:02 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a92ef36$1$8832@news.zetnet.co.uk>
Source record: 49975

On 15 Feb 2001 23:47:56 , John N Oakes wrote:

| . . . .
|On another note does anyone have the master disk to Migraph OCR. Unfortunately
|my copy has corrupted badly.

Yes, I do. I started OCRing with the demo of Syntex and then got OCR
V1.4f by Alexander Clauss. I bought Migraph's OCR second hand to see
what it was like but Alexander's is the best of all.
--
JI Logan

2545. Re: ThatsWrite

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 22:27:03 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a92ef37$0$8832@news.zetnet.co.uk>
Source record: 49977

On 16 Feb 2001 17:32:51 , "Michael Sennhauser" wrote:

|Does anyone still own a copy of the ST-wordprocessing software That's Write?

I might have a cover-disk version. Let me know if you want it.
--
JI Logan

2546. 800XLDJ works great

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:15:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003cade@fmlynet.org>
Source record: 49994

FamilyNet Newsgate

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> I finally tried out the Atari 8-bit disk drive emulator 800XLDJ. I ran the
> program on my Atari Hades using the ST version. I hooked up a 130XE to my
> Hades(through the Modem 1 port) using the SIO2ST(PC) cable. I loaded in a
> virtual DI disk and then booted up the 130XE. I was greatly amazed when the
> 130XE booted up the program that was on the virtual disk. The other Atari
> people from my club were also amazed. I then used an old program that was
> included with the Xformer package called FXP. It allows one to see what files
> are in a SD or XLD disk and then export them out to the ST computer. You can
> also import or delete files from the virtual disk also. I had to turn off the
> caches on my Hades in order to get the FXP program to run. I exported them
> out to the Hades and then imported them onto the DI disk and booted up the
> XE computer. It booted up the program instantly. I was really happy. Now if
> I could just run some of the programs I am finding in ATR format, that would
> be icing on the cake.
> Edward S. Baiz Jr.
> (Gamer)

Hey Gamer, that discovery with FXP sounds pretty cool!! How exactly
does it work? (And if you can, I'd love a copy... send to.. drclu@swbell.net)
but can the file read the .DI images as well?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2547. Re: System Solutions/Atari Workshop

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:17:59 UTC
From: sidcelery@cix.co.uk
Message-ID: <96utv7eba1@plutonium.compulink.co.uk>
Source record: 49978

On 10 Feb 2001 15:32:32 , Steve Sweet wrote:
>> Just a reminder that Atari Workshop is now the Atari arm of System
>> Solutions.
> Where's my HD-driver upgrade!!!, they finished that manual yet??.

Get in line... !!

I've even bribed him with the promise of a Jinnee order when the
manual comes through, but still no dice...

rgds
H

2548. Re: 800XLDJ works great

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:19:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003cadf@fmlynet.org>
Source record: 49995

FamilyNet Newsgate

> From: "Mark Bedingfield" <mark@baypc.com.au>
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> news:gDwk6.159$c7.687@newsfeed.slurp.net...
>> I finally tried out the Atari 8-bit disk drive emulator 800XLDJ. I ran the
>> program on my Atari Hades using the ST version. I hooked up a 130XE to my
>> Hades(through the Modem 1 port) using the SIO2ST(PC) cable. I loaded in a
>> virtual DI disk and then booted up the 130XE. I was greatly amazed when
> the
>> 130XE booted up the program that was on the virtual disk. The other Atari
>> people from my club were also amazed. I then used an old program that was
>> included with the Xformer package called FXP. It allows one to see what
> files
>> are in a SD or XLD disk and then export them out to the ST computer. You
> can
>> also import or delete files from the virtual disk also. I had to turn off
> the
>> caches on my Hades in order to get the FXP program to run. I exported them
>> out to the Hades and then imported them onto the DI disk and booted up the
>> XE computer. It booted up the program instantly. I was really happy. Now
> if
>> I could just run some of the programs I am finding in ATR format, that
> would
>> be icing on the cake.
> Would be good to hear more about this. I tried 800xldj on my megeste but it
> dropped its lunch (bombs), I might try a bit harder now I know it works;-).
> I did find the documentation to be less than average tho.
> Mark

Rick D and I have been using this handy program for a bit, and Rick D has
been drafting a better manual for it. But if you'd like to chat with us we'll
be online 8 pm central standard time at... (Thursday)

http://stargate.cs.swau.edu/atari

Always good to chat with another DJ user. I've tried getting APE to
work in the PC land, but not only have I not heard back from Steve Tucker, but
the 800XLDJ just works so well as a good ole drive. :)

Talk soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2549. Re: SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:22:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003cae0@fmlynet.org>
Source record: 49896

FamilyNet Newsgate

> From: Don <dons@qnet.com>
> Doc,
>I had a SLM 804 that I was able to leave the SLM off and everything else would
>work. The shop that I bought it from had added a power supply to the SLMC thi
> way
>the box always had power and everything on the ASCI port out of the SLMC would
> work. The bad news is I never looked inside to see what how it was done. I
> would
> think you would only need to cut the power traces and hook up a power supply
> with
> the correct voltage to the SLMC to get it to work but, like I siad I never
> looked
>inside to see how it was done. Hopefully someone else has done this or knows
> how
> to do it.
> Don

Thanks for the reply none the less. Always nice to know someone is
listening.

On the SLM 804 the answer is simple... just wedge a back hatch open, and
that way the machine it on but it is not kept up to ready temperature at all
times. The SLM 605 doesn't seem to have as simple a solution. At least not
that I have heard yet.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2550. Re: CAB2.8 English doc

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:32:27 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <l8Dk6.6946$Cq.110597@news2-hme0>
Source record: 49979

Hi Stephane,

"Stephane Montarsolo" <stephane.montarsolo@free.fr> wrote in message
news:39Ck6.255$PA1.914605@nnrp2.proxad.net...
> Hello everybody
>
> I recently bought CAB 2.8 (german version). I would be very
interested
> If I could get hold of an English documentation
Not too sure about docs but the RSC files and other translations etc
are available on Derryck's website at
http://www.cix.co.uk/~derryck/index.htm might be worth checking out
just in case.

Regards

Sean

2551. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:36:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96uv29eis1@plutonium.compulink.co.uk>
Source record: 49981

In message <zcYj6.33417$o85.169275@news-server.bigpond.net.au>, mark@baypc.com.au said:

>What is wrong with corn flakes packets for insulation;-)

Not glazed, so can pick up moisture! I find using the glossy covers of
the numerous AOL CDs I get much more useful - wrapped my internal IDE in
this and could then wedge it between shield and case without risk of
short circuits.

Regards, /Peter/

2552. Re: Alphabetic sort

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:36:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96uv2aeit1@plutonium.compulink.co.uk>
Source record: 49980

In message <200102181207.a39504@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>X>I have it here. V 2.07 by CCD, distributed by HiSoft.
>so I misunderstood you. Sorry! With that meaning of '2', of course I've
>got a TEMPUS2, 2.25 German, to be more precise.

My (HiSoft) label actually says 'Tempus version 2' on it and so does the
manual.

>X>But the non-standard shortcuts and desktop are a real PITA!
>Of course, but keep in mind that TEMPUS is (almost) as old as the ST itself!

Yes I realise that. It was an excellent piece of programming from the
speed and flexibility point of view - it's hard to find anything
scrolling faster even today. Also, I liked the possibility of storing
several strings in the 'Search and Replace' dialog so you could go back
to a previous pair when required during the session.

Regards, /Peter/

2553. Re: Falcon PSU

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:36:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96uv2ceiv1@plutonium.compulink.co.uk>
Source record: 49982

In message <982579140.21696.0.nnrp-12.9e98a620@news.demon.co.uk>, mark@recycledsteel.co.uk said:
>
>Most modern TVs should cope with a multitude of formats and sync rates no?
>I am sure my TV supports PAL, Never The Same Colour, 50 - 100Hz, etc.
>
>What format does Germany use?
>
>In fact what formats do countries use? (terrestrial, not cable or digital)
>
>UK is PAL
>US is NTSC (I think)

NTSC is used in USA, Canada, parts of S. America and Japan. Most other countries use one or another variety of PAL. The UK one has the sound carrier offset an extra 0.5MHz from the vision carrier compared to most other countries because we have traditionally used a wider video bandwidth. Oh, and the French plus their territories and formerly Russia and much of the Eastern block used SECAM but all but the French have switched to PAL. There are some oddities in the Gulf, and in S. America some transmitters in some countries use a special version of PAL with the same colour subcarrier frequency as NTSC (PAL4.33)! Then there was the ill-fated PAL-Plus, which was meant to give better definition for 16:9 pictures but needed special receivers for that, though worked normally with ordinary sets. Used mainly by the Germans though C4 in the UK tried it for a while. Died a death now.

In the old days the IBA published a booklet about world TV standards but I don't know of a more recent version. There must be one for manufacturers etc to make sure they sell the right equipment.

Of course, these days many TV receivers are nearly universal - most in Europe at least will work with PAL and NTSC, and may have plug-in boards for SECAM decoding.

Regards, /Peter/

2554. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:36:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96uv2c$ej0$1@plutonium.compulink.co.uk>
Source record: 49983

In message <t91usab4lqoe94@corp.supernews.com>, bindon@madasafish.com said:

>I'd like some advice on what I should split my HD up into. I have a
>3.5" 1.7Gb IDE, ZIP 250 (SCSI) and a MiniS 100Mb (SCSI). I may be
>buying a fast SCSI (6Gb).
>
>What is the best drive to read off for burning an image to a CD
>writer? SCSI or IDE?

Hi Lydon!

Probably SCSI, as it's on the same bus as your CDR.

>How does a Minix partition help for Mint? I can't see the point at
>all.

No idea. Don't use either. But I believe you must have it for MiNT.

>LFNs don't worry me anymore, and I won't bother with FAT32 as the
>support isn't there.

Worth while to have LFNs on the partition holding your HTML files as
many of those use LFNs. If you are running MagiC, you can always enable
them temporarily while writing with VFATCONF. Other times this can stay
off, just when you weant to refer to them (or CAB to find them) switch
them back on.

>How does everyone organise your HDs? Do you have a common folder for
>data so all programs access it from there?

That is the ideal in some ways, but I find it too clumsy. I use my
partitions for particular purposes - C: is 50 MB for booting, all others
on my 6.4GB IDE are some 840 MB and are assigned D: to utils etc, E: to
editors and DTP, F: to fonts, G to graphical programs and graphics, H:
for miscellaneous including Internet (CAB) and HTML as well as a few
games, I: for temporary files and folders that I (ought to) move once I
have sorted them etc, and J: for Cix and BBS comms and their databases.

>Does this sound OK to you for the IDE?
>
>100mb - boot partition

That seems a bit on the large side. I would think 50MB is ample. Don't
forget that with large partitions you also have large clusters, so
that even small files will take up some 32 KB in the worst case.

>400Mb - Audio Visual programs/data
>750Mb - CD image space

>400Mb - power apps/data
>100Mb - misc/utilites

These look OK.

>But then I don't know what to use for the ZIP and MiniS?

I divide my EZ-135 carts usually into 3 x ~43 MB partitions though I have a few that are a single 135 MB partition. This is mainly used for backups.

Regards, /Peter/

2555. Re: Comm terms

Newsgroup: comp.sys.atari.st
Date: 2001-02-20 23:36:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96uv2ceiu1@plutonium.compulink.co.uk>
Source record: 49984

In message <eflp4BSUZLk6EwjN@my-ste.demon.co.uk>, nospam@my-ste.demon.co.uk said:

> Okay, this is going to be a long post.

Whew! So it is, but *very* useful to know just what it all means. The digital loss of 2000 seems to be pretty constant on my line from blink to blink - as one could expect if it a property of something at the exchange or further upstream. This is a C&W/ntl line BTW.

Now if only I could get at&v1 included in my connect script before ATH0&C1Z then I would be happy. But trying it with a comma or space between the 2 commands didn't work :-(

Regards, /Peter/

2556. Re: SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 00:16:21 UTC
From: Don <dons@qnet.com>
Message-ID: <3A9308D5.EF7C0CD1@qnet.com>
Source record: 49985

Doc,

I had a SLM 804 that I was able to leave the SLM off and everything else would work. The shop that I bought it from had added a power supply to the SLMC this way the box always had power and everything on the ASCI port out of the SLMC would work. The bad news is I never looked inside to see what how it was done. I would think you would only need to cut the power traces and hook up a power supply with the correct voltage to the SLMC to get it to work but, like I siad I never looked inside to see how it was done. Hopefully someone else has done this or knows how to do it.

Don

Greg Goodwin wrote:

> FamilyNet Newsgate
>
> Alright, the new question for us SLM 605 owners. I have the SLM 605 set up
> as the first device out of the ASCI port. Then we have the hard drive and
> other SCSI devices connected to the bus interface box for the laser printer. So
> in other words, currently the SLM 605 has to be on in able for all other
> devices to work.
>
> Is thre any way around this?
>
> Thanks,
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

2557. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 00:30:41 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a930c31$0$8830@news.zetnet.co.uk>
Source record: 49986

On 18 Feb 2001 19:02:06 , "Barrie at Atarispares" wrote:

>What I do have a serious problem with is the continuous posting of drivel by
>Steve Sweet, seeming to follow my posts, warning of catastrophy if anyone
>uses other than Atari Workshop

Hang on a minute. That's a bit strong. This is a public forum in which
everyone is allowed an opinion. However in no case has Steve said what you
are alleging.

>He seems to know loads of people who have complaints about various Atari
>dealers except A.W. and whilst spreading the alleged problems far and wide,
>refuses to name the dealer (s) involved.

I myself have been using Ataris for years, and although now there are only
a couple or three companies still around that do Atari repairs, there used
to be a lot more of them.

I myself have dealt with many over the years, some pretty good, others
average, and some were simply cowboys. My experience is that AW were
average, not the best, but certainly not amongst the worst. However they
are still here, and as Steve and I live in the same region as AW they are
the people we usually use.

>In doing this he is defeating the object of the group, which I believe is to
>help and assist Atari users in their enjoyment of the machine.

RUBBISH! Steve Sweet has been involved in comms for more years than I have
(even in the good old days of the NeST) and has helped MANY people before.
I'm sure that a lot who have been around in the Atari comms scene for
years, will agree with me. You have only been around in this newsgroup
(well as "Barrie from Atarispares") for a year or so?

Steve has been a stalwart of the Cheshunt Computer Club for many years,
and has repaired countless Atari monitors at Club meetings for FREE unlike
yourself who charges for the privilege.

Yes I will admit that his sense of humour takes some getting used to,
but everyone has a different personality and if you look back on all of
his messages in the past, most of them have humour in them.

>post verifiable facts in an open group instead of keeping it to his
>'elite' band, whispering in their closed group.

If you are referring to the Cheshunt Computer Club mailing list, (that I
run) then I would point out that if you wish to become a member of the
club, then you are quite welcome to join the list. However I can quite
categorically state that there have been no such "whispers" about "dodgy

dealers" so far (until you started this thread here).

>Are you happy with ' spreadshot ' allegations or do you want proper details
>of rogues?

This is a public forum, so people may be cautious of libelling someone, which is a legitimate reason for not "naming names".

However I can remember someone mentioning during an unrelated thread some months ago, that they sent their Atari off to be repaired, but never receiving it back. I think the story was that the repair went wrong, and didn't get completed properly and the repairer after some months didn't return the machine and refund the money but actually sold the machine to someone else.

The name of the dealer/repairer wasn't mentioned, nor can I remember who it was (I don't keep months of messages, but delete them every few weeks) who mentioned it. However I might be able to find it via Deja.com or similar, if I have the time.

The main point of this reply is that I think you have been very unfair in attacking Steve Sweet for pointing out AW's good record over many years. I haven't used the Keychange service so I couldn't comment on that, but surely all Steve was doing was recommending AW, as he (and I) have not had any complaints really about them.

After all, AW bought all of Atari UK's spare parts, and now is the only remaining "Atari Service Network" factory authorised service agents that Atari UK licensed before the company ceased to exist several years ago.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2558. Re: CAB and Cookies

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 02:58:34 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a932eda$1_2@athena.netset.com>
Source record: 49990

In article <t90a8l9eouk084@corp.supernews.com>,
Thomas J. Andrews <taj16@dreamscape.com> wrote:
>I've been fumbling around with the demo version of CAB 2.7 for a while now
>(BTW, does anybody know where I can get the full English version of 2.7 or
>2.8 in the US?), and I just don't have a clue as to how I should set my
>cookie options. I've heard a lot of things about cookies, some good and
>some bad, and it's hard to know what to do, or why I should do it.
>
>To review, the CAB options about accepting cookies are:
>Always

Good... never have to worry about turning cookies on.

Bad. Alot of internet ad servers will compile more and more
information about you. Making it easier to target you for marketing etc.
So far courts in the US have ruled it's their data.

>Never

What I generally use unless I hit a site where I need cookies then
I enable them. In reality it's only a portion of the total number of web
sites that really need cookies. Many will request them though.

>Always ask

Very annoying as many sites like to give you cookies via the
banner ads. So you will get prompted alot. This is the setting I
generally use when I have cookies on though. As I said on the previous
one, many sites will ask to give you a cookie, so everytime a banner ad is
hit you can almost always expect to be prompted.

>Store but don't use
>

Pointless, and to be honest I've never tested to see if in reality
this is any different from Always for the next session. If it does work
seperately then it could be of use if you were curious about what cookies
you were being sent but didn't really want to work with them. However you
could see problems if you don't want to have cookies on all the time.
This comes in with CAB assuming that you will always want to use a cookie
that you have accepted in the past.

>I've been using the last one, for lack of a good reason to use either of
>the first two absolutes. The third option isn't very attractive, because
>I've heard that some sites are very persistant in offering cookies until
>they're accepted. I just didn't want to be bothered. Now I'm beginning to
>wonder if that's really the way to go.

>

If you are purcahsing something or dealing with an online group or email list then you will probably want to have cookies. Many sites that like to do things via cookies will still work without them. In my opinion being more on the side of a privacy nut, I use the absolute never 90% of the time.

>Can anybody explain the advantages and disadvantages of each option?
>

I hope that explained them from my perspective. Many will disagree though.

Dan Ackerman
aka baldrick

>--
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse

2559. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 03:13:01 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a93323d$1_1@athena.netset.com>
Source record: 49991

In article <B6B59A67.B568%nameerf@flash.net>,
Michael and Nicole Freeman <nameerf@flash.net> wrote:
>in article 96mbbnpgr1@newsg3.svr.pol.co.uk, Roger Cain at
>roger@cainr.freeserve.co.uk wrote on 2/17/01 9:08 AM:
>
>>
>> "John Garone" <swampfox1@earthlink.net> wrote in message
>> news:Bnvj6.1298$1e6.160496@newsread1.prod.itd.earthlink.net...
>>
>> Hi John,
>>
>>> Modem connect speed and efficiency:
>>> Although I can connect at 115,200 there are a lot of "time-outs"
>>> as compared to 57,600 which results in more continuous downloads.
>
>> You could take a hard look at the serial cable you are using. Is it falling
>> to bits? Got loose connectors? Any chance the earth shielding is damaged?
>> Perhaps you should invest in a new one, as short as you can tolerate.
>>
>>> This happens with NG and Web downloads. I suspect it may be a setting
>>> in StinG's default.cfg
>>
>> I doubt it has anything to do with STing.
>
>Actually, my first guess would be Sting. I used to be able to connect with
>Sting with very few problems, but as I added extra things that took up
>memory and CPU time, I've found that I've gotten more and more timeouts
>creeping into the system. A little optimizing helps, but even at the best I
>could get it, it's still timing out from time to time. The only way I found

Well it's STiNG, but in reality the Falcon. At least from my
experiences of the past. There is just something about the whole timing
that with alot of data coming in on the serial line and a bunch of other
activity going on at the same time that lowers the stability of the
connection. I haven't ran STiNG. But when I was on my Falcon with
StiK1.x in the way back machine, the DTE rate marjorly affected the number
of dropped packets. It was also dependent upon what else I was running.
If I was running Blowup with the hardware and a large resolution aDTE of
57600 was pushing the limit, but if I were to step down the resolution I
could go up to the level between 57 and 115 with only a slight increase in
dropped packets.

>that would fix it, is either getting rid of most of my AUTO folder and ACC
>extras (which I wouldn't do if I could help it) or by using STiK 2. With a
>good STiK 2 setup, I can go for a long time without seeing a single timeout.

>It does, however, limit the extra networking capabilities of STing, and I've
>had a few other problems with it from time to time. For example, I just
>tried STiK 2 again, and when I run it with Geneva and Mint, I can't get it
>to recognize its own RSC file. I have no idea how to fix this. I'm sure it's

It's Qdialer and Geneva. It's in the docs somewhere, for some
reason the directories get confused uner Geneva and it looks for it's RSC
file not in it's local directory but in the STIK_CFG directory.

Dan Ackerman
aka baldrick

2560. FS: Atari jacket - Very RARE

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 04:20:01 UTC
From: frank bridges <frank@vitalcog.com>
Message-ID: <96vflh$2o6b$2@earth.superlink.net>
Source record: 49992

i got an item on ebay that's very cool, and i believe rare. it's an
atari members only style jacket.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1215324925&r=0&t=0&showTutorial=0&ed=982960963&indexURL=0&rd=1

thanks for lookin'.

frank

--

____
Vital Cog Records http://www.vitalcog.com

Featuring releases from Sonny Sixkiller, Duochrome, Moped,
ditch croaker, The Diane Linkletter Experience, Tim,
My Dad Is Dead and John P. Strohm. PLUS Pet Sounds
compilation and Doug Allen's Steven stuff.

2561. FS/T: Atari ST items and more... [02/21/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 05:07:45 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <b7j69toh82femol8jhmpr7nc7j8trvav11@4ax.com>
Source record: 49993

Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple][computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2562. Re: 800XLDJ works great

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 06:20:46 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <27Jk6.38159$o85.201498@news-server.bigpond.net.au>
Source record: 49897

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0003cadf@fmlynet.org...
> FamilyNet Newsgate
>
> > From: "Mark Bedingfield" <mark@baypc.com.au>
> > "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> > news:gDwk6.159$c7.687@newsfeed.slurp.net...
> >> I finally tried out the Atari 8-bit disk drive emulator 800XLDJ. I ran
the
> >> program on my Atari Hades using the ST version. I hooked up a 130XE to
my
> >> Hades(through the Modem 1 port) using the SIO2ST(PC) cable. I loaded in
a
> >> virtual DI disk and then booted up the 130XE. I was greatly amazed when
> > the
> >> 130XE booted up the program that was on the virtual disk. The other
Atari
> >> people from my club were also amazed. I then used an old program that
was
> >> included with the Xformer package called FXP. It allows one to see what
> > files
> >> are in a SD or XLD disk and then export them out to the ST computer.
You
> > can
> >> also import or delete files from the virtual disk also. I had to turn
off
> > the
> >> caches on my Hades in order to get the FXP program to run. I exported
them
> >> out to the Hades and then imported them onto the DI disk and booted up
the
> >> XE computer. It booted up the program instantly. I was really happy.
Now
> > if
> >> I could just run some of the programs I am finding in ATR format, that
> > would
> >> be icing on the cake.
> > Would be good to hear more about this. I tried 800xldj on my megeste but
it
> > dropped its lunch (bombs), I might try a bit harder now I know it
works;-).
> > I did find the documentation to be less than average tho.
> > Mark
>

>
> Rick D and I have been using this handy program for a bit, and Rick D
has
> been drafting a better manual for it. But if you'd like to chat with us
we'll
> be online 8 pm central standard time at... (Thursday)
>
> http://stargate.cs.swau.edu/atari
>
> Always good to chat with another DJ user. I've tried getting APE to
> work in the PC land, but not only have I not heard back from Steve Tucker,
but
> the 800XLDJ just works so well as a good ole drive. :)

Got pcspeed for the STFM last week, once I can find drivers for it i may use
sio2pc under that, cool.

Mark

2563. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 07:21:29 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <d2e5CvA5x2k6EwwX@my-ste.demon.co.uk>
Source record: 49898

In article <982663808.23019.0.nnrp-13.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> writes:

>I have not been doing it long but I (we) are managing 6,145.43 KKeys/sec and
>I have just received a few more PCs to put on there.
>
>The Duron 650 I use with a Gigabyte MoBo and 64Mb RAM also achieves about
>2.2 MKeys/sec. I must admit I do not understand the above overall rate that
>they put down.

The overall rate is the calculated from the total time you've been
submitting blocks, and the number of blocks submitted. In my case it's a
lot lower than my real rate since I started with a single Cyrix 233
based system and have gradually upgraded.

>You can re-compile the code to run on a Atari (68030 required)

Is an 030 really the minimum required? Maybe it is for a usable rate but
a 68000/16MHz is included in a list, on their website, of expected rates
for several different processors.

> but there is
>no intervention with an IP stack so units will not be sent or received.

If the code is finally ported, the problem would come when adding TCP/IP
support as there would need to be support for at least 2 stacks,
STiK/STing and Mintnet, and probably I-Connect as well.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2564. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 07:31:40 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <Gmn$WpBc72k6EwzN@my-ste.demon.co.uk>
Source record: 49899

In article <t94vbqdoqr7r37@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> writes:

>On 20 Feb 2001 07:44:16 , David Bolt wrote:
>

>> That won't have helped it. Does it actually still work?
>
>Of course. Good british built lump of electronics. Never fail,
>including the OS. I've only ever had in hang once.

Haven't yet had it crash on me, it's been that stable. I've had the
occasional problem with lack of memory, usually because ArcFS didn't
want to free memory in the module area, but no other major problems.

>> And I hardly ever take it out of mode 12. Then again, it only ever does
>> 2 things: crack keys or play ArcElite :)
>
>You should see lander on this machine, lovely :) I still haven't
>figured out the point of that game except for impressing friends when
>you try to whizz along the ground as close as possible and max speed.

You mean there could be some point to it other than that? :)

>>
>> Something I've yet to see another machine do.
>
>Yes, not even Magic can do this, and never tried under Windows.
>
>I'm just trying to think what a 3010 looks like. s it one of those
>all in one types? With keyboard, floppy etc in one unit?

That's the one. Mine's also one of the earlier models with the ARM 2 on
a daughter board, rather than the ARM 250 on the m/b. It was a bit of a
nuisance when I put the IDE interface in it as there is very little
room.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2565. Re: SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 08:41:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003e027@fmlynet.org>
Source record: 49909

FamilyNet Newsgate

> From: "Stichting ST" <atarist@xs4all.nl>
> Yes I have done this many times. A small plug-in supply gives something
> between 8 en 12 V DC.
> Inside the LSM C box you can see very easily see what is + and - (an elco is
> there). Find the lead that feeds the 5V throught the thick cable. Disconnect
> this feed.
> Find a Voltage regulator for 5 V. Those have 3 pins: one ground, one voltage
> in and one voltage out. Solder the good two onto the print. There are really
> big surfaces with ground and +5V around.
> Ronald

A little work, but a nice way around all this. I'll see waht I can get
done here. Thanks for the technical advice.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2566. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 09:13:41 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A9386C5.D5B82E7F@ooc.de>
Source record: 49900

Andy Ball wrote:

> Sadly I never had an Atari that used SCSI, so I know nothing
> about HDDRIVER. It does sound as though HDDriver's 'bus
> scan' is balking at something the EZ-135 does, but you had
> probably figured that much out already :-/

The thing that's strange is that the bus scan uses exactly the same code
that's used elsewhere within HDDRIVER.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2567. Modem port on STe is

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 09:57:46 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003e2de@fmlynet.org>
Source record: 49912

FamilyNet Newsgate

Hello Lyndon!

LA> I know there is a way to diagnose the serial port
> using a loopback plug, as I've just been reading on
> this subject. I'm not too sure what software though
> would work with it to tell you if all is OK.

I imagine an ordinary terminal emulator would suffice, at least it would prove that your line drivers and UART were okay. Whatever you type (with local echo turned off) should appear on screen. If I remember correctly there was a basic VT52 emulator accessory on the 'language disk' supplied with at least some STs.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2568. Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 09:57:46 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003e2df@fmlynet.org>
Source record: 49913

FamilyNet Newsgate

Hello Peter!

P> No idea. Don't use either. But I believe you must have
> it for MiNT.

Perhaps with newer versions, but I used to run MiNT quite happily without it. I think its main attraction may have been long file names. Now, if only I could find an old version of TOSwin! <sigh>

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2569. Re: SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:07:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982912028-305045AEicMi@cwcom.net>
Source record: 49807

From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Date: Sun, 19 Feb 2001 21:34:10

>in other words, currently the SLM 605 has to be on in able for all other
>devices to work.
>
> Is thre any way around this?

Inside the SLMC804 laser interface, cut the pins from the larger connector (connected to the printer) which carries the 5V supply from the printer to the controller.

Now connect a regulated 5V supply across the electrolytic capacitor that's adjacent to that connector on the controller's PCB. Now you can power the controller without the printer being on.

An alternative method which avoids the need to cut any connections is to use an external adaptor made from a D-way socket and plug, wired back-to-back but leaving the 5 volt connection unwired - you then wire the 5 volt supply from your regulated supply into the connector on the controller side.

You'll have to check in the manual or do some prodding with a meter to find the right connections for the 5volts, I no longer have the details.

Observe the correct polarity when you connect the supply, and of course this is at your own risk.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2570. Re: SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:11:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982912032-305525AEicMi@cwcom.net>
Source record: 49801

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Tue, 20 Feb 2001 05:27:36 GMT

>> in other words, currently the SLM 605 has to be on in able for all other
>> devices to work.
>
>I seem to remember the best you could do is open the back flap, but leave
>it

That solution is for the SLM804 printer FWIW.

>on. This will shut the fans up. I have heard of a device from Germany (of
>course), that could allow you to switch it off, but don't know any more.

I think that it's similar to the second solution I proposed.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2571. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:14:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982912034-306001AEicMi@cwcom.net>
Source record: 49802

From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Date: Tue, 20 Feb 2001 11:34:26 +0100

>>There's no internal SCSI drive in a Falcon. The SCSI connector is left
>>unterminated unless there's an external device connected which provides it.
>
>Of course, it can be done : when I buy the CT060, I intend to put my
>Falcon into a tower case, and then solder the SCSI wire intead of the
>termination resistors on the board. But then, I'll have to plug a

This sounds like it will be a nice machine :-)

>terminator into the external connector, to avoid signal bouncing.

I agree.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2572. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:26:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982912038-306989AEicMi@cwcom.net>
Source record: 49806

From: "Shiuming Lai" <lais@zetnet.co.uk>
Date: Tue, 20 Feb 2001 18:20:43 -0000

>> You do realise that if you bring this to Ches. that you'd have to sit on
>> "The row of shame" with the PC users.. :-)
>
>Derryck brings a (notebook) PC anyway.

I only run Atari programs on it (via emulation) mind! :-)

>Some excuse about the Falcon being too
>much hassle :-)

If you care to send a forklift truck around, I'll bring the Quadra in. It's a
real heavy beast...

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2573. Re: MegaSTE and SCSI CD Rom drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:27:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982912040-307445AEicMi@cwcom.net>
Source record: 49808

From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Date: Tue, 20 Feb 2001 19:12:56 -0000

>> 3) HD-Driver would be a nice replacement to my actual "Hushi" driver in
>> german.
>> ==> (ï¿½29.95)
>Or CBHD (free).
>
>> 4) Extendos Pro Gold is required to handle CD-Roms.
>> ==> (ï¿½39.95)
>Or SPIN (free).

English docs etc for both those utilities are in the MISC section of my web
site BTW.
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2574. Re: CAB2.8 English doc

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:32:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982912044-307905AEicMi@cwcom.net>
Source record: 49803

From: stephane.montarsolo@free.fr (Stephane Montarsolo)
Date: Tue, 20 Feb 2001 22:25:03 GMT

>I recently bought CAB 2.8 (german version). I would be very interested
>If I could get hold of an English documentation (either plain text

No docs, but I do have all the English MDL and resource files for CAB2.8 and
IConnect 1.7 and 1.8 on my web site, DDP section, address in sig.

The CAB archive includes bubblegem help.

It's all quite easy to set up?

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2575. Re: noSoftware desktop

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:34:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982912046-308365AEicMi@cwcom.net>
Source record: 49809

From: jlog@zetnet.co.uk (JI Logan)
Date: 20 Feb 2001 22:27:02 GMT

>|On another note does anyone have the master disk to Migraph OCR.
>Unfortunately
>|my copy has corrupted badly.
>
>Yes, I do. I started OCRing with the demo of Syntex and then got OCR
>V1.4f by Alexander Clauss. I bought Migraph's OCR second hand to see
>what it was like but Alexander's is the best of all.

I agree. If you've got a scanner and one of Nima Montaser's GDPS drivers, you
can scan straight into Alexander's prog. Awesome.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2576. Re: Comm terms

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:44:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982912048-308821AEicMi@cwcom.net>
Source record: 49805

From: xlator@cix.compulink.co.uk
Date: 20 Feb 2001 23:36:44 GMT

>Now if only I could get at&v1 included in my connect script before
>ATH0&C1Z then I would be happy. But trying it with a comma or space
>between the 2 commands didn't work :-(

If you regulary use that ATH command string then you could save it into NVRAM.
Then you can reload it with ATZ. If you have another string for another comms
requirement then (assuming that you've got two "user memories") you could
stash that into the second, called up with ATZ1.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2577. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:48:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982912036-306469AEicMi@cwcom.net>
Source record: 49804

From: "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Date: Mon, 20 Feb 2001 11:56:26

>DC> There's no internal SCSI drive in a Falcon. The SCSI
> > connector is left unterminated unless there's an
> > external device connected which provides it.
>
> If there's no internal SCSI drive, the host adaptor is
> probably at the 'inside' end of the physical chain, and
> should be terminated. If there are no external devices

That's spot-on. The host should be terminated, that's taken care of by
resistors on the motherboard.

> either, then it's not much of a SCSI chain ;-)

Indeed not! :-)

>DC> Connecting unterminated devices is a Bad Idea because

>See my earlier postings, I agree entirely that a SCSI bus
> should be terminated at both ends, and only at both ends to
> prevent cows falling from the sky.

There are one or two cases about where following this rule doesn't work, with
all kinds of kludges needed to get it to work. The TT seems to be one of them,
mostly, AFAIK, because the host adaptor is in the leg of a "T", with one arm
going to the internal drive and the other to the external chain.

>Your last paragraph could be construed as implying that
> /every/ device on the bus should be terminated. I'm

Sloppy phrasing on my part. Only the last device on the chain should be
terminated.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2578. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 10:54:49 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982752986.1998.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49901

I am not picking any sides with anyone (just thought I would make that clear).

Seeing as the Atari community is small already I do not think that the resent threads with 'pointing' and 'name calling' have been that productive.

Any problems or issues that people have with dealers should be resolved by them and not to see who can get the most backing from news group members and consequently divide the community.

I agree that people should post warnings about 'cowboys' and 'fly by night' outfits that are simply there to take our money (these exist in just about every line of business), but this has not been the case.

If an Atari dealer messes with me I will not simply post a few nasty mail messages but pay them a visit and resolve whatever issues there are.

Mark.

Barrie at Atarispares <barrie@keychange.co.uk> wrote in message news:b1Vj6.59290$Nw6.178548@NewsReader...
> Hello.
>
> Occasionally, posts appear here asking for advice regarding which Atari
> dealer to use. Not a big choice, I know of only three in the UK. I generally
> post offering the services of Keychange Music, others advise.....others.
> No problems with that, free country.
> What I do have a serious problem with is the continuous posting of drivel by
> Steve Sweet, seeming to follow my posts, warning of catastrophy if anyone
> uses other than Atari Workshop
>
> He seems to know loads of people who have complaints about various Atari
> dealers except A.W. and whilst spreading the alleged problems far and wide,
> refuses to name the dealer (s) involved.
>
> In doing this he is defeating the object of the group, which I believe is to
> help and assist Atari users in their enjoyment of the machine. If there are
> rogue dealers he has definite info. about, surely he should gather the
> information and post verifiable facts in an open group instead of keeping it
> to his ' elite ' band, whispering in their closed group.

>
> I therefore ask this question of the group.
>
> Are you happy with ' spreadshot ' allegations or do you want proper
details
> of rogues?
>
> I have no problems at all if any of my customers wish to air a grievance
> about Keychange Music as long as your real name is included, you actually
> were one of my customers, (of more anon) and it's not about my prices.
>
> Maybe other dealers' customers would like to recount their experiences?
> There are new Atari users everywhere, most without a user manual and in
need
> of constructive advice.
>
> The ' floor ' is yours.
>
>
> Barrie at Keychange Music.
>
>
> www.keychange.co.uk
>
>
>
>

2579. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 12:38:19 UTC
From: swampfox1@earthlink.net
Message-ID: <%EOk6.1453$v77.138985@newsread2.prod.itd.earthlink.net>
Source record: 49902

On 17 Feb 2001 13:53:37 , John Garone wrote:
>Hi All,
> Modem connect speed and efficiency:
> Although I can connect at 115,200 there are a lot of "time-outs"
snip
> John G.
>.

Hi All,
Firstly, thanks for all the input!
I recently purchased a Phantom SE (and yes, I sent Ctirad his money).
I have'nt installed it yet but am wondering if the Phantom will aid
the Falcon modem port!
John G.

2580. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 12:55:38 UTC
From: bindon@madasafish.com
Message-ID: <t97ema7nlgfda7@corp.supernews.com>
Source record: 49904

Hi Peter

>>How does everyone organise your HDs? Do you have a common folder for
>>data so all programs access it from there?
>
>That is the ideal in some ways, but I find it too clumsy. I use my
>partitions for particular purposes - C: is 50 MB for booting, all others
>on my 6.4GB IDE are some 840 MB and are assigned D: to utils etc, E: to
>editors and DTP, F: to fonts, G to graphical programs and graphics, H:
>for miscellaneous including Internet (CAB) and HTML as well as a few
>games, I: for temporary files and folders that I (ought to) move once I
>have sorted them etc, and J: for Cix and BBS comms and their databases.

I don't think you understood me fully. If you got a load of GIFs
where would you put them? In the same directory as say Imagecopy? or
Smurf, or Positive Image or do you store them in a folder labelled
GIFs? Before on mu old HD I used to have a folder on the root of
every partition called DATA and in there, there would be folders for
file formats, so there would be GIF, JPG etc and AVR, WAV, SND.

I just trying to think of a convienient way of accessing all my files
from one point.

>I divide my EZ-135 carts usually into 3 x ~43 MB partitions though I
>have a few that are a single 135 MB partition. This is mainly used for
>backups.

Backups? Yes that is a good idea, never bothered so far :)

Thanks

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2581. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 12:55:41 UTC
From: bindon@madasafish.com
Message-ID: <t97emdksrojja9@corp.supernews.com>
Source record: 49905

On 21 Feb 2001 07:31:40 , David Bolt wrote:

Hi,

>>I'm just trying to think what a 3010 looks like. s it one of those
>>all in one types? With keyboard, floppy etc in one unit?
>
> That's the one. Mine's also one of the earlier models with the ARM 2 on
> a daughter board, rather than the ARM 250 on the m/b. It was a bit of a
> nuisance when I put the IDE interface in it as there is very little
> room.

Yes, the ones with the butt ugly red keys on them. Just chucked a few
of those in the bin. I tried to put a IDE interface board into a
A4000 but we blew the m/b. I'm servicing a load of them. I was
going to get an Econet running but yet to find the chips/boards.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2582. Re: SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 12:58:11 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <3a93ba83$0$472$1a0eedbc@dreader2.news.xs4all.nl>
Source record: 49903

Yes I have done this many times. A small plug-in supply gives something between 8 en 12 V DC.
Inside the LSM C box you can see very easily see what is + and - (an elco is there). Find the lead that feeds the 5V throught the thick cable. Disconnect this feed.
Find a Voltage regulator for 5 V. Those have 3 pins: one ground, one voltage in and one voltage out. Solder the good two onto the print. There are really big surfaces with ground and +5V around.

Ronald
--

Don <dons@qnet.com> schreef in berichtnieuws 3A9308D5.EF7C0CD1@qnet.com...
> Doc,
>
> I had a SLM 804 that I was able to leave the SLM off and everything else would
> work. The shop that I bought it from had added a power supply to the SLMC this way
> the box always had power and everything on the ASCI port out of the SLMC would
> work. The bad news is I never looked inside to see what how it was done. I would
> think you would only need to cut the power traces and hook up a power supply with
> the correct voltage to the SLMC to get it to work but, like I siad I never looked
> inside to see how it was done. Hopefully someone else has done this or knows how
> to do it.
>
> Don
>
> Greg Goodwin wrote:
>
> > FamilyNet Newsgate
> >
> > Alright, the new question for us SLM 605 owners. I have the SLM 605 set up
> > as the first device out of the ASCI port. Then we have the hard drive and
> > other SCSI devices connected to the bus interface box for the laser printer. So
> > in other words, currently the SLM 605 has to be on in able for all other
> > devices to work.

> >
> > Is thre any way around this?
> >
> > Thanks,
> >
> > Doctor Clu
> >
> > FamilyNet <> Internet Gated Mail
> > http://www.fmlynet.org
>

2583. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 14:53:37 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982767313.8310.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49906

> >You can re-compile the code to run on a Atari (68030 required)
>
> Is an 030 really the minimum required? Maybe it is for a usable rate but
> a 68000/16MHz is included in a list, on their website, of expected rates
> for several different processors.

There is some Amiga code which will simply recompile but it is optimised for
030, this is all based on what someone told me - I may have a look.

> > but there is
> >no intervention with an IP stack so units will not be sent or received.
>
> If the code is finally ported, the problem would come when adding TCP/IP
> support as there would need to be support for at least 2 stacks,
> STiK/STing and Mintnet, and probably I-Connect as well.

Which will be the hardest part.

Mark.

2584. Re: Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 15:02:52 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <eql79t8f6e2j2b4tqihtbpga1nv9hljr36@4ax.com>
Source record: 49907

On Tue, 20 Feb 2001 20:56:16 GMT, jeffm@nbc.netcom.ca (Jeff Mitchell)
drooled an embarassing wet spot in his lap as he typed:

> Yeah, the 8 bits are cool.. but 8bits are such an easy machine to
>emulate; like PC's.. making a PC BBS telnettable is no big chore. But
>Atari ST's and Amiga BBS's are work.. but the Amiga communityi seems more
>pulled together and is working on things. The ST community seems to be
>dieing .. I think all the ST BBS's are gone now, since DarkChyld's went
>away .. y2k bug killed the forems, and Express.. I dunno.
>
> But I loved my ST BBS, and it will return :)
>
> I just need to figure out how DCD works in the hardware and how
>programs access it.. once I figure that out, my BBS will be up :)

That'll be cool. I miss the BBS days. I miss the sense of community,
the database sections, etc. The last BBS I called was Red Hot here in
Toronto, which, at least up 'til I left around '96/97, was still quite
popular. Unfortunately the Internet has taken over whole hog and the
once-ubiquitous BBS has gone the way of the Dodo. *sigh* The good
ol' days...

Anyway, maybe this can help revive the scene a little bit. I think
it'd be rather cool to see some form of re-incarnation of ST BBSs.
:-)

>
>>> jeff
>>>
>>>ATX5 V18 M0
>>>
>>> Press <ASCII> RETURN...
>>>
>>>Script Error: Can't OPEN file
>>>Script File : A:\MENUS_80\CONNECT.HLP
>>>At Line Num : 29
>>>
>>>
>>>Enter Your User Number, Handle,
>>> or NEW If A New User: new
>>>
>>>Can Your Terminal Display 80 Columns? Yes
>>>
>>>Do You Want A Permanent Password? No
>>>

>>>What is your:
>>>
>>> REAL Name: foo
>>> Handle: foo
>>> City: f
>>> State: F
>>>
>>>Is The Data You Entered Correct? Yes
>>>
>>>
>>> ....etc... no hoax. More news when I've got something you can
>>>use.. I'm just so giddy right now that I finally got it working :)
>>>
>>> jeff
>>
>>--
>>
>>Almost there...
>>
>>"Ignorance breeds confidence more often than does knowledge." -Darwin
>>The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
>>
>>Remove the badgers before E-Mailing.
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

2585. Re: Falcon PSU

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 15:34:17 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982769753.9468.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49908

The last time I went to France (some time ago) the picture quality was really bad but that may be for other reasons.

> Of course, these days many TV receivers are nearly universal - most in
> Europe at least will work with PAL and NTSC, and may have plug-in boards
> for SECAM decoding.

I can't think that they would make a different TV for every country, but as you say they may have small plug in boards or simply have a set of DIP switches inside or something.

I am sure I have had my TV hooked up to a US video recorder of which the output is Never The Same Colour, I now have a video that can decode NTSC recorded videos so that has solved that problem. Actually I do not even have an aerial since Sky Digital launched, amassing quality (SCART every). It really annoys me when people (including my parents) pay for a high quality digital video to be transmitted for thousands of miles only to screw it up and destroy all that work with 1 meter of coax.

Mark.

2586. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 15:42:27 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982770242.9701.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49910

I think you need to check termination at both ends of the SCSI
chain.............. only joking.

Long shot but could that program simply be corrupt?

Mark.

<xlator@cix.compulink.co.uk> wrote in message
news:96rsv4$io4$1@plutonium.compulink.co.uk...
> In message <00033eee@fmlynet.org>, Andy.Ballp0.f2.n8.z8@fmlynet.org said:
>
> > A SCSI bus should always be terminated at both ends, and
> > only at both ends. Whether or not your machine should hang
> > with an un-terminated bus should be a moot question.
>
> Thanks Andy!
>
> My SCSI bus *is* correctly terminated AFAIK. And all other programs work
> OK on the EZ-135 with the CD-ROM switched off. Furthermore, as I said
> elsewhere, the computer only hangs during a bus scan in HDDRIVER, and if
> I switch off the EZ-135 even while it's hanging and the dialog is open,
> it comes back to life. I think it *must* be something interacting with
> HDDRUIVER, but I (or Uwe) have no idea what!
>
> > The device physically at the other end of the SCSI chain
> > from the computer should be terminated. All your other
> > devices should be unterminated.
>
> They are, they are...
>
> Regards, /Peter/
>

2587. Re: Falcon PSU

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 16:15:06 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <AhrWOdLKm+k6EwTD@lovecraft.demon.co.uk>
Source record: 49911

Once upon a time <982769753.9468.0.nnrp-07.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> grabbed chalk and scrawled:

>I can't think that they would make a different TV for every country, but as
>you say they may have small plug in boards or simply have a set of DIP
>switches inside or something.

In the US, the situation is completely different. Most US market TV sets
are totally unrelated to their European counterparts, the software is
different.

Around Europe, different regions are usually handled by different plug
in receiver boards, as are different specifications of TV.

>I am sure I have had my TV hooked up to a US video recorder of which the
>output is Never The Same Colour, I now have a video that can decode NTSC
>recorded videos so that has solved that problem. Actually I do not even have
>an aerial since Sky Digital launched, amassing quality (SCART every). It
>really annoys me when people (including my parents) pay for a high quality
>digital video to be transmitted for thousands of miles only to screw it up
>and destroy all that work with 1 meter of coax.

However, what I'd said was that the RF output would be useless. Most
European TVs can accept a composite signal at 60 instead of 50Hz, this
/isn't/ the same as NTSC. They call it NTSC only because it has a
reduction in physical lines, but when you're talking about component
video (either as S-video, or RGB) or composite, the NTSC encoding really
means very little.

The problem with sending stuff to the US is that whilst changing from 50
to 60Hz usually ends up with a smaller display for us, for them changing
the other way will change the sync of older monitors and will be outside
the range of adjustment.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2588. Re: MiNT >1.15.5 Stability

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 16:41:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a9429743bdb1f0@online.be>
Source record: 49924

on Sun 18-02-2001 22:43 Michael and Nicole Freeman wrote:

>Is there anything different I'm supposed to do with it than with 1.15.5? I
>tried installing it yesterday. I renamed the 1.15.5 version from MINTNP.PRG
>to MINTNP.PRX, dropped in version 1.15.10b of MINT030.PRG, renamed it to
>MINTNP.PRG, made sure the position in the AUTO folder was the same by using
>Autosort, and rebooted. I got bombs. I put back 1.15.5, and it worked fine.
>I downloaded it twice, thinking maybe there was something wrong during d/l,
>but both times were the same. Any ideas?
>

AFAIK since 1.15.10b renaming the prg name to enable/disable Memory
Protection does not work. There is a special bootmenu, provoked by
holding down the shift key during the boot proccess in which one can
switch off/on memory protection. Maybe that's your problem.
Furthermore 1.15.10b has an build in RAM-disk. Are you using a RAM-disk
like for instance fnramfs.xfs? If so delete it. It clashes with the
build in RAM disk.

HTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2589. Re: Help - error #-69

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 17:02:06 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982775027.12035.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49914

I think that is the error I got when I had a cable problem on my SCSI chain (TT, Magic 6 and HD Driver 7), files came out corrupt and would normally say that when ran.

Have you tried re-installing.

Mark.

Trevor Spencer <tcjspencer@zetnet.co.uk> wrote in message news:3a8c2ecb$0$8832@news.zetnet.co.uk...
> On 12 Feb 2001 08:01:50 , Lyndon Amsdon wrote:
> >On 11 Feb 2001 19:59:41 , Martin Holmes wrote:
> >>Can anyone tell me what the following displayed message means:
>
> clipped
>
> >I get that too, but I'm not using a graphics card. On my STe and
> >Falcon. Annoying, CAB is a bit buggy though. I have a feeling it's
> >bad configuration.
>
> I also get the same on my STe, still haven't fathomed it out yet.
>
> --
> Trevor
>
> 6 MB ATARI STe / Veloce+2 / TOS 2.06
>
>
>
>
>
>
>
>
>

2590. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 18:08:06 UTC
From: vdjole@EUnet.yu
Message-ID: <971064$f84$1@news.EUnet.yu>
Source record: 49915

On 19 Feb 2001 11:08:37 , Thomas Binder wrote:

>Have you tried GuiTAR? http://guitar.atari.org/

It looks nics... except for the catch, as explained on that web-page, that one needs a running Mint system and at least a 16-colour display in order to perform a simple task of unpacking an archive using GuiTAR...

2591. Re: MiNT >1.15.5 Stability

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 19:01:28 UTC
From: jba4@po.cwru.edu
Message-ID: <3a940f8f.2641568@news.cwru.edu>
Source record: 49916

Ok, I downloaded the Mint 1.15.10b kernel from www.freemint.de. I am running the 030 kernel on my TT. Now I'm attempting to use Geneva on top of it (which doesn;t even seem that stable on top of 1.15.5, BTW). I renamed Mint030.prg Mintnp.prg to disable memory protection, but apparently that doesn';t do squat. At bootup, Mint said memory protection was enabled. Then later on, well into the driver loading procedures, I get memory violations that halt the system.

Now I'm sure Geneva (and MultiTOS, which is what I may switch back to) both need memory protection disabled. How do I go about doing this with the new 030 kernel? Thanks in advance!

On Sat, 17 Feb 2001 19:54:20 +0100 (MET), "Martin \"Nightowl\" Byttebier" <tos4ever@online.be> wrote:

>1.15.5 is indeed the last public release. I'm using since quite some
>time 1.15.10b without any problem. So far it's the most stable kernel
>I've used.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2592. Re: Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 19:37:51 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <jOUk6.556$TW.4137@tor-nn1.netcom.ca>
Source record: 49918

In article <eql79t8f6e2j2b4tqihtbpga1nv9hljr36@4ax.com>,
Mindfield <mindfield@badgers.emulationnet.com> wrote:
>That'll be cool. I miss the BBS days. I miss the sense of community,
>the database sections, etc. The last BBS I called was Red Hot here in
>Toronto, which, at least up 'til I left around '96/97, was still quite
>popular. Unfortunately the Internet has taken over whole hog and the
>once-ubiquitous BBS has gone the way of the Dodo. *sigh* The good
>ol' days...
>
>Anyway, maybe this can help revive the scene a little bit. I think
>it'd be rather cool to see some form of re-incarnation of ST BBSs.

Its almost ready; I had about 10 people log into it today.. it
runs slow (it emulates 1200bps until I figure out how baud works in the
hardware) and works great. I just need to reinstall all the bbs software
and games and get her going..

jeff

2593. HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 19:41:37 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <RRUk6.559$TW.4137@tor-nn1.netcom.ca>
Source record: 49919

I've got my TOS emulator able to work 90% -- my BBS will be online inside of a few days I think, for everyone to telnet to (one at a time.. it *is* single user don't cha know ;)

I'm using a very old version of the software.. all my disks have gone bad (sigh).. I've got most of a version 1.7.0 (BBS_170.lzh). I really need the rest of it, or any other versions for that matter..

So if anyone has any of these guys, or knows where I can get them.. I'll be up faster and better! Please help!

jeff

2594. Re: MiNT >1.15.5 Stability

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 19:48:35 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6B969D1.BF50%nameerf@flash.net>
Source record: 49920

in article 3a940f8f.2641568@news.cwru.edu, Jeff Armstrong at
jba4@po.cwru.edu wrote on 2/21/01 11:01 AM:

> Ok, I downloaded the Mint 1.15.10b kernel from www.freemint.de. I am
> running the 030 kernel on my TT. Now I'm attempting to use Geneva on
> top of it (which doesn;t even seem that stable on top of 1.15.5, BTW).

Mint with Geneva can be quite tempermental, especially when it comes to AUTO folder order, what programs are running, etc. It took a bit of trial and error to figure out exactly what to do to get a stable system. It does run usably stable, though, if you have it set right. Try disabling all AUTO and ACC programs and Mint extensions except the bare essentials needed to run Geneva and Mint (i.e. only Mint in the AUTO folder, and only the MINT.CNF file in the MINT or MULTITOS folder, and only use the MINT.CNF file that came with Geneva - save your old one under a different name). This *should* be pretty stable. From there, begin adding AUTO programs one at a time. If anything becomes unstable, then adjust the running order, testing it before Mint, after Mint, and before/after other programs that might interfere. If it still doesn't work, the program's not usable with this setup. Once you've got a good basic AUTO setup, add ACC programs one at a time, then Mint extensions one at a time, then editing the MINT.CNF file with your personal preferences/file paths, etc. It worked on my system. I hope it works for you! It's not a fun process, but it's sometimes the only way.

> I renamed Mint030.prg Mintnp.prg to disable memory protection, but
> apparently that doesn';t do squat. At bootup, Mint said memory
> protection was enabled. Then later on, well into the driver loading
> procedures, I get memory violations that halt the system.

I couldn't get version 1.15.10b to even make it through the boot process without bombs. I'm sticking with 1.15.5 for now.

Mike Freeman
nameerf@flash.net

2595. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 19:53:36 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a941cc0$0$8833@news.zetnet.co.uk>
Source record: 49921

>On 21 Feb 2001 10:54:49 , "Mark" wrote:
>I am not picking any sides with anyone (just thought I would make that
>clear).

>Seeing as the Atari community is small already I do not think that the
>resent threads with 'pointing' and 'name calling' have been that productive.

>Any problems or issues that people have with dealers should be resolved by
>them and not to see who can get the most backing from news group members and
>consequently divide the community.

>I agree that people should post warnings about 'cowboys' and 'fly by night'
>outfits that are simply there to take our money (these exist in just about
>every line of business), but this has not been the case.

>If an Atari dealer messes with me I will not simply post a few nasty mail
>messages but pay them a visit and resolve whatever issues there are.

An excellent reply to all the nonsense that has been floating
around recently. We need all the possible help we can get with our
platform. Some of it will be good some of it bad,but thats life and
we have to learn to live with it.

I have been very lucky with my 2 STE`s and 2 STFM`s over the last
few years being able to get continuos service\ repairs etc from
virtually the same source. My original repairer (TUS) passed\passes
his knowledge and help to the next in line (abra) who does the same
for the next in line (as we said in the forces,no names no pack
drill). I`m very satisfied with my service and would have no
hesitation in repeating my use of them.

Incidently receipt of non working equipment may not of course be
the fault of the despatcher,take a look sometime how packages are
handled by the carriers.As Max Boyce would say "I KNOW I was THERE"

very large snip..

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

2596. Re: System Solutions/Atari Workshop

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:08:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982862548-900786AEicMi@madasafish.com>
Source record: 49875

Hi Harry

> >> Just a reminder that Atari Workshop is now the Atari arm of System
> >> Solutions.

> > Where's my HD-driver upgrade!!!, they finished that manual yet??.

>Get in line... !!

Shut your face boy!!, i 'am' the line!!!.

>I've even bribed him with the promise of a Jinnee order when the manual
>comes through, but still no dice...

I'l not need it for a while. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2597. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:29:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982862550-901385AEicMi@madasafish.com>
Source record: 49874

Hi Mark

>> >What is wrong with corn flakes packets for insulation;-)

>> They dont insuate, it becomes a conductor at very low levels of
>>humidity, > its also not flame retardent and its just plain
>'bodgeworthy'.

>Shouldn't that be at very high levels of humidity?

Thats the one. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2598. Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:43:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004031c@fmlynet.org>
Source record: 49851

FamilyNet Newsgate

Hello Uwe!

AB> It does sound as though HDDriver's 'bus scan' is
> balking at something the EZ-135 does...

US> The thing that's strange is that the bus scan uses
> exactly the same code that's used elsewhere within
> HDDRIVER.

That's pretty strange. I wonder whether something useful
might be determined from a diagnostic bus scan that detailed
on screen the entire dialogue. Perhaps it might indicate at
what point the EZ-135 was clamming up. Just a suggestion, I
don't know enough about the software side of SCSI to know
how practical this might be.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2599. A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:43:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004031f@fmlynet.org>
Source record: 49852

FamilyNet Newsgate

Hello Lyndon!

LA> Just chucked a few of those in the bin.

Please tell me they weren't working ones! :-(

- Andy Ball

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2600. Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:43:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004031d@fmlynet.org>
Source record: 49853

FamilyNet Newsgate

Hello Mark!

MG> Maybe Ann Robinsons replacement could investigate?

They've replaced Ann Robinson? Who does 'Points of View'
now? Is it really still running? <grin>

It's a while since I bought any new Atari gear. The last
thing may have been a Marapet RAM board that I used to
upgrade a friend's STfm. The board arrived okay, was easy
to fit and worked fine. I don't have any horror stories to
share... not from Atari dealers anyway.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2601. Modem port on STe is

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:43:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004031e@fmlynet.org>
Source record: 49854

FamilyNet Newsgate

Hello Lyndon!

LA> That's a good idea, and should work.

At last, approval! <grin>

LA> I was browsing for half an hour on RS232 standards
> and wiring pinouts and a found a corker of a site
> here http://www.airborn.com.au/rs232.html

Thanks, I'll check that out. I saw a good one a while ago
that even had screen shots from an oscilloscope monitoring
an RS232 line. That helped confirm my dim recollections
regarding 'mark' and 'space' voltages and that data is
shifted out 'feet first' (lsb first).

I need to make myself a new null-modem cable, but I have
been surprised at the difficulty I experienced finding
appropriate cable. I guess there's not much call for them
these days.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2602. GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:43:32 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a942874.0@energise.enta.net>
Source record: 49922

Ok, this is probably a dum question, but...

What is GEM Script and what does it do for me ?

Peter

```
-----------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
-----------------------------------------------------------------------
-----------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
-----------------------------------------------------------------------
```

2603. Re: Milan Hard Disk ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:43:35 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a942877.0@energise.enta.net>
Source record: 49923

On 18 Feb 2001 20:02:06 , Peter Slegg wrote:
>Hi,
>
>I am looking for a utility that can provide statistics on hard disk
>speeds and access times. I tried the HDRATE program that came
>with my old ICD driver but it uses an illegal instruction.
>
>I found HOWFAST but it only draws a graph of read and write throughput
>which is difficult to compare with HD data provided by manufacturers.

Interestingly, the graphs of the TOS partitions and the Mint Newfats
partition are nearly identical. I always thought that Newfats was
meant to be faster ?

Peter

>
>Any suggestions ?
>
>Also, on the Milan what is the maximum HD speed that can be achieved
>with either IDE or SCSI ?
>
>The machine is a basic 68040 @ 25MHz. I have asked Milan about the
>33MHz upgrade but they didn't respond !
>
>Peter.
> ---
>| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
>| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
>| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
> ---
> ---
>| I live in Great Britain, abbreviated to G.B. |
>| uk is a noise made by apes. |
> ---
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

2604. Re: News Groups with Amail

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:51:57 UTC
From: tvanns@cix.compulink.co.uk
Message-ID: <9719pdbmi1@plutonium.compulink.co.uk>
Source record: 49925

In article <982083344-952819AEicMi@xs4all.nl>, rt@xs4all.nl (Raoul
Teulings) wrote:
I am not sure if it is compatible with Papyrus, but I use Protext on my
1MB STBook.

Tim

> Hi there,
>
> Does anyone know about an editor that runs on a
> 1MB STBook and that looks nicer than FW+ and is
> compatible with Papyrus?
>
> Thanks,
>
> Raoul Teulings
> 3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar,
> 1 x Lynx.
>

2605. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 20:57:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a955e5214c0f00@online.be>
Source record: 49838

on Wed 21-02-2001 18:08 Djordje Vukovic wrote:

>On 19 Feb 2001 11:08:37 , Thomas Binder wrote:
>
>>Have you tried GuiTAR? http://guitar.atari.org/
>
>It looks nics... except for the catch, as explained on that web-page, that
>one needs a running Mint system and at least a 16-colour display in order to
>perform a simple task of unpacking an archive using GuiTAR...

so..
I really don't get it why people are so struggling with tar and gzip. It's
all explained in the docs. It's just a matter of RTFM.
Are people so spoiled now with all these setup prg that do the work for
them that they can't perform a basic task anymore?

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2606. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 21:50:39 UTC
From: bindon@madasafish.com
Message-ID: <t98e1fi47hfl4b@corp.supernews.com>
Source record: 49926

On 21 Feb 2001 12:38:19 , John Garone wrote:
>On 17 Feb 2001 13:53:37 , John Garone wrote:
>>Hi All,
>> Modem connect speed and efficiency:
>> Although I can connect at 115,200 there are a lot of "time-outs"
>snip
>> John G.
>>.
>
>Hi All,
> Firstly, thanks for all the input!
>I recently purchased a Phantom SE (and yes, I sent Ctirad his money).
>I have'nt installed it yet but am wondering if the Phantom will aid
>the Falcon modem port!

Should do, but I've yet to push my modem port up to speeds in that
region. Doesn't speed the SCC, but it will aid data to be transfered
to it, which may be the problem.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2607. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 21:50:42 UTC
From: bindon@madasafish.com
Message-ID: <t98e1ibd9j8m4f@corp.supernews.com>
Source record: 49927

On 21 Feb 2001 15:02:52 , Mindfield wrote:

Hi

>That'll be cool. I miss the BBS days. I miss the sense of community,
>the database sections, etc. The last BBS I called was Red Hot here in
>Toronto, which, at least up 'til I left around '96/97, was still quite
>popular. Unfortunately the Internet has taken over whole hog and the
>once-ubiquitous BBS has gone the way of the Dodo. *sigh* The good
>ol' days...
>
>Anyway, maybe this can help revive the scene a little bit. I think
>it'd be rather cool to see some form of re-incarnation of ST BBSs.
>:-)

I never had the chance to get in on the BBS days, but what is it.
I've seen screen shots of things like Fortress. What did they give,
apart from files. How can you "hang out" at a BBS? How do you get
into one, a terminal, telnet?

Thanks, I'm a bit of a novice it this area and I'd like it if someone
could answer those simple questions.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2608. Re: Modem port on STe is

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 21:50:46 UTC
From: bindon@madasafish.com
Message-ID: <t98e1mg8rhs53@corp.supernews.com>
Source record: 49928

On 21 Feb 2001 09:57:46 , "Andy Ball" wrote:

HI Andy, nice to see you back in the scene again.

> LA> I know there is a way to diagnose the serial port
> > using a loopback plug, as I've just been reading on
> > this subject. I'm not too sure what software though
> > would work with it to tell you if all is OK.
>
> I imagine an ordinary terminal emulator would suffice, at
> least it would prove that your line drivers and UART were
> okay. Whatever you type (with local echo turned off) should
> appear on screen. If I remember correctly there was a basic
> VT52 emulator accessory on the 'language disk' supplied with
> at least some STs.

That's a good idea, and should work.

I was browsing for half an hour on RS232 standards and wiring pinouts
and a found a corker of a site here
http://www.airborn.com.au/rs232.html

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2609. Re: 800XLDJ works great

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 21:52:12 UTC
From: ebaiz@skyenet.net
Message-ID: <gMWk6.830$yY.2734@newsfeed.slurp.net>
Source record: 49931

>Would be good to hear more about this. I tried 800xldj on my megeste but it
>dropped its lunch (bombs), I might try a bit harder now I know it works;-).
>I did find the documentation to be less than average tho.
>Mark

There are two versions of the program. One is for the Falcon and bombs on
my Hades ans the other is the regular ST version which works best under
Magic. I think it needs a multi-tasking environment, but I am not sure...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2610. Re: 800XLDJ works great

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 21:52:13 UTC
From: ebaiz@skyenet.net
Message-ID: <hMWk6.831$yY.2734@newsfeed.slurp.net>
Source record: 49929

On 21 Feb 2001 06:20:46 , "Mark Bedingfield" wrote:

>Got pcspeed for the STFM last week, once I can find drivers for it i may use
>sio2pc under that, cool.
>
>Mark

I thought PC speed only worked on a falcon. if it works on the STFM let me
know. I have SoftPC running on the Hades, but I cannot get the modem ports
to work correctly. I can dial my modem using ProComm, but I have been
unsucessful using APE and JUGS. I will keep trying though.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2611. Re: Modem port on STe is

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 21:52:15 UTC
From: ebaiz@skyenet.net
Message-ID: <jMWk6.832$yY.2734@newsfeed.slurp.net>
Source record: 49930

On 20 Feb 2001 17:04:38 , Lyndon Amsdon wrote:

>Sounds like it could be, you've tried this modem on anothher machine
>right? Booting from plain TOS aren't you? Maybe the modem needs to
>be reset using the AT commands from a terminal, like connect.

Yes I have used the modem with a regular ST and it is ok. It makes me mad as I have used the STe to get on the NET and cannot figure out what happened. I really do not intend to use the modem port. I just do not want any more problems to develope.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2612. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 21:52:16 UTC
From: ebaiz@skyenet.net
Message-ID: <kMWk6.833$yY.2734@newsfeed.slurp.net>
Source record: 49932

On 21 Feb 2001 20:43:32 , Peter Slegg wrote:
>Ok, this is probably a dum question, but...
>
>What is GEM Script and what does it do for me ?
>
>Peter

GemScript is the commercial program I believe and Simple Script (I have this) is the freeware program. With this you can create a script file which will run the programs you want and will do certains things. In order works you can have a script file that will run STiK2, dial in, then call up Cab and then goto a certain website.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2613. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 22:13:27 UTC
From: len <private@notarealaddress.co.uk>
Message-ID: <o5Xk6.7788$Cq.124897@news2-hme0>
Source record: 49936

> If an Atari dealer messes with me I will not simply post a few nasty mail
> messages but pay them a visit and resolve whatever issues there are.
>
> Mark.

I would have liked to do this together with a few mates with baseball bats,
but the 700 mile round trip was a bit off putting

2614. Re: STiK2

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 22:14:24 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a943dc0$0$8831@news.zetnet.co.uk>
Source record: 49933

On 16 Feb 2001 07:48:02 , Dan Ackerman wrote:
>In article <3a8a1179$1_2@athena.netset.com>,
>snips>
>
> In your last message you said you got Ser2/LAN from listport.
>Have you tried setting your port name to "Serial 2"? It's odd that
>Hsmodem is combining the two into one name. yes they pretty much are one
>port with 2 different physical connections, however the Serial 2 or LAN
>names used to be used to force the port to switch which one it was
>addressing.

Yes, Dan, "Ser.2/LAN" (with the dot!). I will try "Serial 2" and report
back.

Thank you,
Charles.

2615. Re: Where Originals?

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 22:14:26 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a943dc2$0$8831@news.zetnet.co.uk>
Source record: 49934

On 16 Feb 2001 21:25:25 , Trevor Spencer wrote:
>On 11 Feb 2001 22:26:31 , Charles Stanley wrote:
>>Hi Gang!
>>
>>Where on earth are the original posts to which the latest "Re:" posts
>>refer? This is on Zetnet. Any explanation?
>
>None as I haven't had any missing as far as I'm aware, any particular
>ones that you've noticed? Yours certainly came through OK right next to
>Dan's response.

Can't be specific (too long a list), but quite a lot :)

Charles.

2616. Newsie: False Alarm

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 22:14:27 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a943dc3$0$8831@news.zetnet.co.uk>
Source record: 49935

FYI: on a TT, Magic6.01, NVDI 5.03, Newsie 0.961 (No, I don't use the Hades on the net).

Today my Newsie screen showed that one NG and all my Mailboxes were completely empty: nothing showing at all. Panic!

I opened via Slectric the relevant folders and discovered there was nothing in the folders. Panic squared!

Then I touched a key (don't remember which) and Newsie crashed out with an error and 2 bombs. Panic ^16!

Time for thought and earnest prayer.... Rebooted MagiC. Started Newsie again: and all is well again - everything is still there :))))))

Lesson: DON'T PANIC! Think! Reboot-- without quitting or saving (if you must, use MagiC's Alt-^-Esc to kill the app, so as not to change anything: a solution to problems I have successfully used a number of times).

Phew ')
Charles.

2617. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 22:29:57 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <971fh5rbv1@newsg3.svr.pol.co.uk>
Source record: 49937

On 19 Feb 2001 08:41:06 , Derryck Croker wrote:
>From: neil@adel6.freeserve.co.uk (Neil Chester)
>Date: 18 Feb 2001 22:38:22 GMT
>
>>It seems that Iconnect does connect OK - BUT when trying to click on any
>>links in my home page displayed in CAB the system crashes - with the
>>report that Program destroyed address xFFFF (or something like that!). It
>
>I've had that kind of error reported as well :-(
>
>>gives you the option of repairing (which doesn't work!). Then dumping the
>>system (or something) to disk - I just hit RESET at this point!!
>
>Since I'm usually collecting my news and mail at the same time, I prefer to
>try the task switcher [ALt]+[Ctrl]+[Esc] and try to quit CAB from that. Most
>often that works.
>
>>hanks to Steve and Derryck I changed the Iconnect configuration for
>>Iconnect but no joy (see above) - I am right in thinking this is a Magic
>>system report cutting in? Or is it the CT2B? Either way I don't get it
>>under STiNG + CAB (with a Freeserve connection that is!).
>
>I was tempted to say that it was nothing to do with your CT2, but it might
>be worth a try using the Falcon's TOS instead of the modified one. No need
>to save that setting from the Help screen, just change it and hit [Esc] for
>a quick test.
>
Hi

SUCCESS!! With Iconnect + CAB that is! I have now successfully connected to FreeOla and have used CAB to surf about for a bit.

In desperation I changed to TOS4.0 and ran Iconnect - no joy still the same "Memory Block Destroyed by User Program", "MCB address", "Data of MCB" which is then dumped to disk.

I then tried the original CAB.OVL (supplied by ASH v1.05 I think) worth a try I thought instead of Olivier's OVL. I connected OK as usual - but this time when I clicked on my link to Google.com I actually got to the site - so naturally I had to see if it worked again!! I shall try in TURBO TOS7.0 next - fingers crossed!

Pity about Olivier's not working as it also works with STiNG. Just have to find a suitable e-mail and news group program for Iconnect now. Don't know why STiNG doesn't work, I changed everything to what Peter Slegg has

listed on his website!

Onwards and Upwards

Neil :-)

2618. Re: CAB2.8 English doc

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 22:37:32 UTC
From: stephane.montarsolo@free.fr
Message-ID: <MqXk6.4717$Rv5.7856253@nnrp4.proxad.net>
Source record: 49938

Hi Sean

Thanks for the info. I will check it up !

On 20 Feb 2001 23:32:27 , "Sean Barbieri" wrote:
>Hi Stephane,
>
>"Stephane Montarsolo" <stephane.montarsolo@free.fr> wrote in message
>news:39Ck6.255$PA1.914605@nnrp2.proxad.net...
>> Hello everybody
>>
>> I recently bought CAB 2.8 (german version). I would be very
>interested
>> If I could get hold of an English documentation
>Not too sure about docs but the RSC files and other translations etc
>are available on Derryck's website at
>http://www.cix.co.uk/~derryck/index.htm might be worth checking out
>just in case.
>
>Regards
>
>Sean
>
>
>
>.

2619. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 23:08:05 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a944a55$0$8831@news.zetnet.co.uk>
Source record: 49939

Hello Barrie,

>I am replying to you direct, in the first instance.You may post it to the
>group if you wish. I am forwarding several posts from Steve Sweet which you
>may have missed. You may then wish to revise your thoughts.

Yes I've read all of those messages you've sent, both when they originally
appeared on the newsgroup and again on these copies, but I still fail to
see what you are complaining about.

One of the messages....:

--cut here---
This is the start of a long topic which descended from an enquiry about
dealers in the UK into a slanging match and drew the only worm to surface so
far, Barbie Doll, out of the wood work.
If you can't find it I'll send the threads to you.

Barrie.

----- Original Message -----
From: "David and Ben Miller" <dbmiller@sympatico.ca>
Newsgroups: comp.sys.atari.st.tech
Sent: Monday, January 08, 2001 12:48 AM
Subject: Re: Atari 1040 STE

The Notator program for Atari is still one of the best sequencing
packages, and the Mega STE is a fine machine. Trouble is finding parts
and service
--cut here---

..although mentioning trouble finding parts and service wasn't even
talking about the UK! If you see the email address <dbmiller@sympatico.ca>
the .ca part means it's come from CANADA.

Now if you could repost a paragraph from one of Steve's messages that you
are complaining about.

All I can find is a message from Steve basically recommending (from
personal experience) Atari Workshop's repair service. In none of the
messages was a slur against Keychange or Analogic, in fact I couldn't even
find the words "Keychange" or "Analogic" in any of Steve's messages.

I THINK YOU OWE STEVE A PUBLIC APOLOGY.

Cheers!

James

```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2620. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 23:26:32 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a944ea8$0$8832@news.zetnet.co.uk>
Source record: 49942

> This is the start of a long topic which descended from an enquiry about
>dealers in the UK into a slanging match and drew the only worm to surface so
>far, Barbie Doll, out of the wood work.
>If you can't find it I'll send the threads to you.
>
>Barrie.

No need Barrie, I've visited Deja.com (now owned by Google btw) and have saved the threads in question. Anyone who wants a copy can get them from me on request by email or by reading them live on Deja.

Your reference "Barbie Doll" for all those who haven't seen the thread is Sean Barbieri, who was a customer of Keychange Music. Why you have to insult Sean's family name IS TOTALLY OUT OF ORDER and was uncalled for.

From reading the threads, Sean has a justifiable cause for complaint against you, but instead of you sorting his problems out, you just complain louder and louder. Is this what you call good customer service? I think not.

From reading these messages about Sean's experiences I wouldn't use your service now, not even if you paid me.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2621. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 23:27:14 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <67Yk6.4456$5U3.20120@NewsReader>
Source record: 49941

I wouldn't mainly post anything but these messages really got me going.
I have just searched the group and found multiple postings by
"Steve Sweet". Who is "Steve Sweet", what does he do, does the net
give him the right to post in this way? In my opinion did this person
ever make it out of the school playground (primary).

BTW SYS SOL once supplied a 3.5" replacement drive to my mate,
it was a standard drive and wasn't compatible with the Atari, upon
using it he trashed 4 discs full of data before investigating. Upon
complaining to SYS SOL they refused to accept responsibility and
would not refund any money. A northern company inspected the unit
and found it didn't detect disc change and replaced it with a descent
drive that did. They are no longer dealing but at least they where
technically competent.

There were many Atari dealers years ago. Could this group handle all
the tales of woe.

Maybe Ann Robinsons replacement could investigate?

Mark Gray

2622. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 23:27:53 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <Z9Yk6.614$TW.4001@tor-nn1.netcom.ca>
Source record: 49943

In article <t98e1ibd9j8m4f@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>I never had the chance to get in on the BBS days, but what is it.
>I've seen screen shots of things like Fortress. What did they give,
>apart from files. How can you "hang out" at a BBS? How do you get
>into one, a terminal, telnet?

They gave a lot of things; technically, a BBS would offer message bases, files, and online games. Message bases could be local, or shared with other bbs, or thousands of other bbses (via Fidonet; sort of like usenet). Message bases built a community, since you'd usually have the same groups of people posting in them. Same for games.. friendly competition. Often BBS's served as a launching point for face to face get togethers.

Files were always important.. with no web or ftp, you used bbses to get updates to your favourite shareware or the like.

You dialed up to a BBS with a modem and terminal software. Another thing long dead..

I don't think BBS's will ever exist as they did, but I hope to have mine as a fun big one.. it'll start small, and always be single user (one person at a time, which limits its accessibility sadly).. but ough to have a large base of friends. If I get smart, I might make the message bases shared onto the web as well as in the BBS..

>Thanks, I'm a bit of a novice it this area and I'd like it if someone
>could answer those simple questions.

When my bbs opens up in a few days, I'll post here and you'll be able to try 'er out.

jeff

2623. Re: 800XLDJ works great

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 23:33:50 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <yfYk6.39347$o85.211061@news-server.bigpond.net.au>
Source record: 49940

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:hMWk6.831$yY.2734@newsfeed.slurp.net...
> On 21 Feb 2001 06:20:46 , "Mark Bedingfield" wrote:
>
> >Got pcspeed for the STFM last week, once I can find drivers for it i may
use
> >sio2pc under that, cool.
> >
> >Mark
>
> I thought PC speed only worked on a falcon. if it works on the STFM let me
> know. I have SoftPC running on the Hades, but I cannot get the modem ports
> to work correctly. I can dial my modem using ProComm, but I have been
> unsucessful using APE and JUGS. I will keep trying though.

PCspeed is a ST only hardware emulator, the Falcon emulator is called falcon
speed;-)
SoftPC is pretty fussy, havent tried that tho....

Mark

2624. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-21 23:39:22 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <tiYk6.76715$Nw6.245025@NewsReader>
Source record: 49944

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982690290-260032AEicMi@madasafish.com...

No thanks, i'm single anyway!!.

AH. Obviously a wanker!

2625. Re: Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 00:32:29 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <904FCC604otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49945

Whilst reliving childhood traumas, O_v spied Mindfield's 21 Feb 2001
message...

>That'll be cool. I miss the BBS days. I miss the sense of community,
>the database sections, etc.

snip...

>*sigh* The good ol' days...

I've always wondered why community hasn't transferred over to the Internet.
Many ST boards carried Usenet. So, why not? What's different? Something is,
though, that's for sure.

--
O_v

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2626. Re: Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 00:33:29 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <904FC7507otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49846

Whilst reliving childhood traumas, O_v spied Jeff Mitchell's 21 Feb 2001 message...

>Its almost ready; I had about 10 people log into it today.. it
>runs slow (it emulates 1200bps until I figure out how baud works in the
>hardware)

EMULATES 1200 baud?

That's kinda cool, actually. What if you could pick your baud rates? I'd like to call a BBS at 300 baud, just to remember what it's like.

--
O_v

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2627. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 00:36:27 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <904FCB3F9otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49847

Whilst reliving childhood traumas, O_v spied Lyndon Amsdon's 21 Feb 2001 message...

>How can you "hang out" at a BBS?

This question is not as simple as it looks. Physically, I suppose it meant calling into the BBS, spending a half-hour or so and responding to posts in the forums.

But why the feeling of "community" is different here on the web is hard to say. Even Usenet -- which is very much like a community -- doesn't feel quite the same. :-(

--
O_v

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-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
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------== Over 80,000 Newsgroups - 16 Different Servers! =-----

2628. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 01:02:36 UTC
From: sidcelery@cix.co.uk
Message-ID: <971ofcher1@plutonium.compulink.co.uk>
Source record: 49849

On 17 Feb 2001 14:19:02 , Steve Sweet wrote:
MB>>> In my experiance I have seen many spooky thing's re SCSI,
MB>>> usually the first rule is that not all rule's apply.
>> please stop using apostrophs! In English, the 's' indicating
>> plural is _not_ separated from the main word.
>>
>> Sorry!
> Could you be more careful with capitalisation spelling and
> punctuation please, after all this is an amatuer computing chat
> base with high gramatical standards, and it makes you look such an
> arse when your dictating to others and get it wrong yourself...

That was a very good effort for you, Steve. <g> There's a clear
difference between mis-spelling and typos, but you'd still have
thought the english-speakers among us could do well enough to avoid
being corrected in their grammar by those whose english is a second
language!

Sometimes it just has to be said... B^)

rgds
H

2629. Re: noSoftware desktop

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 01:02:39 UTC
From: sidcelery@cix.co.uk
Message-ID: <971offher2@plutonium.compulink.co.uk>
Source record: 49848

On 20 Feb 2001 22:27:02 , JI Logan wrote:
>On 15 Feb 2001 23:47:56 , John N Oakes wrote:
>| . . . .
>| On another note does anyone have the master disk to Migraph OCR.
>| Unfortunately my copy has corrupted badly.
>
> Yes, I do. I started OCRing with the demo of Syntex and then got
> OCR V1.4f by Alexander Clauss. I bought Migraph's OCR second hand
> to see what it was like but Alexander's is the best of all.

I remember drooling over MiGraph OCR when I first read about it, but
some years after those articles by G�nter Minnerup he stated that
Alexander's OCR was far and away a better and more intuitive product.
I always trusted G�nter;'s judgement on these matters.

OCR v1.4f is the last verson I heard about and it's freeware.

rgds
H

2630. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 01:08:50 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <904FC06B5otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49850

Whilst reliving childhood traumas, O_v spied Jeff Mitchell's 21 Feb 2001 message...

> So if anyone has any of these guys, or knows where I can get
>them.. I'll be up faster and better! Please help!

I hope you find it. I just spent the last 20 minutes attempting to locate a source. I found a couple, but they were all down. :-(

--
O_v

Antique Computer and Videogame Books and Ephemera!
http://www.otakuboy.com

Featured title: TI-99/4a USER'S REFERENCE GUIDE - 1981

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2631. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 03:51:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <982817990-140875AEicMi@gmx.net>
Source record: 49856

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Sun, 18 Feb 2001 19:02:06 -0000

>Occasionally, posts appear here asking for advice regarding which Atari
>dealer to use. Not a big choice, I know of only three in the UK.
Define Atari dealer please ?
Any clown can call himself an "Atari dealer" these days...

>I generally post offering the services of Keychange Music,
Ever heard of ethics? some people might call your "offerings" SPAM. Just suppose that all your collegues would offer their "services" here as well. If you really need to make publicity then you should do so in the suitable media, but certainly not in CSAST.

>What I do have a serious problem with is the continuous posting of drivel
>by Steve Sweet,
Your "serious problem" with Steve is merely the fact that he advices people to consider a well established dealer, I can't see any harm in this, what's so abnormal about a person advising/informing another person of a positive experience? You seem to overlook that this is USENET... it's here for the users not for the dealers...

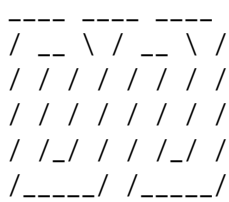
>He seems to know loads of people who have complaints about various Atari
>dealers except A.W. and whilst spreading the alleged problems far and
>wide, refuses to name the dealer (s) involved.
I know lots of people also that have had serious problems at a given time with various "Atari" dealers, but it's not up to me to name these dealers. If these people choose to lick their wounds then that's entirely up to them. You know very well that Steve or for that matter no one except for the direct involved person is in a position to name the dealer(s). It's a pity IMO that these people don't want to speak out in public.....

Luckily some people do speak out: I remember a thread that was running last month in computer.sys.atari.st.tech.... topic: 1040ST
Message-ID: <3a60b9d411bafb0@ic24.net>, something to do with Keychange and Sean Barbieri IIRC :-/

>If there are rogue dealers he has definite info. about, surely he should
>gather the information and post verifiable facts in an open group instead
>of keeping it to his ' elite ' band, whispering in their closed group.
That "elite" band and the closed group you're refering to is either a mailing list or personal mail . A mailing list is not exactly "closed", private mail is strictly personal, and so is the content...

Cheers from Belgium
Dennis

--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2632. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 03:52:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <982817992-141515AEicMi@gmx.net>
Source record: 49855

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Mon, 19 Feb 2001 22:34:00 +0100

>I could provide a TAR.TTP that is able to handle (compress and
>decompress) TAR and TGZ files. It runs under TOS, but needs a command
>line.
That's exactly what Michael doesn't like..
A command line is like a blast from the past, we haven't bought an Atari to use this kind of applications, on a Atari that comes standard with a very good GUI we don not really need TTP applications.

MiNT users can use the GuiTAR shell, MagiC users can pack/unpack TAR and TGZ

files with the Jinnee plugins provided ASH Scripter is installed. TOS users have to revert to that bloody command line...

Could one of the MiNT users explain me what's so special about GuiTAR that it needs MiNT? this is after all only a graphic shell... what routines are used that are not available in either TOS and/or MagiC?

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2633. Digital SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 09:23:49 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <972lgt$8ni$1@reader1.imaginet.fr>
Source record: 49857

I would like to know if someone manage to use
Digital Equipment disk drives of type:

- Digital RZ23L (109 megs)
- Digital RZ26L- E (1.05 giga)

I have those disk, and I'm not able to use them on
my MegaSTE. AHDI and HDDrive (demo) are able to
"detect" the RZ23L, but do not determine what drive
it is (AHDI says "Identification unavailable"). But there
is nothing about the RZ26L-E. The drive is not detected
at all.

The following URL gives some information about that drive:

http://www.alyon.org/InfosTechniques/informatique/drives/digital/all/931206002.html

Is it possible to use theses drives on my MegaSTE ?
Perhaps is it because my SCSI cards are too old ?

Any idea ?

Mickael Pointier

2634. Re: Have you got the time

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 10:38:26 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.65b3c017.299a5961.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 49858

Dans le message <3A79D9FE.4D1A9363@mrgs.cix.co.uk>
Chris a ï¿½crit:
>Hi All,

>Can anyone remember the little program that adds 20 years to the FMC
>clock cartridge so you can go past 2000? I need it for my ST.

>Chris

Hello,

If you still didn't find them, I can send you 2 little progs that I
think will solve your problem.
I found them on the belgian ftp site chapelie.rma.ac.be.

Regards,
J.-Luc

2635. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 11:58:41 UTC
From: Konrad Kokoszkiewicz <draco@piwo.bl.pg.gda.pl>
Message-ID: <3A94FEF1.64789A07@piwo.bl.pg.gda.pl>
Source record: 49859

> >So what do you gain from TARing it first?
>
> GZIP can only compress a single file.

This is actually not true. gzip can compress multiple files
into one compressed archive. The only thing is that is does
not dig into subdirectories doing that.

The gain got from using tar/gzip tandem is that it:

1) retains all file attributes and casing (not true for STZip)
2) is faster than STZip and feels equally fast as LHarc.
3) produces shorter archives than STZip and LHarc.

When you are on a proper MiNT system, you neve feel like you
use two programs for packing or unpacking the archive, because
tar can automatically invoke gzip. So you only type:

tar cvf archve.tar.gz folder/

to create an archive or

tar xvf archive.tar.gz

to unpack it. It is very convenient in daily usage, and
not only MiNT users, but also all other Unix users all over
the world can prove it.

ST-Zip, btw., just sucks, it has more bugs than code in it.

K.

2636. Re: MiNT >1.15.5 Stability

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 12:12:40 UTC
From: Konrad Kokoszkiewicz <draco@piwo.bl.pg.gda.pl>
Message-ID: <3A950238.E79A60D1@piwo.bl.pg.gda.pl>
Source record: 49860

> Now I'm sure Geneva (and MultiTOS, which is what I may switch back to)
> both need memory protection disabled.

Not sure about Geneva, MTOS works with memory protection enabled.
Althout without mp it is stabler.

> How do I go about doing this
> with the new 030 kernel? Thanks in advance!

Hold down left shift while booting MiNT then press
"y" as an answer to the question which appears.

K.

2637. Re: Digital SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 12:16:22 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C71E@FILESERV>
Source record: 49862

I've had similar problems with a DEC drive before ....sometimes it look
slike it is being recognised by HD-Driver then it stops again....

chrisc

--
Posted from mx2.i-way.net.uk [212.49.192.9]
via Mailgate.ORG Server - http://www.Mailgate.ORG

2638. Re: Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 13:20:44 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <Mm8l6.751$TW.5760@tor-nn1.netcom.ca>
Source record: 49861

In article <904FC7507otakuvidiothotSPAMMY@204.0.108.142>,
O_v <otakuvidiot@hotSPAMMYmail.com> wrote:
>Whilst reliving childhood traumas, O_v spied Jeff Mitchell's 21 Feb 2001
>message...
>
>>Its almost ready; I had about 10 people log into it today.. it
>>runs slow (it emulates 1200bps until I figure out how baud works in the
>>hardware)
>
>EMULATES 1200 baud?
>
>That's kinda cool, actually. What if you could pick your baud rates? I'd
>like to call a BBS at 300 baud, just to remember what it's like.

I'd like to have a selectable baudrate; I'm sure baud works based
on a bunch of timers I dont' fully understand; so right now, it always
runs at 1200bps (even if the program sets it higher, since I donn't
implement rsconf yet.. not sure how to do baud :/). But 1200 is cool for
now.. thoguh I'm sick of it by now and need 9600 badly :)

It'd be cool to write a terminal->telnet app that makes dialing
noises, carrier noises, busy tones, and does the goofy stuff like
enable/disable character echo, etc.

jeff

2639. Re: Digital SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 16:21:36 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A953C90.68D203C2@ooc.de>
Source record: 49863

Chris Crosskey wrote:

> I've had similar problems with a DEC drive before ....sometimes it look
> slike it is being recognised by HD-Driver then it stops again....

This means that something is most likely wrong with the cables (bad, too
long) or termination. This is almost always the reason for effects like
this, where things sometimes work, sometimes they don't.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2640. Re: Digital SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 16:23:20 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A953CF8.8CD3274B@ooc.de>
Source record: 49864

"Mickaï¿½l Pointier" wrote:
>
> I would like to know if someone manage to use
> Digital Equipment disk drives of type:
>
> - Digital RZ23L (109 megs)
> - Digital RZ26L- E (1.05 giga)
>
> I have those disk, and I'm not able to use them on
> my MegaSTE. AHDI and HDDrive (demo) are able to
> "detect" the RZ23L, but do not determine what drive
> it is (AHDI says "Identification unavailable"). But there
> is nothing about the RZ26L-E. The drive is not detected
> at all.

What does the ID check of HDDRIVER say?

> The following URL gives some information about that drive:
>
> http://www.alyon.org/InfosTechniques/informatique/drives/digital/all/9312060
> 02.html

This page doesn't seem to exist.

> Is it possible to use theses drives on my MegaSTE ?
> Perhaps is it because my SCSI cards are too old ?

The MegaSTE does not support real SCSI, only ACSI.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2641. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 16:24:44 UTC
From: bindon@madasafish.com
Message-ID: <t9afacl6jouff7@corp.supernews.com>
Source record: 49865

On 21 Feb 2001 23:27:53 , Jeff Mitchell wrote:

<<SNIP>>

> I don't think BBS's will ever exist as they did, but I hope to
>have mine as a fun big one.. it'll start small, and always be single user
>(one person at a time, which limits its accessibility sadly).. but ough to
>have a large base of friends. If I get smart, I might make the message
>bases shared onto the web as well as in the BBS..

Thanks Jeff, that has helped me lot's. Sounded really good.

>>Thanks, I'm a bit of a novice it this area and I'd like it if someone
>>could answer those simple questions.
>
> When my bbs opens up in a few days, I'll post here and you'll be
>able to try 'er out.

I will do, but you being based abroad means not much time online.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2642. Re: Modem port on STe is

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 16:24:47 UTC
From: bindon@madasafish.com
Message-ID: <t9afafgoul5hfa@corp.supernews.com>
Source record: 49867

On 21 Feb 2001 21:50:46 , Lyndon Amsdon wrote:
>On 21 Feb 2001 09:57:46 , "Andy Ball" wrote:
>
>HI Andy, nice to see you back in the scene again.
>
>
>> LA> I know there is a way to diagnose the serial port
>> > using a loopback plug, as I've just been reading on
>> > this subject. I'm not too sure what software though
>> > would work with it to tell you if all is OK.
>>
>> I imagine an ordinary terminal emulator would suffice, at
>> least it would prove that your line drivers and UART were
>> okay. Whatever you type (with local echo turned off) should
>> appear on screen. If I remember correctly there was a basic
>> VT52 emulator accessory on the 'language disk' supplied with
>> at least some STs.
>
>That's a good idea, and should work.
>
>I was browsing for half an hour on RS232 standards and wiring pinouts
>and a found a corker of a site here
>http://www.airborn.com.au/rs232.html

And, leave the port alone and just try HSMODEM, DRIVEN.PRG and MFP.PRG
in the auto folder of a floppy disk as it provides some debugging as
to why a chip won't work.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2643. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 16:24:50 UTC
From: bindon@madasafish.com
Message-ID: <t9afaiab9qsefb@corp.supernews.com>
Source record: 49868

```
On 21 Feb 2001 21:52:16 , Edward S. Baiz Jr. wrote:
>On 21 Feb 2001 20:43:32 , Peter Slegg wrote:
>>Ok, this is probably a dum question, but...
>>
>>What is GEM Script and what does it do for me ?
>>
>>Peter
>
>GemScript is the commercial program I believe and Simple Script (I have
>this) is the freeware program. With this you can create a script file which
>will run the programs you want and will do certains things. In order works
>you can have a script file that will run STiK2, dial in, then call up Cab
>and then goto a certain website.
>Edward S. Baiz Jr.
> (Gamer)

Scripter is the king of the castle, it's made by ASH so it intergrates
well with all the ASH products, including many others.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

2644. Re: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 16:24:52 UTC
From: bindon@madasafish.com
Message-ID: <t9afak1acv01fd@corp.supernews.com>
Source record: 49866

On 21 Feb 2001 20:43:18 , "Andy Ball" wrote:

Hi Andy

>
> LA> Just chucked a few of those in the bin.
>
> Please tell me they weren't working ones! :-(

No they /weren't/ but they were when they were out of the skip. We took
ROMS out, floppys and PSUs and any RAM expansion. Then on one we
put 240v through it. Sorry do you like them :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2645. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 16:36:22 UTC
From: Ralph Lowinski <AltF4@freemint.de>
Message-ID: <3A954006.2A8B6EC4@freemint.de>
Source record: 49871

Dennis Vermeire wrote:
[...]
> Could one of the MiNT users explain me what's so special about GuiTAR that
> it needs MiNT? this is after all only a graphic shell... what routines are
> used that are not available in either TOS and/or MagiC?

GuiTAR uses the extended pexec mode 100 to start tar and gzip as
parallel processes. This isn't supported by plain TOS. The problem
with MagiC depends on a bug in the old mint-lib 0.55. By time I will
recompile it against 0.56, that should cure this unsuitability.

Ralph

2646. Re: Digital SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 16:37:58 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <973euv$g2m$1@reader1.imaginet.fr>
Source record: 49870

```
> > I would like to know if someone manage to use
> > Digital Equipment disk drives of type:
> >
> > - Digital RZ23L (109 megs)
> > - Digital RZ26L- E (1.05 giga)
> >
> > I have those disk, and I'm not able to use them on
> > my MegaSTE. AHDI and HDDrive (demo) are able to
> > "detect" the RZ23L, but do not determine what drive
> > it is (AHDI says "Identification unavailable"). But there
> > is nothing about the RZ26L-E. The drive is not detected
> > at all.
>
> What does the ID check of HDDRIVER say?

When I run HDDRIVER.PRG, it says "00.00: "
Really looks like it detects something, but is not able to find
what it is...

> > The following URL gives some information about that drive:
> >
> >
http://www.alyon.org/InfosTechniques/informatique/drives/digital/all/9312060
> > 02.html
>
> This page doesn't seem to exist.

Ok, so just go at:

http://www.alyon.org/InfosTechniques/informatique/drives

Then select "digital / ALL", and on that new page you click on
RZ26L-E (it's on the top of the page, 4th line).

> > Is it possible to use theses drives on my MegaSTE ?
> > Perhaps is it because my SCSI cards are too old ?
>
> The MegaSTE does not support real SCSI, only ACSI.

Well, it's not a SCSI card inside the MegaSTE, it's a SCSI
card that was in an external box with a 100meg Quantum
drive. Someone say it's an "Omikron" SCSI card, under the
box was written "Golden Premium 52 Hard Drive for Atari ST".
(The original drive was 52 megs, but the previous user replace
it by the 100 meg quantum one).
I have another SCSI card that was in a Pizza like box that of
```

brand "Lacom" that contais a SyQuest SQ 555 (44 meg) and a
little 40 meg HD (Seagate ST 157 N).
I'm not sure these two SCSI cards are able to handle these
digital drives, but at least they are both able to detect and
handle either with AHDI or HDDRIVER the following drives:

- Quantum 105 LS
- Seagate ST 157-N
- Plextor 32x CD Rom
- SyQuest SQ555.

If they are able to deal with this, it means it's REAL SCSI, no ???
So, if they manage to detect those drives, why are the RZ23
and RZ26 not detected ???

I really would like to be able to replace my 100meg drive by
the 1.05 giga one...
Would be cool.

Mickael Pointier

2647. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 17:11:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <973h87pcd1@snipp.uninett.no>
Source record: 49872

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Could one of the MiNT users explain me what's so special about GuiTAR that
> it needs MiNT? this is after all only a graphic shell... what routines are

Does it? IIRC it requires atleast AES 4.1 (I believe MagiC is up to this
now), and tar.ttp and gzip.ttp. I could be wrong though, as I don't use
GuiTAR myself. It's usually a lot faster to use a shell.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2648. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 17:48:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a955e5214c0f02@online.be>
Source record: 49837

on Thu 22-02-2001 12:58 Konrad Kokoszkiewicz wrote:

>3) produces shorter archives than STZip and LHarc.

Most of the time yes but not always. Sometimes it's even the opposite,
depending on what kind of files one is archiving
>
>When you are on a proper MiNT system, you neve feel like you
>use two programs for packing or unpacking the archive, because
>tar can automatically invoke gzip. So you only type:
>
>tar cvf archve.tar.gz folder/

Are you sure of that? To pass tar through GZIP you must IMHO use -z

-z, --gzip, --ungzip
filter the archive through gzip

To pack a file in a tar.gz (tgz) archive I use the following:
tar -zvf

>
>to create an archive or
>
>tar xvf archive.tar.gz
>
>to unpack it.

Again I think you must use the -z option

tar -xzvf

>It is very convenient in daily usage, and
>not only MiNT users, but also all other Unix users all over
>the world can prove it.

It's very convenient indeed. If one use an alias for the above commands
it can even be more easier to use.
>
>ST-Zip, btw., just sucks, it has more bugs than code in it.

I can confirm this. One day I tried to unpack a 126.000 bytes zip
archive. After two minutes ST-zip was still busy to unpack the archive.
After I'd aborted the action I found that the unpacked archive was
already 25 MB. I assume that without the premature end of the unpacking
ST-zip would have been written to disk until it was full.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2649. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 17:51:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a955e5214c0f03@online.be>
Source record: 49836

on Thu 22-02-2001 04:52 Dennis Vermeire wrote:

>Could one of the MiNT users explain me what's so special about GuiTAR that
>it needs MiNT? this is after all only a graphic shell... what routines are
>used that are not available in either TOS and/or MagiC?

I should say RTFM. It says that I works with MiNT and maybe with MagiC
too but the latter hasn't been tested.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2650. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 18:10:51 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <717ASSArYVl6Ewtd@my-ste.demon.co.uk>
Source record: 49873

In article <t97emdksrojja9@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> writes:

>On 21 Feb 2001 07:31:40 , David Bolt wrote:
>
>Hi,
>
>>>I'm just trying to think what a 3010 looks like. s it one of those
>>>all in one types? With keyboard, floppy etc in one unit?
>>
>> That's the one. Mine's also one of the earlier models with the ARM 2 on
>> a daughter board, rather than the ARM 250 on the m/b. It was a bit of a
>> nuisance when I put the IDE interface in it as there is very little
>> room.
>
>Yes, the ones with the butt ugly red keys on them. Just chucked a few
>of those in the bin.

The 3020 has the horrible red keys, the 3010 has the much nicer looking
green ones :)

> I tried to put a IDE interface board into a
>A4000 but we blew the m/b.

Ouch.

> I'm servicing a load of them. I was
>going to get an Econet running but yet to find the chips/boards.

Hope they're easier to find than a 3000 series ether net card.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2651. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 18:41:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102221941.a45332@su2.maus.de>
Source record: 49757

Hi Dennis,

DV>A command line is like a blast from the past, we haven't bought an
DV>Atari to use this kind of applications, on a Atari that comes standard
DV>with a very good GUI we don not really need TTP applications.
of course, you're right. But as I haven't got a shell for that TAR I
use it as is.

Und TTschï¿½
ps

2652. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 18:43:21 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <wVDCaACJ3Vl6EwPE@my-ste.demon.co.uk>
Source record: 49876

In article <3A94FEF1.64789A07@piwo.bl.pg.gda.pl>,
Konrad Kokoszkiewicz <draco@piwo.bl.pg.gda.pl> writes:

>When you are on a proper MiNT system, you neve feel like you
>use two programs for packing or unpacking the archive, because
>tar can automatically invoke gzip. So you only type:
>
>tar cvf archve.tar.gz folder/

This should be

tar czvf archive.tar.gz folder/

>to create an archive or
>
>tar xvf archive.tar.gz

and this should be

tax xzvf archive.tar.gz

as without the 'z' no compression occurs.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2653. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 19:01:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982948284-453060AEicMi@madasafish.com>
Source record: 49827

Hi Mark

>I have just searched the group and found multiple postings by "Steve
>Sweet".

I bet that was difficult, you'd best have a sit down now!!

>Who is "Steve Sweet",

Its me!.

>what does he do,

He's an "Audio-Visual-Mecanical Technician", who's spent 23 years
repairing electronic systems, digital, analouge and electro-mechanicaly
based to component level, mostly on site.

>does the net give him the right to post in this way?

Yes, the net does give me this right, as does the whole ethos of freedom
of speech.

What do you mean by "post in this way".

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2654. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 19:15:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982948288-453874AEicMi@madasafish.com>
Source record: 49830

Hi Peter

>Ok, this is probably a dum question, but...
>
>What is GEM Script and what does it do for me ?

Pop by the Ash website and check out the description of Jinnee and Scripter, pop by the author's sites, that'l tell you more.

Aniplayer supports GS, as does eMailer, iConnect, Fiffi, CAB to name but a few.

Basically use of a GemScript interpreter such as Scripter allows you to control your system using a script language.

E.G. You could write a script to log onto the net at a given time and download a page or a site, whilst thats occuring you could instruct your mailer to collect mail and news. You could automate a web-site by training a GS to watch your source material and update to your website automaticaly as required.

Simpler examples would be to run a system backup, copying specific files to specific locations under specific criteria.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2655. Re: SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 20:00:12 UTC
From: rcollins@gcfn.org
Message-ID: <973r4cpsc1@acme.gcfn.org>
Source record: 49878

Greg Goodwin (Greg.Goodwinp0.f2.n8.z8@fmlynet.org) wrote:
: FamilyNet Newsgate

: Alright, the new question for us SLM 605 owners. I have the SLM 605 set up
: as the first device out of the ASCI port. Then we have the hard drive and
: other SCSI devices connected to the bus interface box for the laser printer. So
: in other words, currently the SLM 605 has to be on in able for all other
: devices to work.

: Is thre any way around this?

: Thanks,

: Doctor Clu

: FamilyNet <> Internet Gated Mail
: http://www.fmlynet.org

Yes, you must always leave the SLM-605 always on for other devices to work.
Note, the SLM-605 will cut power down and stobe a light on and off to keep
the laser durm warm and ready for printing.

Raymond Collins

--
| Raymond Collins |
| rcollins@voicenet.com |
| rcollins@gcfn.org |

2656. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 20:13:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982948298-455681AEicMi@madasafish.com>
Source record: 49829

Hi Lyndon

>I never had the chance to get in on the BBS days, but what is it. I've
>seen screen shots of things like Fortress.

Back when you were in nappies the Fortress was the place to be, run by a young fella called Kevin Osborne from his folk's house in Plumstead S.London. Kevin also run one of the first international registration schemes for shareware BBS software.

The Fortress saw many incarnations, from a mere ST to a T28 powered STE, a PAK powered Mega4ST and a few (sad :-)) months as a multi processored NT powered Doss-box emulating under MagicPC, and even running for a few hours from my PAK'd MegaSTE whilst repairs were underway.

Ive still got the FaST Hard drive case from the first incarnation, i hope to have the rest as soon as i soften Kev up. :-)

>What did they give, apart from files. How can you "hang out" at a BBS?
>How do you get into one, a terminal, telnet?

Basically, NeST or Fido BBS's were internationally networked in a manner similar to usenet, routed according to a NodeList, a text file determining hierarchy, the BBS sysops paying the cost of this routing out of their own pocket..

"Users" would access the BBS's using Mailers, Tossers and Mailreaders in a similar manner to the way you'd access UseNet but only one user at a time would be 'on-line' at anyone time..

Address looked like (some of my old one's)

Address 90:102/105@nest.ftn
Address 95:160/101@fanfiles.ftn
Address 100:101/13@turbonet.ftn
Address 2:254/105.9@fidonet.org

Some software used in that era were..

Semper: a mailer, allowed 'users' to access the system, leave mail and collect, upload and download occurring simultaneously, full duplex mailtransfer using a protocol known as Hydra. Also managed file access known as freq'in (File requesting), restrictions allowed as well as password protection.

Jetmail: tossed your mail, sorting it into specific bases, seperating private mail from public also packed outgoing mail and adressed it to the corect destination.

LED: Used to read and edit mail.

Octopus: A self contained mailer tosser freq'r, allowing multiple
users access where hardware allowed.

You missed an era...
I'm off to swap war stories with Derryck.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2657. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 20:18:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982948302-456748AEicMi@madasafish.com>
Source record: 49828

Hi Sid

>>Could you be more careful with capitalisation spelling and punctuation
>>please, after all this is an amatuer computing chat base with high
>>gramatical standards, and it makes you look such an arse when your
>>dictating to others and get it wrong yourself...

>That was a very good effort for you, Steve. <g>

Celery you tart!!!, i think i love you!!.. :-)
Care to share a sheep with me. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2658. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 20:19:05 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <VPfl6.3362$sB4.484680@nnrp4.clara.net>
Source record: 49882

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:+4OJYIP8dGc6Ew0d@lovecraft.demon.co.uk...
> Once upon a time <980440147.803.0.nnrp-12.9e98a620@news.demon.co.uk>,
> Mark <mark@recycledsteel.co.uk> grabbed chalk and scrawled:
> I hate being the one who always says this, but it's true. No matter how
> much you love STs, the fundamental platform is inferior to many others
> which have failed. The RiscOS market is barely limping along, and they
> have embedded applications to keep them going (Bush Internet TV, for
> one).

All over the London Underground there are
custom business card vending machines,
running on STs and SM124s.

Shiuming Lai

2659. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 20:28:43 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <%Del6.864$TW.6471@tor-nn1.netcom.ca>
Source record: 49877

>>>Thanks, I'm a bit of a novice it this area and I'd like it if someone
>>>could answer those simple questions.
>>
>> When my bbs opens up in a few days, I'll post here and you'll be
>>able to try 'er out.
>
>I will do, but you being based abroad means not much time online.

Hmm?

The system is telnet based and running on one of my 24-7
servers. So it'll be available all the time and you can use it as long as
you like; of course, if your net access is local dialup, then you may have
to pay for that I guess.. but thats your business :)

I have to figure baud out fast, since 1200bps is cute, but it'll
drive everyone batty in no time ;)

jeff

2660. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 21:28:48 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <3ufl6.4726$5U3.25919@NewsReader>
Source record: 49879

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982862550-901385AEicMi@madasafish.com...
> Hi Mark
>
> >> >What is wrong with corn flakes packets for insulation;-)
>
> >> They dont insuate, it becomes a conductor at very low levels of
> >>humidity, > its also not flame retardent and its just plain
> >'bodgeworthy'.
>
> >Shouldn't that be at very high levels of humidity?
>
> Thats the one. :-)

what 99.99% condensing. (ie bath time.)

2661. Re: Newsie: False Alarm

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 21:33:22 UTC
From: swampfox1@earthlink.net
Message-ID: <CAfl6.853$oX3.40855@newsread1.prod.itd.earthlink.net>
Source record: 49880

On 21 Feb 2001 22:14:27 , Charles Stanley wrote:
>FYI: on a TT, Magic6.01, NVDI 5.03, Newsie 0.961 (No, I don't use the
>Hades on the net).
>
>Today my Newsie screen showed that one NG and all my Mailboxes were
>completely empty: nothing showing at all. Panic!
>
SNIP
... Rebooted MagiC. Started Newsie
>again: and all is well again - everything is still there :))))))
>
>Phew ')
>Charles.
>.
Hi Charles,
I have a sneaky suspicion it may be a Newsie bug or it's innability
to cope with server upgrades or conditions since similar reactions
happen across the pond here also! (stock Falcon MKI). Lately my ISP
has even been crashing my computer on connecting with Sting more than
before also.Using a different dial-in phone # to the same ISP
(different server) with a terminal program showed varying log-in prompts
(one of which givesme a long row of bombs with Sting which litterally
cuts my screen in half).
John G.

2662. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 21:41:00 UTC
From: swampfox1@earthlink.net
Message-ID: <MHfl6.887$oX3.40855@newsread1.prod.itd.earthlink.net>
Source record: 49881

Some improvement has been made here by changing the MSS to 1484 in
Sting's default.cfg and MTU to 1524 in the Dialer. The latter of which
I accidently found was changed by my ISP from 1500. A difference of 40
was recommended by Ronald Andersson. Still plenty of time-outs though!
I'm thinking of replacing the chips in the modem circuit some day to
see if that helps also (last resort).
John G.

2663. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 22:04:05 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <vPgl6.3494$sB4.512469@nnrp4.clara.net>
Source record: 49888

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:947n0llnq1@draco.stochastik.rwth-aachen.de...
> In article <qYo96.181537$eT4.14929953@nnrp3.clara.net>,
> Shiuming Lai <lais@zetnet.co.uk> wrote:
> >
> >Unlike PCI, AGP also supports
> >command pipelining for yet even
> >more bandwidth.
>
> No - not even more bandwith. Pipelining is just a means to reduce the
> overhead and get nearer to the theoretical maximum throughputs you listed
> above.

Silly... Of course you are correct.
Thanks.

Shiuming Lai

2664. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 22:04:37 UTC
From: bindon@madasafish.com
Message-ID: <t9b37lffsecpb8@corp.supernews.com>
Source record: 49883

On 22 Feb 2001 18:10:51 , David Bolt wrote:

Hi,

>>Yes, the ones with the butt ugly red keys on them. Just chucked a few
>>of those in the bin.
>
>The 3020 has the horrible red keys, the 3010 has the much nicer looking
>green ones :)

Well, then I've never seen that model then. The only one I know is
the one with red "F" keys IIRC.

>> I'm servicing a load of them. I was
>>going to get an Econet running but yet to find the chips/boards.
>
>Hope they're easier to find than a 3000 series ether net card.

I think It'll be too expensive to be honest. Even if each machine
would be £20 (very unlikely I reckon) That would total about £300 and
then you'd need to think about cabling and this and that, and the
person I'm doing it for doesn't have that kinda cash. He's just had
to pay out for new mice as the old ones were stolen.....

What's the world coming too? People nicking Archimedes mice?!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2665. UK free ISP that works

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 22:04:40 UTC
From: bindon@madasafish.com
Message-ID: <t9b37o2dq9vmba@corp.supernews.com>
Source record: 49884

Hi,

Just to say I have found an extremly fast and reliable ISP that
supports newsgroups that works wonders using STing. I say this as I know
from personnal experience that some people are looking for a new ISP.

Well it's UK Fantastic go here: http//www.ukf.co.uk

I've just signed up and so far all is well, and a hell of a lot faster
than my current account. Support for ISDN and K5flex, V90. Seems to
give all the information out for people not using Microsoft.

And....it's website is compatible with CAB 2.7!

I actually haven't tested newsgroups yet, but they do support them so
I see no reason for them not to work.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2666. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 22:15:01 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Fbgl6.41303$o85.222833@news-server.bigpond.net.au>
Source record: 49885

"Mark Gray" <markgray@plus.net> wrote in message
news:3ufl6.4726$5U3.25919@NewsReader...
>
> "Steve Sweet" <steve_sweet@madasafish.com> wrote in message
> news:982862550-901385AEicMi@madasafish.com...
> > Hi Mark
> >
> > >> >What is wrong with corn flakes packets for insulation;-)
> >
> > >> They dont insuate, it becomes a conductor at very low levels of
> > >>humidity, > its also not flame retardent and its just plain
> > >'bodgeworthy'.
> >
> > >Shouldn't that be at very high levels of humidity?
> >
> > Thats the one. :-)
>
> what 99.99% condensing. (ie bath time.)
Actually the best thing is get the insualtaive base that comes with some PC
motherboards, works a treat..

Mark

PS haven't bathed any Atari's yet, am considering it with the PC.

2667. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 22:19:52 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9743a8smd1@snipp.uninett.no>
Source record: 49886

John Garone <swampfox1@earthlink.net> wrote:

> I recently purchased a Phantom SE (and yes, I sent Ctirad his money).
> I have'nt installed it yet but am wondering if the Phantom will aid
> the Falcon modem port!

Maybe. My Speedres-card (18/36MHz, later modified to 20/40MHz) didn't help
much though. This is a software-problem, and can only be avoided with
significantly faster hardware (unless the software (driver) is replaced).
I suggest you use 57k6 instead of 115k2, or atleast don't use the mouse
while online.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2668. Re: comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 22:21:05 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a9590d1$0$8830@news.zetnet.co.uk>
Source record: 49887

On 18 Feb 2001 18:54:19 , John Garone wrote:
>On 18 Feb 2001 03:25:28 , Thomas J. Andrews wrote:
>>On 17 Feb 2001 14:06:44 , John Garone wrote:
>>>On 16 Feb 2001 21:23:22 , David Leaver wrote:

>>>.
>>John, my ISP's news server lists your above-quoted post as message #232437.

> Mine lists it as 137079 and the list goes back to Feb. 3, 2001.
>This is the better of two NGs I subscribe to!

And mine as 189420

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

2669. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 23:15:33 UTC
From: bindon@madasafish.com
Message-ID: <t9b7clahbibsc0@corp.supernews.com>
Source record: 49889

On 22 Feb 2001 20:28:43 , Jeff Mitchell wrote:
>>>>Thanks, I'm a bit of a novice it this area and I'd like it if someone
>>>>could answer those simple questions.
>>>
>>> When my bbs opens up in a few days, I'll post here and you'll be
>>>able to try 'er out.
>>
>>I will do, but you being based abroad means not much time online.
>
> Hmm?
>
> The system is telnet based and running on one of my 24-7
>servers. So it'll be available all the time and you can use it as long as
>you like; of course, if your net access is local dialup, then you may have
>to pay for that I guess.. but thats your business :)

Oh, sorry. I always thought that a BBS was dialed up from a special
number, as they used to advertise there own number. I see what you
mean now, I can use my ISP.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2670. Re: UK free ISP that works

Newsgroup: comp.sys.atari.st
Date: 2001-02-22 23:31:26 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <nCol6.4373$vI.538086@nnrp3.clara.net>
Source record: 49800

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t9b37o2dq9vmba@corp.supernews.com...
> Hi,
>
> Just to say I have found an extremly fast and reliable ISP that
> supports newsgroups that works wonders using STing. I say this as I know
> from personnal experience that some people are looking for a new ISP.
>
> Well it's UK Fantastic go here: http//www.ukf.co.uk

I've put loads of people on UKF: PC, Mac
and Atari. Sorry, I must have missed the
original post.

I think you'll find the home-user sign-up
page is actually on www.ukfantastic.net
as I recall there are a number of other
UKF pages that don't give anything
useful. I was looking everywhere on
one of its pages and couldn't find the
sign-up page anywhere. Turned out I
was looking at the wrong UKF site.

> I've just signed up and so far all is well, and a hell of a lot faster
> than my current account. Support for ISDN and K5flex, V90. Seems to
> give all the information out for people not using Microsoft.

Yes, it's very clear. Once you've signed up
you get a nice clear screen with server
addresses and other bare essential details.

Shiuming Lai

2671. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 00:24:00 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.aecc0b68.26005c21.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 49890

>> Sadly I never had an Atari that used SCSI, so I know nothing
>> about HDDRIVER. It does sound as though HDDriver's 'bus
>> scan' is balking at something the EZ-135 does, but you had
>> probably figured that much out already :-/

>The thing that's strange is that the bus scan uses exactly the same code
>that's used elsewhere within HDDRIVER.

Hey ?!?
What's the hell with HDDRIVER ? Both my 2 IBM drives aren't recognized
anymore since I've been using HDDRIVER! They seem to be ignored.
But, if I boot with a floppy with HUSHI, they're there again. And they
vanish again if I boot with HDDRIVER...
Would HDDRIVER hate IBM at the point it would refuse even to deal
with peripherals from them ? I do need those hard drives! These are
1 Gb drives that help my 2 Gb Quantum.
Any idea ? Hmm ?

J.-Luc

Falcon030 / SpeedRez @ (so-said) 40 Mhz / 14 Mo / SCSI Quantum 2 Go /
2 x SCSI IBM 1 Go / SCSI Toshiba 2x CD-ROM / Sony SDT 2010 4mm
MiniDAT / HDDRIVER 8 / US Robotics 56K Message Modem /
HP laserjet 4+ / Calamus SL 2000 / WenSuite 3.30c / Photoline 2.25 /
aFTP 1.5 / Problems with HDDRIVER / That's all, folks !

2672. Re: Comm terms

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 01:04:47 UTC
From: sidcelery@cix.co.uk
Message-ID: <974cvf$i78$1@plutonium.compulink.co.uk>
Source record: 49891

On 20 Feb 2001 23:36:44 , xlator@cix.compulink.co.uk wrote:
> In message <eflp4BSUZLk6EwjN@my-ste.demon.co.uk>,
> nospam@my-ste.demon.co.uk said:
>
>> Okay, this is going to be a long post.
> Whew! So it is, but *very* useful to know just what it all means.

Definitely. Thanks.

> Now if only I could get at&v1 included in my connect script before
> ATH0&C1Z then I would be happy. But trying it with a comma or space
> between the 2 commands didn't work :-(

What's wrong with at&v1h0&c1z ? It seems to work when I try it
offline...

rgds
H

2673. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 01:04:49 UTC
From: sidcelery@cix.co.uk
Message-ID: <974cvh$i78$2@plutonium.compulink.co.uk>
Source record: 49892

On 20 Feb 2001 23:36:44 , xlator@cix.compulink.co.uk wrote:
> In message <t91usab4lqoe94@corp.supernews.com>,
> bindon@madasafish.com said:
>> I'd like some advice on what I should split my HD up into...
>> How does everyone organise your HDs?...
>>
>> Does this sound OK to you for the IDE?
>>
>> 100mb - boot partition
> That seems a bit on the large side. I would think 50MB is ample.
> Don't forget that with large partitions you also have large
> clusters, so that even small files will take up some 32 KB in the
> worst case.

Lyndon could go up from 50Mb to 64Mb without increasing the sector size further. This might be a reasonable compromise.

I use a dozen partitions on this half gig drive and use either 32 or 64Mb depending on what data I store there.

Is there a way of forcing smaller sector sizes on a large partition? I'm thinking that this would be useful to do on the drive that holds WWWCACHE due to the vast number piddly files that tend to get deposited there. I'm sure there is a way, but I haven't looked for a long time...

rgds
H

2674. Re: CAB and Cookies

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 01:04:51 UTC
From: sidcelery@cix.co.uk
Message-ID: <974cvj$i78$3@plutonium.compulink.co.uk>
Source record: 49893

On 20 Feb 2001 21:58:34 , Dan Ackerman wrote:
> In article <t90a8l9eouk084@corp.supernews.com>,
> Thomas J. Andrews <taj16@dreamscape.com> wrote:
>> I've been fumbling around with the demo version of CAB 2.7 for a
>> while now (BTW, does anybody know where I can get the full English
>> version of 2.7 or 2.8 in the US?), and I just don't have a clue as
>> to how I should set my cookie options. I've heard a lot of things
>> about cookies, some good and some bad, and it's hard to know what
>> to do, or why I should do it.
>>
>> Store but don't use
>> I've been using the last one, for lack of a good reason to use
>> either of the first two absolutes.
> Pointless, and to be honest I've never tested to see if in reality
> this is any different from Always for the next session. If it does
> work seperately then it could be of use if you were curious about
> what cookies you were being sent but didn't really want to work
> with them. However you could see problems if you don't want to
> have cookies on all the time. This comes in with CAB assuming that
> you will always want to use a cookie that you have accepted in the
> past.

Hi Dan,
There's a check box beside each cookie that gets dropped in
cookies.dat. I've made the assumption that tis means you want to turn
this particular cookie on. Is that right? All the others default to an
unchecked box...

rgds
H

2675. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 01:25:21 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <5_il6.41440$o85.224051@news-server.bigpond.net.au>
Source record: 49894

"Jean-Luc CECCOLI" <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:WS3.aecc0b68.26005c21.Jean-Luc.Ceccoli@wanadoo.fr...
> >> Sadly I never had an Atari that used SCSI, so I know nothing
> >> about HDDRIVER. It does sound as though HDDriver's 'bus
> >> scan' is balking at something the EZ-135 does, but you had
> >> probably figured that much out already :-/
>
> >The thing that's strange is that the bus scan uses exactly the same code
> >that's used elsewhere within HDDRIVER.
>
> Hey ?!?
> What's the hell with HDDRIVER ? Both my 2 IBM drives aren't recognized
> anymore since I've been using HDDRIVER! They seem to be ignored.
> But, if I boot with a floppy with HUSHI, they're there again. And they
> vanish again if I boot with HDDRIVER...
> Would HDDRIVER hate IBM at the point it would refuse even to deal
> with peripherals from them ? I do need those hard drives! These are
> 1 Gb drives that help my 2 Gb Quantum.
> Any idea ? Hmm ?

What did you format the drives with, how are they partitioned? Did you use
the autoconfigure option in the HDDRIVER menu? Formatting with ICD etc can
cause headache's.

Mark

2676. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 02:28:26 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <XSjl6.77753$Nw6.254310@NewsReader>
Source record: 49895

So by this reasoning then every Atari ever fitted with a Marpet
Xram upgrade should have gone soggy, blown up and burst
into flames by now.

Better check all those ST's for signs of soggy cardboard
and impending disaster.

Is a plastic case flame retardant ?

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982690290-260032AEicMi@madasafish.com...
> Hi Mark
>
> >> >As I said, off at a tangent but aimed directly at Steve Sweet,
> >> >occasional Lord High Purveyor of Inuendo.
>
> >> Ah!, recognition at last, you may kneel in my precense.
>
> >BIG SNIP
>
> No thanks, i'm single anyway!!.
>
> >arise Sir Steve
>
> Thank you your mudjusty
>
> >What is wrong with corn flakes packets for insulation;-)
>
> They dont insuate, it becomes a conductor at very low levels of humidity,
> its also not flame retardent and its just plain 'bodgeworthy'.
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

2677. Montreal Trade: sm124 -> ???

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 02:45:48 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982896347.222447@news.aei.ca>
Source record: 49796

I have an atari sm124 monochrome monitor It has ONE bad pixel. Otherwise, it works. Tell me what you have to trade for it. I'm not too interested in st stuff.

Stuff I'd like: SNES, Jaguar, Game Boy. Let me know what you have. Or, I could just sell it cheap. Thanks.

--
*** remove NOSPAM from my email address ***

2678. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 03:02:16 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <Yokl6.977$TW.7282@tor-nn1.netcom.ca>
Source record: 49797

>> The system is telnet based and running on one of my 24-7
>>servers. So it'll be available all the time and you can use it as long as
>>you like; of course, if your net access is local dialup, then you may have
>>to pay for that I guess.. but thats your business :)
>
>Oh, sorry. I always thought that a BBS was dialed up from a special
>number, as they used to advertise there own number. I see what you
>mean now, I can use my ISP.

yep; normally they are phone dialup based (terminal style, not
using tcp/ip or other networking protocols.. simple terminal dialup). But
there are a few telnettable bbs' online.. all PC's, since they often used
an extra library/module to talk to the serial ports.. and that module can
be replaced by one that does networking. The trick with mine is it will be
the only Atari ST bbs online, since its a huge pain in the ass to do it. I
think theres a couple online Atari 8bit BBSs, since they're easy to
emulate.

Once I get mine stabalized and useful, I'll see about making the
code more useful and releasing it, so we cna get a few more ST BBS' around
:) Show those PC guys a *real* system :) (OKay, those softwares are often
better, but thats beside the point)

jeff

2679. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 06:35:10 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <3A96049E.19C7FB62@siemens.at>
Source record: 49798

Jean-Luc CECCOLI wrote:
> What's the hell with HDDRIVER ? Both my 2 IBM drives aren't recognized
> anymore since I've been using HDDRIVER! They seem to be ignored.
> But, if I boot with a floppy with HUSHI, they're there again. And they
> vanish again if I boot with HDDRIVER...
> Would HDDRIVER hate IBM at the point it would refuse even to deal
> with peripherals from them ? I do need those hard drives! These are
> 1 Gb drives that help my 2 Gb Quantum.
> Any idea ? Hmm ?

I use HDDRIVER on my Falcon and it never had any problem recognising
the 4 GB IBM SCSI HD or the 20 GB IBM IDE HD. So it can't be an IBM
problem. Maybe an ICD problem ?

Gerhard

2680. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 07:07:41 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <bh+IHzE9wgl6Ew4W@my-ste.demon.co.uk>
Source record: 49799

In article <t9b37lffsecpb8@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> writes:

>On 22 Feb 2001 18:10:51 , David Bolt wrote:
>
>Hi,
>
>>>Yes, the ones with the butt ugly red keys on them. Just chucked a few
>>>of those in the bin.
>>
>>The 3020 has the horrible red keys, the 3010 has the much nicer looking
>>green ones :)
>
>Well, then I've never seen that model then. The only one I know is
>the one with red "F" keys IIRC.

On the outside, the 3010 and 3020 are virtually the same except for
joystick ports on the '10 and the "F" keys. Inside, AFAICR, the '20 has
a built-in HD whereas the '10 required an interface.

>>Hope they're easier to find than a 3000 series ether net card.
>
>I think It'll be too expensive to be honest. Even if each machine
>would be œ20 (very unlikely I reckon) That would total about œ300 and
>then you'd need to think about cabling and this and that, and the
>person I'm doing it for doesn't have that kinda cash. He's just had
>to pay out for new mice as the old ones were stolen.....
>
>What's the world coming too? People nicking Archimedes mice?!

Makes you wonder, especially since they're not usable on any other
machine.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2681. Re: Re: Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 08:50:20 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <ar8c9t00t9sn2q5l8qfljp5n8l5tj9nmqk@4ax.com>
Source record: 49810

On Wed, 21 Feb 2001 19:37:51 GMT, jeffm@nbc.netcom.ca (Jeff Mitchell)
drooled an embarassing wet spot in his lap as he typed:

> Its almost ready; I had about 10 people log into it today.. it
>runs slow (it emulates 1200bps until I figure out how baud works in the
>hardware) and works great. I just need to reinstall all the bbs software
>and games and get her going..

Cool stuff! I remember 1200 baud. When I upgraded to that (an
SX-212) from a 300 baud XM301 on my 8-bit Atari, I felt like I was
flying. By comparison that thing just zoomed along. Until, of
course, it died a horrible death and I had to replace it with a GVC.
Which was all good 'cos the fact that the SX212 had no hardware DTR
annoyed the hell out of me; I'd have people log off my BBS and forget
to hang up, so my line would be occupied 'til they got round to
discovering why it was they couldn't dial out to another BBS.

Ah, the glory days...

>
> jeff

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

2682. Digital SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 09:37:36 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000457cf@fmlynet.org>
Source record: 49821

FamilyNet Newsgate

Hello Uwe!

US> The MegaSTE does not support real SCSI, only ACSI.

Out of interest, can the MegaSTE use an internal hard disk?
If so, is this via a separate, internal SCSI host adaptor
or some sort of ACSI <-> SCSI adaptor? I know very little
about ACSI.

Tschuss!
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2683. Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 09:37:36 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000457d2@fmlynet.org>
Source record: 49822

FamilyNet Newsgate

Hello Derryck!

DC> There are one or two cases about where following this
> rule doesn't work, with all kinds of kludges needed to
> get it to work. The TT seems to be one of them,
> mostly, AFAIK, because the host adaptor is in the leg
> of a "T", with one arm going to the internal drive and
> the other to the external chain.

I'm guessing it sits in the chain, but physically 'near' one
end. If that's the case, Atari should make host adaptor
termination optional (via a jumper say). I hope they didn't
just 'jam' termination on at the host adaptor and 'hope' it
was close enough the physical end of the chain to terminate
the bus properly! :-(

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2684. A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 09:37:36 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000457d0@fmlynet.org>
Source record: 49823

FamilyNet Newsgate

Hello Lyndon!

LA> We took ROMS out, floppys and PSUs and any RAM
> expansion.

Oh well, at least you got some spares from them. How many
did you scrap?

LA> Then on one we put 240v through it.

That's just vandalism! >:-)

LA> Sorry do you like them :)

They're respectable machines, I wouldn't mind one to try
NetBSD/ARM26 on. Apparently they're a bit faster than
earlier Archimedes. I wonder if there was ever an ST
emulator for RISC-OS.

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2685. OT: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 09:37:36 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000457d1@fmlynet.org>
Source record: 49824

FamilyNet Newsgate

Hello David!

DB> The 3020 has the horrible red keys, the 3010 has the
> much nicer looking green ones :)

Were the A3000 Function keys red too?

DB> Hope they're easier to find than a 3000 series ether
> net card.

I think I saw one of those the other night, I take it you
are looking for one?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2686. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 11:16:47 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <DIrl6.77878$Nw6.255022@NewsReader>
Source record: 49811

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:982817990-140875AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Sun, 18 Feb 2001 19:02:06 -0000
>
> >Occasionally, posts appear here asking for advice regarding which Atari
> >dealer to use. Not a big choice, I know of only three in the UK.

> Define Atari dealer please ?

You don't have a dictionary? Ask your mate Sweet for a definition. Then post
it.

> Any clown can call himself an "Atari dealer" these days...

Name a few ' clowns '.....

> >I generally post offering the services of Keychange Music,

> Ever heard of ethics?

Yup, have you? People don't HAVE to read my postings, all of which are in
my own name.

>some people might call your "offerings" SPAM.

Do you? Anyone objecting to a small amount of self-publicity in response to
a question is welcome to post a message about it.

There are much bigger self adds than mine.

The usual response is ' Great, I've found someone who can help me with my
Atari ' Yes, it is.

> Just suppose that all your colleagues would offer their "services" here as
well.

Just who are you talking about? Go on, name them. Calling someone a
colleague isn't actionable in the UK.

> If you really need to make publicity then you should do so in the suitable
> media, but certainly not in CSAST.

Says who? Do you and your mates run this group?.....

> >What I do have a serious problem with is the continuous posting of drivel
> >by Steve Sweet,

> Your "serious problem" with Steve is merely the fact that he advises
people
> to consider a well established dealer,

No, matey, in my opinion he can have a runaway gob that don't know when to
stop.

> I can't see any harm in this, what's so abnormal about a person
advising/informing
>another person of a positive experience?

When positive, it is to be encouraged. At times,Sweet hardly does that.

>You seem to overlook that this is USENET... it's here for the
> users not for the dealers...

Says who. Define users.

> >He seems to know loads of people who have complaints about various Atari
> >dealers except A.W. and whilst spreading the alleged problems far and
> >wide, refuses to name the dealer (s) involved.
> I know lots of people also that have had serious problems at a given time
> with various "Atari" dealers, but it's not up to me to name these dealers.
> If these people choose to lick their wounds then that's entirely up to
> them. You know very well that Steve or for that matter no one except for
> the direct involved person is in a position to name the dealer(s).

' Twaddle ' comes to mind

>It's a pity IMO that these people don't want to speak out in public.....

I am in total agreement here.

> Luckily some people...

One person, the author of his own misfortune.

> do speak out: I remember a thread that was running last
> month in computer.sys.atari.st.tech.... topic: 1040ST
> Message-ID: <3a60b9d411bafb0@ic24.net>, something to do with Keychange and
> Sean Barbieri.

Got any more? I've been shakin' the tree for a month, no more fallen out so
far....

> >If there are rogue dealers he has definite info. about, surely he should
> >gather the information and post verifiable facts in an open group instead
> >of keeping it to his ' elite ' band, whispering in their closed group.
> That "elite" band and the closed group you're refering to

Sweet refers to them too.....

>is either a mailing list or personal mail . A mailing list is not exactly
"closed",
> private mail is strictly personal, and so is the content...

As always, you miss the point, I would like to see complaints aired properly, not passed around thirdhand to a mouthpiece.

More posts please.

Barrie at Keychange.

2687. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 11:25:49 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <sQrl6.4805$5U3.28703@NewsReader>
Source record: 49812

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:982817990-140875AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Sun, 18 Feb 2001 19:02:06 -0000
>
> >Occasionally, posts appear here asking for advice regarding which Atari
> >dealer to use. Not a big choice, I know of only three in the UK.

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Name a few ' clowns '.....

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my own name.

>some people might call your "offerings" SPAM.

Do you? Anyone objecting to a small amount of self-publicity in response to
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There are much bigger self adds than mine.

The usual response is ' Great, I've found someone who can help me with my
Atari ' Yes, it is.

> Just suppose that all your colleagues would offer their "services" here as
well.

Just who are you talking about? Go on, name them. Calling someone a
colleague isn't actionable in the UK.

> If you really need to make publicity then you should do so in the suitable
> media, but certainly not in CSAST.

Says who? Do you and your mates run this group?.....

> >What I do have a serious problem with is the continuous posting of drivel
> >by Steve Sweet,

> Your "serious problem" with Steve is merely the fact that he advises
>people to consider a well established dealer,

No, matey, in my opinion he can have a runaway gob that don't know when to
stop.

> I can't see any harm in this, what's so abnormal about a person
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> users not for the dealers...

Says who. Define users.

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> >dealers except A.W. and whilst spreading the alleged problems far and
> >wide, refuses to name the dealer (s) involved.
> I know lots of people also that have had serious problems at a given time
> with various "Atari" dealers, but it's not up to me to name these dealers.
> If these people choose to lick their wounds then that's entirely up to
> them. You know very well that Steve or for that matter no one except for
> the direct involved person is in a position to name the dealer(s).

' Twaddle ' comes to mind

>It's a pity IMO that these people don't want to speak out in public.....

I am in total agreement here. That is the basis of my post.

I want complaints aired in public.

> Luckily some people...

One person, the author of his own misfortune.

> do speak out: I remember a thread that was running last
> month in computer.sys.atari.st.tech.... topic: 1040ST
> Message-ID: <3a60b9d411bafb0@ic24.net>, something to do with Keychange and
> Sean Barbieri.

Got any more? I've been shakin' the tree for a month, no more fallen out so
far....

> >If there are rogue dealers he has definite info. about, surely he should
> >gather the information and post verifiable facts in an open group instead
> >of keeping it to his ' elite ' band, whispering in their closed group.
> That "elite" band and the closed group you're refering to

Sweet refers to ' closed groups ' too.....

>is either a mailing list or personal mail . A mailing list is not exactly
"closed",
> private mail is strictly personal, and so is the content...

As always, you miss the point, I repeat, I would like to see complaints aired
properly, not passed around thirdhand to a mouthpiece.

More posts please. There are 16 posts listed on my screen using BT. I noticed a few were missing using U-net.

Barrie at Keychange.

2688. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 11:44:59 UTC
From: bindon@madasafish.com
Message-ID: <t9cj9roo54aj05@corp.supernews.com>
Source record: 49814

```
On 23 Feb 2001 01:04:49 , Harry Sideras wrote:
>On 20 Feb 2001 23:36:44 , xlator@cix.compulink.co.uk wrote:
> > In message <t91usab4lqoe94@corp.supernews.com>,
> > bindon@madasafish.com said:
> >> I'd like some advice on what I should split my HD up into...
> >> How does everyone organise your HDs?...
> >>
> >> Does this sound OK to you for the IDE?
> >>
> >> 100mb - boot partition
> > That seems a bit on the large side. I would think 50MB is ample.
> > Don't forget that with large partitions you also have large
> > clusters, so that even small files will take up some 32 KB in the
> > worst case.
>
>Lyndon could go up from 50Mb to 64Mb without increasing the sector
>size further. This might be a reasonable compromise.
>
>I use a dozen partitions on this half gig drive and use either 32 or
>64Mb depending on what data I store there.
>
>Is there a way of forcing smaller sector sizes on a large partition?
>I'm thinking that this would be useful to do on the drive that holds
>WWWCACHE due to the vast number piddly files that tend to get
>deposited there. I'm sure there is a way, but I haven't looked for a
>long time...

FAT32 helps out here, AFAIK. I've partitioned it now so I ain't
turning back until next time I move up to a larger HD. Or when I get
a large SCSI unit alovely 16,000 rpm with 16mb of cache, very unlikely
though :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

2689. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 11:45:02 UTC
From: bindon@madasafish.com
Message-ID: <t9cj9u9ud8fp07@corp.supernews.com>
Source record: 49815

On 23 Feb 2001 07:07:41 , David Bolt wrote:

> On the outside, the 3010 and 3020 are virtually the same except for
> joystick ports on the '10 and the "F" keys. Inside, AFAICR, the '20 has
> a built-in HD whereas the '10 required an interface.

They did need an interface, but I never seen any joystick ports. Are
they 9pin D style?

>>What's the world coming too? People nicking Archimedes mice?!
>
> Makes you wonder, especially since they're not usable on any other
> machine.

Quite the point I was trying to make.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2690. Re: UK free ISP that works

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 11:45:05 UTC
From: bindon@madasafish.com
Message-ID: <t9cja14a874n0a@corp.supernews.com>
Source record: 49813

Hi Shiuming,

>> I've just signed up and so far all is well, and a hell of a lot faster
>> than my current account. Support for ISDN and K5flex, V90. Seems to
>> give all the information out for people not using Microsoft.
>
>Yes, it's very clear. Once you've signed up
>you get a nice clear screen with server
>addresses and other bare essential details.

It was recommended on a persons site as the best to go for, ranked
number one out of a list of ten. I've seen few that give out the name
servers, usually this involves an age on the phone to the useless
technical support, at one quid a minute.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2691. Re: noSoftware desktop

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 11:45:08 UTC
From: bindon@madasafish.com
Message-ID: <t9cja43l3r2d0d@corp.supernews.com>
Source record: 49816

On 21 Feb 2001 10:34:46 , Derryck Croker wrote:
>From: jlog@zetnet.co.uk (JI Logan)
>Date: 20 Feb 2001 22:27:02 GMT
>
>>|On another note does anyone have the master disk to Migraph OCR.
>>Unfortunately
>>|my copy has corrupted badly.
>>
>>Yes, I do. I started OCRing with the demo of Syntex and then got OCR
>>V1.4f by Alexander Clauss. I bought Migraph's OCR second hand to see
>>what it was like but Alexander's is the best of all.
>
>I agree. If you've got a scanner and one of Nima Montaser's GDPS drivers, you
>can scan straight into Alexander's prog. Awesome.

Are there GDPS drivers for the Epson range of scanners? Just can't
find any.

Thanks.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2692. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 11:50:46 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.d40d71a9.2cae5d81.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 49818

Dans le message <5_il6.41440$o85.224051@news-server.bigpond.net.au>
Mark Bedingfield a ï¿½crit:

>"Jean-Luc CECCOLI" <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
>news:WS3.aecc0b68.26005c21.Jean-Luc.Ceccoli@wanadoo.fr...
>> >> Sadly I never had an Atari that used SCSI, so I know nothing
>> >> about HDDRIVER. It does sound as though HDDriver's 'bus
>> >> scan' is balking at something the EZ-135 does, but you had
>> >> probably figured that much out already :-/
>>
>> >The thing that's strange is that the bus scan uses exactly the same code
>> >that's used elsewhere within HDDRIVER.
>>
>> Hey ?!?
>> What's the hell with HDDRIVER ? Both my 2 IBM drives aren't recognized
>> anymore since I've been using HDDRIVER! They seem to be ignored.
>> But, if I boot with a floppy with HUSHI, they're there again. And they
>> vanish again if I boot with HDDRIVER...
>> Would HDDRIVER hate IBM at the point it would refuse even to deal
>> with peripherals from them ? I do need those hard drives! These are
>> 1 Gb drives that help my 2 Gb Quantum.
>> Any idea ? Hmm ?

>What did you format the drives with, how are they partitioned? Did you use
>the autoconfigure option in the HDDRIVER menu? Formatting with ICD etc can
>cause headache's.

>Mark

Whatever the drives were formatted with doesn't matter : they would
at least be seen by the check device option, wouldn't they ?
I used SCSITOOL prior to HDDRIVER.

2693. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 11:56:20 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.d5aa700e.2e145d81.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 49817

Dans le message <3A96049E.19C7FB62@siemens.at>
Gerhard Janka a ï¿½crit:
>Jean-Luc CECCOLI wrote:
>> What's the hell with HDDRIVER ? Both my 2 IBM drives aren't recognized
>> anymore since I've been using HDDRIVER! They seem to be ignored.
>> But, if I boot with a floppy with HUSHI, they're there again. And they
>> vanish again if I boot with HDDRIVER...
>> Would HDDRIVER hate IBM at the point it would refuse even to deal
>> with peripherals from them ? I do need those hard drives! These are
>> 1 Gb drives that help my 2 Gb Quantum.
>> Any idea ? Hmm ?

>I use HDDRIVER on my Falcon and it never had any problem recognising
>the 4 GB IBM SCSI HD or the 20 GB IBM IDE HD. So it can't be an IBM
>problem. Maybe an ICD problem ?

Not used ICD software for at least 6 years. Used SCSITOOL instead,
with good results. However, as I wrote in a previous reply, no matter
the soft the drive was formatted with : the scan option should show
it. SCSITOOL does, but HDDRIVER doesn't.
I feel perplexed...

2694. FREE Atari Software with Hardware Purchase! Cheap Hard Drives!

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 13:05:38 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102230455140.11991-100000@shell.pacifier.com>
Source record: 49819
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've done some trading and buying from other Atari Dealers. I'm Adding to my stock & catalogs. Also, I have some Atari ST Hard Drives I don't wan't to bother with, like SH204, a MegaFile and I think some Supra's. So if your interested? Make me an offer. Like I mentioned earlier, I acquired from some Atari Dealers, +NEW in BOX 8 Bit Software as well as ST Software. And I'm about to add an Atari Collector's Collection to my stock, which I'm trading for one of my most prized Collectibles. All of it In very Good or Mint Condition. And thats just the Hardware! I still haven't seen the inventory of Software and Books/Reference Material!

Buy Atari Hardware and receive free Atari Software. Make me an offer on which Software you wan't. Offer is less likely with a cheaper Hardware Purchase. Please Redeem offers in E-Mail. First come, first serve.

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2695. Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 15:15:22 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.04d9a17d.23d65e01.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 49820

Hello,

Since I've been using HDDRIVER, both my IBM 1 Gb drives aren't
recognized anymore - whatever I tried.
I used HUSHI (SCSITOOL) before, and I had no problem.
Now : my drives are resp. ID 1 and 3, 0 being my QUANTUM 2 Gb
drive.
1- I boot with HUSHI on floppy : all 3 drives are recognized ; I
can partition, format, test, aso,... all 3 ; IDCHECK sees all 3 drives.
If I then run HDDRIVER, it sees all 3 drives as well.
2- I boot with HDDRIVER on floppy : only ID 0 drive is seen ;
running whatever software doesn't change anything : both IBM
drives aren't seen anymore.
I tried setting jumpers, but no change.
So, my question : what does HUSHI (and CBHD and CECILE
as well) that SCSIDRV doesn't ?
These drives are resp. a 0662L12 and a 0662S12 SCSI.

J.-Luc

2696. Re: FreeOla connection woes

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 15:44:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983023454-226496AEicMi@cwcom.net>
Source record: 49790

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 21 Feb 2001 22:29:57 GMT

>SUCCESS!! With Iconnect + CAB that is! I have now successfully connected
>to FreeOla and have used CAB to surf about for a bit.

Excellent. You'll find that you'll be able to use the auto download and surf features with the IConnect overlay, plus if you have fiffi and Emailer then they're all usable simultaneously whilst you're surfing.

>Pity about Olivier's not working as it also works with STiNG. Just have
>to find a suitable e-mail and news group program for Iconnect now. Don't

Either ASH's Emailer or Atak's AMail prog with the IConnect overlay. I didn't get on with it when I tried it out recently though - it was extremely slow downloading email and no newsgroup articles made their way to disk despite lots of modem activity. Your mileage might be different, of course.

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2697. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 15:58:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983023460-227984AEicMi@cwcom.net>
Source record: 49791

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 22 Feb 2001 01:02:36 GMT

>That was a very good effort for you, Steve. <g> There's a clear
>difference between mis-spelling and typos, but you'd still have
>thought the english-speakers among us could do well enough to avoid
>being corrected in their grammar by those whose english is a second
>language!

I have to say that the misuse of apostrophes is one of my pet annoyances -
there's absolutely no excuse for getting it wrong.

Apostrophes are rare and should be sprinkled carefully.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2698. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 17:02:47 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a9697362727c0@free.fr>
Source record: 49825

Hello,

in article <WS3.04d9a17d.23d65e01.Jean-Luc.Ceccoli@wanadoo.fr> (comp.sys.atari.st)
Jean-Luc CECCOLI wrote on Fri 23-02-2001 16:15 (+0100):

> 2- I boot with HDDRIVER on floppy : only ID 0 drive is seen ;
> running whatever software doesn't change anything : both IBM
> drives aren't seen anymore.

Is the driver installed ?
Are the id 1 and 3 active in "Divices and Partitions..." ?
What if you set up an IBM as id 0 ?

ï¿½+,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

2699. help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 17:37:06 UTC
From: bmauger317@aol.com
Message-ID: <20010223123706.03359.00002275@ng-cg1.aol.com>
Source record: 49826

hi all,
i just got a syquest drive 44meg and have the link....how do i go about using
this with a 1040?
thanks
Mcbeam

2700. Re: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 18:22:51 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <JKf8dfA7pql6Ew5W@my-ste.demon.co.uk>
Source record: 49831

In article <000457d0@fmlynet.org>,
Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> writes:

<snip>

> LA> Sorry do you like them :)
>
> They're respectable machines, I wouldn't mind one to try
> NetBSD/ARM26 on. Apparently they're a bit faster than
> earlier Archimedes. I wonder if there was ever an ST
> emulator for RISC-OS.

There is, but it needs RISC OS 3.5+ and, most likely, a RPC.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2701. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 18:24:29 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <BqW+F1Adrql6Ew6Z@my-ste.demon.co.uk>
Source record: 49832

In article <t9cj9u9ud8fp07@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> writes:

>On 23 Feb 2001 07:07:41 , David Bolt wrote:
>
>> On the outside, the 3010 and 3020 are virtually the same except for
>> joystick ports on the '10 and the "F" keys. Inside, AFAICR, the '20 has
>> a built-in HD whereas the '10 required an interface.
>
>They did need an interface, but I never seen any joystick ports. Are
>they 9pin D style?

Yes, they're standard Atari-type joystick ports.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2702. Re: OT: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 18:30:26 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <Kah85wBCxql6Ew59@my-ste.demon.co.uk>
Source record: 49835

In article <000457d1@fmlynet.org>,
Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> writes:

>FamilyNet Newsgate
>
> Hello David!
>
> DB> The 3020 has the horrible red keys, the 3010 has the
> > much nicer looking green ones :)
>
> Were the A3000 Function keys red too?

Not sure as I've never seen a 3000.

> DB> Hope they're easier to find than a 3000 series ether
> > net card.
>
> I think I saw one of those the other night, I take it you
> are looking for one?

I've been sort-of looking for one. It's not really a high priority item
now. Having said that, if it's still available, can you mail me the
details.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2703. micro multitasking with atari st ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 18:31:43 UTC
From: Andreas Klimas <klimas@k-r.de>
Message-ID: <3A96BA7C.D30D6652@k-r.de>
Source record: 49833

Hello everybody !

hopefully I'm not totally offtopic here :-)

I like to implement a multithreaded functionality within
my C programm. what I have in my mind is to access an timer
interupt to switch between the threads.
my question: who to switch the stack pointer i.e. what
should I do to solve this problem.

any ideas, samples or libraries are welcome

--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

2704. Re: Re: Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 18:33:03 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <z1yl6.1078$TW.8092@tor-nn1.netcom.ca>
Source record: 49834

In article <ar8c9t00t9sn2q5l8qfljp5n8l5tj9nmqk@4ax.com>,
Mindfield <mindfield@badgers.emulationnet.com> wrote:
>Cool stuff! I remember 1200 baud. When I upgraded to that (an
>SX-212) from a 300 baud XM301 on my 8-bit Atari, I felt like I was
>flying. By comparison that thing just zoomed along. Until, of
>course, it died a horrible death and I had to replace it with a GVC.
>Which was all good 'cos the fact that the SX212 had no hardware DTR
>annoyed the hell out of me; I'd have people log off my BBS and forget
>to hang up, so my line would be occupied 'til they got round to
>discovering why it was they couldn't dial out to another BBS.

ha! I didn't even run a BBS until I had 1200bps.. though I teruly
loved the 300bps connection sound, I didn't dare run a system until I had
the blazing power of 1200. Besides, I couldnt' afford anythign back
then.. I was still a dumb kid. But by the by when HST came out (what was
it, 9600HST, 2400bps normal?) things really got fun..

BBS is all set up now.. it still can crash in a number of ways (my
emulation isn't perfect), but it seems pretty stable. Lots of games dont'
work under it, but I've got an old SEE (SEE10 and 11 dont' work yet.. SEE6
does), Galactic Empires, and DDST working so far. For DDST I'll have to
code a VT52->ANSI translator, or find a newer version that supports
ansi/vt102 for todays terminals...

So much fun :)

jeff

2705. Re: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 19:41:53 UTC
From: bindon@madasafish.com
Message-ID: <t9df81isavi57b@corp.supernews.com>
Source record: 49840

On 23 Feb 2001 09:37:36 , "Andy Ball" wrote:

> LA> We took ROMS out, floppys and PSUs and any RAM
> > expansion.
>
> Oh well, at least you got some spares from them. How many
> did you scrap?

I think we will aution them off to getmoney for midi cards/econet stuff. They're used for Sibelius 6. We scraped int he region of 3 or 4. We have IDE interfaces taken off them well. The ones without IDE were simply useless. I'm very fond of the A5000 though. Gotta be seen to be believed, all the HD's and floppys are held in with Parcel tape. The case is only ment to support one IDE HD, and we didn't have a mounting bracket for the other floppy.

> LA> Then on one we put 240v through it.
>
> That's just vandalism! >:-)

Ah, come on. It was dead anyway.

> LA> Sorry do you like them :)
>
> They're respectable machines, I wouldn't mind one to try
> NetBSD/ARM26 on. Apparently they're a bit faster than
> earlier Archimedes. I wonder if there was ever an ST
> emulator for RISC-OS.

AS I say, I love the A5000, but not the hard disk'less 3000's.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2706. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 19:41:59 UTC
From: bindon@madasafish.com
Message-ID: <t9df871aitl89a@corp.supernews.com>
Source record: 49839

```
On 23 Feb 2001 17:37:06 , BMauger317 wrote:
>hi all,
>i just got a syquest drive 44meg and have the link....how do i go about using
>this with a 1040?
>thanks
> Mcbeam

Check out AHDI which is available from many sites or ftp.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

2707. Re: Montreal Trade: sm124 -> ???

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 20:15:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a96c3b81f20751@tripnet.se>
Source record: 49841

On Fri 23-02-2001 02:45 (GMT) Daniel Chartier wrote:

>I have an atari sm124 monochrome monitor It has ONE bad pixel. Otherwise,
>it works. Tell me what you have to trade for it. I'm not too interested in
>st stuff.

Black and white monitors do not have any "pixels". Actually your computer
RAM is faulty!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2708. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 20:25:05 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <XFzl6.8884$Cq.152496@news2-hme0>
Source record: 49842

Hi James,

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3a944ea8$0$8832@news.zetnet.co.uk...
>
> > This is the start of a long topic which descended from an enquiry
about
> >dealers in the UK into a slanging match and drew the only worm to
surface so
> >far, Barbie Doll, out of the wood work.
> >If you can't find it I'll send the threads to you.
> >
> >Barrie.
>
> Your reference "Barbie Doll" for all those who haven't seen the
thread is
> Sean Barbieri, who was a customer of Keychange Music. Why you have
to
> insult Sean's family name IS TOTALLY OUT OF ORDER and was uncalled
for.
>
Thanks James, but as I said in the csast-tech thread this
unfortunately this the mentality you are dealing with here - so no
real surprise. Is it any wonder why serious Atari users would want to
have any dialogue with someone who resorts to childish name calling?
Remember _theoretically_ this is supposed to be a from a
professional Atari dealer.....I'll leave other users to make up
their own minds on this....

Regards
Sean

2709. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 21:24:40 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <awAl6.78746$Nw6.262237@NewsReader>
Source record: 49843

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982948284-453060AEicMi@madasafish.com...
> Hi Mark
>
> >I have just searched the group and found multiple postings by "Steve
> >Sweet".
>
> I bet that was difficult, you'd best have a sit down now!!
>

It was indeed difficult. Very difficult!!

> >Who is "Steve Sweet",
>
> Its me!.
>
> >what does he do,
>
> He's an "Audio-Visual-Mecanical Technician", who's spent 23 years
> repairing electronic systems, digital, analouge and electro-mechanicaly
> based to component level, mostly on site.

Therefore, as a technician are you trying to tell people that every job you
have ever undertaken has worked perfectly every time and that you
have always left every customer completely happy. If you ever try to
claim this then I will call you a liar and it will just prove your bumptious
attitude.
You MUST of course be a very GOOD engineer to feel that you have the
right to criticise another engineers work.
In all the departments I've supervised over the years the engineer who
thought he was always right was generally about as welcome as a damp
fart in a space suite.

>
> >does the net give him the right to post in this way?
>
> Yes, the net does give me this right, as does the whole ethos of freedom
> of speech.
>
> What do you mean by "post in this way".
>

So if I take literally your above remark then I can post whatever I like
under the banner of free speech if someone mentions something to me.
This could get interesting.....to be continued I
feel.....

2710. Re: micro multitasking with atari st ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 21:24:54 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <GyAl6.48675$zl4.1375724@zwoll1.home.nl>
Source record: 49844

"Andreas Klimas" <klimas@k-r.de> wrote in message
news:3A96BA7C.D30D6652@k-r.de...

> hopefully I'm not totally offtopic here :-)
comp.sys.atari.programmer would have been the jackpot IMHO. But this is
close enhough.

> I like to implement a multithreaded functionality within
> my C programm. what I have in my mind is to access an timer
> interupt to switch between the threads.
> my question: who to switch the stack pointer i.e. what
> should I do to solve this problem.

1 use Mint?

2 if you are not messing with the OS you can write an interrupt handler
which does the context switch for you and ofcourse a routine for starting
threads. Both things have to be done in assembly.

Succes

Hans Wessels

PS: remove the computer names from my e-mail adress to reply

2711. Re: micro multitasking with atari st ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 21:30:59 UTC
From: Andreas Klimas <klimas@k-r.de>
Message-ID: <3A96E481.ED2E7A3A@k-r.de>
Source record: 49746

> > hopefully I'm not totally offtopic here :-)
> comp.sys.atari.programmer would have been the jackpot IMHO. But this is
> close enhough.

okay :-)

> > I like to implement a multithreaded functionality within
> > my C programm. what I have in my mind is to access an timer
> > interupt to switch between the threads.
> > my question: who to switch the stack pointer i.e. what
> > should I do to solve this problem.
>
> 1 use Mint?
>
> 2 if you are not messing with the OS you can write an interrupt handler
> which does the context switch for you and ofcourse a routine for starting
> threads. Both things have to be done in assembly.

yes, but how. I know 68000 assembly and I know C very well.
so I ask direct: is't enaugh to set A7 to different values
for different threads ?

--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

2712. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 21:31:29 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <yCAl6.78749$Nw6.262368@NewsReader>
Source record: 49845

May I just ask the learned group what was on the bottom of the Marpet Ram
board?

Has your machine ingested large amounts of precipitate, gone all soggy and
burst into
flames. (you may need to check it)

Now that's a hard one to answer, isn't it boys and girls.............

Some posting are just plain old shit....

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:0004031d@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Mark!
>
> MG> Maybe Ann Robinsons replacement could investigate?
>
> They've replaced Ann Robinson? Who does 'Points of View'
> now? Is it really still running? <grin>
>
> It's a while since I bought any new Atari gear. The last
> thing may have been a Marapet RAM board that I used to
> upgrade a friend's STfm. The board arrived okay, was easy
> to fit and worked fine. I don't have any horror stories to
> share... not from Atari dealers anyway.
>
> Regards,
> - Andy Ball.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

2713. Re: comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 21:49:27 UTC
From: swampfox1@earthlink.net
Message-ID: <HVAl6.4552$oX3.386406@newsread1.prod.itd.earthlink.net>
Source record: 49747

On 22 Feb 2001 22:21:05 , Trevor Spencer wrote:
>On 18 Feb 2001 18:54:19 , John Garone wrote:
>>On 18 Feb 2001 03:25:28 , Thomas J. Andrews wrote:
>>>On 17 Feb 2001 14:06:44 , John Garone wrote:
>>>>On 16 Feb 2001 21:23:22 , David Leaver wrote:
>
>>>>.
>>>John, my ISP's news server lists your above-quoted post as message #232437.
>
>> Mine lists it as 137079 and the list goes back to Feb. 3, 2001.
>>This is the better of two NGs I subscribe to!
>
>And mine as 189420
>
>--
>Trevor

hmmmm!
John G.

2714. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 22:02:20 UTC
From: swampfox1@earthlink.net
Message-ID: <M5Bl6.4557$oX3.386406@newsread1.prod.itd.earthlink.net>
Source record: 49748

On 22 Feb 2001 22:19:52 , Jo Even Skarstein wrote:
>John Garone <swampfox1@earthlink.net> wrote:
>
>> I recently purchased a Phantom SE (and yes, I sent Ctirad his money).
>> I have'nt installed it yet but am wondering if the Phantom will aid
>> the Falcon modem port!
>
>Maybe. My Speedres-card (18/36MHz, later modified to 20/40MHz) didn't help
>much though. This is a software-problem, and can only be avoided with
>significantly faster hardware (unless the software (driver) is replaced).
>I suggest you use 57k6 instead of 115k2, or atleast don't use the mouse
>while online.
/*
>** Jo Even Skarstein http://joska.nvg.org/
Hi Jo,
Well, 57,600 is what I normally connect at! Every once in a while I
get the urge to try improving my set-up and sometimes (accidently) I
come across a parameter that helps (like finding out my ISP changed the
MTU from 1500 to 1524 which, in turn, makes my MSS to be set at 1484
instead of 1460). There are less time-outs with the new MTU/MSS at 115k
but still not good and there are dropped packets in Dialer/Tools/Stats.
John G.

2715. ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 22:04:37 UTC
From: swampfox1@earthlink.net
Message-ID: <V7Bl6.4559$oX3.386406@newsread1.prod.itd.earthlink.net>
Source record: 49749

Hi All,
Anyone buy from ASH lately? I've been trying to get a price for
Papillon from them (Oliver) since Dec., 2000!!!
John G.

2716. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 22:38:28 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <4GBl6.78764$Nw6.263448@NewsReader>
Source record: 49750

Hello.
"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:XFzl6.8884$Cq.152496@news2-hme0...
> Hi James,
>
> "James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
> news:3a944ea8$0$8832@news.zetnet.co.uk...
> > >
> > >
> > > Your reference "Barbie Doll" for all those who haven't seen the thread
is
> > > Sean Barbieri, who was a customer of Keychange Music.
>> Why you have to insult Sean's family name IS TOTALLY OUT OF ORDER and
was uncalled
> >for.

I agree BUT...the ' Barbie Doll ' tag was a reference to his ability to
follow instructions, not his name.

> Thanks James, but as I said in the csast-tech thread......

What you said in the thread was you have documented evidence of what
occured, none of which has yet appeared.

You and Sweet make a good pair.

If you can still stuff a hard drive after 2 resets you deserve anything I
want to say about your capabilities.
I include your memory here, matey. I have the relevant docs in front of me.
The drive came back TWICE, not 5 times, each time corrupted. It was
despatched back to you in full working order using ICD Pro software. The
last time it arrived here, according to my notes, the case had been opened
and the rear panel was damaged. I reformatted it, connected the I.D. switch
and returned it in full working order.

Care to comment on the fact that out of several hundred customers since 1994
you are the only person to post here whinging about your self inflicted
problems which occurred May to September in 1998.

In fact, you may be able to help others. You tried to install HDDriver 7
after I supplied the drive with ICD Pro installed. I mention it because
there are currently other topics running about problems with hard drives and
ICD has been mentioned..

For myself, I have always found ICD Pro to work every time.

Barrie at Keychange.

2717. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 22:41:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102232341.a45886@su2.maus.de>
Source record: 49697

Hi Jean-Luc,

JLC>Both my 2 IBM drives aren't recognized anymore since I've been using
JLC>HDDRIVER!
I hope you did _not_ hide the IDs of the IBM drives to HDDRIVER.SYS. What's the result when you try HDDRUTIL's IDCHECK feature?

I'm running an IBM DCAS with 4.3 megs driven by HDDRIVER 7.8 (or
older) without any problem.

What's about termination and term power?

Und TTschï¿½
ps

2718. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 22:44:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102232344.a45887@su2.maus.de>
Source record: 49698

Hi Jean-Luc,

JLC>If I then run HDDRIVER, it sees all 3 drives as well. 2- I boot with
JLC>HDDRIVER on floppy : only ID 0 drive is seen ; running whatever
JLC>software doesn't change anything : both IBM drives aren't seen
JLC>anymore.
Make sure that HDDRIVER.PRG on the floppy disk is identical to
HDDRIVER.SYS on your hard drive. You may copy the 'floppy version'
onto the 'disk version'.

Und TTschï¿½
ps

2719. Re: ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 23:06:11 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.0000001b.0317e2dc@id-68569.user.dfncis.de>
Source record: 49751

Moin John,

in <V7Bl6.4559$oX3.386406@newsread1.prod.itd.earthlink.net>:

> I've been trying to get a price for
> Papillon from them (Oliver) since Dec., 2000!!!

<http://ash.sww.net/forms/PREISEXP.HTM>

Diedrich

2720. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 23:23:25 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A96F0ED.838A5B61@chello.nl>
Source record: 49752

Shiuming Lai wrote:
>
> "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
> news:+4OJYIP8dGc6Ew0d@lovecraft.demon.co.uk...
> > Once upon a time <980440147.803.0.nnrp-12.9e98a620@news.demon.co.uk>,
> > Mark <mark@recycledsteel.co.uk> grabbed chalk and scrawled:
> > I hate being the one who always says this, but it's true. No matter how
> > much you love STs, the fundamental platform is inferior to many others
> > which have failed. The RiscOS market is barely limping along, and they
> > have embedded applications to keep them going (Bush Internet TV, for
> > one).
>
> All over the London Underground there are
> custom business card vending machines,
> running on STs and SM124s.
>

Now that you mention,
In Amsterdam Central Station there are 4 of those.
I also remember a article in some magazine about them.
I think at least 10 years ago.
I suppose the machines I saw are still working. Floor space is very expansive
in railway stations in these privatization times.
The machines look a little bit sad and exhausted. (just like some of the people
hanging around in railway stations. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

2721. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-23 23:44:35 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6BC4421.C17D%nameerf@flash.net>
Source record: 49753

in article 3a955e5214c0f00@online.be, Martin "Nightowl" Byttebier at
tos4ever@online.be wrote on 2/21/01 12:57 PM:

> on Wed 21-02-2001 18:08 Djordje Vukovic wrote:
>
>> On 19 Feb 2001 11:08:37 , Thomas Binder wrote:
>>
>>> Have you tried GuiTAR? http://guitar.atari.org/
>>
>> It looks nics... except for the catch, as explained on that web-page, that
>> one needs a running Mint system and at least a 16-colour display in order to
>> perform a simple task of unpacking an archive using GuiTAR...
>
> so..
> I really don't get it why people are so struggling with tar and gzip. It's
> all explained in the docs.

...very long-windedly and near impossible for the average
user/non-programmer to understand. I really don't get why programmers have
to make things more difficult on the user than they need to be.

> It's just a matter of RTFM.

... which confuses the crap out of those who don't understand the concepts
and lingo the FM assumes the reader must obviously have.

> Are people so spoiled now with all these setup prg that do the work for
> them that they can't perform a basic task anymore?

The problems come when the manuals are nothing but technical jargon, which
assumes that the user knows a fair amount about Mint, programming, and how
the program should work in the first place. For example, I RTFM for Tar/GZIP
and came away more confused than knowledgable. So we're not "spoiled", we're
just not big on techie jargon, especially when we have to read through 5 or
6 screens of it just to get a decompression program to work. Besides,
believe it or not, there are people using Atari's that have little or no
technical knowledge, and just use them because they're easy to do. And when
they run into a major techie haven like the Mint scene and get told that
they're "spoiled" instead of receiving help, what are they supposed to do?

As far as my own personal situation, I understand the basic concepts, but I
get lost in the language used. If someone would write the manuals in plain,
easy, step-by-step english instead of programmer-eze, then there wouldn't be
so much of a problem. For example, I'd like to see, right at the top of a
manual, an example of the most common thing for an inexperienced,
non-programmer to want to do. Like this:

For decompression of a *.TAR, *.TAR.GZ, or *.TGZ file, enter:

"GZIP -XYZ123 d:/filename.tgz" in a command line, or

"-XYZ123 d:/filename.tgz" after double-clicking on the GZIP.TTP icon.

For compression of a *.TAR, *.TAR.GZ, or *.TGZ file, enter:

"GZIP -ABC987 d:/folder-or-filename" in a command line, or

"-ABC987 d:/folder-or-filename" after double-clicking on the GZIP.TTP icon.

Or even better, use GEM for what it was invented for, and what Atari's are supposed to be known for. Make graphical shells for all these so it's more visual and obvious. That way, the techies can use their command lines to their hearts' content, and the average Joe can use the graphical interface. When we have such a great GUI, it seems backward and illogical to force people to revert to the ancient past of text-only commands with cryptic codes, where the thing won't work unless you know exactly the right coded combination of letters please the Unix god. If you're bent on how great command lines are, that's fine, use these the way they work now. But that's not for everyone, and no, we're aren't "spoiled" and we're not lazy nor illiterate. We just don't have time in our busy schedules to read through long, cryptic online manuals that give us too much technical info and not enough clarity.

Mike Freeman
nameerf@flash.net

2722. FYI(2)

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 00:05:15 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a96fabb$0$8831@news.zetnet.co.uk>
Source record: 49754

This time it's CAB (2.7). Trying to access Motorola site, in UK if poss, I entered all sorts of http urls with no success at all. Finally, disgusted, I scribbled the single word 'Motorola' and, astonishingly, their site appeared almost immediately. I never suspected CAB could do this: no mention of it in the hyp.

Sadly, waiting to download a modem driver, I fell asleep and missed it :)

Charles.

2723. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 00:24:33 UTC
From: bill-singer <bill@yosger.co.uk>
Message-ID: <976v35jit1@newsg4.svr.pol.co.uk>
Source record: 49755

Your reference "Barbie Doll" for all those who haven't seen the thread is
> Sean Barbieri

whom from most of his postings seems to thrive on being shat on by everyone
and then forgives them

2724. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 00:49:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011720-467172AEicMi@madasafish.com>
Source record: 49768

Hi Barrie

>Got any more? I've been shakin' the tree for a month, no more fallen out
>so far....

There's only one thing youve been shaking for a month, and it aint a
tree.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2725. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 00:55:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011724-467990AEicMi@madasafish.com>
Source record: 49769

James replied to Barrie

>>It's a pity IMO that these people don't want to speak out in
>>public.....

>I am in total agreement here. That is the basis of my post.
>I want complaints aired in public.

We are in agreement here, it is a pity they dont step forward really,
because if the people who have the problems, and some of them are present
and reading this, stepped forward, with the facts, you'd look 10 times
the wanker you sound, difficult to imagine i know, but....

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2726. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:06:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011726-468584AEicMi@madasafish.com>
Source record: 49770

Hi John

> Some improvement has been made here by changing the MSS to 1484 in
>Sting's default.cfg and MTU to 1524 in the Dialer. The latter of which I
>accidently found was changed by my ISP from 1500. A difference of 40 as
>recommended by Ronald Andersson.

John, You mentioned your isp using an mtu of 1500 and then mentioned a
difference of 40, are you saying that for an isp stated MTU of 1500 that
1540 should be used?.

To all..

Is there anyone present who knows what these various config options do
and can recommend a method of tweaking them to optimum, or how to obtain
the information neccessary.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2727. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:10:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011730-469271AEicMi@madasafish.com>
Source record: 49771

Hi Shiuming

>> >This machine is fitted with a video card as I mentioned in my message

>> You do realise that if you bring this to Ches. that you'd have to sit
>> on "The row of shame" with the PC users.. :-)

>Derryck brings a (notebook) PC anyway.

I know, thats why he has to stay at least 2 spaces away from me. :-)

>Some excuse about the Falcon being too much hassle :-)

Takes to much 'Fettling' :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2728. Re: Quadra 950 video

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:11:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011734-469987AEicMi@madasafish.com>
Source record: 49772

Hi Derryck

>>Some excuse about the Falcon being too much hassle :-)

>If you care to send a forklift truck around, I'll bring the Quadra in.
>It's a real heavy beast...

Whimp!!. strap in on the Beemer.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2729. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:16:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011738-470785AEicMi@madasafish.com>
Source record: 49773

Hi Mark

>What did you format the drives with,

Its the physical device itself that takes care of the formating, your
software just tells it to go format itself.

>how are they partitioned?

External software takes care of partitioning schemes.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2730. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:21:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011742-471683AEicMi@madasafish.com>
Source record: 49774

HI Mark

>So by this reasoning then every Atari ever fitted with a Marpet Xram
>upgrade should have gone soggy, blown up and burst into flames by now.

Hm!, very imaginative.

>Better check all those ST's for signs of soggy cardboard and impending
>disaster.

Not a bad idea actually, especially if you have intermittent
unexplainable problems.

>Is a plastic case flame retardant ?

It should be yes, or it falls foul of BS standards, more importantly it
must not produce cyanide when heated as does most untreated plastic
materials..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2731. Re: micro multitasking with atari st ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:22:16 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <c1El6.49074$zl4.1397561@zwoll1.home.nl>
Source record: 49756

"Andreas Klimas" <klimas@k-r.de> wrote in message
news:3A96E481.ED2E7A3A@k-r.de...

> > 2 if you are not messing with the OS you can write an interrupt handler
> > which does the context switch for you and ofcourse a routine for
starting
> > threads. Both things have to be done in assembly.
>
> yes, but how. I know 68000 assembly and I know C very well.
> so I ask direct: is't enaugh to set A7 to different values
> for different threads ?

Nope, I am afraid you have to change the whole register set (depending on
the C-compiler).

I would do something like this:
1 find out which thread was running
2 copy d0-d7/a0-a7 to register save space of the thread
3 copy the programcounter and statusregister from superstack to save spave
for PC and SR of the thread
4 select next thread to be sceduled for execution
5 copy PC en SR from save space of the new thread to stack
6 copy registers from savespace to registers
7 execute a RTE

I would install the interrupt routine in a timer interrupt or in the VBL
que. Some extra routines to start and stop threads.

What are you going to do BTW?

Hans Wessels

Remove the computer names from my e-mail adress to reply

2732. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:25:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011746-472573AEicMi@madasafish.com>
Source record: 49775

HI Mark

>> Thats the one. :-)
>
>what 99.99% condensing. (ie bath time.)

I think youre trying to be amusing, should we stick to facts for the sake
of the thread and civility.

Dont forget, %100 humidity isnt rain, but merely fog. Most hi spec
equipment should be able to cope with %40 humidity otherwise nowt would
work in the tropics without being hermetically sealed.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2733. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:28:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011750-473417AEicMi@madasafish.com>
Source record: 49776

Hi Lyndon

> I've partitioned it now so I ain't turning back until next time I move
>up to a larger HD.

Other bullshit phrases include.

The cheques in the post
Of course youre the first,
I wouldnt dream of doing it with someone else,
I promise i wont...

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2734. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:29:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011754-474225AEicMi@madasafish.com>
Source record: 49777

Hi Shiuming

>All over the London Underground there are custom business card vending
>machines, running on STs and SM124s.

Ive not seen one of those for ages, they used to have one in both of the
local Asda's.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2735. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:32:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011758-475036AEicMi@madasafish.com>
Source record: 49778

Hi Mcbeam

>i just got a syquest drive 44meg and have the link....how do i go about
>using this with a 1040?

I'm not sure that the Syquest provides TERMPWR which is absolutely
required by the link, so you may have to hack the drive to provide this
5V or the link will stay asleep.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2736. Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:43:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011766-476621AEicMi@madasafish.com>
Source record: 49779

Hi Y'all

Is foot and mouth disease classed as an STD if your a welshman??.

I'm not sure if i should be quarantined this week.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2737. Password HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 01:51:20 UTC
From: carl@dresden99.freeserve.co.uk
Message-ID: <97744b$en3$1@news5.svr.pol.co.uk>
Source record: 49758

Problems accessing Hd

Dug mine out the other day to retrieve pics and data, and found my "Gasteiner mega drive (quantum)" is suddenly password protected, something I never did,,,Im wondering if Im using the wrong boot-up floppy, or if anyone knows how to by-pass this... anyhelp appreciated......

CA

My e-mails are certified Virus Free.
by AVG Anti-Virus Systems
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/2001

2738. Re: micro multitasking with atari st ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 02:20:34 UTC
From: Andreas Klimas <klimas@k-r.de>
Message-ID: <3A97284E.3311D1C1@k-r.de>
Source record: 49759

Hi Hans, again :-)

> > yes, but how. I know 68000 assembly and I know C very well.
> > so I ask direct: is't enaugh to set A7 to different values
> > for different threads ?
>
> Nope, I am afraid you have to change the whole register set (depending on
> the C-compiler).
>
> I would do something like this:
> 1 find out which thread was running
> 2 copy d0-d7/a0-a7 to register save space of the thread
> 3 copy the programcounter and statusregister from superstack to save spave
> for PC and SR of the thread
> 4 select next thread to be sceduled for execution
> 5 copy PC en SR from save space of the new thread to stack
> 6 copy registers from savespace to registers
> 7 execute a RTE

okay, good hints, I'l try

> I would install the interrupt routine in a timer interrupt or in the VBL
> que. Some extra routines to start and stop threads.
>
> What are you going to do BTW?

I'm building an Atari parallel network. for my ideas I need some threads
(for low level communications, small process management and
calculations).
because there are many ataris so I have to load my applications by
remote communications (you remember, the other question ...).

but every Atari has only 1MB of RAM without harddisk. in this way there
is no MulitTOS or Mint or whatever heavywight OS possible. I think it's
the easiest way to do multithreading by an timer interruper.

BTW. I have had a look to RTOS-UH, what do you think about ?
--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

2739. Re: PCDITTO II

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 02:58:02 UTC
From: David Smith <david@suscom.net>
Message-ID: <3A97233A.A9A047C9@suscom.net>
Source record: 49760

I have a PC Ditto II board installed in my 1040STf. If you have the board, I do not see any copyright issues with sending you a copy of the software. I could also scan the manual. Do you need both the installation and operating? If you have not yet installed the board, be prepared to do some soldering. The "snap on" board does not make a reliable connection. Once soldiered into place the PC Ditto board works as it was advertised, providing a decent XT DOS computer. For years, I ran PFS First Choice for DOS, on my ST, without any problems.

Don wrote:

> Im looking for the software that came with PCDitto II. This is the
> version that the PCBoard that is mounted on top of the 68k CPU. Ive
> looked at umich and others but, its either not there or Im over looking
> it. If you have the software please email me. Any docs would be
> helpful.
>
> Thanks,
>
> Don

--
David Smith. Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

2740. Telnettable ST BBS.. now open!

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 03:04:36 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <8xFl6.1467$TW.8638@tor-nn1.netcom.ca>
Source record: 49761

Its in testing for awhile before I get too cocky with it; shes got
a couple of games, and a coupe message bases, and not too much else. Once
we find out how stable it is, I'll see about adding more games and things
to it..

So help me build up a community..

telnet to:

shadow.skeleton.org

Login as "bbs" (without the quotes of course).

jeff

2741. perth Western Australia

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 04:50:33 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <t4Hl6.43362$o85.238969@news-server.bigpond.net.au>
Source record: 49762

where can I get any atari stuff here...besides mail order, if anyone is around here and has anything let me know in this newsgroup. Aint giving my e-mail address as ive been spammed too many times to let my self give it out again

2742. Re: scan doubler question

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 08:44:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1539.455T750T5843891optimus@canit.se>
Source record: 49766
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Janka Gerhard skrev:

>Janka Gerhard wrote:
>> Is there anybody out there using a scan doubler to connect his ST to
>> a modern multisync monitor ?
>> I found two of these devices (with and without flicker fixer ?!)
>> advertised at a 'software hut' page but haven't the slightest idea
>> which of them would work better (or at all) with my ST and I suspect
>> that since 'software hut' is an Amiga store they won't know either.

>Just in case anybody is interested, I managed to contact the
>manufacturer and he said the devices rely on an Amiga specific
>signal and would definitely not work on an Atari.

>Any other idea how to connect an ST to a modern multisync ?

There are both internal and external scandoublers/flickerfixers for the Amiga.
The external one can't really rely on many specific signals, since the
particular signals of the Amiga video port are mainly clock and genlock signals.
Generating those signals, which as opposed to the multitude of display modes on
the Amiga shouldn't vary much on an ST, should be doable in just a few euros'
worth of components.
There are other external devices which convert any RGB or composite signal to
VGA frequencies, perhaps a TV->VGA converter, if one of those should have a
SCART or other RGB input.

--
En ligne avec Thor 2.6.

Ed ecco un altro esempio in cui le sigle italiane e francesi sono uguali ... non
avrei mai creduto di poter un giorno dire una cosa del genere, ma secondo me
Crostina D'Avena canta meglio.
Tacchan sgar den franska signaturen till Creamy Mami

2743. Re: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 09:06:17 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <707.455T850T6064759optimus@canit.se>
Source record: 49765

Andy Ball skrev:

LA>> Sorry do you like them :)

> They're respectable machines, I wouldn't mind one to try
> NetBSD/ARM26 on. Apparently they're a bit faster than
> earlier Archimedes. I wonder if there was ever an ST
> emulator for RISC-OS.

I wouldn't mind one either, how many could have reached Sweden? A dozen?

I do believe there was an ST emulator, at least that's what I seem to recall
from Acorn ads in ST Computer.

--
En ligne avec Thor 2.6.

Ed ecco un altro esempio in cui le sigle italiane e francesi sono uguali ...
non avrei mai creduto di poter un giorno dire una cosa del genere, ma secondo
me Crostina D'Avena canta meglio.
Tacchan s&#65533;gar den franska signaturen till Creamy Mami

2744. Re: ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 09:44:33 UTC
From: swampfox1@earthlink.net
Message-ID: <5oLl6.43$ju2.11772@newsread2.prod.itd.earthlink.net>
Source record: 49763

On 24 Feb 2001 00:06:11 , Diedrich Dirks wrote:
>Moin John,
>
>in <V7Bl6.4559$oX3.386406@newsread1.prod.itd.earthlink.net>:
>
>> I've been trying to get a price for
>> Papillon from them (Oliver) since Dec., 2000!!!
>
><http://ash.sww.net/forms/PREISEXP.HTM>
>
>Diedrich
>
>
>.
Thanks Diedrich,
I can get some info from that page (price) but is there an Atari
page? (maybe in english?) (that was for the MAC)
John G.

2745. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 09:58:03 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1008.455T150T6584239optimus@canit.se>
Source record: 49764

Mark skrev:

>> >You can re-compile the code to run on a Atari (68030 required)
>>
>> Is an 030 really the minimum required? Maybe it is for a usable rate but
>> a 68000/16MHz is included in a list, on their website, of expected rates
>> for several different processors.

>There is some Amiga code which will simply recompile but it is optimised for
>030, this is all based on what someone told me - I may have a look.

The only thing that code might simply recompile on would be a MiNT machine.
After all, the Amiga client will want a bsdsocket.library.

>> > but there is
>> >no intervention with an IP stack so units will not be sent or received.
>>
>> If the code is finally ported, the problem would come when adding TCP/IP
>> support as there would need to be support for at least 2 stacks,
>> STiK/STing and Mintnet, and probably I-Connect as well.

>Which will be the hardest part.

MiNTnet support should be easy.

--
En ligne avec Thor 2.6.

A conservative is a worshipper of dead radicals.

2746. Re: micro multitasking with atari st ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 10:48:48 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <kkMl6.49670$zl4.1422890@zwoll1.home.nl>
Source record: 49767

"Andreas Klimas" <klimas@k-r.de> wrote in message
news:3A97284E.3311D1C1@k-r.de...

> > I would do something like this:
> > 1 find out which thread was running
> > 2 copy d0-d7/a0-a7 to register save space of the thread
> > 3 copy the programcounter and statusregister from superstack to save
spave
> > for PC and SR of the thread
> > 4 select next thread to be sceduled for execution
> > 5 copy PC en SR from save space of the new thread to stack
> > 6 copy registers from savespace to registers
> > 7 execute a RTE
>
> okay, good hints, I'l try

Ehm... This will only work when the program runs in user mode. SO you will
have to restore the USP. And you will have to take care that the interrupt
is not during an other (lower priority) interrupt.

> > What are you going to do BTW?
>
> I'm building an Atari parallel network. for my ideas I need some threads
> (for low level communications, small process management and
> calculations).
> because there are many ataris so I have to load my applications by
> remote communications (you remember, the other question ...).

That is quite a project! Be warned, the parallel port is unbufferd, the
soundchip is blown to peaces quite easily.

> but every Atari has only 1MB of RAM without harddisk. in this way there
> is no MulitTOS or Mint or whatever heavywight OS possible. I think it's
> the easiest way to do multithreading by an timer interruper.

Is the main thing of the project building the network yourself or starts the
fun when all applications are running?
In the last case there are ready to start network solutions for the ST. Lnet
worked quite fine for me:

---------->8----------
Dies ist eine &#65533;berarbeitete Version von Dirk Woithas 'Little Net', die
insbesondere auch mit BGM-Partitions zurechtkommt; auzerdem ist durch die
Verlagerung des Treibers in den AUTO-Ordner auch ein Aufl"sungswechsel ohne
Absturz m"glich. Wer Little Net noch nicht kennt, sollte es sich zun"chst
besorgen, da diesem Paket keine Dokumentation beiliegt. Alternativ kann man

sich auch Thorsten Pohlmanns 'Medium Net', eine andere
Little-Net-sberarbeitung, besorgen (liegt als MEDNET.ZIP z. B. in der MAUS
WI2). Die dort vorhandene Dokumentation ist sinngem"z auf die vorliegende
Version zu &#65533;bertragen. NB: in Details sind diese Dokumentationen nat&#65533;rlich
f&#65533;r die vorliegende Version nicht richtig.

Hier einige Bemerkungen zu dieser Version (History):

;===
;
; DIWO's Little NET
;
; Programm zur Kopplung 2er ATARI ST &#65533;ber die MIDI-Schnittstelle.
;
; Jan 89 by Dirk Woitha
-----------------------------------8<---------------------------------

Sorry folks, the documentation for the program is in German. The program
runs a network over Midi. Remote hardddisks are accessible like local
harddisks. I even played games of it (games running from harddisk will run
from Lnet). It not as fast as a hardisk (or a well writen parallel network).

> BTW. I have had a look to RTOS-UH, what do you think about ?
Nothing, I don't know that.

Cu, Hans Wessels

2747. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:03:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983019460-92755AEicMi@gmx.net>
Source record: 49785

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Wed, 21 Feb 2001 21:52:16 GMT

>>What is GEM Script and what does it do for me ?
>>
>
>GemScript is the commercial program I believe and Simple Script (I have
>this) is the freeware program.
Not really...
GemScript is a protocol for GEM applications which is used by both Simple Script and ASH Scripter. With these applications you can execute/construct GEMScript compatible scripts...

>With this you can create a script file which will run the programs you want
>and will do certains things.
Note that the scripts from Simple Script and ASH Scripter are only "basicly" compatible meaning that they understand the basic GemScript commands. Since ASH Scripter is much more advanced, its scripts can't be executed by Simple Script, it's like comparing ST-Basic to GFA basic, both are BASIC interpreters but that's about all they've got in common...

>you can have a script file that will run STiK2, dial in, then call up Cab
>and then goto a certain website.
In order to do this, the application *must* be a GemScript client, since STIK isn't, the above can't be accomplished. CAB however like most ASH software is a GemScript client...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2748. Re: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:11:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983042032-766971AEicMi@madasafish.com>
Source record: 49711

Yo!, Lyndon

>AS I say, I love the A5000, but not the hard disk'less 3000's.

Ahem!!, and the name of this base is??.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2749. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:14:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983042034-767547AEicMi@madasafish.com>
Source record: 49712

Hi Mark

>May I just ask the learned group what was on the bottom of the Marpet
>Ram board?

Its not got Rice crispies written on it!.

>Has your machine ingested large amounts of precipitate, gone all soggy
>and burst into flames. (you may need to check it)

>Now that's a hard one to answer, isn't it boys and girls.............

Seriously, Are you mentally or chemically retarded Mark.

>Some posting are just plain old shit....

Very appropriate that phrase in this case eh!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2750. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:20:40 UTC
From: bindon@madasafish.com
Message-ID: <t9f9oomqnhis79@corp.supernews.com>
Source record: 49780

On 22 Feb 2001 20:13:56 , Steve Sweet wrote:
Hi Steve

>You missed an era...
>I'm off to swap war stories with Derryck.

Yes, I can see how things were very differnet. I have an extremely vague memory of seeeing a BBC micro on some sort of BBS, maybe '90 or '91. Can't remeber anything and wasn't really paying attention to what was on the screen, just looking at the chip socket on the left hand side of the computer. I can see how those days were better for everything Atari.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2751. Re: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:20:43 UTC
From: bindon@madasafish.com
Message-ID: <t9f9oro6vupq7e@corp.supernews.com>
Source record: 49781

On 23 Feb 2001 18:22:51 , David Bolt wrote:
> In article <000457d0@fmlynet.org>,
> Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> writes:
>
> <snip>
>
>> LA> Sorry do you like them :)
>>
>> They're respectable machines, I wouldn't mind one to try
>> NetBSD/ARM26 on. Apparently they're a bit faster than
>> earlier Archimedes. I wonder if there was ever an ST
>> emulator for RISC-OS.
>
> There is, but it needs RISC OS 3.5+ and, most likely, a RPC.

Yes, sorry forgot to mention that in my post. Title began with an S and probably a T as well (like all do), but not sure about the machine it needs. You're probably right about it not running on less than an RPC though. I can't see an A3000/4000/5000 running as a ST at anywhere near full speed.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2752. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:20:46 UTC
From: bindon@madasafish.com
Message-ID: <t9f9ou2s20c27f@corp.supernews.com>
Source record: 49782

On 23 Feb 2001 18:24:29 , David Bolt wrote:
> In article <t9cj9u9ud8fp07@corp.supernews.com>,
> Lyndon Amsdon <bindon@madasafish.com> writes:
>
>>On 23 Feb 2001 07:07:41 , David Bolt wrote:
>>
>>> On the outside, the 3010 and 3020 are virtually the same except for
>>> joystick ports on the '10 and the "F" keys. Inside, AFAICR, the '20 has
>>> a built-in HD whereas the '10 required an interface.
>>
>>They did need an interface, but I never seen any joystick ports. Are
>>they 9pin D style?
>
> Yes, they're standard Atari-type joystick ports.

Hmm, didn't spot these, they may be 3000's then. I'll check Monday or
Tuesday.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2753. Re: Password HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:23:47 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a97a7d3$0$8833@news.zetnet.co.uk>
Source record: 49783

Hi Carl!

On 24 Feb 2001 01:51:20 , <carl@dresden99.freeserve.co.uk> wrote:
>Problems accessing Hd
>
>Dug mine out the other day to retrieve pics and data, and found my
>"Gasteiner mega drive (quantum)" is suddenly password protected,
>something I never did,,,Im wondering if Im using the wrong boot-up
>floppy, or if anyone knows how to by-pass this... anyhelp
>appreciated......

Sounds as if you've got a program in the Auto folder (if you use MagiC check the C:\GEMSYS\MAGIC\START folder or maybe it's APPS folder), or possibly a Desk Accessory .ACC file installed that does passwords.

What you need to do is to bypass the boot process and then disable the offending program (by renaming it to xxx.prX instead of .prg for example).

You need to boot as normal, but as soon as the hard disk driver comes up on screen you should IMMEDIATELY hold down the ALTernate key, and keep it held down until you get to the desktop.

NB: Depending on which hard disk driver program you have, you may need to use the CTRL (control) instead of ALT or maybe both together.

If this works correctly and get to the TOS desktop (you may need to reinstall your hard drive icons) you should then go into the C: drive (assuming that's your boot partition of course - for most people it will be) and disable the program.

If you have no idea which program it is then I suggest you disable all of them and then experiment to find out which it is.

If you get stuck, feel free to email me.

Cheers!

James

_____
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
+---+ _/|| ||_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+---+ Atari Falcon

|List owner of the Cheshunt Computer Club mailing list|

2754. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:35:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983042038-768175AEicMi@madasafish.com>
Source record: 49713

Hi Mark

>Therefore, as a technician are you trying to tell people that every job
>you have ever undertaken has worked perfectly every time and that you
>have always left every customer completely happy. If you ever try to
>claim this then I will call you a liar and it will just prove your
>bumptious attitude.

No i'l not claim that, thats not possible due to the nature of the equipment i deal with, however i accept my (extremely rare) mistakes and (almost non-existant) errors personaly and certainly dont try to blame the customer for the equipments misgivings.

>You MUST of course be a very GOOD engineer to feel that you have the
>right to criticise another engineers work.

I am a very good engineer, i regularly get sent into places to repair stuff no-one else can, i get stuff shipped to me from all over the place for my personal attention..

>In all the departments I've supervised over the years

Dont people get made supervisors to keep them out of the way of the real work. In my trade you get made a supervisor when you begin to talk more shit than you can repair.

>the engineer who thought he was always right was generally about as
>welcome as a damp fart in a space suite.

That depends on wether you have a fart fetish doesnt it.

In my trade, youre respected for your competance, people respect your technical authority, this is no shit but there isnt a fellow technician in my firm that doesnt know my name, for i am god. How many multi national firms have you worked for where the directors know your first name and phone number.

People who behave the way you describe obviously arent very professional in their attitude.

Lets take note of one fact, "Engineer/Technician" is a qualification, something you study for and earn.

Take note, that just because you proclaim yourself with the title engineer, i doesnt neccesarily make you any good.

Loads of people set up fettling enterprises and just call themselves engineers when in fact they are just "Fettlers"

A fettler is just a wanker with a screwdriver and crossed fingers and
usually a poor reputation outside of their circle.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2755. Marapet RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:46:02 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000493cd@fmlynet.org>
Source record: 49704

FamilyNet Newsgate

Hello Mark!

AB> ...a Marapet RAM board that I used to upgrade a
> friend's STfm. The board arrived okay, was easy to
> fit and worked fine.

MG> May I just ask the learned group what was on the
> bottom of the Marpet Ram board?

It was that long ago that I don't remember. It may have
been plastic. It might just have been card, but I didn't
notice any cockerels on it ;-)

MG> Has your machine ingested large amounts of
> precipitate, gone all soggy and burst into flames.

I hung on to it for a good while, mostly running a RAMdisk
and often running MiNT. It worked fine for me, but I don't
recall leaving it out in the rain very much! :-)

MG> Some posting are just plain old shit....

Some are, this one probably is.

...so anyway, when I went back to my own 512Kb STfm I
fealt the need for a RAM upgrade. I was fortunate in that
one of mine had a main-board that used 256K x 4 bit DIL
chips. I happened to have some laying around in a scrap box.
I soldered in four sockets, plugged in four chips and off it
went. That was my primary machine for quite a while. I had
a very crisp SM125 monitor and a 1Mb STfm. No cooling fans,
no hard disk... it was virtually silent and a joy to use. I
spend so many hours in front of computers today that I'm
tempted to get another one :-)

I seem to recall that the Marapet (Marpet?) RAM board came
with a good manual that outlined STFM mainboard and memory
controller revisions. Anyone here know how many STFM board
revisions there were?

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2756. A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:46:02 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000493cf@fmlynet.org>
Source record: 49705

FamilyNet Newsgate

Hello Lyndon!

LA> The ones without IDE were simply useless.

For you possibly, although in a unix environment they might
have made good X-terminals.

LA> Gotta be seen to be believed, all the HD's and floppys
> are held in with Parcel tape. The case is only ment to
> support one IDE HD, and we didn't have a mounting
> bracket for the other floppy.

<andy reaches for the nearest bucket>

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2757. Atari on Acorn

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:46:02 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000493ce@fmlynet.org>
Source record: 49706

FamilyNet Newsgate

Hello David!

AB> I wonder if there was ever an ST emulator for RISC-OS.

DB> There is, but it needs RISC OS 3.5+ and, most likely,
> a RPC.

Perhaps STonX (or something) would run under NetBSD/arm26
then.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2758. A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:46:02 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000493d0@fmlynet.org>
Source record: 49707

FamilyNet Newsgate

Hello Iggy!

ID> I wouldn't mind one either, how many could have
> reached Sweden? A dozen?

I don't know, possibly more than reached Illinois ;-)
Still, I've been looking at a microATX ARM mainboard
for use in one of my 'skunkworks' projects. Now if
only I could find an ISA card with a 680x0 and enough
flash to hold TOS ;-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2759. Telnettable Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:46:02 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000493d1@fmlynet.org>
Source record: 49708

FamilyNet Newsgate

Hello Jeff!

JM> For DDST I'll have to code a VT52->ANSI translator...

Since the VT100 had a VT52 compatible mode, it should be
possible by throwing the right escape sequence at an
authentic VT100 emulation to make it work with VT52
software... I think.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2760. Montreal Trade: sm124

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:46:02 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000493d2@fmlynet.org>
Source record: 49709

FamilyNet Newsgate

Hello Kenneth!

KM> Black and white monitors do not have any "pixels".
> Actually your computer RAM is faulty!

Perhaps the monitor has a dot burned into its phosphor
somewhere, what are the odds it's right in the middle?
<g>

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2761. [PUB]: New on the Belgian

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:46:02 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000493d3@fmlynet.org>
Source record: 49710

FamilyNet Newsgate

Hello Martin!

M> (a software ST emulator which runs on Unix workstations
> with the X Windows system)

That should read 'X-Window system' or just 'X'.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2762. Re: ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 12:52:45 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.0000001e.00d0ef29@id-68569.user.dfncis.de>
Source record: 49784

Moin John,

in <5oLl6.43$ju2.11772@newsread2.prod.itd.earthlink.net>:

> but is there an Atari page?

<http://www.application-systems.de/atari/>
<http://www.application-systems.de/atari/produktefuratari.html>

> (maybe in english?)

I couldnï¿½t find an english homepage, but the english RSC-file for
Papillon youï¿½ll find at:

<http://www.application-systems.de/papillon/download.html>

> that was for the MAC

though the title of the whole page is "Gesamtprogramm
ASH-Mac-Software", the first orderbox is named "Atari und MagiC"; maybe
there is original Atari-Hardware at ASH no longer <?>.

Diedrich

2763. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 13:10:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a97bc023d1e482@online.be>
Source record: 49787
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ghostscript/gemgs13-en.lzh (12.777 bytes)
(English docs and rsc of Ghostscript)

ftp://chapelie.rma.ac.be/atari/editors/ghostscript/gemgs13-fr.lzh (13.552 bytes)
(docs et rsc Franï¿½ais)

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/stonx-0.6.7.3.tar.gz (258.324 bytes)
(a software ST emulator which runs on Unix workstations with the X Windows system)

**game**
ftp://chapelie.rma.ac.be/atari/game/zelda.zip (532.007 bytes)
(falcon-only)

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/webwizrd.zip (1.386.978 bytes)
(Webpage wizard. To create pages without any knowledge of HTML,
English/French (docs only)/German (docs + rsc) version)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/gem/ginit096.tgz (606.571 bytes)
(GEM-init is an init/getty/login/sh suite for single- and multi-AES.
MiNT-compatible OS required, MinixFS-compatible FS recommended.)

**multitasking**
ftp://chapelie.rma.ac.be/atari/multitasking/MagiC/style_08.lzh (66.550 bytes)
(proportional fonts for Magic 6)

**programming**
ftp://chapelie.rma.ac.be/atari/programming/gslib01.zip (123.089 bytes)
```

(GSlib is a lib to handle the GEMSCRIPT protocol.
!!! it's a windom extension !!!)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/gemsetup201.lzh (274.372 bytes)
(Installation and setup program)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2764. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 13:28:23 UTC
From: osian@zetnet.co.uk
Message-ID: <3a97b6f7$0$8830@news.zetnet.co.uk>
Source record: 49786

On 24 Feb 2001 01:43:08 , Steve Sweet wrote:
>Hi Y'all
>
>Is foot and mouth disease classed as an STD if your a welshman??.
>
>I'm not sure if i should be quarantined this week.

I've had a F&M notice plastered on my gate. It's very embarrasing!

It's a notice to climbers going up the public footpath to keep of
farming and grazing land. Looks like I won't get many visitors this
week.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

2765. Elysium website has moved

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 14:33:12 UTC
From: Ashley Seabrook <aseabrook@madasafish.com>
Message-ID: <aseabrook-2ECCB9.14331224022001@corp.supernews.com>
Source record: 49788

The Elysium Atari and TOS Compatible web site has moved!

THE elysium.atari.org REDIRECTION NOW POINTS TO THE NEW LOCATION!!!

The 'real' address of the pages has moved FROM:
http://www.users.zetnet.co.uk/aseabrook/a_index.htm
TO:
http://members.madasafish.com/~aseabrook/atari/a_index.htm

I heartily recommend everyone uses the elysium.atari.org
redirection, not least because if I need to move the pages again,
you'll still have a way of getting to the site.

I intend keeping the Elysium Atari pages up for as long as anyone
finds them useful, although with a change of primary computer
platform, a new job and a lot of other projects on the go, I doubt
they'll get updated much further. I would like to thank everyone
who has been so supportive and complimentary about the site.

best wishes,

Ashley Seabrook

2766. FS (UK) Falcon, hardware, software, books, zines

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 14:35:19 UTC
From: Ashley Seabrook <aseabrook@madasafish.com>
Message-ID: <aseabrook-BD71EE.14351924022001@corp.supernews.com>
Source record: 49789

Out of necessity, and with some regret, I have now moved platforms and am now selling off nearly all my Atari kit.

I have thoroughly enjoyed my seven years with Atari computers, and I shall miss the camaraderie of the Atari online community. I am keeping an STe to remind me of the good times.

So as not to annoy people on c.s.a.st who aren't interested in buying anything, below is a very brief list of the items for sale. For full details and prices, take a look at the following web page:

http://members.madasafish.com/~aseabrook/for_sale/atari.htm

I'll keep posting this brief list to c.s.a.st (minus, of course, items that have been sold) every so often, but the most up to date list will be on the web page.

I've enjoyed using this kit, and now it is time for someone else to enjoy it, hopefully every bit as much as I have.

Offers or enquiries to aseabrook@madasafish.com

best wishes,

Ash

Atari Falcon, Cased SCSI Hard Drive & CDR, Cubase Audio Falcon 2, Notator Logic v1.7, CD-Recorder Pro v2.0, GFA BASIC v3.5 and Face Value v1 Suite, Diamond 56kbps Modem, Wangtek Tape Streamer, Papyrus v5, Lattice C v5.6, ST Format and Amiga/ST Format Magazines and Disks, Toshiba CD-ROM Drive, Soundsurfer/Sounddiver, Wavemaster, Zero-X v1, Voxx, MagiC v5.11, ST Applications Magazines, Devpac 3, Tabby Graphics Tablet, Pagestream v2.2, Floppyshop Gold CD-ROM Collection, Calligrapher Professional, Floppyshop Collection CD-ROM, Devpac DSP, MegaST Keyboard, Atari Gold CD-ROM, Atari World Magazines and Disks, Snippit Synth, Home Accounts 2, Charming Chaos, Virtual Wave, GFA BASIC v3.5 Interpreter, Modern Atari System Software, Programming the M68000, Introducing Atari ST Machine Code, C-manship Complete, Superbase Personal 2, VIP Professional, Falcon030 4MB Memory Board, MIDIQuest, Debian linux/m68k CD-ROMs, Ishar and Ishar 2, Flight Simulator II, Atari Compendium CD-ROM, Imagecopy v4.0CD, Renegade Evolution#1 CD-ROM, Floppyshop DTP+ CD-ROM, Just Call Me Internet CD-ROM, Universal Military Simulator, Textstyle, ST Review Cover Disks, Substation, Premier Manager 2, Jimmy White's Snooker, Borodino, Oxford Chess, Chuck Yeager's Advanced Flight Simulator,

Imperium, Blue Max, Atari Mega Archive Vol.2 CD-ROM, GFA BASIC v3 Interpreter, Bird Of Prey CD-ROM, Floppyshop Gold Volume 6 CD-ROM, Floppyshop Select CD-ROM, An Introduction To Programming Utilities, Quick ST v3.0, Universal Item Selector III, EdHak, StraTOS/Centek CD-ROM/Paper Zine, StraTOS CD-ROM Zine, ST BASIC Sourcebook & Tutorial, An Introduction to 68000 Assembly Language, Chaos Strikes Back, Falcon Mission Disks Vol.1, Forget-Me-Clock II

2767. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 15:04:55 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <S6QI6.79493$Nw6.268384@NewsReader>
Source record: 49792

Hello.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983011724-467990AEicMi@madasafish.com...
> Hi Barrie
>
> >Got any more? I've been shakin' the tree for a month, no more fallen out
> >so far....
>
> There's only one thing youve been shaking for a month, and it aint a
> tree.
> James replied to Barrie
>
> >>It's a pity IMO that these people don't want to speak out in
> >>public.....
>
> >I am in total agreement here. That is the basis of my post.
> >I want complaints aired in public.
>
> We are in agreement here, it is a pity they dont step forward really,
> because if the people who have the problems, and some of them are present
> and reading this, stepped forward, with the facts, you'd look 10 times
> the wanker you sound, difficult to imagine i know, but....

> eMail: steve_sweet@madasafish.com

Ah, the personal abuse.........

No facts or proof of allegations from either you or Barbieri, just plain,
old fashioned rubbish.

To ' len ', who is it you would like to ' visit '. Not naming names serves
no purpose.

For the record, I now have 26 threads on screen.

Post on, chaps, post on.

2768. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 15:38:29 UTC
From: bindon@madasafish.com
Message-ID: <t9flblk1p92ue7@corp.supernews.com>
Source record: 49793

On 24 Feb 2001 01:06:38 , Steve Sweet wrote:
Hi Steve

>> Some improvement has been made here by changing the MSS to 1484 in
>>Sting's default.cfg and MTU to 1524 in the Dialer. The latter of which I
>>accidently found was changed by my ISP from 1500. A difference of 40 as
>>recommended by Ronald Andersson.
>
>John, You mentioned your isp using an mtu of 1500 and then mentioned a
>difference of 40, are you saying that for an isp stated MTU of 1500 that
>1540 should be used?.
>
>To all..
>
>Is there anyone present who knows what these various config options do
>and can recommend a method of tweaking them to optimum, or how to obtain
>the information neccessary.

There was some good doc's included with Trumpet Winsock for win3.1 but
since my 386 blew I can't see them. Looking on the net may help find
the relations between them, and maybe a call to your ISP will give the
values.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2769. Re: Telnettable ST BBS.. now open!

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 15:38:31 UTC
From: bindon@madasafish.com
Message-ID: <t9flbnp0j38peb@corp.supernews.com>
Source record: 49794

On 24 Feb 2001 03:04:36 , Jeff Mitchell wrote:
> Its in testing for awhile before I get too cocky with it; shes got
>a couple of games, and a coupe message bases, and not too much else. Once
>we find out how stable it is, I'll see about adding more games and things
>to it..
>
> So help me build up a community..
>
> telnet to:
>
> shadow.skeleton.org
>
> Login as "bbs" (without the quotes of course).

I'm off to check this out!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2770. Re: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 15:38:34 UTC
From: bindon@madasafish.com
Message-ID: <t9flbqergnvaef@corp.supernews.com>
Source record: 49795

On 24 Feb 01 10:06:17 +0, "Iggy Drougge" wrote:
>Andy Ball skrev:
>
> LA>> Sorry do you like them :)
>
>> They're respectable machines, I wouldn't mind one to try
>> NetBSD/ARM26 on. Apparently they're a bit faster than
>> earlier Archimedes. I wonder if there was ever an ST
>> emulator for RISC-OS.
>
>I wouldn't mind one either, how many could have reached Sweden? A dozen?
>
>I do believe there was an ST emulator, at least that's what I seem to recall
>from Acorn ads in ST Computer.

There not really mine to say who can have them. Strange as they're
common as muck over here in the UK. Go to a school, look in the skip
and there you have it.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2771. Re: Telnettable ST BBS.. now open!

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 16:05:34 UTC
From: bindon@madasafish.com
Message-ID: <t9fmuet64hoc30@corp.supernews.com>
Source record: 49696

On 24 Feb 2001 03:04:36 , Jeff Mitchell wrote:
Hi Jeff

> Its in testing for awhile before I get too cocky with it; shes got
>a couple of games, and a coupe message bases, and not too much else. Once
>we find out how stable it is, I'll see about adding more games and things
>to it..
>
> So help me build up a community..
>
> telnet to:
>
> shadow.skeleton.org
>
> Login as "bbs" (without the quotes of course).

Err, I can't get on with Telstar. Say's Busy then it says BBS hangup
or something like that, oh yeah with no carrier. I'll try another
telnet prog if that helps.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2772. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 16:47:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983090784-877802AEicMi@cwcom.net>
Source record: 49738

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Thu, 22 Feb 2001 20:13:56 -0000

>>I never had the chance to get in on the BBS days, but what is it. I've
>>seen screen shots of things like Fortress.
>
>Back when you were in nappies the Fortress was the place to be, run by a

>You missed an era...
>I'm off to swap war stories with Derryck.

These young whippersnappers! ;-)

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2773. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 17:05:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983090786-878403AEicMi@cwcom.net>
Source record: 49737

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sat, 24 Feb 2001 13:03:52 +0100

>>you can have a script file that will run STiK2, dial in, then call up Cab
>>and then goto a certain website.
>In order to do this, the application *must* be a GemScript client, since STIK
>isn't, the above can't be accomplished. CAB however like most ASH software is a
>GemScript client...

You can get Scripter to "push the buttons" of apps which aren't GS clients, so
this would/should be possible.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2774. Re: ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 17:08:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983090790-878902AEicMi@cwcom.net>
Source record: 49739

From: Diedrich Dirks <hddirks@t-online.de>
Date: Sat, 24 Feb 2001 13:52:45 +0100

>> (maybe in english?)
>
>I couldn`t find an english homepage, but the english RSC-file for
>Papillon you`ll find at:

Papillon has many text strings embedded in the program itself - so even
with the English resource file there will still be a need for a good German
=> English dictionary :-(

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2775. Re: Digital SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 17:31:51 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A97F007.2A786BD0@ooc.de>
Source record: 49699

"Mickaï¿½l Pointier" wrote:

> > What does the ID check of HDDRIVER say?
>
> When I run HDDRIVER.PRG, it says "00.00: "
> Really looks like it detects something, but is not able to find
> what it is...

Yes, indeed. This could be a termination/cable problem. It would not be the first time that such a problem causes strange effects like this one.

>
> Ok, so just go at:
>
> http://www.alyon.org/InfosTechniques/informatique/drives
>
> Then select "digital / ALL", and on that new page you click on
> RZ26L-E (it's on the top of the page, 4th line).

Doesn't look unusual. BTW, is there an auto-spin feature (jumper) and if there is, is it enabled? Even though the SCSI standard requires a drive to report a name even if it is not spinning, some drives might not fulfill this requirement.

> I'm not sure these two SCSI cards are able to handle these

Yes, probably your problems have something to do with this cards. If, for example, this driver requires initiator identification only a LINK96/97 (or Falcon/TT SCSI) would work.

> If they are able to deal with this, it means it's REAL SCSI, no ???

No, definitely not. ACSI misses several features of SCSI, e. g. initiator identification. There are several drives known to require this and these drives cannot be used with other host adapters than the LINK96 or LINK97.

> I really would like to be able to replace my 100meg drive by
> the 1.05 giga one...

Try another drive, not the one from DEC.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2776. Re: Digital SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 17:34:05 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A97F08D.836A040A@ooc.de>
Source record: 49700

Andy Ball wrote:

> US> The MegaSTE does not support real SCSI, only ACSI.
>
> Out of interest, can the MegaSTE use an internal hard disk?

Sure, most of these machines were equipped with an internal drive right
from the start, often a SEAGATE 157N.

> If so, is this via a separate, internal SCSI host adaptor
> or some sort of ACSI <-> SCSI adaptor? I know very little
> about ACSI.

It's an ACSI <-> SCSI adapter manufactured by Atari. The only machines
produced by Atari with a real SCSI port were the TT and the Falcon.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2777. Re: Strange HDDRIVER beha

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 17:39:17 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A97F1C5.BA66DB8E@ooc.de>
Source record: 49701

```
Gerhard Janka wrote:
>
> Jean-Luc CECCOLI wrote:
> > What's the hell with HDDRIVER ? Both my 2 IBM drives aren't recognized
> > anymore since I've been using HDDRIVER! They seem to be ignored.
> > But, if I boot with a floppy with HUSHI, they're there again. And they
> > vanish again if I boot with HDDRIVER...
> > Would HDDRIVER hate IBM at the point it would refuse even to deal
> > with peripherals from them ? I do need those hard drives! These are
> > 1 Gb drives that help my 2 Gb Quantum.
> > Any idea ? Hmm ?
>
> I use HDDRIVER on my Falcon and it never had any problem recognising
> the 4 GB IBM SCSI HD or the 20 GB IBM IDE HD. So it can't be an IBM
> problem. Maybe an ICD problem ?

Jean-Luc uses a Falcon, doesn't he? So he is not using an ICD adapter.
--
-----------------------------------------------------------------------
Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
```

2778. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 17:41:37 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A97F251.E4DE2017@ooc.de>
Source record: 49702

Peter Schneider wrote:
>
> Hi Jean-Luc,
>
> JLC>If I then run HDDRIVER, it sees all 3 drives as well. 2- I boot with
> JLC>HDDRIVER on floppy : only ID 0 drive is seen ; running whatever
> JLC>software doesn't change anything : both IBM drives aren't seen
> JLC>anymore.
> Make sure that HDDRIVER.PRG on the floppy disk is identical to
> HDDRIVER.SYS on your hard drive. You may copy the 'floppy version'
> onto the 'disk version'.

He should simply configure the driver correctly, as described in the
manual. Copying the floppy version is not such a good idea because it
checks any ID, even those not used. This will substantially delay the
boot process. "Auto configuring" should take care of everything.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2779. FS: 68030 accelerator, plus...

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 18:48:30 UTC
From: Jim Allen <gallen@mediaone.net>
Message-ID: <3A980247.CC21E05D@mediaone.net>
Source record: 49703

Hi, I have a Turbo030 accelerator, 50Mhz 030, 50Mhz 882, 4 Megs 32bit fast ram, Tos 2.06, 68000 on board for compatibility. Fits MegaST's , runs great, is superfast.

Also have 1040STE, tos 2.06, 4 Megs. A Matrix M110 monichrome video board for MegaST's, and a Supervga board for MegaSTs made by Wittich Comp.

Ill let it all go for the first $250 +shipping.

gallen@mediaone.net

2780. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 20:36:15 UTC
From: bindon@madasafish.com
Message-ID: <t9g6pvnko9p2fe@corp.supernews.com>
Source record: 49714

On 24 Feb 2001 17:46:47 , Hallvard Tangeraas wrote:
>Anyone know where I can download the disk-copier "Acopy" from?

That's an old one IIRC. Try umich archive under a section called
copiers, I expect you'll find it there. It usually comes up with old
software for me.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2781. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 20:47:16 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <7bVl6.9818$Cq.176030@news2-hme0>
Source record: 49715

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:4GBl6.78764$Nw6.263448@NewsReader...

> If you can still stuff a hard drive after 2 resets you deserve
anything I
> want to say about your capabilities.
??????? I've bought and built hard drives for myself and have not had
a problem with any except
yours.

> I include your memory here, matey.
I am not your mate! and there's now't wrong with my memory to which
friends and
family at the time can verify.

> I have the relevant docs in front of me.
> The drive came back TWICE, not 5 times, each time corrupted.

I have given up arguing with you as you are obviously a complete
simpleton
who has problems even writing proper accounts of his own transactions.
I gave
my own experience of your customer service as you were asking for ppl
to
come forward - in my own name. Other ppl haven't or have decided not
to
and that is their choice.

> Care to comment on the fact that out of several hundred customers
since 1994
> you are the only person to post here whinging about your self
inflicted
> problems which occurred May to September in 1998.
>
Maybe they can't....

>I mention it because there are currently other topics running about
problems with hard drives and
> ICD has been mentioned..
>
I use HDDriver 7.8 and have had no real problems with it TBH - but
I've found that some software problems
are system specific. ie. Touch wood I've had no problems with STinG
but I've got good friends who do
on their systems.

> For myself, I have always found ICD Pro to work every time.
>
If you like using it good for you.

On a positive side, dealers who I've found excellent and offer good
service are Chris from ASP and
the Atari Workshop.

Regards
Sean

2782. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 20:54:51 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <acVl6.9821$Cq.175833@news2-hme0>
Source record: 49716

"bill-singer" <bill@yosger.co.uk> wrote in message
news:976v35jit1@newsg4.svr.pol.co.uk...
> whom from most of his postings seems to thrive on being shat on by
everyone
> and then forgives them
No, just by this character and as I've shown - I haven't forgiven him
at all.

There is a _big_ difference in companies who send stuff and something
goes wrong - that can happen anytime and to anyone. The crunch come
how they deal or don't deal with things properly when things do go
wrong. Sometimes however an apology is all that's required, other
times not.

Regards
Sean

2783. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 21:08:06 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <hoVl6.9833$Cq.176703@news2-hme0>
Source record: 49718

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:4GBl6.78764
> I agree BUT...the ' Barbie Doll ' tag was a reference to his ability
to
> follow instructions, not his name.
>
What an amazing coincidence then - not tring to squirm out of another
cockup are we?

I think people that know me and some that I do testing for find I
follow instructions quite well.

Regards
Sean

2784. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 21:08:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983101566-199867AEicMi@madasafish.com>
Source record: 49652

Hi Dezza & H.

>>That was a very good effort for you, Steve.

>I have to say that the misuse of apostrophes is one of my pet annoyances
>there's absolutely no excuse for getting it wrong.

>Apostrophes are rare and should be sprinkled carefully.

Its strange how Derryck /always/ looks at me when he uses this sentence.
:-) :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2785. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 21:45:44 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <VVVI6.6924$5U3.42596@NewsReader>
Source record: 49719

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983042034-767547AEicMi@madasafish.com...
> Hi Mark
>
> >May I just ask the learned group what was on the bottom of the Marpet
> >Ram board?
>
> Its not got Rice crispies written on it!.
>
> >Has your machine ingested large amounts of precipitate, gone all soggy
> >and burst into flames. (you may need to check it)
>
> >Now that's a hard one to answer, isn't it boys and girls.....
>
> Seriously, Are you mentally or chemically retarded Mark.
>
> >Some posting are just plain old shit....
>
> Very appropriate that phrase in this case eh!.

So i suppose you would like to justify your comment as below?

SS wrote:
"They dont insuate, it becomes a conductor at very low levels of humidity,
its also not flame retardent and its just plain 'bodgeworthy'."

You where the retard who implied that cardboard was no good and so i
simply asked the the group what was on the bottom of all Marpet ram boards.
My question of going soggy and bursting into flames must therefore be valid
but i see from your reply that you have no defence. I am not surprised.

Therefore my remark of
>>Some posting are just plain old shit....
must refer to you.

Mark Gray

2786. GEM TV by Woller

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 21:57:41 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a982e55.0@energise.enta.net>
Source record: 49717

Some time ago (via e-mail) I had the opportunity to ask
Woller about their GEM TV software. Here is what I found
out:

Q. Does GEM-TV need a 33MHz Milan 040 or can it be used
on the standard 25MHz machine ?
A. 25 MHz is enough.

Q. Which TV cards are supported by the GEM-TV software ?
A. Hauppauge! Primio and Primio FM.

According to the British Hauppauge pages it looks like the
TV-Go and Primio-FM cards have composite video inputs.

The PCI-FM(Nicam radio), Camera and Theatre cards also have
s-video inputs.

Q. I would like to use one of the cards that has an S-Video input,
is that possible ?
A. These cards have standard TV-cable- and composite video inputs.

Q. Does GEM-TV work with the PCI-FM(Nicam radio), Camera and Theatre
cards or has it not been tested ?
A. At the moment, only the TV/Video-Features are supported by
Woller GEM-TV.

Q. I would like to to be able to grab video clips from my camcorder
through the s-video cable as the quality is a lot better than
composite video. I don't know if the s-video function needs extra
software support.

A. Maybe, if the card is successful, we (Woller) will add the other
features too and also will check the features of the bigger cards.

Conclusion
It looks as though only the 2 basic Hauppauge! cards have been tested
with GEM-TV and the software supports the normal tv transmission inputs
of the cards and the composite video inputs.

Maybe someone is lucky enough to have access to one of the better
Hauppauge! cards and a Milan could test it with GEM-TV ?

If the normal TV and composite video features work then maybe Woller
might consider offering those cards in the GEM-TV package. This
may enhance sales as the existing users will have an easier upgrade
path if the GEM-TV software is enhanced later.

Has anyone tried the GEM-TV package ?

Peter

```
---------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
---------------------------------------------------------------------
---------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---------------------------------------------------------------------
```

2787. Re: Marapet RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 22:41:43 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <qKWl6.79620$Nw6.271850@NewsReader>
Source record: 49720

Hi Andy,
I remember the Marpet Ram board having cardboard on the base
to insulate from the metal shield. As you say your machine
worked fine afterwards so do you agree that the insulator must
have worked.
I see from your cut and pasting below that you may have taken
my post out context. My posting wasn't against Marpet or yourself
but was directed at Steve Sweet who had made some
extremely stupid remarks so I was simply taking the Mickey.
Have a look at some of the other threads and you will see
what I mean.

As for
> MG> Some posting are just plain old shit....
>
> Some are, this one probably is.

was directed at Steve Sweets crap.

Regards

Mark Gray

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:000493cd@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Mark!
>
> AB> ...a Marapet RAM board that I used to upgrade a
> > friend's STfm. The board arrived okay, was easy to
> > fit and worked fine.
>
> MG> May I just ask the learned group what was on the
> > bottom of the Marpet Ram board?
>
> It was that long ago that I don't remember. It may have
> been plastic. It might just have been card, but I didn't
> notice any cockerels on it ;-)
>
> MG> Has your machine ingested large amounts of
> > precipitate, gone all soggy and burst into flames.
>
> I hung on to it for a good while, mostly running a RAMdisk
> and often running MiNT. It worked fine for me, but I don't
> recall leaving it out in the rain very much! :-)

>
> MG> Some posting are just plain old shit....
>
> Some are, this one probably is.
>
> ...so anyway, when I went back to my own 512Kb STfm I
> fealt the need for a RAM upgrade. I was fortunate in that
> one of mine had a main-board that used 256K x 4 bit DIL
> chips. I happened to have some laying around in a scrap box.
> I soldered in four sockets, plugged in four chips and off it
> went. That was my primary machine for quite a while. I had
> a very crisp SM125 monitor and a 1Mb STfm. No cooling fans,
> no hard disk... it was virtually silent and a joy to use. I
> spend so many hours in front of computers today that I'm
> tempted to get another one :-)
>
> I seem to recall that the Marapet (Marpet?) RAM board came
> with a good manual that outlined STFM mainboard and memory
> controller revisions. Anyone here know how many STFM board
> revisions there were?
>
> Regards,
> - Andy Ball.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

2788. Re: ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 23:54:18 UTC
From: swampfox1@earthlink.net
Message-ID: <KQXl6.1537$ju2.174792@newsread2.prod.itd.earthlink.net>
Source record: 49722

On 24 Feb 2001 13:52:45 , Diedrich Dirks wrote:
>Moin John,
>
>I couldn't find an english homepage, but the english RSC-file for
>Papillon you'll find at:
>
><http://www.application-systems.de/papillon/download.html>
>
>> that was for the MAC
>
>though the title of the whole page is "Gesamtprogramm
>ASH-Mac-Software", the first orderbox is named "Atari und MagiC"; maybe
>there is original Atari-Hardware at ASH no longer <?>.
>
>Diedrich

```
Well, that leads me back to my original query of how to buy the
commercial version of Papillon! If I'm not mistaken, the E-mail
address for inquiries (on the Papillon page) is Oliver's.
(full circle). I guess my money is no good anymore!!! :(
Should I change my beliefs and try to get a PIRATE version???
John G.
```

2789. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-24 23:54:55 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <%OXl6.79639$Nw6.272222@NewsReader>
Source record: 49721

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983042038-768175AEicMi@madasafish.com...
> Hi Mark
>
> >Therefore, as a technician are you trying to tell people that every job
> >you have ever undertaken has worked perfectly every time and that you
> >have always left every customer completely happy. If you ever try to
> >claim this then I will call you a liar and it will just prove your
> >bumptious attitude.
>
> No i'l not claim that, thats not possible due to the nature of the
> equipment i deal with, however i accept my (extremely rare) mistakes and
> (almost non-existant) errors personaly and certainly dont try to blame
> the customer for the equipments misgivings.

I for one do not believe you. I have never met an engineer who hasn't made
a few big gaffs in their time. It is human nature to make a mistake no
matter
what your level of training or experience. Next you will try and tell me
that
you have never had a customer complain even though they are in the wrong.

> >You MUST of course be a very GOOD engineer to feel that you have the
> >right to criticise another engineers work.
>
> I am a very good engineer, i regularly get sent into places to repair
> stuff no-one else can, i get stuff shipped to me from all over the place
> for my personal attention..

And of course as you have stated above you get it right all the time!

> >In all the departments I've supervised over the years
>
> Dont people get made supervisors to keep them out of the way of the real
> work. In my trade you get made a supervisor when you begin to talk more
> shit than you can repair.

No. A good engineer is made a supersisor to help the not quite so gifted
ones
and to ensure that the workshop performs the best possible repairs.

> >the engineer who thought he was always right was generally about as
> >welcome as a damp fart in a space suite.
>
> That depends on wether you have a fart fetish doesnt it.

Or just expell the same smell when they talk.

> In my trade, youre respected for your competance, people respect your
> technical authority, this is no shit but there isnt a fellow technician
> in my firm that doesnt know my name, for i am god. How many multi
> national firms have you worked for where the directors know your first
> name and phone number.

We have thought for a while that you had a god like mentality but god
of what is anyones guess.

> People who behave the way you describe obviously arent very professional
> in their attitude.
>
> Lets take note of one fact, "Engineer/Technician" is a qualification,
> something you study for and earn.
>
> Take note, that just because you proclaim yourself with the title
> engineer, i doesnt neccesarily make you any good.
>
> Loads of people set up fettling enterprises and just call themselves
> engineers when in fact they are just "Fettlers"
>
> A fettler is just a wanker with a screwdriver and crossed fingers and
> usually a poor reputation outside of their circle.

And aren't we the opinionated one.

I have worked for companies such as De-La-Rue and was sent
all over Europe repairing equipment and training engineers for the likes
of BP Germany, ADS Anker and Citizen. I personally have never
criticised another technician/engineer to the level that you have because
not everyone is as bumptious as yourself. You must be a very up
yourself person to even write the above and I would have hated you
to have worked in one of my departments.

I seem to remember a recent thread about redundancy.
Have you applied to the BBC for Ann Robinsons job yet?
You would probably fit right in as she only listened to
one side of a story and had a god like mentality. I also thought
she was a bit of an arse hole, not unlike someone else.

Mark Gray
BSC Hons

2790. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:09:58 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <61Yl6.6943$5U3.43058@NewsReader>
Source record: 49723

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983011746-472573AEicMi@madasafish.com...
> HI Mark
>
> >> Thats the one. :-)
> >
> >what 99.99% condensing. (ie bath time.)
>
> I think youre trying to be amusing, should we stick to facts for the sake
> of the thread and civility.
>
> Dont forget, %100 humidity isnt rain, but merely fog. Most hi spec
> equipment should be able to cope with %40 humidity otherwise nowt would
> work in the tropics without being hermetically sealed.

Ok then, lets keep my reply civil. In my opinion a piece of cardboard
even quite damp would not cause enough conduction at 5 volts
to cause the devastation you wrote about. I could however see the
devastation, rape and pestilence that you tried to cover your
arse with in a previous post if you did indeed chuck it in the fucking bath.
I also think that the piece of cardboard stuck on the back of a board
for insulation would be the least of your fucking worries if it was
powered up at the time and you were sat in the fucking bath.
(sorry to the group but civility flew out of the window)

Also before you respond with more shit read "CONDENSING",
it doesn't say "NON FUCKING CONDENSING", do you know
the difference.

Mark Gray

2791. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:18:05 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A984F3D.13F1A95E@chello.nl>
Source record: 49725

Martin \"Nightowl\" Byttebier wrote:
>
> on Wed 21-02-2001 18:08 Djordje Vukovic wrote:
>
> >On 19 Feb 2001 11:08:37 , Thomas Binder wrote:
> >
> >>Have you tried GuiTAR? http://guitar.atari.org/
> >
> >It looks nics... except for the catch, as explained on that web-page, that
> >one needs a running Mint system and at least a 16-colour display in order to
> >perform a simple task of unpacking an archive using GuiTAR...
>
> so..
> I really don't get it why people are so struggling with tar and gzip. It's
> all explained in the docs. It's just a matter of RTFM.
> Are people so spoiled now with all these setup prg that do the work for
> them that they can't perform a basic task anymore?

Sorry Martin, we are not all like you.
I typed my first commandline in 1976. On a mainframe running a OS that was immensely more spophisticated than Unix. Nevertheless I was bored immediately.
Before that I punched my commands in cards.
Once punched, these cards could be used over and over again.

I left the pro scene in 1883. When I discovered ATARI ST and its GUI in 1987 I promised myself never to type a commandline ever again.
If a program isnt GEM, it is not for me.

Computers are invented to be convenient to their users, not the other way around.
The text IO approach of Unix is intented to be used by operators.
Modern home computer users are not operators. I am not a operator.

Programmers holding on to text IO, are not skilled enough, or just too lazy.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

2792. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:26:07 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <egYl6.6945$5U3.42533@NewsReader>
Source record: 49724

But you where the one who started the discussion about cardboard.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983011742-471683AEicMi@madasafish.com...
> HI Mark
>
> >So by this reasoning then every Atari ever fitted with a Marpet Xram
> >upgrade should have gone soggy, blown up and burst into flames by now.
>
> Hm!, very imaginative.

But you where the one who suggested this was the outcome in a previous
message or are you going to deny it?

>
> >Better check all those ST's for signs of soggy cardboard and impending
> >disaster.
>
> Not a bad idea actually, especially if you have intermittent
> unexplainable problems.

So you now going to plough all your pennies into designing
an insulator for the boards if that is the cause of most problems?

I bet even the bank that likes to say "YES" would say FO to that one.

Mark Gray

2793. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:47:25 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <cAYl6.79651$Nw6.272421@NewsReader>
Source record: 49727

Shouldn't that be foot in mouth in your case?

It just shows your below par mentality to post in this way.

Was it meant to be funny?

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983011766-476621AEicMi@madasafish.com...
> Hi Y'all
>
> Is foot and mouth disease classed as an STD if your a welshman??.
>
> I'm not sure if i should be quarantined this week.

2794. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:49:22 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <1CYI6.79652$Nw6.272478@NewsReader>
Source record: 49728

And Steve knows all about hacking. Even though he tries to
tell us different.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983011758-475036AEicMi@madasafish.com...
> Hi Mcbeam
>
> >i just got a syquest drive 44meg and have the link....how do i go about
> >using this with a 1040?
>
> I'm not sure that the Syquest provides TERMPWR which is absolutely
> required by the link, so you may have to hack the drive to provide this
> 5V or the link will stay asleep.
>
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

2795. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:51:41 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <cEYl6.79655$Nw6.272460@NewsReader>
Source record: 49726

IMO Steve Sweet dosen't know what hees on about.
But we should leave him alone, after all he is god's engineer.

See previous postings on cardboard if you don't believe me!

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982948288-453874AEicMi@madasafish.com...
> Hi Peter
>
> >Ok, this is probably a dum question, but...
> >
> >What is GEM Script and what does it do for me ?
>
> Pop by the Ash website and check out the description of Jinnee and
> Scripter, pop by the author's sites, that'l tell you more.
>
> Aniplayer supports GS, as does eMailer, iConnect, Fiffi, CAB to name but
> a few.
>
> Basically use of a GemScript interpreter such as Scripter allows you to
> control your system using a script language.
>
> E.G. You could write a script to log onto the net at a given time and
> download a page or a site, whilst thats occuring you could instruct your
> mailer to collect mail and news. You could automate a web-site by
> training a GS to watch your source material and update to your website
> automaticaly as required.
>
> Simpler examples would be to run a system backup, copying specific files
> to specific locations under specific criteria.
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

2796. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:52:15 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <qJYl6.79657$Nw6.272563@NewsReader>
Source record: 49729

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:7bVl6.9818$Cq.176030@news2-hme0...
>
> "Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
> news:4GBl6.78764$Nw6.263448@NewsReader...
>
> > If you can still stuff a hard drive after 2 resets you deserve anything
I
> > want to say about your capabilities.

> ??????? I've bought and built hard drives for myself and have not had
> a problem with any except yours.

Like I keep saying, matey, prove it.

> > I have the relevant docs in front of me.
> > The drive came back TWICE, not 5 times, each time corrupted.
>
> I have given up arguing with you as you are obviously a complete
> simpleton....

Did you and Sweet attend the same Academy of Third Rate Personal Insults?

What part of ' PRODUCE YOUR EVIDENCE ' do you not understand?

> Other ppl haven't or have decided not to.......(come forward)

Or just maybe there are no people to come forward with GENUINE complaints
about Keychange.

Does anyone know the record for threads on a topic, I count 40 now.

Barrie at Keychange.

2797. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:55:33 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <QHYl6.6951$5U3.43382@NewsReader>
Source record: 49730

Relevant?

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983011750-473417AEicMi@madasafish.com...
> Hi Lyndon
>
> > I've partitioned it now so I ain't turning back until next time I move
> >up to a larger HD.
>
> Other bullshit phrases include.
>
> The cheques in the post
> Of course youre the first,
> I wouldnt dream of doing it with someone else,
> I promise i wont...
>
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

2798. Re: Sting and a LAN

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:58:25 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <wKYl6.6952$5U3.43443@NewsReader>
Source record: 49731

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982780068-111623AEicMi@madasafish.com...
> Hi Shiuming
>
> >> I set ST up as 192.0.1.2 and Falcon up as 192.0.1.1 and I put subnet
> >> mask in as 255.255.255.255
>
> >You can't have that as a subnet mask because that essentially means the
> >entire IP is the network address, with no hosts. Use 255.255.255.0 (192
> >being a Class C address so the first three octects are the network
> >number), which makes the last octect of the IP address the host range.
> >Also avoid giving any hosts an address of 0 or 255, these are network
> >and broadcast addresses respectively.
>
> Blimey!, hands up all those that go to network school. :-)

At least someone knows what their on about.....

2799. ISP TROUBLE

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 00:59:42 UTC
From: phantomm@eastky.net
Message-ID: <979ldumli1@nd.eastky.net>
Source record: 49732

Having a problem with my ISP, maybe someone will know how to solve.

Recently, my ISP announced that they are changing the Number the folks in my area use to access the Net.

They have gave me 2 numbers to try and use.
None of the work! The problem is that when my modem tries to connect to their modem system the carrier is dropped at the point were normally it would connect!

I'm fairly sure the problem is not on my end as all I am doing is changing the access number.

Also, I can access other ISP's in my area just fine, I'm just not registered with any of them at the present time. (That will change very soon!)

I have been speaking with the Techs on the matter and they have told me that everything is the same except that they are using some type of WinModem System. I think this is just a large Modem that handles all Users Connections.

I have also noticed some strange Tones when my modem is trying to connect to these new numbers. Some times it is a High pitched Tone, other times it is very Low. And sometimes it sounds just like any normal modem does when trying to connect but still hangs up the phone line just when it sounds like you are going to get a connection!

Now I Use Sting on a CT2B Falcon, my modem is a Hayes Accura 56K modem.
I have also been trying to connect to the new numbers using the Term program STalker. It connects fine to my old normal number, but will not connect to the new numbers. Stalker also connects to the other ISPs in my area as I have already mentioned above. I've tried just about everything I can think of.
I've been using a modem to connect to BBS for at least 10 years so I do know that the problem isn't with my Computer or modem unless there is sometype of Modem incompatibility that I'm not aware of.

Now does anyone know what the problem with the ISP is?

I did talk with a Engineer at the ISP, and he mentioned something about the way I am getting routed to the ISP and I might be getting connected to a ASCEND Terminal or something like that. I did have some problems months back similar to this. Instead of connecting to the ISP, I was getting a ASCEND Prompt instead of a LOGIN prompt. But now I can't even get connected to see if that is the case or not.

If you have any answers to this problem then E-mail your replies.

If the problem is not found in a couple of days then I will loose access to the NET with this ISP and will have to switch to another one. Which is no

major problem. But I would like to stay with this one if possible.

Now folks that exchange e-mail with me or folks that are in the middle of buying/selling/trading with me. All deals will still be on. But you might not get a e-mail from me for a few days, untill I get setup somewhere else.

If you have anything important to e-mail me, then do it now because I will loose access probably by Wednesday if the problem isn't fixed.

Thanks and I'll be BACK, Bigger and Better, Stronger and Faster!!! :)

phantomm@eastky.net

2800. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 01:55:56 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Mwov+sHsYGm6EwDY@lovecraft.demon.co.uk>
Source record: 49734

Once upon a time <cAYl6.79651$Nw6.272421@NewsReader>, Mark Gray
<markgray@plus.net> grabbed chalk and scrawled:
>Shouldn't that be foot in mouth in your case?
>
>It just shows your below par mentality to post in this way.
>
>Was it meant to be funny?

Baaaa-hahahahaha!

What's the point in a crisis, if you can't laugh about it. Sheesh...

Richard, worries for the state of the farmers in the UK, but for once,
they've got no-one else to blame for this one...
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2801. Re: Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 02:02:30 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <PQevW5H2eGm6EwAV@lovecraft.demon.co.uk>
Source record: 49733

Once upon a time <61Yl6.6943$5U3.43058@NewsReader>, Mark Gray
<markgray@plus.net> grabbed chalk and scrawled:

>Ok then, lets keep my reply civil. In my opinion a piece of cardboard
>even quite damp would not cause enough conduction at 5 volts
>to cause the devastation you wrote about.

Bollocks.

I usually clean my PC keyboard by disconnecting it, washing it with water and salt-free detergent, and drying it in the airing cupboard for 48 hours. This technique works for so many different things - I've used it to save a powered mixer that had beer spilt on it at a pub (ran it under a tap in the bar for a good length of time, then dried it at home), various old keyboards.

Until I got around to cleaning my Dell keyboard. It had a cardboard liner - this, despite being apparently dry, retained enough moisture to cause the keyboard to fail even after 48 hours in the airing cupboard. Removing it entirely cured the problem.

The conductivity is caused by the 'pollutants' in tap water. Distilled water does not conduct, IIRC - I once ran a ZX81 submerged in distilled water alongside a conventional one, running the same complex math problem. The conventional one got /very/ hot and failed. The one in distilled water heated the bowl up to around 40 degrees C (it was a while ago, so I can't remember the exact figure) but didn't fail or short out.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2802. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 03:20:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983113780-30995AEicMi@gmx.net>
Source record: 49659

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Thu, 22 Feb 2001 18:51:04 +0100 (MET)

>>Could one of the MiNT users explain me what's so special about GuiTAR
>>that it needs MiNT? this is after all only a graphic shell... what
>>routines are used that are not available in either TOS and/or MagiC?

>I should say RTFM. It says that I works with MiNT and maybe with MagiC
>too but the latter hasn't been tested.
RTFM doesn't change a thing to the fact that it doesn't work with MagiC
and TOS, it never did...
But this is beside the point, the question was why something relatively
simple like a graphic shell needs MiNT. Not that long ago you had a go at
ASH because they released software that can only be used under MagiC. I
would say that the same applies here.
GuiTAR not working with MagiC doesn't bother me a bit, the Jinnee/Scripter
combination takes care of TAR and GZIP files very nicely, but its the TOS
users that are left in the cold by the MiNT community....

CHeers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2803. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 03:21:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983113782-31516AEicMi@gmx.net>
Source record: 49661

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Fri, 23 Feb 2001 11:16:47 -0000

>>some people might call your "offerings" SPAM.
>
>Do you? Anyone objecting to a small amount of self-publicity in response
>to a question is welcome to post a message about it.
Yes I do. So that's posting number one... :-)

>There are much bigger self adds than mine.
Indeed, but except for Ben Smith his masterpieces, these self adds are from
people that have no commercial interest, you can call your postings whatever
you like, whenever "Keychange" is mentioned its SPAM...

>>Just suppose that all your colleagues would offer their "services" here as
>>well.
>
>Just who are you talking about? Go on, name them. Calling someone a
>colleague isn't actionable in the UK.
I'm talking of your collegues... you call yourself an Atari dealer and don't
have a clue of the competition?

>>If you really need to make publicity then you should do so in the suitable
>>media, but certainly not in CSAST.
>
>Says who? Do you and your mates run this group?.........
No, the RFC rules... and you better check them out, as it is, someone filing
a complaint against you could succeed in convincing your ISP to close your
account. We wouldn't want that, would we ?

>>Your "serious problem" with Steve is merely the fact that he advises
>>people to consider a well established dealer,
>
>No, matey, in my opinion he can have a runaway gob that don't know when to
>stop.
We *know* your opinion, you've aired it more then once. Several people here
don't agree with you.

>Got any more? I've been shakin' the tree for a month, no more fallen out so
>far....
That doesn't mean a thing. Perhaps you've been shaking the wrong tree ?

>As always, you miss the point, I would like to see complaints aired
>properly, not passed around thirdhand to a mouthpiece.
A complaint aired in computer.sys.atari.st.tech isn't exactly thirdhand
information being mouthpieced is it? IMO this is a perfect example of a

complaint aired properly but then ofcourse you disagree....

>More posts please.
Yes, let's shake the tree a little more...
After being "years" in the trade and having "only" one upset customer, who according to you only has himself to blame, surely there must be hundreds of *very* satisfied customers around ?
It's not the first time that someone complains about a dealer in this newsgroup, you know what usally happens? postings come flooding in from other people having a nasty experience, but there are *ALWAYS* a lot of postings of people writing the opposite, people who had a good/positive experience with the dealer that is criticised....
You've been shaking the tree for over a month, but I haven't seen a single bit of support for you or your business, very weird if you ask me...

Cheers from Belgium
Dennis
--


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/ / / / / / / / / ____/
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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2804. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 03:24:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983113786-32179AEicMi@gmx.net>
Source record: 49660

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Fri, 23 Feb 2001 22:38:28 -0000

>In fact, you may be able to help others. You tried to install HDDriver 7
>after I supplied the drive with ICD Pro installed. I mention it because
>there are currently other topics running about problems with hard drives
>and ICD has been mentioned..
I can't believe I'm reading this.... :-/
If I understood the above quote correctly your customers haven't got the
right to delete and install software on their own harddisk? If a customer
likes HDDriver better then a five years old non-developed and supported
driver, he's not allowed to change it?
Are you serious? is this British humour? have you been sniffing glue?

Cheers from Belgium
Dennis
--


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2805. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 04:07:24 UTC
From: puffpuffin@aol.com
Message-ID: <20010224230724.22450.00005606@ng-mq1.aol.com>
Source record: 49735

>>i just got a syquest drive 44meg and have the link....how do i go about
>>using this with a 1040?

Buy an external SCSI hard drive case (it should come with a power supply and a
50-pin IDC to 50-pin centronics cable).

Stick the Syquest into case and plug everything in. And then plug the Link
into the 50-pin centronics port and the 19-pin plug into the ACSI/DMA port on
the 1040.

Easy!

>I'm not sure that the Syquest provides TERMPWR which is absolutely
>required by the link, so you may have to hack the drive to provide this
>5V or the link will stay asleep.

All Syquests have the 5V connected. Only @#$%^& Iomega ZIP drives don't.

2806. Re: Re: Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 06:53:09 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9053125F6otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49736

Whilst reliving childhood traumas, O_v spied Jeff Mitchell's 23 Feb 2001 message...

> ha! I didn't even run a BBS until I had 1200bps.. though I teruly
>loved the 300bps connection sound, I didn't dare run a system until I had
>the blazing power of 1200.

I ran Commodore BBS software that didn't support 1200 baud. I ran it at 300 and, when 1200 became affordable, tried to upgrade. To my surprise the software simply didn't operate. I even contacted the author who said he knew about the problem but wasn't really in a position to fix it.

Sigh. I really liked that FRP BBS.

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2807. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 09:01:53 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <766.456T2650T6016795optimus@canit.se>
Source record: 49743

Konrad Kokoszkiewicz skrev:

>> >So what do you gain from TARing it first?
>>
>> GZIP can only compress a single file.

>This is actually not true. gzip can compress multiple files
>into one compressed archive. The only thing is that is does
>not dig into subdirectories doing that.

>The gain got from using tar/gzip tandem is that it:

>1) retains all file attributes and casing (not true for STZip)
>2) is faster than STZip and feels equally fast as LHarc.
>3) produces shorter archives than STZip and LHarc.

But could you list the contents of a gzipped tar archive? Wouldn't this
require an inital ungzipping before the archive contents might be read?

--
En ligne avec Thor 2.6.

Die Malerei ist stumme Poesie, die Poesie blinde Malerei.
--- Leonardo da Vinci

2808. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 09:07:37 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <230.456T1850T6075899optimus@canit.se>
Source record: 49742

David Bolt skrev:

> Makes you wonder, especially since they're not usable on any other
> machine.

What is the specification of Acorn mice? Do they just use quadrature or a
particular serial protocol?

--
En ligne avec Thor 2.6.

2809. Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 09:10:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1469.456T750T6104635optimus@canit.se>
Source record: 49740

Jeff Mitchell skrev:

>In article <h6449tcddii3ia42cpc1ob4rsh9em7uj0b@4ax.com>,
>Mindfield <mindfield@badgers.emulationnet.com> wrote:
>>Cool! An ST BBS to Telnet to! :-) The ones I've been on have been
>>8-bit, which is all cool, of course, but I do miss the ST BBSs.
>>Especially RATSoft. That was a damn find BBS proggy.

> Yeah, the 8 bits are cool.. but 8bits are such an easy machine to
>emulate; like PC's.. making a PC BBS telnettable is no big chore. But
>Atari ST's and Amiga BBS's are work.. but the Amiga communityi seems more
>pulled together and is working on things. The ST community seems to be
>dieing .. I think all the ST BBS's are gone now, since DarkChyld's went
>away .. y2k bug killed the forems, and Express.. I dunno.

Telnetting to Amiga BBSes is easy, no emulation required. You just create
another node which uses any device such as telser.device instead of the usual
serial.device.

--
En ligne avec Thor 2.6.

Scandinavian countries, especially Sweden, [have] alarmed the more doctrinaire
exponents of a revolutionary (as opposed to evolutionary) modern architecture
by specializing in a cosy domesticity which appears to turn its back on many
of modern architecture's spectacular achievements; not by reviving period
styles, but by preferring traditional building techniques and materials and
putting the highest value on charm of character and a close accord between
building and landscape.
J.M. Richards, Modern Architecture

2810. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 09:16:21 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1221.456T1050T6164967optimus@canit.se>
Source record: 49741

Jeff Mitchell skrev:

>>Oh, sorry. I always thought that a BBS was dialed up from a special
>>number, as they used to advertise there own number. I see what you
>>mean now, I can use my ISP.

> yep; normally they are phone dialup based (terminal style, not
>using tcp/ip or other networking protocols.. simple terminal dialup). But
>there are a few telnettable bbs' online.. all PC's, since they often used
>an extra library/module to talk to the serial ports.. and that module can
>be replaced by one that does networking. The trick with mine is it will be
>the only Atari ST bbs online, since its a huge pain in the ass to do it. I
>think theres a couple online Atari 8bit BBSs, since they're easy to
>emulate.

All PCs? There's a bloody lot of Amiga BBSes with telnet access.

> Once I get mine stabalized and useful, I'll see about making the
>code more useful and releasing it, so we cna get a few more ST BBS' around
>:) Show those PC guys a *real* system :) (OKay, those softwares are often
>better, but thats beside the point)

Personally I can only stand the KOM systems, menu systems are appalling and
are too file-biased.

--
En ligne avec Thor 2.6.

Computer programmers know how to use their hardware.

2811. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 10:20:43 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <%%4m6.51701$zl4.1520714@zwoll1.home.nl>
Source record: 49744

"Iggy Drougge" <optimus@canit.se> wrote in message
news:766.456T2650T6016795optimus@canit.se...
> >The gain got from using tar/gzip tandem is that it:
>
> >1) retains all file attributes and casing (not true for STZip)
> >2) is faster than STZip and feels equally fast as LHarc.
> >3) produces shorter archives than STZip and LHarc.
>
> But could you list the contents of a gzipped tar archive? Wouldn't this
> require an inital ungzipping before the archive contents might be read?

Yes, but you feed the output of gzip directly to tar. No inbetween storage
of the data is needed. If the decode routines are well written the biggest
timeconsumer will be writing the output to the screen on Atari like
computers (unless the archive contains some very big files).

Hans Wessels

2812. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 11:01:56 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <pdbEYaNkYOm6EwE+@my-ste.demon.co.uk>
Source record: 49646

In article <230.456T1850T6075899optimus@canit.se>,
Iggy Drougge <optimus@canit.se> writes:

>David Bolt skrev:
>
>> Makes you wonder, especially since they're not usable on any other
>> machine.
>
>What is the specification of Acorn mice? Do they just use quadrature or a
>particular serial protocol?

The original Acorn mice are similar to Atari mice, except for a middle button and a 9 pin mini-din connector instead of the Atari-type mouse connector. I suppose that if the mini-din connector was removed and replaced with a normal Atari-type connector, they could be used on an Atari or Amiga. Whether someone would got to such effort is another matter, especially with the location of the mouse ports on Atari machines.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

2813. Re: Marapet RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 11:03:21 UTC
From: bindon@madasafish.com
Message-ID: <t9hpjpalcg0l54@corp.supernews.com>
Source record: 49745

On 24 Feb 2001 12:46:02 , "Andy Ball" wrote:

Hi

> MG> May I just ask the learned group what was on the
> > bottom of the Marpet Ram board?
>
> It was that long ago that I don't remember. It may have
> been plastic. It might just have been card, but I didn't
> notice any cockerels on it ;-)

When I saw one in my STFM it had carboard on the bottom.

> I seem to recall that the Marapet (Marpet?) RAM board came
> with a good manual that outlined STFM mainboard and memory
> controller revisions. Anyone here know how many STFM board
> revisions there were?

I think 4 or so, A to D. I also have a feeling that C and D were most
common but I could easily be wrong. It is Marpet BTW.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2814. Re: ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 11:43:57 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.00000026.0089a75c@id-68569.user.dfncis.de>
Source record: 49647

Moin John,

> If I'm not mistaken, the E-mail
> address for inquiries (on the Papillon page) is Oliver's.

thatï¿½s right: oliver.buchmann@applivation-systems.de.

I sent him your posting to his MausNet-address
(oliver_buchmann@ka2.maus.de), I hope that he will answer you tomorrow.

Diedrich

2815. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 12:18:15 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <WH6m6.80775$Nw6.275591@NewsReader>
Source record: 49648

So you must be as sad as the original poster if you think it's funny.

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:Mwov+sHsYGm6EwDY@lovecraft.demon.co.uk...
> Once upon a time <cAYl6.79651$Nw6.272421@NewsReader>, Mark Gray
> <markgray@plus.net> grabbed chalk and scrawled:
> >Shouldn't that be foot in mouth in your case?
> >
> >It just shows your below par mentality to post in this way.
> >
> >Was it meant to be funny?
>
> Baaaa-hahahahaha!
>
> What's the point in a crisis, if you can't laugh about it. Sheesh...
>
> Richard, worries for the state of the farmers in the UK, but for once,
> they've got no-one else to blame for this one...
> --
> Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -.
;-;;,
> Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (
`'::.
> Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--'
`-'_)Morticia
>

2816. Re: Marapet RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 12:23:35 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <TM6m6.7168$5U3.45846@NewsReader>
Source record: 49649

> I think 4 or so, A to D. I also have a feeling that C and D were most
> common but I could easily be wrong. It is Marpet BTW.

Yes it was Marpet which stood for MARtin and PETer the founders
of the company. Not long into the company Martin left after some
allegedly dodgy accounting and Peter went back to farming after
loosing a shed load of money.

2817. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 12:34:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a996ce0851dd20@online.be>
Source record: 49678

on Sun 25-02-2001 01:18 Henk Robbers wrote:

>
>
>> I really don't get it why people are so struggling with tar and gzip. It's
>> all explained in the docs. It's just a matter of RTFM.
>> Are people so spoiled now with all these setup prg that do the work for
>> them that they can't perform a basic task anymore?
>
>Sorry Martin, we are not all like you.

Thanks heaven for that.:-))

>Computers are invented to be convenient to their users, not the other way around.
>The text IO approach of Unix is intented to be used by operators.
>Modern home computer users are not operators. I am not a operator.

In a certain degree I'm agree with you. If there are GEM equivalents
available I usely use then instead of the text based ones but my point was
that I can't understand why people have soo much trouble to use Gzip and
Tar. It's very easy. They only must read the docs. But this is something
people don't want to do anymore.

I'm surely not an operator myself. I even hardly understand the way MiNT
works but at least I doing my best to learn the basic stuff and I must
say I enjoy that.
Recently I've bought for my son a second hand Mac G3. There is no fun at
all on that machine. Everything gets installed by installers etc. The
machine rules you. I prefer the other way around, I dictating the
machine what to do. I guess that's why I love soo much MiNT.

>Programmers holding on to text IO, are not skilled enough, or just too lazy.

Hmm, I'm not a programmer so I don't know if you've a point here.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2818. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 12:36:25 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <TqRIo2IJxPm6Eww9@lovecraft.demon.co.uk>
Source record: 49650

Once upon a time <WH6m6.80775$Nw6.275591@NewsReader>, Mark Gray
<markgray@plus.net> grabbed chalk and scrawled:
>So you must be as sad as the original poster if you think it's funny.

No, but I haven't been following Steve around like you appear to.

What I found funny was your over-reaction *grins*

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2819. Re: Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 12:47:05 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <V67m6.80779$Nw6.275876@NewsReader>
Source record: 49651

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:PQevW5H2eGm6EwAV@lovecraft.demon.co.uk...
> Once upon a time <61Yl6.6943$5U3.43058@NewsReader>, Mark Gray
> <markgray@plus.net> grabbed chalk and scrawled:
>
> >Ok then, lets keep my reply civil. In my opinion a piece of cardboard
> >even quite damp would not cause enough conduction at 5 volts
> >to cause the devastation you wrote about.
>
> Bollocks.
>

It is useful to read and understand the posts before typing.
I said "enough conduction at 5 volts to cause the devastation you wrote
about"
Are you really going to try and dignify Steve Sweets remark. I think not.

> Until I got around to cleaning my Dell keyboard. It had a cardboard
> liner - this, despite being apparently dry, retained enough moisture to
> cause the keyboard to fail even after 48 hours in the airing cupboard.
> Removing it entirely cured the problem.

Which electrical type of keyboard you seem to have omitted. If it was
an old Dell one then the chances are it used an inductive system
with a ferrite going through a hole in the pcb to detect a key press. I
agree
that any system working on inductive loops is subscipicale to moisture but
unfortunately a ram upgrade running at a low frequency and relatively
high switching currents would not be affected.

For the hell of it I'll moisten the bottom of my Marpet ram board
and run Gembench for a day. I know it will work fine and with the
heat developed by the machine it will be dry in no time.

Mark Gray

2820. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 13:13:06 UTC
From: mdoering@mucl.de
Message-ID: <3a990488.220446@news.cis.dfn.de>
Source record: 49653

On Sat, 03 Feb 2001 17:54:00 +0100, Dennis Vermeire
<dennis.vermeire@gmx.net> wrote:

>Exactly, now just suppose that someone writes that browser but that it
>would need the power of a 68060? it *might* be an incentive for people to
>upgrade, upgrading doesn't mean loosing compatibility, the Milan/Hades
>are both very good in that domain, which remain to be seen for the
>proposed Pegasus... or whatever else might appear in the coming months.
Isn't it that way, that the JavaScript is not the problem, but the
object model it works with? That's, where M$ and Netscape are truely
different, so that you have to write two JavaScripts...

Martin

2821. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 13:24:42 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <bG7m6.7177$5U3.46288@NewsReader>
Source record: 49654

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:TqRIo2IJxPm6Eww9@lovecraft.demon.co.uk...
> Once upon a time <WH6m6.80775$Nw6.275591@NewsReader>, Mark Gray
> <markgray@plus.net> grabbed chalk and scrawled:
> >So you must be as sad as the original poster if you think it's funny.
>
> No, but I haven't been following Steve around like you appear to.

Have i, isn't that a shame.

>
> What I found funny was your over-reaction *grins*
>

As i said before, if you think it's funny then you are as sad as the
original
poster.
It has been said that the net gives people the right to post so therefore i
have the right to post my opinions back. Wether you agree with them
or not is not my concern. *grins*

Mark Gray

2822. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 13:59:09 UTC
From: bindon@madasafish.com
Message-ID: <t9i3tdj8ic3s29@corp.supernews.com>
Source record: 49656

On 25 Feb 2001 01:31:12 , Hallvard Tangeraas wrote:

Hi Halvard!

>I've tried many copy programs, but someone suggested I give Acopy a go.
>If this doesn't work I might have to buy an extra disk drive and wire up
>a "Blitz" cable, hoping that'll do the trick.

I doubt it, as I never thought it was that good, but give me an email
and I'll search for it. I have it on floppy along with a billion other
old copiers.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2823. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 13:59:12 UTC
From: bindon@madasafish.com
Message-ID: <t9i3tgc86kjb2a@corp.supernews.com>
Source record: 49655

On 25 Feb 2001 00:51:41 , "Mark Gray" wrote:
>IMO Steve Sweet dosen't know what hees on about.
>But we should leave him alone, after all he is god's engineer.
>
>See previous postings on cardboard if you don't believe me!

Oh, for gods sake, shut up. I think I'm speaking on the behalf of the decent people in this NG. I d/l the messages in the NG today, and most of it is you driveling on about Steve Sweet. He hasn't even said anything about what you're talking about in this thread. You're effectivly spamming this NG with crap.

Anyway, I don't remeber you, where have you come from? You obviously can't comment on anything about Atari. I have a feeling who you are though...

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2824. Re: ISP TROUBLE

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 13:59:14 UTC
From: bindon@madasafish.com
Message-ID: <t9i3ti54fuee2b@corp.supernews.com>
Source record: 49658

On 25 Feb 2001 00:59:42 , Phantomm wrote:

>Having a problem with my ISP, maybe someone will know how to solve.

I'm sorry but it's difficult to figure these things out if we're not
in front of your computer. Just keep fiddling with the settings, or
maybe change ISP if possible. But then maybe someone does know the
answer..

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2825. Re: TCP/IP on ST

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 13:59:16 UTC
From: bindon@madasafish.com
Message-ID: <t9i3tk3okcte2e@corp.supernews.com>
Source record: 49657

On 25 Feb 01 10:07:37 +0, "Iggy Drougge" wrote:
>David Bolt skrev:
>
>> Makes you wonder, especially since they're not usable on any other
>> machine.
>
>What is the specification of Acorn mice? Do they just use quadrature or a
>particular serial protocol?

I think they are bus mice with mini dins. I remeber seeing one that
said bus mice on the label underneath.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2826. A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 14:57:24 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004c726@fmlynet.org>
Source record: 49682

FamilyNet Newsgate

Hello Lyndon!

LA> Go to a school, look in the skip and there you have
> it.

I suspect I'd have to walk about 12,000 Km there and back
to find a school with Archimedes in its skip. I hate to
think what they're being replaced with. :-(

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2827. Marpet RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 14:57:24 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004c727@fmlynet.org>
Source record: 49683

FamilyNet Newsgate

Hello Mark!

MG> I remember the Marpet Ram board having cardboard on
> the base to insulate from the metal shield. As you
> say your machine worked fine afterwards so do you
> agree that the insulator must have worked.

This was a long time ago. All I can say is that whatever measures were taken by the manufacturer or myself seemed adequate.

MG> I see from your cut and pasting below that you may
> have taken my post out context.

My software doesn't have 'cut and pasting', I edit each message by hand.

MG> My posting wasn't against Marpet or yourself...

Understood.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2828. GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 14:57:24 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004c728@fmlynet.org>
Source record: 49684

FamilyNet Newsgate

Hello Henk!

HR> I typed my first commandline in 1976. On a mainframe
> running a OS that was immensely more spophisticated
> than Unix.

Note that 'Spophisticated' doesn't necessarily mean better,
just more complex.

HR> Nevertheless I was bored immediately.

Short attention span?

HR> Before that I punched my commands in cards. Once
> punched, these cards could be used over and over
> again.

Yes, that's how punched cards work.

HR> I left the pro scene in 1883.
^^^^
Wow, a real old-timer! <grin>

HR> If a program isnt GEM, it is not for me.

That's fair enough, people's tastes vary. I always thought
GEM made an excellent file manager, and a comfortable
graphical environment. I can use either a command line or a
GUI, and I use whichever is the more convenient to get the
job done (not always the GUI).

HR> Computers are invented to be convenient to their
> users, not the other way around.

Computers are tools. To be effective, they should be easy
to use. That doesn't always necessitate a GUI, but in my
view the Atari machines benefit greatly from the inclusion
of GEM.

HR> Programmers holding on to text IO, are not skilled
> enough, or just too lazy.

I had to edit my reply, because my initial response to this
wasn't suitable for a public newsgroup. Suffice to say that
I disagree in the strongest terms. For many applications a
straight textual interface is the most flexible and
efficient way to get the job done. There are also many,

many applications where a graphical user interface is not
available.

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2829. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 15:59:58 UTC
From: swampfox1@earthlink.net
Message-ID: <2_9m6.449$cg5.44629@newsread2.prod.itd.earthlink.net>
Source record: 49662

On 24 Feb 2001 01:06:38 , Steve Sweet wrote:
>Hi John
>
>> Some improvement has been made here by changing the MSS to 1484 in
>>Sting's default.cfg and MTU to 1524 in the Dialer. The latter of which I
>>accidently found was changed by my ISP from 1500. A difference of 40 as
>>recommended by Ronald Andersson.
>
>John, You mentioned your isp using an mtu of 1500 and then mentioned a
>difference of 40, are you saying that for an isp stated MTU of 1500 that
>1540 should be used?.
>
>eMail: steve_sweet@madasafish.com
>

Steve,
No. If the MTU is 1500 (set in the Dialer) then MSS in Sting's
Default.cfg should be 40 less than that MTU (MSS would = 1460 in this
example).
John G.

2830. Sound Studio: Buggy for you?

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:11:47 UTC
From: bindon@madasafish.com
Message-ID: <t9ibm32vllpt60@corp.supernews.com>
Source record: 49663

Hi

Just d/l Sound Studio V2 off chapelie and I'm extremely impressed, just what I've been looking for. Un fortunatly it's quite buggy, and so quite unusable.

I'm running Fpatch, FDI-Init and NVDI under TOS. Altering the order of these auto prg's or romving any doesn't help. Would getting an FPU help to run Sound Studio?

Basically when I go to menus it will lock up the machine, with accelerator on or off. I do have a clock patch, but it's not very good. Does this seem like the symptons? This is running from a 2.5" IDE.

Thanks, I just love the DSP effects, and yet to try out the timeline due to this.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2831. Re: ISP TROUBLE

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:18:45 UTC
From: David Smith <david@suscom.net>
Message-ID: <3A993064.DB9F3E1E@suscom.net>
Source record: 49664

I have not worked with modem initializations for years and no longer have the skill to make specific recommendations. It sounds like you are connecting with a different modem, which may require a change to your init string. You may want to check with you ISP for recommended inits to try.

Phantomm wrote:

> Having a problem with my ISP, maybe someone will know how to solve.
>
> Recently, my ISP announced that they are changing the Number the folks in
> my area use to access the Net.
>
> They have gave me 2 numbers to try and use.
> None of the work! The problem is that when my modem tries to connect to
> their modem system the carrier is dropped at the point were normally it
> would connect!
>
> I'm fairly sure the problem is not on my end as all I am doing is changing
> the access number.
>
> Also, I can access other ISP's in my area just fine, I'm just not registered
> with any of them at the present time. (That will change very soon!)
>
> I have been speaking with the Techs on the matter and they have told me that
> everything is the same except that they are using some type of WinModem System.
> I think this is just a large Modem that handles all Users Connections.
>
> I have also noticed some strange Tones when my modem is trying to connect to
> these new numbers. Some times it is a High pitched Tone, other times it is
> very Low. And sometimes it sounds just like any normal modem does when
> trying to connect but still hangs up the phone line just when it sounds like
> you are going to get a connection!
>
> Now I Use Sting on a CT2B Falcon, my modem is a Hayes Accura 56K modem.
> I have also been trying to connect to the new numbers using the Term program
> STalker. It connects fine to my old normal number, but will not connect to
> the new numbers. Stalker also connects to the other ISPs in my area as I have
> already mentioned above. I've tried just about everything I can think of.
> I've been using a modem to connect to BBS for at least 10 years so I do know
> that the problem isn't with my Computer or modem unless there is sometype of
> Modem incompatibility that I'm not aware of.
>
> Now does anyone know what the problem with the ISP is?
>
> I did talk with a Engineer at the ISP, and he mentioned something about the

> way I am getting routed to the ISP and I might be getting connected to a
> ASCEND Terminal or something like that. I did have some problems months back
> similar to this. Instead of connecting to the ISP, I was getting a ASCEND
> Prompt instead of a LOGIN prompt. But now I can't even get connected to
> see if that is the case or not.
>
> If you have any answers to this problem then E-mail your replies.
>
> If the problem is not found in a couple of days then I will loose access to
> the NET with this ISP and will have to switch to another one. Which is no
> major problem. But I would like to stay with this one if possible.
>
> Now folks that exchange e-mail with me or folks that are in the middle of
> buying/selling/trading with me. All deals will still be on. But you might
> not get a e-mail from me for a few days, untill I get setup somewhere else.
>
> If you have anything important to e-mail me, then do it now because I will
> loose access probably by Wednesday if the problem isn't fixed.
>
> Thanks and I'll be BACK, Bigger and Better, Stronger and Faster!!! :)
>
> phantomm@eastky.net

--
David Smith. Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

2832. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:19:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983207740-497741AEicMi@madasafish.com>
Source record: 49564

Hi Richard

Your recent conversation with Mark gray

>>So you must be as sad as the original poster if you think it's funny.

>No, but I haven't been following Steve around like you appear to.
>
>What I found funny was your over-reaction *grins*

He'l calm down soon, he's got the hump because i refused Anal Sex with
him in preference to a sheep. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2833. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:20:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983207744-498700AEicMi@madasafish.com>
Source record: 49565

HI Chris

>>Is foot and mouth disease classed as an STD if your a welshman??.

>>I'm not sure if i should be quarantined this week.

>I've had a F&M notice plastered on my gate. It's very embarrasing!

Bummer dude!, although its not a refelction on you personaly i'm sure,
its something that needs to be stopped at all costs.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2834. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:28:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983207748-499514AEicMi@madasafish.com>
Source record: 49561

Hi Mark

>Relevant?

The rest of the peop's in this group are begining to get suspicous as to your motives, now ive refused your sexual advances, get used to it, get on with your life..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2835. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:30:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983207752-500129AEicMi@madasafish.com>
Source record: 49563

Yo!, Dezza

>>I'm off to swap war stories with Derryck.

>These young whippersnappers! ;-)

Wouldnt have allowed it in our day.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2836. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:33:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983207754-500704AEicMi@madasafish.com>
Source record: 49566

Suprise, its mark again, still following me.

>> Dont forget, %100 humidity isnt rain, but merely fog. Most hi spec
>>equipment should be able to cope with %40 humidity otherwise nowt would
>>work in the tropics without being hermetically sealed.

>Ok then, lets keep my reply civil. In my opinion a piece of cardboard
>even quite damp would not cause enough conduction at 5 volts to cause
>the devastation you wrote about. I could however see the devastation,
>rape and pestilence that you tried to cover your arse with in a previous
>post if you did indeed chuck it in the fucking bath.

If your refering to the Spectrum in the bath experiment, that was someone
else, not me, now if you'd stop gazing at my bum please, people in here
are getting suspicous..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2837. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:36:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983207758-501402AEicMi@madasafish.com>
Source record: 49562

Hi Puffpuffin

> Only @#$%^& Iomega ZIP drives don't.

I take it you dont like ZIP drives then. Ive only ever had one problem
with one, but ive heard of lots of Syquests going arse up.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2838. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:38:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983207762-502097AEicMi@madasafish.com>
Source record: 49567

Well lookie all, Marks still following me.

>And Steve knows all about hacking. Even though he tries to tell us
>different.

Youve lost me here!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2839. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:43:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983207764-502686AEicMi@madasafish.com>
Source record: 49568

Yo!, its Mark again.

>But you where the one who started the discussion about cardboard.

No i didnt.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2840. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 16:45:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983207768-503315AEicMi@madasafish.com>
Source record: 49569

Hi Hallvard

>I'm trying to copy a protected disk which I've legally bought, but don't
>want to risk loosing. I feel entitled to being able to make my own
>backup in case something goes wrong with it.

Have you tried eCopy?

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2841. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 17:04:49 UTC
From: osian@zetnet.co.uk
Message-ID: <3a993b31$0$8831@news.zetnet.co.uk>
Source record: 49665

On 25 Feb 2001 01:55:56 , Richard Kilpatrick wrote:
>Richard, worries for the state of the farmers in the UK, but for once,
>they've got no-one else to blame for this one...

.except for the dozens of walkers/climbers who blatantly ignored the
notices this weekend and came past my house.

And they were probably not Atari owners.

(Just to keep it on topic!)

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

2842. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 17:13:22 UTC
From: len <private@notarealaddress.co.uk>
Message-ID: <j4bm6.10348$Cq.190759@news2-hme0>
Source record: 49666

> To ' len ', who is it you would like to ' visit '. Not naming names
serves
> no purpose.
>
> For the record, I now have 26 threads on screen.
>
> Post on, chaps, post on.

What impresses me with you Barrie is that in all the time of my Atari owning, all the main players never showed up on here to generate interest, or gain extra business I think I have only ever seen you and Chris Crosskey answering questions

Systems Solutions or the " Atari workshop" in my opinion are a waste of time and I feel they play on the fact that many people think they are the only company who can supply or repair Atari products, also the name implies a connection with Atari itself witch no longer even exists

2843. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 17:19:46 UTC
From: jflemaire@belgacom.net
Message-ID: <3a9942346549b80@belgacom.net>
Source record: 49668

Hi,

on Thu 22-02-10 19:41 Peter Schneider wrote:

>DV>A command line is like a blast from the past, we haven't bought an
>DV>Atari to use this kind of applications, on a Atari that comes standard
>DV>with a very good GUI we don not really need TTP applications.
>of course, you're right. But as I haven't got a shell for that TAR I
>use it as is.

Why don't you all use Two-In-One, if you don't like command lines? The documentation explains how to set it up for the archive formats it doesn't handle internally. You just have to make sure the archives and tar.ttp and gzip.ttp are in the same folder. The command line for tar is -xvzf $F. The rest is self-explanatory.

J-F.

2844. Re: CAB and Cookies

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 17:23:11 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a993f7f$1_1@athena.netset.com>
Source record: 49667

In article <974cvj$i78$3@plutonium.compulink.co.uk>,
Harry Sideras <sidcelery@cix.co.uk> wrote:
>On 20 Feb 2001 21:58:34 , Dan Ackerman wrote:
> > In article <t90a8l9eouk084@corp.supernews.com>,
> > Thomas J. Andrews <taj16@dreamscape.com> wrote:
> >> I've been fumbling around with the demo version of CAB 2.7 for a
> >> while now (BTW, does anybody know where I can get the full English
> >> version of 2.7 or 2.8 in the US?), and I just don't have a clue as
> >> to how I should set my cookie options. I've heard a lot of things
> >> about cookies, some good and some bad, and it's hard to know what
> >> to do, or why I should do it.
> >>
> >> Store but don't use
> >> I've been using the last one, for lack of a good reason to use
> >> either of the first two absolutes.
> > Pointless, and to be honest I've never tested to see if in reality
> > this is any different from Always for the next session. If it does
> > work seperately then it could be of use if you were curious about
> > what cookies you were being sent but didn't really want to work
> > with them. However you could see problems if you don't want to
> > have cookies on all the time. This comes in with CAB assuming that
> > you will always want to use a cookie that you have accepted in the
> > past.
>
>Hi Dan,
>There's a check box beside each cookie that gets dropped in
>cookies.dat. I've made the assumption that tis means you want to turn
>this particular cookie on. Is that right? All the others default to an
>unchecked box...
>
>rgds
>H

That sounds correct to me. Just got my TT hooked back up after a week of
way too many outside activities and a needed rearranging of my computer
room.

Dan Ackerman
aka baldrick

2845. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 17:43:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a996ce0851dd22@online.be>
Source record: 49679

on Sun 25-02-2001 04:20 Dennis Vermeire wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Thu, 22 Feb 2001 18:51:04 +0100 (MET)
>
>>>Could one of the MiNT users explain me what's so special about GuiTAR
>>>that it needs MiNT? this is after all only a graphic shell... what
>>>routines are used that are not available in either TOS and/or MagiC?
>
>>I should say RTFM. It says that I works with MiNT and maybe with MagiC
>>too but the latter hasn't been tested.

Guitar itself seems to work under MagiC, only unpacking seems not to work.
Under MagiCMac I get a warning "can't open output pipe" or something like
this, just before MagiC dies with "Speicherblock durch benutzerprogramm
zerstï¿½rt"

>But this is beside the point, the question was why something relatively
>simple like a graphic shell needs MiNT. Not that long ago you had a go at
>ASH because they released software that can only be used under MagiC. I
>would say that the same applies here.

As said the GUI itself doesn't need MiNT.
Yep I've said that and I'm still saying it. The programmer of Guitar and
the most other programmers do their best to make it running under MagIC
which can't be said at all of some MagiC programmers.
Everytime a nice GEM prog sees the light that doesn't work very well under
MagiC it rains complaints but o jee if other complaints about MagiC-only
programs

>GuiTAR not working with MagiC doesn't bother me a bit, the Jinnee/Scripter
>combination takes care of TAR and GZIP files very nicely, but its the TOS
>users that are left in the cold by the MiNT community....

Are you sure of that? I won't stake my head on it. It surely doesn't work
with MiNT/Jinnee/scripter and it seems not to work under magiCMac too.
IMHO a TOS user doesn't need TAR and GZIP at all. Furthermore TOS users
are left in the cold by almost every programmer nowadays. Have you tried
to use for instance Mymail or Luna under plain TOS? It's about time
programmers lets go TOS. TOS is dead. I haven't use plain TOS since 1995.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **

********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2846. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 18:10:54 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <uSbm6.37$4_1.524@NewsReader>
Source record: 49669

"len" <private@notarealaddress.co.uk> wrote in message
news:j4bm6.10348$Cq.190759@news2-hme0...
>
> > To ' len ', who is it you would like to ' visit '. Not naming names
> serves
> > no purpose.
> >
> > For the record, I now have 26 threads on screen.
> >
> > Post on, chaps, post on.
>
> What impresses me with you Barrie is that in all the time of my Atari
> owning, all the main players never showed up on here to generate
interest,
> or gain extra business I think I have only ever seen you and Chris
Crosskey
> answering questions
>
>
> Systems Solutions or the " Atari workshop" in my opinion are a waste of
> time and I feel they play on the fact that many people think they are the
> only company who can supply or repair Atari products, also the name
implies
> a connection with Atari itself witch no longer even exists
>

A very nice posting indeed.
I endorse fully what you have said.

My impression was that they were always up themselves just like certain
people on this group.

May I take it then that your previous posting implied a certain
London based company?

2847. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 19:00:33 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a995651$0$8834@news.zetnet.co.uk>
Source record: 49670

On 25 Feb 2001 04:21:26 , Dennis Vermeire wrote:
From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Fri, 23 Feb 2001 11:16:47 -0000

Very Very large snip...

>After being "years" in the trade and having "only" one upset customer, who
>according to you only has himself to blame, surely there must be hundreds of
>*very* satisfied customers around ?

But satisfied customers have no need to complain and just ignore
what others have to say to the contrary.

>It's not the first time that someone complains about a dealer in this
>newsgroup, you know what usally happens? postings come flooding in from
>other people having a nasty experience, but there are *ALWAYS* a lot of
>postings of people writing the opposite, people who had a good/positive
>experience with the dealer that is criticised....

Yes people will always jump on the Band Wagon and will ignore those
who disagree.

>You've been shaking the tree for over a month, but I haven't seen a single
>bit of support for you or your business, very weird if you ask me...

This last sentence backs up entirely what I have just said.There is
nothing weird at all.I have read at least 2 support mails and these
do not include the 3 from me. Incidently 1 of which was acknowledged
by Mr Sweet. So Dennis it would appear that you are either not
reading threads correctly or are not getting all the messages.Funny
the missing ones should be with views opposite to yours.

Regards Derek (in Welsh Wales)

dhunt@zetnet.co.uk

The Non Welsh Welshman.

2848. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 19:09:12 UTC
From: vdjole@EUnet.yu
Message-ID: <97bl8m$jf7$5@news1.EUnet.yu>
Source record: 49673

On 22 Feb 2001 18:48:18 , "Martin \"Nightowl\" Byttebier" wrote:

>>ST-Zip, btw., just sucks, it has more bugs than code in it.
>
>I can confirm this. One day I tried to unpack a 126.000 bytes zip
>archive. After two minutes ST-zip was still busy to unpack the archive.
>After I'd aborted the action I found that the unpacked archive was
>already 25 MB. I assume that without the premature end of the unpacking
>ST-zip would have been written to disk until it was full.

Strange, I have never had the occasion to see ST-Zip misbehave so badly.
I KNOW it not ideal and has some bugs- a limit on the number of files in
the root directory, then something about renaming files in the archive, etc.
Respecting this, it seems more-less ok. Could it be, in the above case, that
the archive was corrupted and ST-Zip could not handle it. Occasionaly i have
had to use Infozip's zip/unzip for partial salvation of a corrupted archive.

2849. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 19:09:16 UTC
From: vdjole@EUnet.yu
Message-ID: <97bl8q$jf7$6@news1.EUnet.yu>
Source record: 49672

On 22 Feb 2001 18:51:04 , "Martin \"Nightowl\" Byttebier" wrote:
>on Thu 22-02-2001 04:52 Dennis Vermeire wrote:
>
>>Could one of the MiNT users explain me what's so special about GuiTAR that
>>it needs MiNT? this is after all only a graphic shell... what routines are
>>used that are not available in either TOS and/or MagiC?
>
>I should say RTFM. It says that I works with MiNT and maybe with MagiC
>too but the latter hasn't been tested.

True, but this does not answer the above question. Why is it so essential
for it to use a multitasking OS when all other archivers and shells can do
without one.

>so..
>I really don't get it why people are so struggling with tar and gzip. It's
>all explained in the docs. It's just a matter of RTFM.
>Are people so spoiled now with all these setup prg that do the work for
>them that they can't perform a basic task anymore?

I am not struggling with them. I can use them and use them when I have to.
What I am complaining above is the needless requirements for large resources
that this particular GuiTar has.

2850. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 19:09:20 UTC
From: vdjole@EUnet.yu
Message-ID: <97bl8v$jf7$7@news1.EUnet.yu>
Source record: 49674

On 24 Feb 2001 13:03:52 , Dennis Vermeire wrote:

>>you can have a script file that will run STiK2, dial in, then call up Cab
>>and then goto a certain website.
>In order to do this, the application *must* be a GemScript client, since STIK
>isn't, the above can't be accomplished. CAB however like most ASH software is a
>GemScript client...

By the way, were not there programs (accessories, in fact) that allowed ANY
program to be controlled? GEM provides the mechanism, AFAIK. Can someone
point to such an accessory?

2851. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 19:21:57 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <i%cm6.188$HL4.1492@NewsReader>
Source record: 49671

Hello.

"len" <private@notarealaddress.co.uk> wrote in message
news:j4bm6.10348$Cq.190759@news2-hme0...

> What impresses me with you Barrie is that in all the time of my Atari
> owning, all the main players never showed up on here to generate
interest,
> or gain extra business I think I have only ever seen you and Chris
Crosskey
> answering questions

Taken at face value, thanks. I also currently have regular classified ads in
Sound on Sound, Future Music and Guitarist magazines. I have submitted Atari
musical add ons for test and had favourable write ups on the 'Atari Notes '
page in Sound on Sound.
All my posts, which nobody HAS to read, are in my own name, Barrie.
If, like Dennis Vermiere, anyone thinks this is SPAM, please post an
opinion. See DVs' post.

> Systems Solutions or the " Atari workshop" in my opinion are a waste of
> time and I feel they play on the fact that many people think they are the
> only company who can supply or repair Atari products, also the name
implies
> a connection with Atari itself witch no longer even exists

I won't comment but a lot of the posts against Keychange started after I
registered www.keychange.co.uk and started using ' barrie at
ATARIspares .co.uk as my email address. (Yes, SS,DV and SB, I spelt it
wrong to emphasize the ATARI bit.)

Keychange Music has been trading since 1994 using ' atamusic.u-net.com '

Barrie at Keychange.

2852. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 19:28:05 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <M3dm6.189$HL4.1437@NewsReader>
Source record: 49675

Hello.

"len" <private@notarealaddress.co.uk> wrote in message
news:j4bm6.10348$Cq.190759@news2-hme0...

> What impresses me with you Barrie is that in all the time of my Atari
> owning, all the main players never showed up on here to generate
> interest, or gain extra business I think I have only ever seen you and
Chris
> Crosskey answering questions

Taken at face value, thankyou. I also currently have regular classified ads
in
Sound on Sound, Future Music and Guitarist magazines. I have submitted Atari
musical items for test and had favourable write-ups on the 'Atari Notes '
page in Sound on Sound.
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> implies a connection with Atari itself witch no longer even exists

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ATARIspares .co.uk as my email address.

(I spelt it wrong to emphasize the ATARI bit.)

Keychange Music has been trading since 1994 using ' atamusic.u-net.com '

Barrie at Keychange.

2853. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 19:28:13 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <N3dm6.190$HL4.1490@NewsReader>
Source record: 49676

Hello.

"len" <private@notarealaddress.co.uk> wrote in message
news:j4bm6.10348$Cq.190759@news2-hme0...

> What impresses me with you Barrie is that in all the time of my Atari
> owning, all the main players never showed up on here to generate
> interest, or gain extra business I think I have only ever seen you and
Chris
> Crosskey answering questions

Taken at face value, thankyou. I also currently have regular classified ads
in
Sound on Sound, Future Music and Guitarist magazines. I have submitted Atari
musical items for test and had favourable write-ups on the 'Atari Notes '
page in Sound on Sound.
All my posts, which nobody HAS to read, are in my own name, Barrie.
If, like Dennis Vermiere, anyone thinks this is SPAM, please post an
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> time and I feel they play on the fact that many people think they are the
> only company who can supply or repair Atari products, also the name
> implies a connection with Atari itself witch no longer even exists

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ATARIspares .co.uk as my email address.

(I spelt it wrong to emphasize the ATARI bit.)

Keychange Music has been trading since 1994 using ' atamusic.u-net.com '

Barrie at Keychange.

2854. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 20:10:14 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <VDdm6.10553$Cq.192767@news2-hme0>
Source record: 49677

"Honest Barrie"

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:4GBl6.78764$Nw6.263448@NewsReader...

> I include your memory here, matey. I have the relevant docs in front
of me.
> The drive came back TWICE, not 5 times, each time corrupted. It was
> despatched back to you in full working order using ICD Pro software.

It had GESOFT software hard driver - I take it that's the one you
mean?
I like personally prefer the options available with HDDriver - TOS/DOS
partitions, Zip drive support etc.

>The last time it arrived here, according to my *notes*,
Not on cardboard by any chance?

>the case had been opened and the rear panel was damaged. I
reformatted it, connected the I.D. >switch and returned it in full
working order.

Very "interesting" account this, as I sent the package by registered
post and it was _never_ opened by anyone except yourself. The drive
was checked and packed with your own packaging both by myself, and my
mum, who as it happens was a post office counter clerk at the time.
Indeed the drive was photographed at the time as proof of condition
too. Any damage should have been reported straight away so it could
have been reported to the post office immediately.

Regards
Sean

2855. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 20:49:14 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a9972248939e00@online.be>
Source record: 49680

on Sun 25-02-2001 19:09 Djordje Vukovic wrote:

>On 22 Feb 2001 18:48:18 , "Martin \"Nightowl\" Byttebier" wrote:
>
>>>ST-Zip, btw., just sucks, it has more bugs than code in it.
>>
>>I can confirm this. One day I tried to unpack a 126.000 bytes zip
>>archive. After two minutes ST-zip was still busy to unpack the archive.
>>After I'd aborted the action I found that the unpacked archive was
>>already 25 MB. I assume that without the premature end of the unpacking

>Respecting this, it seems more-less ok. Could it be, in the above case, that
>the archive was corrupted and ST-Zip could not handle it. Occasionaly i have
>had to use Infozip's zip/unzip for partial salvation of a corrupted archive.

No it wasn't corrupted. I could extract it without any problems with
unzip 5.40 (MiNT version). I don't remember the details but it was a
selfextracting zip file (tos).

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2856. Re: Sting and a LAN

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 21:06:24 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <xvem6.9172$vl.1551927@nnrp3.clara.net>
Source record: 49681

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t938mbjuffah10@corp.supernews.com...
> On 19 Feb 2001 21:42:31 , "Shiuming Lai" wrote:
>
> Hi Shiuming
>
> >You can't have that as a subnet mask
> >because that essentially means the
> >entire IP is the network address, with
> >no hosts. Use 255.255.255.0 (192
> >being a Class C address so the first
> >three octects are the network number),
> >which makes the last octect of the IP
> >address the host range. Also avoid giving
> >any hosts an address of 0 or 255, these are
> >network and broadcast addresses
> >respectively.
>
> Could you talk English this time! I honestly can't understand all
> this stuff about subnet mask and all that. How do I make a class A
> network if there is such a thing.

If you're making a private network it could
be class A, B or C. Doesn't matter.

The IP addressing scheme is hierarchical
and contains two important fields within
the 32-bit number (which is written in
dotted decimal form xxx.xxx.xxx.xxx just
to make it easier for humans to manage)

1. Network address (unique identifier for
each network on the internet)
2. Host address (unique identifier for each
workstation within a network)

Fig 1: Class = first octect (left-most)

A = 1-126
B = 127-191
C = 192-254

Fig. 2: Division of octects between (N)etwork
and (H)ost address fields

A = N.H.H.H
B = N.N.H.H
C = N.N.N.H

The subnet mask simply filters out the
network address from the host address.
Thus:

192.168.0.1 is 11000000.10101000.00000000.00000001
255.255.255.0 is 11111111.11111111.11111111.00000000

If you logically AND the two binary numbers
(hence mask, remember the computer sees
everything as binary), the last octect (right-most)
of the IP address gets masked out, so you know
the first three octects are the network number.

You might assume from Fig. 2 that you can
tell simply from the class, which octects are
the network address and which are host, but
there's a further (optional) sub-division of the
IP address space.

Within the host octects, you can "borrow"
bits to extend the network address and
create a sub-network (subnet). Therefore,
a subnet mask of 255.255.255.240 (in binary
below) will tell you that the network address
is actually the left-most 28 bits, not 24 as
would be the case with a plain vanilla class C:
11111111.11111111.11111111.11110000

Shiuming Lai

2857. Eclipse Problems

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 21:54:11 UTC
From: Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk>
Message-ID: <97c30tqsc1@news8.svr.pol.co.uk>
Source record: 49695

Can any one help me in getting the eclipse card to work on my falcon.

Unable to get a video picture, only a scrambled video signal.

.....

Atari Falcon, 14mb, PanaSync 4 monitor

Thomas@thomasrichard.freeserve.co.uk

2858. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:00:03 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Akfm6.602$4_1.2252@NewsReader>
Source record: 49685

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:VDdm6.10553$Cq.192767@news2-hme0...
> "Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
> news:4GBl6.78764$Nw6.263448@NewsReader...
>
> >The last time it arrived here, according to my notes,
> Not on cardboard by any chance?

Oh dear oh dear!

>the case had been opened and the rear panel was damaged. I
> reformatted it, connected the I.D. switch and returned it in full
> working order.
>
> Very "interesting" account this,

> Indeed the drive was photographed at the time as proof of condition
> too.

Very " interesting ".....I wonder why? I wonder when?

> Any damage should have been reported straight away so it could
> have been reported to the post office immediately.

Send me a copy of the photo with proof of date and copy of the SD receipt,
as you could have done
many posts ago, if you have them, that is.....

Barrie.

2859. Magic Error Message

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:00:15 UTC
From: Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk>
Message-ID: <97c30vqsc2@news8.svr.pol.co.uk>
Source record: 49596

What does the following message indicate when using magic.

68000 Exception (error#69).

This happens after between 30 - 45 mins use.

nearly all programs effected e.g. papyrus, texel, artworx, luna etc, etc.

problem never occurred on 4mb falcon

Thomas@thomasrichard.freeserve.co.uk

2860. Home Finance for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:09:44 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <3a9982a8$0$8830@news.zetnet.co.uk>
Source record: 49687

Good evening Atari world,
I'm looking for a home accounts program
that will run under MagIc. I am currently using Home Accounts 2 but this
will only run in Med res TOS and is quite inconvenient to say the least.
It would be fantastic if there were a more up to date program out there
somewhere and... if it would import Quicken *.QIF files that would be even
better. Can't hope for too much though ;)

Help appreciated as always
James K. Pirie
|Surfing & Sending without the aid of Microsoft
|Using an Atari Falcon 030 + MagiC OS + Nemesis
|Internet connection using STiK/CAB/Amail/Newsie
~~~~~~
~~~~~~

2861. Re: Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:10:01 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <29NxtNJ5KYm6EwID@lovecraft.demon.co.uk>
Source record: 49686

Once upon a time <V67m6.80779$Nw6.275876@NewsReader>, Mark Gray
<markgray@plus.net> grabbed chalk and scrawled:

>Which electrical type of keyboard you seem to have omitted. If it was
>an old Dell one then the chances are it used an inductive system
>with a ferrite going through a hole in the pcb to detect a key press.

Nope, it's a 1999 model with switches. I didn't strip it down completely
to see if it uses rubber cups or microswitches, but it's definitely not
an inductive system.

Richard

--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2862. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:23:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <97c0l4otg1@plutonium.compulink.co.uk>
Source record: 49691

In message <t97ema7nlgfda7@corp.supernews.com>, bindon@madasafish.com said:

>I don't think you understood me fully. If you got a load of GIFs
>where would you put them? In the same directory as say Imagecopy? or
>Smurf, or Positive Image or do you store them in a folder labelled
>GIFs? Before on mu old HD I used to have a folder on the root of
>every partition called DATA and in there, there would be folders for
>file formats, so there would be GIF, JPG etc and AVR, WAV, SND.

My graphics are all on the G: partition, with separate folders for the
various image types and one for each of the graphics programs etc.

Regards, /Peter/

2863. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:23:33 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <97c0l5oth1@plutonium.compulink.co.uk>
Source record: 49690

In message <3A94FEF1.64789A07@piwo.bl.pg.gda.pl>, draco@piwo.bl.pg.gda.pl said:

>The gain got from using tar/gzip tandem is that it:

--SNIP--

Thhanks for that explanation.

>ST-Zip, btw., just sucks, it has more bugs than code in it.

Interesting. I have never had a problem with it (these days I am using ZIP.JR from the 2-in-1 shell) depacking files up 3.5 MB at least. I use it when posting to PC users as I am not sure they can use LZH (which I normally prefer).

Regards, /Peter/

2864. Re: Comm terms

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:23:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <97c0l7oti1@plutonium.compulink.co.uk>
Source record: 49689

In message <974cvf$i78$1@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>What's wrong with at&v1h0&c1z ? It seems to work when I try it
>offline...

Thanks - I'll try it and see, then report back.

Regards, /Peter/

2865. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:23:36 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <97c0l8otj1@plutonium.compulink.co.uk>
Source record: 49688

In message <B6BC4421.C17D%nameerf@flash.net>, nameerf@flash.net said:

>As far as my own personal situation, I understand the basic concepts, but I
>get lost in the language used. If someone would write the manuals in plain,
>easy, step-by-step english instead of programmer-eze, then there wouldn't be
>so much of a problem. For example, I'd like to see, right at the top of a
>manual, an example of the most common thing for an inexperienced,
>non-programmer to want to do. Like this:
>
>For decompression of a *.TAR, *.TAR.GZ, or *.TGZ file, enter:
>
> "GZIP -XYZ123 d:/filename.tgz" in a command line, or
>
> "-XYZ123 d:/filename.tgz" after double-clicking on the GZIP.TTP icon.
>
>For compression of a *.TAR, *.TAR.GZ, or *.TGZ file, enter:
>
> "GZIP -ABC987 d:/folder-or-filename" in a command line, or
>
> "-ABC987 d:/folder-or-filename" after double-clicking on the GZIP.TTP
>icon.

Thanks for that - it cleared things up a bit for me. I agree, the
original docs I reaad (a long time ago) didn't mean much to me at the
time - I know a little more now, but still struggle with some command
line programs...

>Or even better, use GEM for what it was invented for, and what Atari's are
>supposed to be known for. Make graphical shells for all these so it's more
>visual and obvious.

Fully agree. I wonder whether it would be possible to include tar and gz
in the slots of 2-in-1? Unfortunately all of mine are in use :-(

> We just don't have time in our busy schedules to read through
>long, cryptic online manuals that give us too much technical info and not
>enough clarity.

Hear hear. I try in my manual translations to make sure that the context
is clear, often adding a para or two as explanation. Makes translation
very slow and hard work :-(

Regards, /Peter/

2866. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:48:56 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <V%fm6.242$HL4.2928@NewsReader>
Source record: 49693

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:983113782-31516AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Fri, 23 Feb 2001 11:16:47 -0000
>
> >>some people might call your "offerings" SPAM.
> >
> >Do you? Anyone objecting to a small amount of self-publicity in response
> >to a question is welcome to post a message about it.

> Yes I do. So that's posting number one... :-)

Presuming your mates Sweet and Barbieri are nos. 2 and 3, come in number
4....

> >There are much bigger self adds than mine.

> Indeed, but except for Ben Smith

Ah, different kinds of spam then, those that agree with you and those that
don't....

> I'm talking of your collegues... you call yourself an Atari dealer and
don't
> have a clue of the competition?

Oh dear! This point has been answered, I think.

> >Says who? Do you and your mates run this group?.....
> No, the RFC rules... and you better check them out, as it is, someone
filing
> a complaint against you could succeed in convincing your ISP to close your
> account. We wouldn't want that, would we ?

Give it a try, matey.

> We *know* your opinion, you've aired it more then once. Several people
here
> don't agree with you.

T'would appear several do agree, too. How many threads have you read
properly?

> A complaint aired in computer.sys.atari.st.tech isn't exactly thirdhand
> information being mouthpieced is it?

If posted by other than the customer it must be at least second hand.

>IMO this is a perfect example of a
> complaint aired properly but then ofcourse you disagree....

Not at all. Leaving aside the fact Barbieris' ' complaint ' is the only one
to
be posted, he makes claims he is unable to prove so far and people
like you and your mates seem to see/believe only the complaint
and ignore the replies.

Like I said, how many threads do you have?
>
> >More posts please.

> Yes, let's shake the tree a little more...

Okely diddly dokely, for as long as you wish.

> After being "years" in the trade.....

From 1994.

> and having "only" one upset customer, who according to you only has
himself to blame,

No, matey, I've " upset " many people. Selling Cubase v3.1 for £149
brand new, when others were asking £250 " endeared " me to a few people,
refusing to sell it any cheaper was a real downer for some , as well.
Marking my components so they can't be switched really caused an " upset " ,
too.

> surely there must be hundreds of *very* satisfied customers around ?

There are.

> It's not the first time that someone complains about a dealer in this
> newsgroup, you know what usally happens? postings come flooding in from
> other people having a nasty experience, but there are *ALWAYS* a lot of
> postings of people writing the opposite, people who had a good/positive
> experience with the dealer that is criticised....

Hardly a flood this time but very I'm pleased this topic has been of
interest to some.

> You've been shaking the tree for over a month, but I haven't seen a single
> bit of support for you or your business, very weird if you ask me...

Point answered by others, if you received the thread.

Total threads received so far is 49.

Barrie at Keychange.

2867. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:51:24 UTC
From: bindon@madasafish.com
Message-ID: <t9j33ci9pf2o19@corp.supernews.com>
Source record: 49694

On 25 Feb 2001 18:10:29 , Hallvard Tangeraas wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> On 25 Feb 2001 01:31:12 , Hallvard Tangeraas wrote:
>>
>> Hi Halvard!
>>
>> >I've tried many copy programs, but someone suggested I give Acopy a go.
>> >If this doesn't work I might have to buy an extra disk drive and wire up
>> >a "Blitz" cable, hoping that'll do the trick.
>>
>> I doubt it, as I never thought it was that good, but give me an email
>> and I'll search for it. I have it on floppy along with a billion other
>> old copiers.
>
>I've already received two copies of the program, but thanks anyway :-)
>.... or were you referring to Blitz as being no good?
>I thought the "Blitz turbo" or "Synchro express" solutions were the
>ultimate in disk copying as they bypass the disk controller etc.,
>copying *everything* in their way.

I was referring to Acopy. Anyway I think Blitz Turbo was just a fast
disk copier, where as Synchro Express was a track by track style
copier, meaning it made an exact copy. I could be wrong though about
the Syncro Express.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2868. Re: Marpet RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 22:51:45 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <LZfm6.238$HL4.2926@NewsReader>
Source record: 49692

Many thanks for your understanding and your reply.
Have a good day.

Mark Gray

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:0004c727@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Mark!
>
> MG> I remember the Marpet Ram board having cardboard on
> > the base to insulate from the metal shield. As you
> > say your machine worked fine afterwards so do you
> > agree that the insulator must have worked.
>
> This was a long time ago. All I can say is that whatever
> measures were taken by the manufacturer or myself seemed
> adequate.
>
> MG> I see from your cut and pasting below that you may
> > have taken my post out context.
>
> My software doesn't have 'cut and pasting', I edit each
> message by hand.
>
> MG> My posting wasn't against Marpet or yourself...
>
> Understood.
>
> Regards,
> - Andy Ball.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

2869. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 23:08:40 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <efgm6.10840$Cq.203332@news2-hme0>
Source record: 49597

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:Akfm6.602$4_1.2252@NewsReader...
> > Indeed the drive was photographed at the time as proof of
condition
> > too.
>
> Very " interesting ".....I wonder why? I wonder when?
>
Because of your attitude, not only on here but - displayed many places
"Future Music" and the "The Mix" showed that I needed to cover
whatever rubbish you would come out with next. Shows I was totally
correct again.

> > Any damage should have been reported straight away so it could
> > have been reported to the post office immediately.
>
> Send me a copy of the photo with proof of date and copy of the SD
receipt,

? As far as I'm concerned (and have said before) I have no interest in
having anything more to do with you - I've wasted more than enough of
my valuable time trying to reason with you as it is. I would have been
more than willing to supply anything - the 2+ years ago I had the
misfortune to deal with you but now? I don't care to use your
"Business" and the time I could have gotten any damages from the post
office are long since gone thanks again to your ineptitude - How that
doesn't surprise me!

If you read all posts from both threads concerned you will the only
reason I offered my story was because *you* were asking for ppl to
come forward - and were attacking Steve for no reason. In this thread
you started calling me childish names.

That about sums you up.

Sean

2870. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 23:13:35 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <vBgm6.252$HL4.3299@NewsReader>
Source record: 49598

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:983113786-32179AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Fri, 23 Feb 2001 22:38:28 -0000
>
> >In fact, you may be able to help others. You tried to install HDDriver 7
> >after I supplied the drive....

>If a customer likes HDDriver better then a five years old
>non-developed and supported driver, he's not allowed to change it?
> Are you serious? is this British humour? have you been sniffing glue?

Why do people you have never met resort to personal insults?

When I despatch a hard drive it is set up as the customer has ordered.

Answer me this, matey.

If the customer subsequently purchases software and manages to corrupt the
drive,
as in Barbieris' case, where should he go for help, to the drive supplier or
the software supplier?
Conflict of interests.

No stupid comments!

Barrie at Keychange.

2871. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-25 23:33:30 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <GFgm6.255$HL4.3334@NewsReader>
Source record: 49599

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:efgm6.10840$Cq.203332@news2-hme0...
> "Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
> news:Akfm6.602$4_1.2252@NewsReader...
> > > Indeed the drive was photographed at the time as proof of
> condition too.
> >
> > Very " interesting ".....I wonder why? I wonder when?
> >
> Because of your attitude,

Oh I see..... Because I won't lie down and let people like you and Sweet and
Vermiere walk all over me

> not only on here but - displayed many places
> "Future Music" and the "The Mix" showed that...

I will stand up against people who seek to undermine my business.

Did Paul Mac ever find midi channel 17?

> > > Any damage should have been reported straight away so it could
> > > have been reported to the post office immediately.
> >
> > Send me a copy of the photo with proof of date and copy of the SD
> receipt,
>
> ? As far as I'm concerned (and have said before) I have no interest in
> having anything more to do with you

So you have no proof then........

I would have been more than willing to supply anything - the 2+ years
ago I had the misfortune to deal with you

Oh, how are the 2 STs I fixed and the CD rom drive I supplied, by the way?

You wanna whinge about them?

>I don't care to use your "Business"

Matey, believe me, that makes me so happy!!!!!!

> and the time I could have gotten any damages from the post
> office are long since gone .....

I seem to recall fixing the drive for free .....twice. Silly me.

> If you read all posts from both threads concerned you will the only
> reason I offered my story

And what a wibbly-wobbly story it has turned out to be!

> That about sums you up.

I think LIAR sums you up.

Barrie.

2872. Board revisions

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 00:02:34 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004dcd1@fmlynet.org>
Source record: 49625

FamilyNet Newsgate

Hello Lyndon!

LA> I think 4 or so, A to D. I also have a feeling that C
> and D were most common but I could easily be wrong.

That rings bells. I'm guessing it was later revisions that
featured 256K x 4bit RAM chips, and possibly fewer ROM chips
too.

LA> It is Marpet BTW.

Thanks, I guess my memory must be dynamic because it needs
refreshing periodically.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2873. Marpet RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 00:02:34 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004dcd2@fmlynet.org>
Source record: 49626

FamilyNet Newsgate

Hello Mark!

MG> Yes it was Marpet which stood for MARtin and PETer...

Learn something new every day! :-)

Was it a fairly small company? Was it one of those two
people who designed the STfm RAM upgrade? What other
products did they make?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2874. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 00:07:41 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <Y6hm6.10882$Cq.206636@news2-hme0>
Source record: 49600

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:GFgm6.255$HL4.3334@NewsReader...
> > not only on here but - displayed many places
> > "Future Music" and the "The Mix" showed that...
>
> I will stand up against people who seek to undermine my business.
>
> Did Paul Mac ever find midi channel 17?
>
I remember they had the "cheek" to publish a non copyright Atari mod
in the mag and you went berserk stating that they were taking away
business from a paying advertiser! Fairly ludicrous stuff as per
usual.

> > If you read all posts from both threads concerned you will the
only
> > reason I offered my story
>
> And what a wibbly-wobbly story it has turned out to be!
>
On your part yes..

> I think LIAR sums you up.

ME a LIAR! Wow that's great! Funnily enough the two people sitting
here reading all this who were here at the time of everything going
on, have just collapsed laughing at your pathetic excuses and fiction.
Nice to see that your customer relations training is going as well as
ever. You are a truely pathetic character who I hope prospective
users - if you do ever have any more customers after this - will take
note of your attitude.

Sean

2875. Re: Magic Error Message

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 00:19:19 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <97c7e7$ea0$1@zingo.tninet.se>
Source record: 49601

On 25 Feb 2001 22:00:15 , "Thomas Jordan" wrote:
>What does the following message indicate when using magic.
>
>68000 Exception (error#69).
>
>This happens after between 30 - 45 mins use.
>
>nearly all programs effected e.g. papyrus, texel, artworx, luna etc, etc.
>
>problem never occurred on 4mb falcon
>
>
>Thomas@thomasrichard.freeserve.co.uk
>
>
>
>.
Hi Thomas

If it always happen after 30-45 min use, my bet would be,
overheating. If you have installed any extra cards in your Falcon,
then it's very likely.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2876. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 00:32:44 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <97c869$u4e$05$1@news.t-online.com>
Source record: 49602

Hallvard Tangeraas <northstar2010@yahoo.no> wrote in message
news:1epevgu.1jr4j201j067roN%northstar2010@yahoo.no...
> Is there any current Atari version of the sample converter/sample player
> called "SOX"?

SOX was mentioned on the sparemint homepage. Never used it but you may look
there.

Greetings,
Matthias

2877. Re: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 00:36:44 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <97c8dq$j7t$01$1@news.t-online.com>
Source record: 49603

> I do believe there was an ST emulator, at least that's what I seem to recall
> from Acorn ads in ST Computer.
>

There is a freeware one called "STem". Although I haver never used it I doubt that it'll be fast enough on a A3010.

Greetings,
Matthias

2878. Re: Good news about Coldfire clone

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 00:41:16 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <97c8mhjie01$1@news.t-online.com>
Source record: 49604

> Now that you mention,
> In Amsterdam Central Station there are 4 of those.
> I also remember a article in some magazine about them.
> I think at least 10 years ago.

It definately was around 90/91. There was an article in the ST-Computer
magazine. I've got the magazine here and the article will appear at
http://www.stcarchiv.de soon.
And they are also still in Germany :-)

Greetings,
Matthias

2879. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 00:49:20 UTC
From: len <private@notarealaddress.co.uk>
Message-ID: <DLhm6.10889$Cq.207909@news2-hme0>
Source record: 49605

> >
> > Systems Solutions or the " Atari workshop" in my opinion are a waste
of
> > time and I feel they play on the fact that many people think they are
the
> > only company who can supply or repair Atari products, also the name
> implies
> > a connection with Atari itself witch no longer even exists
> >
>
> A very nice posting indeed.
> I endorse fully what you have said.
>
> My impression was that they were always up themselves just like certain
> people on this group.
>
> May I take it then that your previous posting implied a certain
> London based company?
>
>
not quite sure what u mean here but the comments were aimed directly at the
SS who I had no option but to use at the time, I have used the likes of the
upgrade shop for some repairs and purchases and found them to me at least,
to be a fair if somewhat lacking in general OS and software knowledge their
poor attempts at a site was an example but I suppose it is a bit like a good
mechanic is not always a good driver

2880. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 00:54:38 UTC
From: jflemaire@belgacom.net
Message-ID: <3a99adc2b95d510@belgacom.net>
Source record: 49635

Hi,

on Sun 25-02-10 19:09 Djordje Vukovic wrote:

>I am not struggling with them. I can use them and use them when I have to.
>What I am complaining above is the needless requirements for large resources
>that this particular GuiTar has.

I've just taken a look at Martin's ftp site index and I've seen no
tar/tgz archives in the MagiC folder, but loads of them in the MiNT
folder. So what's the fuss all about? There doesn't seem to be such a
need for GuiTar under MagiC, anyway.

J-F.

2881. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 01:39:51 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <7wim6.631$4_1.3814@NewsReader>
Source record: 49606

Hello.
"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:Y6hm6.10882$Cq.206636@news2-hme0...
> "Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
> news:GFgm6.255$HL4.3334@NewsReader...
> > > not only on here but - displayed many places
> > > "Future Music" and the "The Mix" showed that...
> >
> > I will stand up against people who seek to undermine my business.
> > I think LIAR sums you up.
>
> ME a LIAR! Wow that's great! Funnily enough the two people sitting
> here reading all this who were here at the time of everything going
> on, have just collapsed laughing at your pathetic excuses and fiction.
> Nice to see that your customer relations training is going as well as
> ever. You are a truely pathetic character who I hope prospective
> users - if you do ever have any more customers after this - will take
> note of your attitude.

Methinks the lady doth protest too much.......

Barrie.

2882. Re: SLM605... always on?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 01:55:21 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <dlim6.46969$o85.260411@news-server.bigpond.net.au>
Source record: 49607

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:982912032-305525AEicMi@cwcom.net...
> From: "Mark Bedingfield" <mark@baypc.com.au>
> Date: Tue, 20 Feb 2001 05:27:36 GMT
>
> >> in other words, currently the SLM 605 has to be on in able for all
other
> >> devices to work.
> >
> >I seem to remember the best you could do is open the back flap, but leave
> >it
>
> That solution is for the SLM804 printer FWIW.
>
> >on. This will shut the fans up. I have heard of a device from Germany (of
> >course), that could allow you to switch it off, but don't know any more.
>
> I think that it's similar to the second solution I proposed.

Only ever seen one before, how many atarian's own one?

Mark

2883. Re: Telnettable ST BBS.. now open!

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 02:12:46 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <yYim6.2136$TW.11728@tor-nn1.netcom.ca>
Source record: 49609

In article <t9fmuet64hoc30@corp.supernews.com>,
>Err, I can't get on with Telstar. Say's Busy then it says BBS hangup
>or something like that, oh yeah with no carrier. I'll try another
>telnet prog if that helps.

Most BBS' are single-user -- they were a computer with a phone
line and a modem. I think all Atari ST BBS' were single user, though
several IBM ones were multi user. BBS Express ST was single user, meaning
it can only do one person at a time. As such, if someone else is on it,
you'd get a busy dial tone when you dialed amodem, and as such the
emulator feeds you a BUSY and hangs up. I cannot do multi person unelss I
rewrite significant portions of the BBS.. and since no source, I can't do
that, either. (I'd buy the source, but god knows where Rich Sanchez is...)

So you'll just have to try again later :)

jeff

2884. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 02:13:39 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <nZim6.47000$o85.260705@news-server.bigpond.net.au>
Source record: 49608

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t9j33ci9pf2o19@corp.supernews.com...
> On 25 Feb 2001 18:10:29 , Hallvard Tangeraas wrote:
> >Lyndon Amsdon <bindon@madasafish.com> wrote:
> >
> >> On 25 Feb 2001 01:31:12 , Hallvard Tangeraas wrote:
> >>
> >> Hi Halvard!
> >>
> >> >I've tried many copy programs, but someone suggested I give Acopy a
go.
> >> >If this doesn't work I might have to buy an extra disk drive and wire
up
> >> >a "Blitz" cable, hoping that'll do the trick.
> >>
> >> I doubt it, as I never thought it was that good, but give me an email
> >> and I'll search for it. I have it on floppy along with a billion other
> >> old copiers.
> >
> >I've already received two copies of the program, but thanks anyway :-)
> >.... or were you referring to Blitz as being no good?
> >I thought the "Blitz turbo" or "Synchro express" solutions were the
> >ultimate in disk copying as they bypass the disk controller etc.,
> >copying *everything* in their way.
>
> I was referring to Acopy. Anyway I think Blitz Turbo was just a fast
> disk copier, where as Synchro Express was a track by track style
> copier, meaning it made an exact copy. I could be wrong though about
> the Syncro Express.

IIRC Acopy was banned because it was naughty;-). Could copy alot of
commercial disk's. I thort blitz was a sector copier?

Mark

2885. Re: Telnettable Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 02:15:18 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <W_im6.2138$TW.11766@tor-nn1.netcom.ca>
Source record: 49610

In article <000493d1@fmlynet.org>,
Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
> JM> For DDST I'll have to code a VT52->ANSI translator...
>
> Since the VT100 had a VT52 compatible mode, it should be
> possible by throwing the right escape sequence at an
> authentic VT100 emulation to make it work with VT52
> software... I think.

I'd heard that, actually. But do many vt100 and vt102 terminals
support this mode? (most are vt102, since its the root of ANSI, and
xterminals and such support in inherently). I'll investigate a bit.. but
it shouldn't take more than a couple of days to work ou a VT52<->VT102
translation table for my serial client..

jeff

More improtantly I need to figure out how to speed up the serial
throughput..

2886. Atari (or 68000) disassembler?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 02:17:14 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <K0jm6.2140$TW.11132@tor-nn1.netcom.ca>
Source record: 49612

I need a decent disassembler for the ST; preferably one that runs
in english with english docs, for dumb blokes like me :)

I need to find TOS traps in my bbs so I can determine how its
doing serial IO.. its certainly not doing it normally.. but I do have a
list of interesting addresses it loks at. So if I can disassemble, I might
find out what its doing..

jeff

2887. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 02:26:44 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <E9jm6.47006$o85.260952@news-server.bigpond.net.au>
Source record: 49611

"Chris Simon" <osian@zetnet.co.uk> wrote in message
news:3a993b31$0$8831@news.zetnet.co.uk...
> On 25 Feb 2001 01:55:56 , Richard Kilpatrick wrote:
> >Richard, worries for the state of the farmers in the UK, but for once,
> >they've got no-one else to blame for this one...
>
> .except for the dozens of walkers/climbers who blatantly ignored the
> notices this weekend and came past my house.
>
> And they were probably not Atari owners.
>
> (Just to keep it on topic!)

Not much of that going on;-). Soon you will be buying Kiwi and Aussie meat again....watch the yanks tho, they don't like imported meat anymore. We sent John Howard (aussie PM) to the US to sort it out, but he came back. He said "sorry, Billy Clinton thort I was a bald fool and told me to bugger off". Do you want him?

Mark

2888. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 03:06:14 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <GKjm6.47056$o85.260913@news-server.bigpond.net.au>
Source record: 49614

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983101566-199867AEicMi@madasafish.com...
> Hi Dezza & H.
>
> >>That was a very good effort for you, Steve.
>
> >I have to say that the misuse of apostrophes is one of my pet annoyances
> >there's absolutely no excuse for getting it wrong.
>
> >Apostrophes are rare and should be sprinkled carefully.
>
> Its strange how Derryck /always/ looks at me when he uses this sentence.
> :-) :-)

Seems there has been alot of bitching going on. Gone are the days when The world was encapsulated in free love. I have turned on outlooks spell checker to avoid pissing anybody else off. Just for the record no one person using this news groups is right, but collectively we should be able to deduce the truth. I don't hold grudges against people who have a go if it deserved, but I think fairness has definitely gone awol around here. We need to stop moaning and fix all these SCSI and Cab problems methinks;-)

Mark

2889. Microtek

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 03:08:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <WMjm6.47061$o85.261330@news-server.bigpond.net.au>
Source record: 49613

Has anybody used a Microtek Scanmaker IIXE with an Atari? If so what software supports it?

Mark

2890. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 03:14:36 UTC
From: swampfox1@earthlink.net
Message-ID: <wSjm6.62$M4.5003@newsread1.prod.itd.earthlink.net>
Source record: 49615

On 17 Feb 2001 22:39:05 , "Pascal Ricard" wrote:
>Hello,
>
> in article <Bnvj6.1298$1e6.160496@newsread1.prod.itd.earthlink.net> (comp.sys.atari.st)
> John Garone wrote on Sat 17-02-2001 13:53 (GMT):
>
>> Modem connect speed and efficiency:
>> Although I can connect at 115,200 there are a lot of "time-outs"

>Not something to do with STinG, afaik. It's most probably that the Modem
>2 port is not reliable enough on your Falcon tu run at 115 kbps. Same
>problem here. TT ports are more reliables :-)
>
>Bye,
>/Pascal/

Pascal,
So can I replace the Falcon's Modem 2 port with a TT port
(without major surgery)? And will it interfere with programs looking
for Modem 2?
John G.

2891. Re: ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 03:17:18 UTC
From: swampfox1@earthlink.net
Message-ID: <2Vjm6.67$M4.5003@newsread1.prod.itd.earthlink.net>
Source record: 49616

On 25 Feb 2001 12:43:57 , Diedrich Dirks wrote:
>Moin John,
>
>> If I'm not mistaken, the E-mail
>> address for inquiries (on the Papillon page) is Oliver's.
>
>that's right: oliver.buchmann@applivation-systems.de.
>
>I sent him your posting to his MausNet-address
>(oliver_buchmann@ka2.maus.de), I hope that he will answer you tomorrow.
>
>Diedrich
>
>
>.

Thanks!
John G.

2892. DGEM

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 03:50:14 UTC
From: ebaiz@skyenet.net
Message-ID: <Wnkm6.151$5B5.392@newsfeed.slurp.net>
Source record: 49617

Anone heard of this game?? It is a maze game with Dungeon Master graphics. Real nice. I need to get ahold of another copy, but I have forgotten where I downloaded it from. Anyone know where it is on the web or else have a copy to email to me? My copy got messed when something happened to my C parition.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2893. Re: ISP TROUBLE

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 04:02:02 UTC
From: phantomm@eastky.net
Message-ID: <97ckfqqnu1@nd.eastky.net>
Source record: 49620

Thanks to those that have responded.
But the problem still remains.

Some have mentioned that I may need to edit my modem string.

I will probably try this, but I really don't think this is the trouble.

It may have something to do with the phone company and the way I am getting routed to the new numbers.

Also, there is one ISP in my Area that is Windoze only!
They don't provide a normal login prompt.
From what I have been told, this ISP waits for some type of data from Windoze's built in Net software before anytype of Login procedure is provided.
Even Mac's can't use this ISP!!

Has anyone heard of this before?

I ask my ISP if they were switching over to this and they said no and that they had alot of MAC users. I think that a Windoze only ISP is a form of discrimination.

This area is infamous for Civil Rights Violations and the like but thats a different story! ;)

Anyway, I'm still open to suggestions on what could be wrong on the ISP's end that would prevent my modem from making a connection to their modem system.

Thanks,
phantomm@eastky.net

2894. Re: Eclipse Problems

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 04:06:27 UTC
From: phantomm@eastky.net
Message-ID: <97cko3qnu2@nd.eastky.net>
Source record: 49621

Just a thought, but try using a RGB monitor if you haven't already.
Also, if possible try a different VGA monitor.
If it still doesn't work, then start looking hard at the Eclipse
for proper installation.
phantomm@eastky.net

On 25 Feb 2001 21:54:11 , "Thomas Jordan" wrote:
>Can any one help me in getting the eclipse card to work on my falcon.
>
>Unable to get a video picture, only a scrambled video signal.
>
>
>
>.....
>
>Atari Falcon, 14mb, PanaSync 4 monitor
>
>Thomas@thomasrichard.freeserve.co.uk
>

2895. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 05:09:23 UTC
From: phantomm@eastky.net
Message-ID: <97coe3$s1f$1@nd.eastky.net>
Source record: 49623

On 25 Feb 2001 18:10:29 , Hallvard Tangeraas wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> On 25 Feb 2001 01:31:12 , Hallvard Tangeraas wrote:

Snipped.

>>
>> I doubt it, as I never thought it was that good, but give me an email
>> and I'll search for it. I have it on floppy along with a billion other
>> old copiers.
>
>I've already received two copies of the program, but thanks anyway :-)
>.... or were you referring to Blitz as being no good?
>I thought the "Blitz turbo" or "Synchro express" solutions were the
>ultimate in disk copying as they bypass the disk controller etc.,
>copying *everything* in their way.
>

I have a few disk based Copiers here but have never used them.
ProCopy and A-Copier. Are these any good?

I have a Blitz cable and have used the Blitz and Blitz Turbo Software on
a 4meg 1040STE TOS 1.62 and it does a good job, but I have some game software
that it will not backup. I think that good drive mechs are a must when making
personal software backups.

Also have a Discovery Cartridge which does a good job, but it can be a bit
slow, but has lots of options for backups.

I have a device here called Switch Back that connects to the Printer port with
a Pass Thru for your printer, that suppose to allow backups of any software
that is in Memory to a disk file or Image. I've not used it enough to know
how good it is. It also allows you to run multiple copies of the same program
and switch back to any place or time in a program by pressing a button.
This works well with games, if you make a mistake then you can press the button
and switch back to were you formally saved your position in the program and
try again as many times as you like. This is all done in Memory.

BTW, I have the Commercial or Registered Version of FASTCOPY PRO. This is my
favorite disk copier and formatter. But it tends to bomb on the Falcon.
Does anyone use FastCopy Pro on a Falcon without any problems?
If so, let me know what version you are running. I may have a conflict with
an ACC or AUTO program or something.

phantomm@eastky.net

2896. Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 05:46:42 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-64BB6E.21464025022001@corp.supernews.com>
Source record: 49618
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Techtv.com says Atari (they don't even pick a particular model, they
simply complain about everything from the Atari 400 to the ST)
is 7th crappiest computer in history.

I now have a new mortal emeny.

By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
Apparently computing was supposed to jump straight from the abacus to
1 GhZ Windows 2000 machines overnight.

Be offended for yourself at:
http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2897. ForAuction: ST Hardware ICD Link 1.44 External floppy, NEC MultiSync & Adaptor, 4MB Atari 4MB 1040STf

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 05:49:20 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <3A99EE5F.69FC905A@psu.edu>
Source record: 49619

Hello folks,

I have QUITE a bit of ST stuff for auction. I have started it cheap to
let it move. I have MUCH more than this that will slowly make its way
out of my garage. E-mail if there is something you want. I might have it.

In the meantime, here is what I have up for auction:

Atari 1040 STf with 4MB of RAM
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217788929

NEC Multisync Monitor in BOX with a StarSync monitor adaptor. Lets you
use NEC for monochrome AND color!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217798149

External 1.44MB 3.5" Floppy in box for Atari ST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217798848

ICD Link SCSI to ASCI adaptor!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217798462

Atari ST Spectre GCR Macintosh Emulator NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217792063

Other Non - ST stuff for auction

16 Atari 2600 Games Shrinked! NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217789777

NES Nintendo UForce controller in Box! NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217790436

TG-16 Lot of Three Games! NR! in Box!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217790982

TG-16 Lot of Boxes & Manuals NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217791386

TG-16 TurboDuo BomberMan '93 & Turbo Golf NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217791691

Sega Master System SMS Phantasy Star Complete
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217792419

Sega Master System SMS Lot of 10 loose games
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217792685

Sega Master System SMS 46 complete games NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217793491

Sega Master System Lot of 5 Cards complete NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217793955

Three Sega Tunes Audio CD Mint NR Rare!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217794277

Lot of 12 Sega CDs NoRes Cheap!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217794527

PSX1 PlayStation Light Gun & Analog driving
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217794874

PSX1 PlayStation Demo Disks & Underground Mag
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217795118

Lot of Three NES Nintendo games w/ box NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217795454

Lot of 4 boxed Sega Game Gear games Mint NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217795713

Lot of 95 Sega Genesis Manuals! No Res
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217796039

Lot of Four unopened game.com games MINT NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217796448

Lot of Three unopened game.com games MINT NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217796611

Lot of 9 Atari 2600 / 7800 / XE / ST controls
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217797085

Adaptec 2906 SCSI Card Complete For Mac & PC
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217799211

INTV 2 / Computer Power Supply NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217799531

2898. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 06:06:56 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <4omm6.47328$o85.262784@news-server.bigpond.net.au>
Source record: 49622
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-64BB6E.21464025022001@corp.supernews.com...
> Techtv.com says Atari (they don't even pick a particular model, they
> simply complain about everything from the Atari 400 to the ST)
> is 7th crappiest computer in history.
>
> I now have a new mortal emeny.
>
> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> Apparently computing was supposed to jump straight from the abacus to
> 1 GhZ Windows 2000 machines overnight.
>
> Be offended for yourself at:
> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html

What a bunch of dickheads. I haven't read so much uninformed overopinionated crap in my life. Period. It is a pity we can't get this bunch of morons to stop upgrading for a minute, check their history books, and realise they are only running fast 8bit dos box's. I would love to sneak in there and remove their hard drives replace their 1.44's with 5 and a quarters, and put mono graphics cards in their PC's. Far as I can see anything with windows on it should be considered a joke.......

Mark

2899. Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 06:27:33 UTC
From: Richard <richard.mcgorman.spamfree@home.com>
Message-ID: <pHmm6.5741$2i7.63757@news1.sshe1.sk.home.com>
Source record: 49624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've had a 520ST since 1986. It periodically stop working ever few years and I have to re-seat the chips in order to get it working again. Is this a common occurrence for others? I've never heard of this problems with other computers built in the mid to late 80's.

Thanks.

2900. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 06:54:34 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <YXym6.11203$Cq.211835@news2-hme0>
Source record: 49579

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:vBgm6.252$HL4.3299@NewsReader...
> When I despatch a hard drive it is set up as the customer has
ordered.
>
You just send the drive out with it set up partition wise but if
anything goes wrong or indeed a customer wants to change his setup
they are stuck especially if they are new to hard drives. There is no
hardriver utility included or manual (in my case at any rate) so is it
any wonder ppl find it difficult to trouble shoot. Luckily, after
purchasing the other working drive from system solutions I was in a
position to try to fault find as I purchased HDDriver at the same time
with manual etc. But in the end had to keep sending the thing back as
you seem reluctant to give anyone the benefit of your vast experience.

> If the customer subsequently purchases software and manages to
corrupt the
> drive,
> as in Barbieris' case, where should he go for help, to the drive
supplier or
> the software supplier?

If the drive had been working fine initially I would totally agreebut
as it wasn't.... In any case you, among the times I sent it back you
had to replace the actual drive twice due to it not spinning up at
all - this you said was a drive failure so not software specific in
any case. On the final receipt after a day it did the same thing and I
decided to give up due to the costs involved in carridge/insurance
etc.

Regards
Sean

2901. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 07:02:34 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <ZXym6.11204$Cq.212347@news2-hme0>
Source record: 49578

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:GFgm6.255$HL4.3334@NewsReader...
> Oh, how are the 2 STs I fixed and the CD rom drive I supplied, by
the way?
>
Oh dear, again factually incorrect - those "notes" of yours really do
let you down badly. I sent _one_ ST to be repaired and purchased
another from you as a spare - not to be "fixed".

> You wanna whinge about them?
I did pay for these too, were they not supposed to work as well then?
What on earth has that got to do with what we are talking about? Do
you want me to list the working products purchased from Sys Sol, ASP,
and TUS?

Regards
Sean

2902. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 07:16:07 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <B6BF5EB4.8654%ewilliams1@jam.rr.com>
Source record: 49630
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 4omm6.47328$o85.262784@news-server.bigpond.net.au, Mark
Bedingfield at mark@baypc.com.au wrote on 2/26/01 12:06 AM:

>
> "Kevin Savetz" <savetz@northcoast.com> wrote in message
> news:savetz-64BB6E.21464025022001@corp.supernews.com...
>> Techtv.com says Atari (they don't even pick a particular model, they
>> simply complain about everything from the Atari 400 to the ST)
>> is 7th crappiest computer in history.
>>
>> I now have a new mortal emeny.
>>
>> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>> Apparently computing was supposed to jump straight from the abacus to
>> 1 GhZ Windows 2000 machines overnight.
>>
>> Be offended for yourself at:
>> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>
> What a bunch of dickheads. I haven't read so much uninformed overopinionated
> crap in my life. Period. It is a pity we can't get this bunch of morons to
> stop upgrading for a minute, check their history books, and realise they are
> only running fast 8bit dos box's. I would love to sneak in there and remove
> their hard drives replace their 1.44's with 5 and a quarters, and put mono
> graphics cards in their PC's. Far as I can see anything with windows on it
> should be considered a joke.......
>
> Mark
>
>
well here's there atari roundup geeze what a group of dipsticks....
ï¿½ï¿½ï¿½Related Articles

ï¿½ What's Your Crappiest Computer?
ï¿½ Computer Horror Stories
ï¿½ Possessed PC
"I used to use an Atari 800XL and Packard Hell 486DX2-50. Both were really
worthless boat anchors." -- Sam Alexander

"My worst is an Atari 1040ST that I traded for some motorcycle parts"-- Ted
Beers

"I was the proud owner of an Atari 400. Oh how I miss that membrane keyboard
-- keyboard without keys, what a wonderful idea. Or loading programs from a

cassette tape. What a stress reliever to be able to go out, have a nice dinner and take in a movie, and come back and finally have that program almost loaded.

To prove we don't learn quickly I also bought the Atari 1200XL. I believe the XL stood for eXtreme Loser." -- Chuck Smith, Sardinia, Ohio

"The Atari 1200XL should probably be on the "crappy computer" list as well. Even though it had a full-stroke keyboard, it was the first Atari computer to feature a "closed architecture" design, as opposed to the plug-in RAM and ROM modules on the Atari 800. Atari enthusiasts shunned the machine, and it died a quick, painful death.

I personally think that the entire Atari line belongs on the "Crappy Computer" list for one reason -- those blocky player-missile graphics! If you can ever get your hands on a copy of the Atari version of Ghostbusters, try and play the game to the conclusion. During the climax you're trying to get past the Marshamallow Man without getting squashed." -- William Hicks

just thought I'd post the whole atari shootdown fest.....
thanks
Ed

2903. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 07:18:19 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9k0kjh0da5ha2@corp.supernews.com>
Source record: 49628
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-64BB6E.21464025022001@corp.supernews.com...
> Techtv.com says Atari (they don't even pick a particular model, they
> simply complain about everything from the Atari 400 to the ST)
> is 7th crappiest computer in history.
>
> I now have a new mortal emeny.
>
> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> Apparently computing was supposed to jump straight from the abacus to
> 1 GhZ Windows 2000 machines overnight.
>
> Be offended for yourself at:
> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html

There were some legitimate gripes in there. Apparently one guy had a membrane keyboard Atari 400. Other complaints ranged from slow cassette to a stock 1200XL. I like the 1200XL best of all my Ataris, but I don't use a stock one. Memory expansion, multiple OS, built in BASIC, that kind of stuff.

2904. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 08:49:30 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A9A189A.B8A1CA4A@ev1.net>
Source record: 49627

```
Steve Sweet wrote:
>
> Hi Lyndon
>
> > I've partitioned it now so I ain't turning back until next time I move
> >up to a larger HD.
>
> Other bullshit phrases include.
>
> The cheques in the post
> Of course youre the first,
> I wouldnt dream of doing it with someone else,
> I promise i wont...
>
Not tonight, I have a headache.
I am from the home office, and I am here to *help* you.

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

2905. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 08:56:17 UTC
From: swampfox1@earthlink.net
Message-ID: <RSom6.487$n97.60878@newsread2.prod.itd.earthlink.net>
Source record: 49632

Posted for the sake of balance (From Techtv.com):
Go to Techtv.com, search "Atari" with "newest by date" selected
---
NOTE:
Text extracted (from CAB's download) with Thomas Sahlin's HTML2TXT.PRG
in a split second! Great program!!!
HTML2TXT homepage (if still good):
http://user.tninet.se/~jyc891w/software/html2txt/

HTML2TXT: TechTV | The Worst Computers of All Time
==========
The votes are in.

A few weeks ago we asked you to tell us about your crappiest computer. Within hours, our inboxes were overflowing with tales of PC nightmares. Using highly scientific vote-counting methods that rival those of Palm Beach, Florida, we examined both dangling and pregnant chads and finally compiled the list of the worst computers of all time.

Before we get to the losers (or are they winners?), I want to quote Robert Swyter and Carl Cabe who made the following reflective comments about crappy computers:

Robert writes, "There's one thing most people are forgetting. Even the crappiest computer at one time was the best and fastest -- just because now the speed can be blown away by your digital watch doesn't mean the computer didn't have its merits, or its day in the sun."

Carl takes the capitalist approach. "My crappiest computer is the one I now own," he writes, "soon to be replaced by my next computer, which will then become my crappiest, thus justifying my next purchase."

Truer words were never spoken, Robert and Carl. Now, let's get to the list.

The 10 worst computers of all time

1. Compaq Presario
2. Tandy Sensation or Tandy TRS-80
3. Gateway
4. IBM Aptiva
5. Packard Bell (a.k.a. Packard Hell and Smacker Bell)
6. Apple (specifically the Apple II & the IMac)
7. Atari
8. Commodore 64
9. Texas Instruments
10. Micron

==========

John G.

2906. Re: FS (UK) Falcon, hardware, software, boo

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 08:59:46 UTC
From: swampfox1@earthlink.net
Message-ID: <6Wom6.489$n97.60878@newsread2.prod.itd.earthlink.net>
Source record: 49634

On 24 Feb 2001 14:35:19 , Ashley Seabrook wrote:
>Out of necessity, and with some regret, I have now moved platforms
>and am now selling off nearly all my Atari kit.

Is this address good? I had trouble getting there!

>
>http://members.madasafish.com/~aseabrook/for_sale/atari.htm
>

John G.

2907. Re: Atari (or 68000) disassembler?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 09:09:23 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A9A1D42.BCA60D16@ev1.net>
Source record: 49629

Jeff Mitchell wrote:
>
> I need a decent disassembler for the ST; preferably one that runs
> in english with english docs, for dumb blokes like me :)
>
> I need to find TOS traps in my bbs so I can determine how its
> doing serial IO.. its certainly not doing it normally.. but I do have a
> list of interesting addresses it loks at. So if I can disassemble, I might
> find out what its doing..
>
There is C source code for a 68000 disassembler at:

<http://wuarchive.wustl.edu/languages/c/unix-c/languages/assembler/dis68k.tar.Z>

<http://wuarchive.wustl.edu/languages/c/unix-c/languages/assembler/dis68000.tar.Z>

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2908. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 09:11:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983256738-74938AEicMi@cwcom.net>
Source record: 49448

From: dhunt@zetnet.co.uk (Derek W W Hunt)
Date: 25 Feb 2001 19:00:33 GMT

>>*very* satisfied customers around ?
>
> But satisfied customers have no need to complain and just ignore
> what others have to say to the contrary.

Why? If my favourite dealer <insert name here> was being dragged through the mud I'd be the first to support him.

My take on this is that the people who DO have legitimate cause for complaint are no longer ABLE to make their complaints known, and the reasons for that are legion.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2909. Re: Atari (or 68000) disassembler?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 09:38:49 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <97dk0cuba1@news7.svr.pol.co.uk>
Source record: 49640

"Jeff Mitchell" <jeffm@nbc.netcom.ca> wrote in message
news:K0jm6.2140$TW.11132@tor-nn1.netcom.ca...
>
> I need a decent disassembler for the ST; preferably one that runs
> in english with english docs, for dumb blokes like me :)

Look for Easyrider. Devpak contains a disassembler. Maybe TTDigger will work
on an ST???

Roger

2910. Re: Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 10:04:13 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <97d9mt$6s6$1@draco.stochastik.rwth-aachen.de>
Source record: 49636
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <pHmm6.5741$2i7.63757@news1.sshe1.sk.home.com>,
Richard <richard.mcgorman.spamfree@home.com> wrote:
>I've had a 520ST since 1986. It periodically stop working ever few years
>and I have to re-seat the chips in order to get it working again. Is this a
>common occurrence for others? I've never heard of this problems with
>other computers built in the mid to late 80's.

Yes, this is normal - it's the quality of the used sockets.

Take out the chips, clean the pins with a fiber-glass pen, and carefully
pull inwards the pins on the PLCC sockets a bit, then re-seat the chips -
this should give you a longer time until the next service is required.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

2911. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 10:41:38 UTC
From: jflemaire@belgacom.net
Message-ID: <3a9a3746164f210@belgacom.net>
Source record: 49641

Hi,

on Mon 26-02-10 03:25 Hallvard Tangeraas wrote:

>Matthias Jaap <mjaap@t-online.de> wrote:

>Yes, "Sox" popped up here and there when searching for Atari and Mac
>versions, apparently in connection with MiNT. I don't know too much
>about MiNT other than it's an operating system which reminds a lot about
>UNIX (I think) and that it takes just as much time and work to get it
>going.
>Probably very nice for programmers, but for the rest of us who just want
>to use our machines to get work done.... Or maybe I'm completely
>mistaken here.

Yes indeed. I'm not a programmer but I wouldn't dream of changing MiNT for anything else. MiNT is somewhat complicated if you want a fully-fledged MiNT system with acces rigths, multi-user support, MiNT-Net and the like. If not, N_AES comes with GEM-Setup, which installs a MultiTOS-like OS. It's just a matter of clicking on the "Install" button. I guess it's no more difficult to install than MagiC. The thing everyone seems (or likes) to forget about MiNT is that you can do almost anything you want with it -- configuration-wise, I mean: mono-user/singletasking, mono-user/multitasking, multi-user/multitasking.

J-F.

2912. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 10:54:18 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <wwom6.85$3W3.210430@nnrp3.sbc.net>
Source record: 49631
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Rick Cortese wrote in message ...
>"Kevin Savetz" <savetz@northcoast.com> wrote in message
>news:savetz-64BB6E.21464025022001@corp.supernews.com...
>> Techtv.com says Atari (they don't even pick a particular model, they
>> simply complain about everything from the Atari 400 to the ST)
>> is 7th crappiest computer in history.
>>
>> I now have a new mortal emeny.
>>
>> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>> Apparently computing was supposed to jump straight from the abacus to
>> 1 GhZ Windows 2000 machines overnight.
>>
>> Be offended for yourself at:
>> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>
>There were some legitimate gripes in there. Apparently one guy had a
>membrane keyboard Atari 400. Other complaints ranged from slow cassette to
a
>stock 1200XL. I like the 1200XL best of all my Ataris, but I don't use a
>stock one. Memory expansion, multiple OS, built in BASIC, that kind of
>stuff.
>
>
>
I like the Indian dude who says his old Gateway is crappy 'cause he
downloaded three viruses on it! I think that the Gateway, Micron, TX
Instr.(only because of it's initial $1000- price tag), and Packy Bell all
absolutley belong there! YEAH! I find it interesting that most of the
complaints do seem somewhat educated and informed, almost as if they read
this newsgroup. I think we may have traiters in our midst!
Mo

2913. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 11:00:57 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <97dcp8brf1@plutonium.compulink.co.uk>
Source record: 49637
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

well i suppose the real crud of the 8 bit days have realy been forgotten.

Matel Aquarius anyone? out dated, over priced and under spec when it
arrived. No one bought them. Now shifting for £150 mint in box!

Sword M5, same issues.

I mean if your going to release a rubber keyboarded sub 16k ram machine,
don't do so when the spectrum 48k and C64 are long established and involved
in a price war :)

Over here in the UK you had the C64, Sinclair Spectrum, Amstrad CPC,
Acorn/BBC and Atari here in the UK. All else failed. Even then Atari thought
was always a bubbler, struggling to hold on to 4th or 5th position.

You should have seen some of the other pretenders, Brave tries like the
oric, or mythical beasties like the enterprise/whatever they called it in
the end, through to jokes like the aquarius! Now there was real crud :)

JP

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01

2914. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 11:23:21 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <OXom6.492$I15.11306@nnrp1.sbc.net>
Source record: 49633
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I mentioned this to my other newsgroup comp.sys.tandy , I'm sure they'll be
pleased.
(my first was a TRS-80 model III) ;-)
Mo

Kevin Savetz wrote in message ...
>Techtv.com says Atari (they don't even pick a particular model, they
>simply complain about everything from the Atari 400 to the ST)
>is 7th crappiest computer in history.
>
>I now have a new mortal emeny.
>
>By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>Apparently computing was supposed to jump straight from the abacus to
>1 GhZ Windows 2000 machines overnight.
>
>Be offended for yourself at:
>http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>--
>Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
>Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
>Moderator of news:comp.sys.atari.announce -- Atari computer news
>

2915. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 11:36:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102261236.a47849@su2.maus.de>
Source record: 49534

Hallo Jean-Francois,

JFL>Why don't you all use Two-In-One, if you don't like command lines?
I do not dislike commandlines. Sometimes, especially when
decompressing a lot of archives that have all about the same name, I
find it easier to use a command line.

And the TAR I was talking of only needs one command to decompress a
TGZ file:

tar -xvZf file.tgz

But there are TGZ files (from some UNIX systems) that urge the user
to create folders manually though most of them may be unTARed
automatically.

I often use a BASH-like shell running on TOS...

Und TTschï¿½
ps

2916. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 11:39:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102261239.a47850@su2.maus.de>
Source record: 49533

Hi Lyndon,

LA>where as Synchro Express was a track by track style copier, meaning it
LA>made an exact copy. I could be wrong though about the Syncro Express.
Synchro Express copied by putting up the _same_ speed to two floppy
drives...

Und TTschï¿½
ps

2917. Re: ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 11:44:52 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.0000002a.008335bc@id-68569.user.dfncis.de>
Source record: 49638

Moin John,

> Thanks!

in German: oach, da nich fï¿½r!

I tried to call Oliver by phone, but the comment of the answering
machine was: we will be back on Wednesday, 28.02.2001.

Diedrich

2918. FS/T: Atari ST items and more... [02/26/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 12:15:56 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <f6ik9t4b2m0na4nudmfkh1lcm4ekicbr06@4ax.com>
Source record: 49639

```
Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple ][ computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2919. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 13:29:46 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <jwRkuWKKplm6EwXM@lovecraft.demon.co.uk>
Source record: 49642
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Once upon a time <97dcp8brf1@plutonium.compulink.co.uk>, Jon-paul
<pockets@cix.co.uk> grabbed chalk and scrawled:
> mythical beasties like the enterprise/whatever they called it

Not only was the Enterprise not mythical, it also kicked ass.

I had a 64 and a 128 - wish I still had them ;)

Richard (EXOS - multiprogramming environment. Hot-swap cartridges. DOS-
like disk operating system. Palette of 4096 colours, 256 on screen at
once, 4 channel stereo sound, maximum 4Mb RAM - and the hardware was put
to bed in 1983, even if it took them 18 months to actually make some ;)
).
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2920. Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 13:35:19 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <pg2majKXulm6Ew2m@lovecraft.demon.co.uk>
Source record: 49643

Well, I did finally get it behaving most of the time, but someone saw one of my adverts for it, and I decided to move to a Cubase VST system - not a conventional PC, however ;)

Everyone who has helped, it's much appreciated (and I need your address Lyndon!). I'll probably get another Falcon in time, but as a 'home computer' like my 800XL/65XE etc, rather than trying to make it something quite as critical.

It's replacement, hopefully in April or May, will be a custom-designed PC system called the Carillon AC-1 - a rackmounted PIII designed specifically to run music applications, and with a special alloy case and silent fans/HD etc. It's actually cheaper than a dedicated hard disc recorder!

I'm still going to stick around and keep an eye out for a cheap MegaST/e system, just in case the PC MIDI implementation gets interesting ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2921. Re: ISP TROUBLE

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 13:47:48 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a9a5e84_2@athena.netset.com>
Source record: 49644

In article <97ckfqqnu1@nd.eastky.net>, Phantomm <phantomm@eastky.net> wrote:
>Thanks to those that have responded.
>But the problem still remains.
>
>Some have mentioned that I may need to edit my modem string.
>
>I will probably try this, but I really don't think this is the trouble.
>
>It may have something to do with the phone company and the way I am getting
>routed to the new numbers.

Like you I doubt it's the init string. It could be the phone company.
The Ascend is a very good probability though. Have your ISP check if
there are any announcements or advisories about the new hardware they are
installing. You are using a Hayes modem that may not properly talk to it
unless they turn a switch on in the software configuration. I have seen
this before.

>
>Also, there is one ISP in my Area that is Windoze only!
>They don't provide a normal login prompt.
>From what I have been told, this ISP waits for some type of data from
>Windoze's built in Net software before anytype of Login procedure is provided.
>Even Mac's can't use this ISP!!
>
>Has anyone heard of this before?
>

I haven't heard of this, but it wouldn't surprise me. However
luckily, most windows coders can't anymore. It's very likely that if you
have a TCP/IP stack that does an active negotiation that it will continue
to work with it. I complained to my ISP about a software change they made
once. It made it so that I had to connect 3 or 4 times before I got a
good connection, it turned out that they had installed this software 10
months prior and it just hadn't started working reliably til recently.
They went in and checked it and discovered that it was misconfigured.
But back to the first topic, if you have an active negotiation (STiK does
this, I'm sure MiNT Net can be told to do it if it doesn't by default, and
I would be surprised if STiNG didn't do it) you will probably cause the
ISP to flip over and negotiate the connection for you. By active, I mean
the following. Most of the time people wait for the remote end to send
you data and then you reply to it until your connection is estabilished.
There is the second path though, that is documented in the RFC where you
request the info from the ISP and they reply to you. It's a different
path through the state machine, but it works. I can only speak for STiK2

obviously, but with it, it waits for the remote to speak to it and if it doesn't in a set amount of time, it initiates the negotiation itself with the ISP.

>I ask my ISP if they were switching over to this and they said no and that
>they had alot of MAC users. I think that a Windoze only ISP is a form of
>discrimination.
>
>This area is infamous for Civil Rights Violations and the like but thats a
>different story! ;)
>
>Anyway, I'm still open to suggestions on what could be wrong on the ISP's
>end that would prevent my modem from making a connection to their modem
>system.
>
>Thanks,
>phantomm@eastky.net

As I said in the first part have them check on an service announcements about their equipment. It's possible that it will not accept connections from your modem until they reconfigure it. Since you have a Hayes 56k modem, they shouldn't complain that you are using a crappy modem.

Dan Ackerman
aka baldrick

2922. STonX development continues

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 13:50:08 UTC
From: François LE COAT <flecoat@lami.univ-evry.fr>
Message-ID: <3A9A5F0F.269C83FC@lami.univ-evry.fr>
Source record: 49645
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi all,

I've uploaded STonX 0.6.7.3 on Source Forge and I was
trying to compile it on a latest x86 Debian Linux distribution.
And I have some problems. It fails at "configure" and "make"
passes, because the SVGALib doesn't seem to be installed.
I'm not root on the system, so I can't install any
package, unless on my home directory. I tried to
find "vga.h" "vgakeyboard.h" and all those other stuff
on the system, but there's none of them (they are
included in the "svga.c" source file). Is there a
manner to configure without SVGALib, or installing
SVGALib package, keeping in mind that I'm not root ?

Thanks for help,

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2923. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 15:44:15 UTC
From: bindon@madasafish.com
Message-ID: <t9kuef9d54gc2c@corp.supernews.com>
Source record: 49546

Hi Martin,

>It's very easy. They only must read the docs. But this is something
>people don't want to do anymore.

Not true. I used to use the command line to unpack Mint stuff when I needed to, and I worked it out by hand, by reading the manual. But the manual was written so badly it took me 1-2 hours to get the hang of it. The manual confuses the reader with stuff you don't need to know at a basic level. Maybe I d/l an old version of tar/gzip but all the docs I read on Mint are this way. This is what keeps me away from the Mint world, I mean, look at GCC's documentation!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2924. Re: A3010

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 15:44:17 UTC
From: bindon@madasafish.com
Message-ID: <t9kuehechmus2d@corp.supernews.com>
Source record: 49547

On 25 Feb 2001 14:57:24 , "Andy Ball" wrote:

Hi Andy

> LA> Go to a school, look in the skip and there you have
> > it.
>
> I suspect I'd have to walk about 12,000 Km there and back
> to find a school with Archimedes in its skip. I hate to
> think what they're being replaced with. :-(

500Mhz Celeron, pig slow, I checked and I was getting a peak transfer
rate from the server for internet browsing of 500 bytes a second :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2925. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 15:44:20 UTC
From: bindon@madasafish.com
Message-ID: <t9kuek77is6e2f@corp.supernews.com>
Source record: 49548

On 25 Feb 2001 22:23:32 , xlator@cix.compulink.co.uk wrote:
>In message <t97ema7nlgfda7@corp.supernews.com>, bindon@madasafish.com said:

Hi Peter

>>I don't think you understood me fully. If you got a load of GIFs
>>where would you put them? In the same directory as say Imagecopy? or
>>Smurf, or Positive Image or do you store them in a folder labelled
>>GIFs? Before on mu old HD I used to have a folder on the root of
>>every partition called DATA and in there, there would be folders for
>>file formats, so there would be GIF, JPG etc and AVR, WAV, SND.
>
>My graphics are all on the G: partition, with separate folders for the
>various image types and one for each of the graphics programs etc.

That's good, thanks. I may do my old system though with a folder in
the root of the partition, then folders in there holding each type of
graphics/sound. I used to have so many different file formats, it
would clutter the root directory up too much.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2926. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:01:13 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <62vk9ts4pkj5vb4vqsto0m6vnqcfjda97r@4ax.com>
Source record: 49549
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 25 Feb 2001 21:46:42 -0800, Kevin Savetz
<savetz@northcoast.com> drooled an embarassing wet spot in his lap as
he typed:

>Techtv.com says Atari (they don't even pick a particular model, they
>simply complain about everything from the Atari 400 to the ST)
>is 7th crappiest computer in history.
>
>I now have a new mortal emeny.
>
>By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>Apparently computing was supposed to jump straight from the abacus to
>1 GhZ Windows 2000 machines overnight.
>
>Be offended for yourself at:
>http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html

The problem with this particular 'poll' is that by definition it will
attract the biggest complainers. It's _designed_ to lure all those
morons who have utterly no computer savvy to go and complain about the
machines they once owned. I'd be willing to wager that if they'd come
out with the 10 best computers, you'd see some of the same names on
that list, 'cos everyone has their own personal opinion and slant on
the various machines that have been available throughout the years.
Put up a 10 best list and I'd bet you'd have plenty of Commodore and
Atari faithfuls who'd come round and push it up near the top, so
really, that 10 worst list is utterly no indication of which machine
was really worse, 'cos it's completely subjective.

Okay, _no_one_ will probably ever admit that Compaq computers were
ever good, but that's a given. :-)
--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

2927. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:03:54 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <sbvk9tkd5pal92a1a5ai42hcb475b9epkl@4ax.com>
Source record: 49550
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 26 Feb 2001 11:00:57 -0000, "Jon-paul" <pockets@cix.co.uk>
drooled an embarassing wet spot in his lap as he typed:

>You should have seen some of the other pretenders, Brave tries like the
>oric, or mythical beasties like the enterprise/whatever they called it in
>the end, through to jokes like the aquarius! Now there was real crud :)

Yeah, but didn't that Enterprise *look* sweet? I would have bought
one just for that! Okay, the bolted-on joystick was a really stupid
idea ... but it still _looked_ cool. :-)

>
>JP
>
>
>
>---
>Outgoing mail is certified Virus Free.
>Checked by AVG anti-virus system (http://www.grisoft.com).
>Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

2928. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:11:35 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-37A50A.08113526022001@corp.supernews.com>
Source record: 49551
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <B6BF5EB4.8654%ewilliams1@jam.rr.com>,
Edward Williams <ewilliams1@jam.rr.com> wrote:

> "I was the proud owner of an Atari 400. Oh how I miss that membrane keyboard
> -- keyboard without keys, what a wonderful idea. Or loading programs from a
> cassette tape. What a stress reliever to be able to go out, have a nice
> dinner and take in a movie, and come back and finally have that program
> almost loaded.

Maybe if mommy had sprung for the 800 and a disk drive, this
malcontent wouldn't have had such a horrible experience with
Atari.

Can't believe the PCjr didn't make the list.

--Kevin
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2929. Re: noSoftware desktop

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:12:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983208862-53875AEicMi@gmx.net>
Source record: 49559

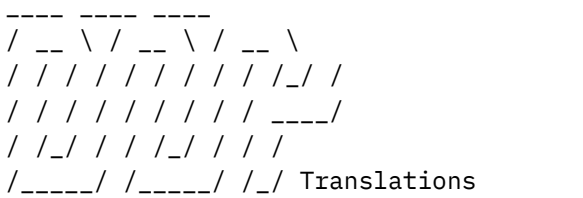
From: bindon@madasafish.com (Lyndon Amsdon)
Date: Fri, 23 Feb 2001 11:45:08 -0000

Hi Lyndon,

>Are there GDPS drivers for the Epson range of scanners? Just can't
>find any.
Yes, EPSON-GDPS driver 2.2, it's a German program but unfortunately doesn't
work on a Falcon. It works fine on a TT or the ST-line using a LINK97...

I've no idea where you can download it from... I'm busy translating the
program and docs which will be put on the DDP website once finished.
If in the mean time anyone would like the German version, just mail me.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2930. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:15:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983208860-53375AEicMi@gmx.net>
Source record: 49558

From: "Mark Gray" <markgray@plus.net>
Date: Sun, 25 Feb 2001 00:51:41 -0000

>IMO Steve Sweet dosen't know what hees on about.
Anyone using ASH Scripter will disagree with you... Steve his posting was spot on, accurate and very clear on the matter.
Since you seem to know all about it perhaps you could shed some light on the subject... GemScript, Simple Script and ASH Scripter are not exactly easy to grasp for newbies...

>>But we should leave him alone, after all he is god's engineer.
It takes all kinds.... some are gods engineers, some are honest dealers and others are experts in cardboard ...

As you've got obviously nothing constructive to add why don't you just leave us alone, if you really feel the urge to post drivel, then may I suggest one of the following groups, unlike in CSAST you'll undoubtedly be an asset there and almost certainly be welcomed with open arms :-)

- alt.duck.quack.quack.quack
- alt.wankers.malicious
- at.freizeit.nonsens
- alt.troll

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2931. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:31:04 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983205147.21809.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 49553
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

And the Sam Coupe.

Mark.

Jon-paul <pockets@cix.co.uk> wrote in message
news:97dcp8brf1@plutonium.compulink.co.uk...
> well i suppose the real crud of the 8 bit days have realy been forgotten.
>
> Matel Aquarius anyone? out dated, over priced and under spec when it
> arrived. No one bought them. Now shifting for £150 mint in box!
>
> Sword M5, same issues.
>
> I mean if your going to release a rubber keyboarded sub 16k ram machine,
> don't do so when the spectrum 48k and C64 are long established and
involved
> in a price war :)
>
> Over here in the UK you had the C64, Sinclair Spectrum, Amstrad CPC,
> Acorn/BBC and Atari here in the UK. All else failed. Even then Atari
thought
> was always a bubbler, struggling to hold on to 4th or 5th position.
>
> You should have seen some of the other pretenders, Brave tries like the
> oric, or mythical beasties like the enterprise/whatever they called it in
> the end, through to jokes like the aquarius! Now there was real crud :)
>
> JP
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01
>
>

2932. Re: Atari (or 68000) disassembler?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:39:15 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A9A86B3.6D7C@fatum.umcs.lublin.pl>
Source record: 49552

Roger Cain wrote:
>
> Maybe TTDigger will work on an ST???
>

It'll run for sure (OK, 99,9%).

Kylo :-)

2933. Re: FS (UK) Falcon, hardware, software, boo

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:43:01 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983205868.22142.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 49554

I had no problems.

John Garone <swampfox1@earthlink.net> wrote in message
news:6Wom6.489$n97.60878@newsread2.prod.itd.earthlink.net...
> On 24 Feb 2001 14:35:19 , Ashley Seabrook wrote:
> >Out of necessity, and with some regret, I have now moved platforms
> >and am now selling off nearly all my Atari kit.
>
> Is this address good? I had trouble getting there!
>
> >
> >http://members.madasafish.com/~aseabrook/for_sale/atari.htm
> >
>
> John G.
>

2934. Re: Re: Re: Re: Telnettable Atari ST BBS? YES! Did it!

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:48:54 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <jl1l9tg4knqadnhshjn8m56ijvolonf0vj@4ax.com>
Source record: 49555

On Fri, 23 Feb 2001 18:33:03 GMT, jeffm@nbc.netcom.ca (Jeff Mitchell)
drooled an embarassing wet spot in his lap as he typed:

> ha! I didn't even run a BBS until I had 1200bps.. though I teruly
>loved the 300bps connection sound, I didn't dare run a system until I had
>the blazing power of 1200. Besides, I couldnt' afford anythign back
>then.. I was still a dumb kid. But by the by when HST came out (what was
>it, 9600HST, 2400bps normal?) things really got fun..

I had a quasi-part time BBS at 300 for a while -- on FoReM XMDL, my
own modified version of FoReM XM that had some nifty features -- like
built-in downloading from message bases (pseudo-file attachments) a
few built-in online games (simple stuff like Blackjack) and some other
things. I had some trouble with it tho 'cos I kept running out of
BASIC RAM, so I kept having to eliminate things or make the code
smaller somehow in order to fit it all in. That was always fun... :-)

I remember the HST days. I always disliked USR for that -- coming out
with non-standard speeds that were only compatible with other USR
modems. Mind you I did have a 9600 HST for a while when I had my ST.
I then switched to a Hayes 9600, followed by an ATI 9600 ETC/e -- I
liked that one 'cos it had buttons which, while mostly useless, still
made the modem look neat. :-) I never did run a BBS on my ST tho. I
was always too busy programming and doing artwork and stuff to really
bother.

> BBS is all set up now.. it still can crash in a number of ways (my
>emulation isn't perfect), but it seems pretty stable. Lots of games dont'
>work under it, but I've got an old SEE (SEE10 and 11 dont' work yet.. SEE6
>does), Galactic Empires, and DDST working so far. For DDST I'll have to
>code a VT52->ANSI translator, or find a newer version that supports
>ansi/vt102 for todays terminals...

DDST! I remember that! I played SEE and GE a bit, but I really
preferred DDST. I was actually working on a few online games way
back. Hacker was one, which was based on a PC online game called BBS
Crash -- except mine was more advanced. I was also working on
Wasteland, an ST conversion of the PC online game of the same name.
Hacker was going along quite well; I'd almost gotten it finished, too.
Wasteland was only working to the point where I could walk around the
map and return to the main base. I wish I'd finished those...

>
> So much fun :)
>
> jeff

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

2935. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:51:56 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102261649250.86-100000@Hades060>
Source record: 49591
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 25 Feb 2001, Kevin Savetz wrote:

> Techtv.com says Atari (they don't even pick a particular model, they
> simply complain about everything from the Atari 400 to the ST)
> is 7th crappiest computer in history.
>
> I now have a new mortal emeny.
>
> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> Apparently computing was supposed to jump straight from the abacus to
> 1 GhZ Windows 2000 machines overnight.
>
> Be offended for yourself at:
> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html

This is poll from users, on a TV show geared at PC users.
I've seen the show, it's moronic to even get worked up about it.
Ignore it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2936. Re: UK free ISP that works

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 16:56:07 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983206650.22506.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 49556

Fasthosts and U.Genie also seem to work, they list all of the server info
including DNS names and IP addresses (although Genie's page can be hard to
find).

www.fasthosts.co.uk
www.genie.co.uk

Mark.

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:t9b37o2dq9vmba@corp.supernews.com...
> Hi,
>
> Just to say I have found an extremly fast and reliable ISP that
> supports newsgroups that works wonders using STing. I say this as I know
> from personnal experience that some people are looking for a new ISP.
>
> Well it's UK Fantastic go here: http//www.ukf.co.uk
>
> I've just signed up and so far all is well, and a hell of a lot faster
> than my current account. Support for ISDN and K5flex, V90. Seems to
> give all the information out for people not using Microsoft.
>
> And....it's website is compatible with CAB 2.7!
>
> I actually haven't tested newsgroups yet, but they do support them so
> I see no reason for them not to work.
>
>
>
> Lyndon Amsdon
> --
> +--------------------------+
> | bindon@madasafish.com |
> +--------------------------+

2937. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 17:24:10 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <_iwm6.53479$zl4.1655865@zwoll1.home.nl>
Source record: 49557
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Mindfield" <mindfield@badgers.emulationnet.com> wrote in message
news:62vk9ts4pkj5vb4vqsto0m6vnqcfjda97r@4ax.com...

> The problem with this particular 'poll' is that by definition it will
> attract the biggest complainers. It's _designed_ to lure all those
> morons who have utterly no computer savvy to go and complain about the
> machines they once owned. I'd be willing to wager that if they'd come
> out with the 10 best computers, you'd see some of the same names on
> that list, 'cos everyone has their own personal opinion and slant on
> the various machines that have been available throughout the years.
> Put up a 10 best list and I'd bet you'd have plenty of Commodore and
> Atari faithfuls who'd come round and push it up near the top, so
> really, that 10 worst list is utterly no indication of which machine
> was really worse, 'cos it's completely subjective.
>
> Okay, _no_one_ will probably ever admit that Compaq computers were
> ever good, but that's a given. :-)

Well said. The thing forgotten here is to devide the number of complaints by
the number of the computer sold. For 'Atari' you will have to add up all
different specimen of Atari ever sold. Then it will undoubtly rival the
Commodore for the first place of the least crappiets computer in history.

Hans Wessels

--
Remove the computer names from my e-mail adress to reply

2938. Re: Eclipse Problems

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 17:43:01 UTC
From: rand@cd.chalmers.se
Message-ID: <97e4j5$sf6$1@nyheter.chalmers.se>
Source record: 49560

In article <97cko3qnu2@nd.eastky.net>, Phantomm <phantomm@eastky.net> wrote:
>
>Just a thought, but try using a RGB monitor if you haven't already.

The Eclipse/RageII won't work on an Atari RGB monitor.
You need an SVGA capabable monitor of some kind.

>Also, if possible try a different VGA monitor.

I really doubt this is the problem.

>If it still doesn't work, then start looking hard at the Eclipse
>for proper installation.

If you get a picture at all, the installation is likely to be OK.
If the computer can't access the RageII card properly, it won't be able
to initialize it and nothing will appear on the screen.

>On 25 Feb 2001 21:54:11 , "Thomas Jordan" wrote:
>>Can any one help me in getting the eclipse card to work on my falcon.

Generally, the developers of a thing are the best equipped to do that.
If your problem is not purely a hardware one, which yours does not seem
to be, that would be me. ;-)

>>Unable to get a video picture, only a scrambled video signal.

Depending on what you mean by scrambled, I can think of two things:
- You're not using the PCI BIOS (it might not have been installed or there
might have been some problem at startup, or perhaps you forgot the
'pcibios' option to the device driver) and have not specified the size
of your cards memory as 4 Mbyte ('4mb' switch, but it is not needed if
running with the PCI BIOS).
- You might have configured a mode that your monitor can't handle.
Try 'mode 640x480x8@70 for something that any monitor should be able
to cope with.

Anyway, I think it would be better to continue with this via email.
Please, get in touch with me.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2939. Re: Eclipse Problems

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 18:15:36 UTC
From: phantomm@eastky.net
Message-ID: <97e6g8$c21$1@nd.eastky.net>
Source record: 49572

The Eclipse doesn't work with a RGB???!!!

I surely hope one can disable it with software if one needed to use an
RGB monitor. If not, I'd personally have no use for it.

Don't hide the solution to the problem, let us all know the fix. Just
in case we run into the same thing. :)

phantomm@eastky.net

On 26 Feb 2001 04:06:27 , Phantomm wrote:
>
>Just a thought, but try using a RGB monitor if you haven't already.
>Also, if possible try a different VGA monitor.
>If it still doesn't work, then start looking hard at the Eclipse
>for proper installation.
>phantomm@eastky.net
>
>
>On 25 Feb 2001 21:54:11 , "Thomas Jordan" wrote:
>>Can any one help me in getting the eclipse card to work on my falcon.
>>
>>Unable to get a video picture, only a scrambled video signal.
>>
>>
>>
>>.....
>>
>>Atari Falcon, 14mb, PanaSync 4 monitor
>>
>>Thomas@thomasrichard.freeserve.co.uk
>>
>.

2940. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 18:45:52 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9l8tjp7hllia8@corp.supernews.com>
Source record: 49570
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I kind of liked the theory one computer wag put out; "Any computer that could use a cassette for storage, and that includes the original IBM PC".

That was almost a valid argument. Modern age of computers didn't come about until the Amiga, Mac, PC/AT, ST.

"chainsaw11" <mygranny@swbell.net> wrote in message news:OXom6.492$I15.11306@nnrp1.sbc.net...
> I mentioned this to my other newsgroup comp.sys.tandy , I'm sure they'll be
> pleased.
> (my first was a TRS-80 model III) ;-)
> Mo
>
> Kevin Savetz wrote in message ...
> >Techtv.com says Atari (they don't even pick a particular model, they
> >simply complain about everything from the Atari 400 to the ST)
> >is 7th crappiest computer in history.
> >
> >I now have a new mortal emeny.
> >
> >By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> >Apparently computing was supposed to jump straight from the abacus to
> >1 GhZ Windows 2000 machines overnight.
> >
> >Be offended for yourself at:
> >http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
> >--
> >Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> >Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> > http://www.atarimagazines.com
> >Moderator of news:comp.sys.atari.announce -- Atari computer news
> >
>
>

2941. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 18:51:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <97e8jpntr1@plutonium.compulink.co.uk>
Source record: 49571

In message <VVVl6.6924$5U3.42596@NewsReader>, markgray@plus.net said:

>So i suppose you would like to justify your comment as below?
>
>SS wrote:
>"They dont insuate, it becomes a conductor at very low levels of humidity,
>its also not flame retardent and its just plain 'bodgeworthy'."
>
>You where the retard who implied that cardboard was no good and so i
>simply asked the the group what was on the bottom of all Marpet ram boards.
>My question of going soggy and bursting into flames must therefore be valid
>but i see from your reply that you have no defence. I am not surprised.

IIRC my Marpet RAMboard had cardboard, but was fixed into place with
hot-melt glue. That's plastic and a pretty good insulator.

Regards, /Peter/

2942. STonX development continu

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 19:12:08 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005051c@fmlynet.org>
Source record: 49535

FamilyNet Newsgate

Hello Francois!

FlC> I've uploaded STonX 0.6.7.3 on Source Forge and I was
> trying to compile it on a latest x86 Debian Linux
> distribution.

I've been thinking about STonX just recently, and would like
to give it a try on NetBSD

FlC> And I have some problems. It fails at "configure" and
> "make" passes, because the SVGALib doesn't seem to be
> installed. I'm not root on the system, so I can't
> install any package, unless on my home directory. I
> tried to find "vga.h" "vgakeyboard.h" and all those
> other stuff on the system, but there's none of them
> (they are included in the "svga.c" source file).

I'm root here, so theoretically can install the necessary
libraries. I need SVGALib, vga.h, vgakeyboard.h (are these
last two part of SVGALib?) and what else? I would happily
give it a try.

FlC> Is there a manner to configure without SVGALib, or
> installing SVGALib package, keeping in mind that I'm
> not root ?

Perhaps it could be made to run under X, but I that may
require an awful lot of work. Is there no way you can talk
nicely to the machine's administrator and ask them to
install the necessary libraries, explaining what you want
them for?

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2943. VT100 emulation

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 19:12:08 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005051b@fmlynet.org>
Source record: 49537

FamilyNet Newsgate

Hello Jeff!

JM> But do many vt100 and vt102 terminals support this
> mode?

The terminals do, but whether the terminal /emulations/
will presumably depends upon how authentic they are.

JM> (most are vt102, since its the root of ANSI, and
> xterminals and such support in inherently).

My understanding is that ANSI actually pre-dates the VT100,
but it's true that many 'VT100ish' programs actually emulate
the VT102, which is basically VT100 with a couple of its
optional extras (including I think extra RAM for 132x24
mode).

JM> I'll investigate a bit.. but it shouldn't take more
> than a couple of days to work ou a VT52<->VT102
> translation table for my serial client..

It may be an idea to use VT100 instead, some 'VT100ish'
emulations may not support the VT102 extras. Good luck
with the programming.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2944. Using Microtek 600ZS with Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 19:28:03 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C76B@FILESERV>
Source record: 49573

Does anyone know if a Microtek 600ZS will work on an Atari?....I've tried to ask Nima but my mail doesnt' seem to get through very reliably.....it's a 300dpi scanner with 600dpi interpolation that uses 8-bits per colour for 24-bit 16.7million colours scanning, it also does greyscale and B/W....It was only ever released with Mac software, though there are Linux drivers for it under the SANE program, so I might be able to get it running under Debian via SANE and GIMP on my TT...I'm planning on getting Debian 68k to go on my TT now that it is no longer needed in my studio....

chrisc

--
Posted from IDENT:root@mx4.i-way.net.uk [212.49.192.38]
via Mailgate.ORG Server - http://www.Mailgate.ORG

2945. ST/STE RAM UPGRADES

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 19:31:59 UTC
From: phantomm@eastky.net
Message-ID: <97eavfdub1@nd.eastky.net>
Source record: 49575

There were various RAM upgrades made for the ST/STe that would allow more RAM than the Stock systems were made to use.

I've never used any of these Hardware Ram Upgrades in an ST or STE before and was wondering if the Ram upgrades were Hardware only, Or did they use some sort of software patch as well?

phantomm@eastky.net

2946. Re: Atari is 7th crappiest computer in hist

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 19:36:33 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102261935130.127-100000@Hades060>
Source record: 49526

On Mon, 26 Feb 2001, Edward S. Baiz Jr. wrote:

> I would imagine you are correct. They are comparing the old Atari's with
> today's computer. How stupid can you be. I will go to the site and leave my
> two cents...

That's what I did, went to the site but didn't vote.
I instead sent an e-mail saying I read their stupid poll
with my Atari. lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2947. PCI and ISA adapter on FALCON

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 19:39:20 UTC
From: phantomm@eastky.net
Message-ID: <97ebd8dub2@nd.eastky.net>
Source record: 49576

Are there any Docs or diagrams for creating a PCI and/or a ISA adapter
for the Atari Falcon 030?

If you happen to know of any then I'd appreciate a URL address or sending
them to me thru e-mail.

Maybe someone is or has done such a project?

If so, I'd be very interested in any info that could be passed along.

phantomm@eastky.net

2948. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 19:47:49 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ZO6KR0LlLrm6EwyD@lovecraft.demon.co.uk>
Source record: 49574
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Once upon a time <sbvk9tkd5pal92a1a5ai42hcb475b9epkl@4ax.com>, Mindfield
<mindfield@badgers.emulationnet.com> grabbed chalk and scrawled:
>Okay, the bolted-on joystick was a really stupid
>idea ... but it still _looked_ cool. :-)

Actually, it was a great idea for text editing :) It was very fast, and
light.

For games, most of the time you used a tiny adaptor and an Atari
joystick :)

Richard (there were few native games, though. Most were Spectrum ports,
sometimes with new music 'Nodes of Yesod' being a great tune with a
typical Spectrum game. There was a /great/ trailblazer clone, which on
the 128 used shaded graphics and wouldn't have looked out of place
running on an Amiga).
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2949. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 19:52:13 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102261937430.127-100000@Hades060>
Source record: 49529

On Mon, 26 Feb 2001, Barrie at Atarispares wrote:

> Where you are concerned I rest my case, the group can form its' own opinion.
>
> Barrie at Keychange.

I don't know you (the dealer) or Sean (the customer), but since
you wish to have opinions I will say this.
Based on your behavior, which is very unbecoming of a
dealer, my advice would to be just let it go, unless you have some
desire to loose further business.

There have been other threads about other dealers, and how they
perform or rate, and never have I seen one go quite like this.
It's sad really, but hey up goes the thread count. :-P

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2950. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 19:59:12 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.966f33cb.2ecc6a81.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 49451

>Hi Jean-Luc,

>JLC>If I then run HDDRIVER, it sees all 3 drives as well. 2- I boot with
>JLC>HDDRIVER on floppy : only ID 0 drive is seen ; running whatever
>JLC>software doesn't change anything : both IBM drives aren't seen
>JLC>anymore.
>Make sure that HDDRIVER.PRG on the floppy disk is identical to
>HDDRIVER.SYS on your hard drive. You may copy the 'floppy version'
>onto the 'disk version'.

Well, I know that ï¿½errare humanum estï¿½, but :
1- I thoroughly read the _german_ manual of HDDRIVER _before_
starting any kind of installation ;
2- I've been using all my devices with HUSI (or CBHD) for many
years, without any problem that I couldn't solve ;
3- My SCSI chain is composed of
a- a Quantum VP32210 SCSI-2 HD at ID0
b- an IBM 0662S12 SCSI-2 HD at ID1
c- another IBM 0662S12 SCSI-2 HD at ID3
d- a Toshiba XM-5201TA3014 SCSI(-2?) CD-ROM at ID5
e- a Sony SDT-2000 miniDAT at ID4
4- The terminators are set on the Falcon motherboard _and_ on
the last device (SDT-2000) ;
5- I tried connecting only one IBM drive, and HDDRUTIL didn't
recognize it as well ;
6- For the short time I tried to use HDDRIVER, it stopped my
streamer (SDT-2000) working ;
7- I didn't hide any ID while using HDDRIVER ;
8- Going back to HUSHI makes all work fine again!!!!!!!
So, how could I check my Falcon, which I suspect to be faulty ?
Where could I find utilities to check it out ?
Thank you,

J.-Luc

--
+---+
| F030 + SpeedRez 40 Mhz + 14 MB + SVGA + 2.3 Go Quantum |
| VP32210 SCSI-2 HD + 1.0 Go IBM 0662S12 SCSI-2 HD x2 + |
| IBM 2.0 Go DTNA-22110 IDE HD + Sony SDT 2000 miniDAT |
| SCSI-2 STreamer + Toshiba XM-5201TA3014 SCSI 2x CD-ROM |
| |
| Wensuite 3.30c / aFTP 1.55 / STing 1.26 |
| Didot LineArt Pro / Photoline 2.25 / Calamus SL 2000 |
| Le Rï¿½dacteur 4 / Omikron Basic 3 / SCSITOOL 6.15 |

+--+

2951. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 20:10:37 UTC
From: jba4@po.cwru.edu
Message-ID: <3a9ab7a3.2857226@news.cwru.edu>
Source record: 49577
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

For worst computers a lot of theose brands had some major market
share. I beleive I saw in an old copy of Family Computing I have from
the early 80's that Commodore owned 40% of the PC market around
1982-83 with Apple at second with 30% and Atari boasting at least
double digits itself in market share.

Seems that they sold a whole lot of these "horrible" computers. ;-)

On Sun, 25 Feb 2001 21:46:42 -0800, Kevin Savetz
<savetz@northcoast.com> wrote:

>Techtv.com says Atari (they don't even pick a particular model, they
>simply complain about everything from the Atari 400 to the ST)
>is 7th crappiest computer in history.
>
>I now have a new mortal emeny.
>
>By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>Apparently computing was supposed to jump straight from the abacus to
>1 GhZ Windows 2000 machines overnight.
>
>Be offended for yourself at:
>http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>--
>Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
>Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
>Moderator of news:comp.sys.atari.announce -- Atari computer news

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2952. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 20:38:10 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <Gnzm6.11250$Cq.213741@news2-hme0>
Source record: 49580

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:GFgm6.255$HL4.3334@NewsReader...
> I seem to recall fixing the drive for free .....twice. Silly me.
>
There you go, senility really has taken hold here I think. When you keep saying that you replaced the drive twice - that is correct, but it was sent back for testing (and the last time to be returned for refund) 5 times all together - doh!
After all this time maybe you just omitted this from you "notes" as the other times was for testing or refund, but to remind you:

1. Drive run but get corrupted data and stalls frequently (you've set this up btw) after struggling with it - sent it back for you to test.

2. Drive displays same characteristics but runs for slightly longer than before before locking up on data transfers. Then finally stops spinning alltogether on boot up - which you said was just one of those things - sent back.

3. Drive runs for a while but similar problems as before. I now buy another drive from Sys Sol and that works without problems at all while yours doesn't - on it's own or connected to the Sys Sol drive. - sent back for you to test fully again.

4. Drive stops working altogether - not spinning up at all on boot up - Sent back and "replaced"

5. Still problems - so decided to change your drive to be SCSI ID1 rather than boot to try to help fault finding but find that the jumpers are not wired up! On questioning you about this you stated that it was up to you how you configured your drives and not me. On saying that I had bought a drive (and another Link 97) from System Solutions you hysterically complained because I had the audacity to use a different supplier! When I told you that I could choose whoever I wished you, in a typical show of petulance - all too apparent from this and the previous threads - said "send eveything back and I'll refund all your money". Drive packaged with Link 97 Adapter sent off recorded delivery and I awaited my refund.

After a couple of weeks or so and no response, on contacting you, you then decided that you were now _NOT_ going to refund my money after all and said that you only said that because you were "upset that I kept mentioning Sys Sol"! Only then you decided to come out with some rubish about the drive being opened and damaged. Having taken a photo of the drive before sending I knew it was in perfect cosmetic condition after it left here. Strangely, when asked why you didn't

report this immediately on receipt of the drive you had no answer......

The drive returned back without the Link 97 host adapter. On being questioned on this you stated you had sold it cause I already had another from Sys Sol! When I said I didn't want to sell it you said it was too late you had already sold it! This was the last time we spoke.

Needless to say the drive stopped spinning at all after a while and was duely resigned to the bin - and not as you said in a previous thread bought back (I have the case still here) - again your notes.....

Fairly disgusted with this sort service and fed up having to deal with you I gave up and spent my money with Sys Sol, ASP and TUS where I've never had any problems with anyone - Professional dealers.

> And what a wibbly-wobbly story it has turned out to be!
So if you compare my story to yours (and I know you are bound to disagree), Yours is the one which changes tack at all directions.

We can argue forever more if you like but maybe you should wait to see if anyone else comes forward now - so you can blame them for their own "misfortunes".

Regards
Sean

2953. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 20:39:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983309888-587810AEicMi@madasafish.com>
Source record: 49463

Hi Mark

>> >Apostrophes are rare and should be sprinkled carefully.

>> Its strange how Derryck /always/ looks at me when he uses this
>>sentence. :-) :-)

>Seems there has been alot of bitching going on.

Actually this is an ongoing personal thing between Derryck and i, i
always seem to throw apostrophes around like they were free and he
frequently 'mentions' it. :-) (Hi Del)

>Gone are the days when The world was encapsulated in free love.

And this has since been replaced by HIV. :-)

>I have turned on outlooks spell checker to avoid pissing anybody else
>off.

No one should get offended by spelling or punctuation, not everyone has
such a good command of written english. I'm sure Derryck thinks i'm
iliterate. :-), but he's my mate and he's probably right.

I recently took a swipe at someone attempting to correct someone else
whilst making basic mistakes themselves. It would have been beter if he'd
just kept quiet himself.

>Just for the record no one person using this news groups is right, but
>collectively we should be able to deduce the truth.

But in order to do that people in the wrong must realise so and shut the
hell up.

>I don't hold grudges against people who have a go if it deserved, but I
>think fairness has definitely gone awol around here. We need to stop
>moaning and fix all these SCSI and Cab problems methinks;-)

I'l have a ticket for that bus please, a non-return.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2954. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 20:46:17 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <Hnzm6.11251$Cq.214004@news2-hme0>
Source record: 49581

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:7wim6.631$4_1.3814@NewsReader...
> Methinks the lady doth protest too much.......
>
You should really have studied biology a little closer I think as you
are obviously a very confused person all round.

I'm beginning to think that "care in the community" really has
overstepped the mark in your case.

Regards
Sean

2955. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 20:58:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983309892-588714AEicMi@madasafish.com>
Source record: 49462

Hi Edward

>"I was the proud owner of an Atari 400. Oh how I miss that membrane
>keyboard -- keyboard without keys, what a wonderful idea.

You could always have bought the add on keys. :-\

>Or loading programs from a cassette tape.

I wish i could have Papyrus on tape for my STe, just for old times sake.
:-)

>What a stress reliever to be able to go out, have a nice dinner and take
>in a movie, and come back and finally have that program almost loaded.

Ah!, i seem to have got this bit wrong, whenever i turned my back on it
it was guaranteed to fail.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2956. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:06:06 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A9AC53E.B2E1125A@avtomatika.com>
Source record: 49582
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I think you are all sore loosers when it comes to crap machines. ;o)
Y
ou should ask anyone who lived in the 80's behind the iron curtain or at least in other socialistic country, like former YU or similar.
With import constraints protecting domestic NON-EXISTENT computer industry,
any of the bigger manufacturers who even considered a possibility of soldering a few resistors was suddenly "computer manufacturer".
It was not important if the thing actually works, all that mattered then was to have some box at the fares...
So, in order to be able to byu something with 8 Kb RAM, monochrome and self-compatible, one was forced to pay 2-3 times price of C64 or over 5 Spectrums 48K. As an insult to the injury, all those machines bared names of partisan heros (WW II stuff).

OTOH, like through all prohibitions, people were boiling mean stuff literally at home. I remember scraping the money from all my relatives just to be able to byu components for "Galaxy" (very cool model in ZX-81 class, but with no-nonsense keyboard, ingeniously small basic and MANY very effective expansions- all with complete schematics and 100% homebrewable, it some kind of was our local GPL licence). You would not believe it, but author says that over 30.000 PCB's were sold to people in very short time !
Other from many serious contenders was "Wolf", which was in QL class, only simpler, with intergrated Pascal compiler instead of SuperBasic, with better graphics and much faster. Interestingly enough, author had even developed PCB CAD software that ran on "Wolf" and with which later models were developed.
There were several very nice CP/M machines, even one with HD64180...

To be 100% honest, there were RARE exceptions even between bigger local names.

One of them (and IMHO ONLY) was our "Iskra", which had developed multi CPU modular VME machine (68000/68010, 80286 and later 386, I don't remember the 3rd CPU option, I think it was some VAX relative).
With serious graphics at that time (256 colours at 1k x 1k with graphics&math cop. for starters) it was something to drool on- i think it was y.82....

I still have in the cellar some color VGA class monitors, that were specially meant to be used on remote terminals on the machine full VGA graphic just for remote terminal wasn't half bad in y.82... Did I happened to mention that one of CPU's supported Unix ? Monitors were from Toshiba,

but housings were/are ultracool, since they were made somewhere in Italy
from special plastic that gave them distinct look and every other part on
the computer was from same material...

I'm persuading one of the monitors these days to work on my to-be-heavilly
rearanged QL with VGA output. After all those years in the cellar it still
looks and works as new...

Regards,

Branko

Mindfield wrote:

> On Sun, 25 Feb 2001 21:46:42 -0800, Kevin Savetz
> <savetz@northcoast.com> drooled an embarassing wet spot in his lap as
> he typed:
>
> >Techtv.com says Atari (they don't even pick a particular model, they
> >simply complain about everything from the Atari 400 to the ST)
> >is 7th crappiest computer in history.
> >
> >I now have a new mortal emeny.
> >
> >By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> >Apparently computing was supposed to jump straight from the abacus to
> >1 GhZ Windows 2000 machines overnight.
> >
> >Be offended for yourself at:
> >http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>
> The problem with this particular 'poll' is that by definition it will
> attract the biggest complainers. It's _designed_ to lure all those
> morons who have utterly no computer savvy to go and complain about the
> machines they once owned. I'd be willing to wager that if they'd come
> out with the 10 best computers, you'd see some of the same names on
> that list, 'cos everyone has their own personal opinion and slant on
> the various machines that have been available throughout the years.
> Put up a 10 best list and I'd bet you'd have plenty of Commodore and
> Atari faithfuls who'd come round and push it up near the top, so
> really, that 10 worst list is utterly no indication of which machine
> was really worse, 'cos it's completely subjective.
>
> Okay, _no_one_ will probably ever admit that Compaq computers were
> ever good, but that's a given. :-)
> --
>
> Almost there...
>
> "Ignorance breeds confidence more often than does knowledge." -Darwin
> The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
>

> Remove the badgers before E-Mailing.

2957. Re: Home Finance for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:27:53 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <97ehop$s2r$1@plutonium.compulink.co.uk>
Source record: 49583

In message <3a9982a8$0$8830@news.zetnet.co.uk>, james.pirie@zetnet.co.uk said:

> I'm looking for a home accounts program
>that will run under MagIc. I am currently using Home Accounts 2 but this
>will only run in Med res TOS and is quite inconvenient to say the least.

Home Accounts 2 runs under MagiC in ST-high rez too, but not in, say,
640*480. Trying to do the latter gives me an 'ST High, ST Med Res, TT
High, TT Med Res Only' alert but if I reset resolution to 600*400 on my
VGA monitor with Nemesised Falcon it's fine and I use it for all my
accounts.

>It would be fantastic if there were a more up to date program out there
>somewhere and... if it would import Quicken *.QIF files that would be even
>better. Can't hope for too much though ;)

Can't help you there I fear.

Regards, /Peter/

2958. Re: Telnettable ST BBS.. now open!

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:49:26 UTC
From: bindon@madasafish.com
Message-ID: <t9ljr6nsnjkjb1@corp.supernews.com>
Source record: 49586

On 26 Feb 2001 02:12:46 , Jeff Mitchell wrote:

Hi

> So you'll just have to try again later :)

I did and it was cool the other day, my first BBS :)

It's kinda cool the way the page appears line by line.

There were no news, and I tried Galatic game but an error occured and
I was told to tell someone (probably you). Also when I wanted to exit
the BBS it was in a loop, repeatedly asking me if I want to put a
message for the next user. Is this normal?

I'll try again tonight, but don't know most of the commands to get
anywhere.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2959. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:49:28 UTC
From: bindon@madasafish.com
Message-ID: <t9ljr8iq56oib3@corp.supernews.com>
Source record: 49584

On 26 Feb 2001 02:13:39 , "Mark Bedingfield" wrote:

>IIRC Acopy was banned because it was naughty;-). Could copy alot of
>commercial disk's. I thort blitz was a sector copier?

I always assumed the Blitz was just a mighty fast disk copier and
nothing else.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2960. Re: Magic Error Message

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:49:34 UTC
From: bindon@madasafish.com
Message-ID: <t9ljrege9atob8@corp.supernews.com>
Source record: 49585

On 25 Feb 2001 22:00:15 , "Thomas Jordan" wrote:
>What does the following message indicate when using magic.
>
>68000 Exception (error#69).
>
>This happens after between 30 - 45 mins use.
>
>nearly all programs effected e.g. papyrus, texel, artworx, luna etc, etc.
>
>problem never occurred on 4mb falcon

The equvilant to that message under TOS is two bombs from my
investigations. I get it quite often on my Falcon, more than my
trusty STe.

What do you mean by it not occuring on 4mb Falcon? What machine
did/does it occur on?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2961. Re: DGEM

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:49:38 UTC
From: bindon@madasafish.com
Message-ID: <t9ljri3ksp4jba@corp.supernews.com>
Source record: 49589

On 26 Feb 2001 03:50:14 , Edward S. Baiz Jr. wrote:

Hi Edward

>Anone heard of this game?? It is a maze game with Dungeon Master graphics.
>Real nice. I need to get ahold of another copy, but I have forgotten where
>I downloaded it from. Anyone know where it is on the web or else have a
>copy to email to me? My copy got messed when something happened to my C
>parition.

Graphics are not bad, but never got round to playing this. not really
interested in these types of games. Looks like I got it though so
give me an email and I'll pop it over to you prompt.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2962. Re: FS (UK) Falcon, hardware, software,

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:49:40 UTC
From: bindon@madasafish.com
Message-ID: <t9ljrki1emg0bd@corp.supernews.com>
Source record: 49588

```
On 26 Feb 2001 08:59:46 , John Garone wrote:
>On 24 Feb 2001 14:35:19 , Ashley Seabrook wrote:
>>Out of necessity, and with some regret, I have now moved platforms
>>and am now selling off nearly all my Atari kit.
>
>Is this address good? I had trouble getting there!
>
>>
>>http://members.madasafish.com/~aseabrook/for_sale/atari.htm

I always type my web adrress with madasafish as
www.madasafish.com/~ etc

So try http://www.madasafish.com/~aseabrook/for_sale/atari.htm

I though some of the prices were a tad high when I went there.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

2963. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:49:43 UTC
From: bindon@madasafish.com
Message-ID: <t9ljrnamv5mgbe@corp.supernews.com>
Source record: 49587

```
On 26 Feb 2001 13:29:46 , Richard Kilpatrick wrote:
>Once upon a time <97dcp8$brf$1@plutonium.compulink.co.uk>, Jon-paul
><pockets@cix.co.uk> grabbed chalk and scrawled:
>> mythical beasties like the enterprise/whatever they called it
>
>Not only was the Enterprise not mythical, it also kicked ass.
>
>I had a 64 and a 128 - wish I still had them ;)
>
>Richard (EXOS - multiprogramming environment. Hot-swap cartridges. DOS-
>like disk operating system. Palette of 4096 colours, 256 on screen at
>once, 4 channel stereo sound, maximum 4Mb RAM - and the hardware was put
>to bed in 1983, even if it took them 18 months to actually make some ;)
>).

That sound like one helluva machine! Wow!

The EXOS was the same as the Enterprise, right?

I like my SX-64. Great little machine, but I miss the tape player for
it, as I have few games on disk. Bought it for 20 pounds in '96 :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

2964. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:49:46 UTC
From: bindon@madasafish.com
Message-ID: <t9ljrq2tmec0c0@corp.supernews.com>
Source record: 49590

On 26 Feb 2001 13:35:19 , Richard Kilpatrick wrote:

>Everyone who has helped, it's much appreciated (and I need your address
>Lyndon!).

OK. What's it for? Musicom?

>a rackmounted PIII designed specifically to run music applications,
^^^^
Hey? Where's the Athlon! Sorry not keen on the Pentium range, I
laugh when I see what they done to the architecture of the P4.
Bring on the AMD Hammer! Sounds very good though for the rest of the
machine though. So are you doing the audio side as well, or just
Midi? I thought you wanted Cakewalk.

>I'm still going to stick around and keep an eye out for a cheap MegaST/e
>system, just in case the PC MIDI implementation gets interesting ;)

Yes, Mega STe is one of the best Atari's and at one stage thinking of
getting one, as they're cheap, realiable and upgradable.

BTW, make sure the new owner takes care of that Falcon.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2965. Re: Atari is 7th crappiest computer in hist

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:55:29 UTC
From: ebaiz@skyenet.net
Message-ID: <lhAm6.301$xK5.4196@newsfeed.slurp.net>
Source record: 49593

On 25 Feb 2001 21:46:42 , Kevin Savetz wrote:
>Techtv.com says Atari (they don't even pick a particular model, they
>simply complain about everything from the Atari 400 to the ST)
>is 7th crappiest computer in history.
>
>I now have a new mortal emeny.
>
>By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>Apparently computing was supposed to jump straight from the abacus to
>1 GhZ Windows 2000 machines overnight.

I would imagine you are correct. They are comparing the old Atari's with
today's computer. How stupid can you be. I will go to the site and leave my
two cents...
q
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2966. Re: Is re-seating the ST chips a regular oc

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 21:55:34 UTC
From: ebaiz@skyenet.net
Message-ID: <qhAm6.302$xK5.4196@newsfeed.slurp.net>
Source record: 49592

On 26 Feb 2001 06:27:33 , "Richard" wrote:
>I've had a 520ST since 1986. It periodically stop working ever few years
>and I have to re-seat the chips in order to get it working again. Is this a
>common occurrence for others? I've never heard of this problems with
>other computers built in the mid to late 80's.

I have one ST computer that needs me to press down on all of the chips
before it will work. The other ST's I have do not have this problem. Who
knows really. Could be a manufacturing bug...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2967. Re: PCI and ISA adapter on FALCON

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:00:14 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6C0202D.CAF8%nameerf@flash.net>
Source record: 49594

in article 97ebd8dub2@nd.eastky.net, Phantomm at phantomm@eastky.net wrote
on 2/26/01 11:39 AM:

> Are there any Docs or diagrams for creating a PCI and/or a ISA adapter
> for the Atari Falcon 030?
>
> If you happen to know of any then I'd appreciate a URL address or sending
> them to me thru e-mail.
>
> Maybe someone is or has done such a project?
>
> If so, I'd be very interested in any info that could be passed along.

Maybe I'm wrong, but aren't the Eclipse cards basically just PCI adapters
and Nova cards just ISA adapters? They only have drivers for the graphics
cards at the moment, AFAIK. As the Eclipse is able to "daisy-chain" more PCI
slots than just the one, it would probably be easier just to get that and
write drivers for other PCI cards than to start from scratch with *both*
hardware and drivers. It'd be cool to eventually have a whole list of
different drivers available for things like other graphics cards, ethernet
cards, video capture cards, whatever-you-can-think-of cards, etc.

Mike Freeman
nameerf@flash.net

2968. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:00:51 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <hp30IbMTItm6Ew3P@lovecraft.demon.co.uk>
Source record: 49496

Once upon a time <t9ljrnamv5mgbe@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> grabbed chalk and scrawled:

>That sound like one helluva machine! Wow!
>
>The EXOS was the same as the Enterprise, right?

EXOS was the Enterprise's EXpandable OS. It allowed, straight out of the
box, multiprogramming, a super-structured BASIC that was almost up to
Pascal levels of structure, a built in WP. The only thing it lacked was
memory protection, so whilst you could have multiple BASIC/Machine Code
apps loaded, the data would be lost.

When you added the EXDOS unit, everything gained disk commands. It was a
fantastic machine, and deserved /far/ more success.

>I like my SX-64. Great little machine, but I miss the tape player for
>it, as I have few games on disk. Bought it for 20 pounds in '96 :)

The tape players are very easy to find :) Much easier than an SX-64 ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2969. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:08:15 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ppw24mMPPtm6EwWk@lovecraft.demon.co.uk>
Source record: 49497

Once upon a time <t9ljrq2tmec0c0@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> grabbed chalk and scrawled:

>OK. What's it for? Musicom?

Yep :)

>Hey? Where's the Athlon!

coughs Not an option. Don't like them much, anyway ;) I got burned by
a Cyrix, and now refuse to use anything but Intel for Windows
applications.

> Sorry not keen on the Pentium range, I
>laugh when I see what they done to the architecture of the P4.

Yes, so did I once I learned about it ;) That's why I'm getting a
PIII...

>Bring on the AMD Hammer! Sounds very good though for the rest of the
>machine though. So are you doing the audio side as well, or just
>Midi? I thought you wanted Cakewalk.

72 track Audio and MIDI. Cakewalk was on the list, until I saw the
Carillon. It ships with either Cubase VST or Logic at the basic level,
along with a balanced XLR Mic input on the front, special 'tape
transport' control panel (the rack case has five chunky, illuminated
buttons for recording etc), 32 MIDI channels as standard (which is
enough, if not the best solution for dealing with cantankerous Roland
gear, but my dream 128Channel interface is rather pricey ;)). The
keyboard even has Cubase shortcuts pre-printed on it!

For some very sparse info, check out http://www.carillondirect.com/

And yes, I'm going to use it for audio for a very simple reason. A
Roland VS1880, 18-track, dedicated audio recorder lists at ï¿½2,499, and
tends to sell for ï¿½1,800 or so street price. The Carillon AC-1 VST costs
ï¿½1,399, does 72 tracks, MIDI sequencing, and has a much nicer user
interface. Plus I get a rather neat computer into the deal, and it
rackmounts, saving space.

>Yes, Mega STe is one of the best Atari's and at one stage thinking of
>getting one, as they're cheap, realiable and upgradable.

nods My exact thinking.

>BTW, make sure the new owner takes care of that Falcon.

I'm sure he will. For what it's going for, it's hardly worth selling,
but I also treated myself to a PS2 at the weekend since my old PSX died,
and I do have to watch the cashflow ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

2970. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:11:16 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8wAm6.48898$o85.273252@news-server.bigpond.net.au>
Source record: 49595
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"chainsaw11" <mygranny@swbell.net> wrote in message
news:wwom6.85$3W3.210430@nnrp3.sbc.net...
>
> Rick Cortese wrote in message ...
> >"Kevin Savetz" <savetz@northcoast.com> wrote in message
> >news:savetz-64BB6E.21464025022001@corp.supernews.com...
> >> Techtv.com says Atari (they don't even pick a particular model, they
> >> simply complain about everything from the Atari 400 to the ST)
> >> is 7th crappiest computer in history.
> >>
> >> I now have a new mortal emeny.
> >>
> >> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> >> Apparently computing was supposed to jump straight from the abacus to
> >> 1 GhZ Windows 2000 machines overnight.
> >>
> >> Be offended for yourself at:
> >> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
> >
> >There were some legitimate gripes in there. Apparently one guy had a
> >membrane keyboard Atari 400. Other complaints ranged from slow cassette
to
> a
> >stock 1200XL. I like the 1200XL best of all my Ataris, but I don't use a
> >stock one. Memory expansion, multiple OS, built in BASIC, that kind of
> >stuff.
> >
> >
> >
> I like the Indian dude who says his old Gateway is crappy 'cause he
> downloaded three viruses on it! I think that the Gateway, Micron, TX
> Instr.(only because of it's initial $1000- price tag), and Packy Bell all
> absolutley belong there! YEAH! I find it interesting that most of the
> complaints do seem somewhat educated and informed, almost as if they read
> this newsgroup. I think we may have traiters in our midst!

Better organise a lynch mob;-)

Mark
```

2971. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:17:26 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <DzAm6.590$HL4.16343@NewsReader>
Source record: 49498

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983207740-497741AEicMi@madasafish.com...
> Hi Richard
>
> Your recent conversation with Mark gray
>
> >>So you must be as sad as the original poster if you think it's funny.
>
> >No, but I haven't been following Steve around like you appear to.
> >
> >What I found funny was your over-reaction *grins*
>
>
> He'l calm down soon, he's got the hump because i refused Anal Sex with
> him in preference to a sheep. :-)
>

So Dolly wasn't a clone..............

2972. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:23:37 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <JHAm6.48909$o85.273367@news-server.bigpond.net.au>
Source record: 49499

"Phantomm" <phantomm@eastky.net> wrote in message
news:97coe3$s1f$1@nd.eastky.net...
> On 25 Feb 2001 18:10:29 , Hallvard Tangeraas wrote:
> >Lyndon Amsdon <bindon@madasafish.com> wrote:
> >
> >> On 25 Feb 2001 01:31:12 , Hallvard Tangeraas wrote:
>
> Snipped.
>
> >>
> >> I doubt it, as I never thought it was that good, but give me an email
> >> and I'll search for it. I have it on floppy along with a billion other
> >> old copiers.
> >
> >I've already received two copies of the program, but thanks anyway :-)
> >.... or were you referring to Blitz as being no good?
> >I thought the "Blitz turbo" or "Synchro express" solutions were the
> >ultimate in disk copying as they bypass the disk controller etc.,
> >copying *everything* in their way.
> >
>
> I have a few disk based Copiers here but have never used them.
> ProCopy and A-Copier. Are these any good?
>
> I have a Blitz cable and have used the Blitz and Blitz Turbo Software on
> a 4meg 1040STE TOS 1.62 and it does a good job, but I have some game
software
> that it will not backup. I think that good drive mechs are a must when
making
> personal software backups.
>
> Also have a Discovery Cartridge which does a good job, but it can be a bit
> slow, but has lots of options for backups.
>
> I have a device here called Switch Back that connects to the Printer port
with
> a Pass Thru for your printer, that suppose to allow backups of any
software
> that is in Memory to a disk file or Image. I've not used it enough to know
> how good it is. It also allows you to run multiple copies of the same
program
> and switch back to any place or time in a program by pressing a button.
> This works well with games, if you make a mistake then you can press the
button

> and switch back to were you formally saved your position in the program
and
> try again as many times as you like. This is all done in Memory.
>
> BTW, I have the Commercial or Registered Version of FASTCOPY PRO. This is
my
> favorite disk copier and formatter. But it tends to bomb on the Falcon.
> Does anyone use FastCopy Pro on a Falcon without any problems?
> If so, let me know what version you are running. I may have a conflict
with
> an ACC or AUTO program or something.

Craps itself on most falcons as far as I know. I think it has some thing to do with caching. I had also heard that you should never use the hard drive utilities as it will make a mess. Never risked it. I use bitz copy on the falc, haven't tried it with CT2 yet tho.

mark

2973. Re: Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:37:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <gUAm6.48919$o85.273252@news-server.bigpond.net.au>
Source record: 49500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Richard" <richard.mcgorman.spamfree@home.com> wrote in message
news:pHmm6.5741$2i7.63757@news1.sshe1.sk.home.com...
> I've had a 520ST since 1986. It periodically stop working ever few years
> and I have to re-seat the chips in order to get it working again. Is this
a
> common occurrence for others? I've never heard of this problems with
> other computers built in the mid to late 80's.

Apparently common in the Amiga world too...

Mark

2974. Re: Marpet RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:41:28 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <8WAm6.1869$4_1.12581@NewsReader>
Source record: 49501

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:0004dcd2@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Mark!
>
> MG> Yes it was Marpet which stood for MARtin and PETer...
>
> Learn something new every day! :-)
>
> Was it a fairly small company? Was it one of those two
> people who designed the STfm RAM upgrade? What other
> products did they make?
>
> Regards,
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

In it's peak it got quite large doing upgrades for Amiga aswell as Atari.
The original company they worked for folded or something (based near me
in Harrogate) so Martin and Peter decided to carry it on. Most of the
designs
where done by an external guy. They just produced the boards.

Mark Gray

BTW This Atari group isn't too bad once reasonable posts start going around.
I only posted in the first place because a few bad apples thought they owned
it.

2975. Re: noSoftware desktop

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:46:20 UTC
From: bindon@madasafish.com
Message-ID: <t9ln5st79fsefa@corp.supernews.com>
Source record: 49503

On 26 Feb 2001 17:12:38 , Dennis Vermeire wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Fri, 23 Feb 2001 11:45:08 -0000

Hi Dennis

>>Are there GDPS drivers for the Epson range of scanners? Just can't
>>find any.
>Yes, EPSON-GDPS driver 2.2, it's a German program but unfortunately doesn't
>work on a Falcon. It works fine on a TT or the ST-line using a LINK97...
>
>I've no idea where you can download it from... I'm busy translating the
>program and docs which will be put on the DDP website once finished.
>If in the mean time anyone would like the German version, just mail me.

Is it still being developed? It'll be really nice if someone could
help them out with the Falcon problem.
All the other software drivers for scanners, or even HD's, work fine
on all the ST/TT/Falcon range, so why not on this particular driver.
Must be something quite simple I would guess.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2976. Re: Using Microtek 600ZS with Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:46:22 UTC
From: bindon@madasafish.com
Message-ID: <t9ln5ulv77qofb@corp.supernews.com>
Source record: 49504

On 26 Feb 2001 20:28:03 , Chris Crosskey wrote:

Hi Chris

>Does anyone know if a Microtek 600ZS will work on an Atari?...

Get the demo of Nima's site. Also check out the ATOS pages as they
have excellent pages on all scanner drivers produced. I have a strong
feeling the 600 is supported, not sure about the ZS bit though.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2977. Re: ST/STE RAM UPGRADES

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:46:24 UTC
From: bindon@madasafish.com
Message-ID: <t9ln60qcoj84fd@corp.supernews.com>
Source record: 49505

On 26 Feb 2001 19:31:59 , Phantomm wrote:
>There were various RAM upgrades made for the ST/STe that would allow more
>RAM than the Stock systems were made to use.
>
>I've never used any of these Hardware Ram Upgrades in an ST or STE before
>and was wondering if the Ram upgrades were Hardware only, Or did they use
>some sort of software patch as well?

Software as well. I think it was to intialise the RAM and to sort out
where the video ram block is placed in RAM as TOS has some problem
with this. TOS 2.06 or Magic is required, not sure about Mint, I
guess it doesn't work if TOS is less than 2.06.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

2978. Re: PCI and ISA adapter on FALCON

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:46:26 UTC
From: bindon@madasafish.com
Message-ID: <t9ln62l3k388ff@corp.supernews.com>
Source record: 49506

On 26 Feb 2001 19:39:20 , Phantomm wrote:
>Are there any Docs or diagrams for creating a PCI and/or a ISA adapter
>for the Atari Falcon 030?
>
>If you happen to know of any then I'd appreciate a URL address or sending
>them to me thru e-mail.
>
>Maybe someone is or has done such a project?
>
>If so, I'd be very interested in any info that could be passed along.

ISA specs are floating around the web for all the timing, but it's
doing the drivers that is the bigger problem I feel. ISA would be
easiest, good solution for Ethernet I feel.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

2979. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:53:53 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <58Bm6.48925$o85.273622@news-server.bigpond.net.au>
Source record: 49502

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:ppw24mMPPtm6EwWk@lovecraft.demon.co.uk...
> Once upon a time <t9ljrq2tmec0c0@corp.supernews.com>, Lyndon Amsdon
> <bindon@madasafish.com> grabbed chalk and scrawled:
>
> >OK. What's it for? Musicom?
>
> Yep :)
>
> >Hey? Where's the Athlon!
>
> *coughs* Not an option. Don't like them much, anyway ;) I got burned by
> a Cyrix, and now refuse to use anything but Intel for Windows
> applications.
>
> > Sorry not keen on the Pentium range, I
> >laugh when I see what they done to the architecture of the P4.

snip

The AMD has as much to do with Cyrix as Intel does with AMD. The only reason Cyrix chips crap themselves is that they are commonly used with shitty mainboards with poor regulation and cooling. What happens is the CPU fan fails the regulators overheat and burn out. Either that or the regs are just not up to the job, depending on the model. This doesn't happen on good boards so much. Cheap Chinese crap is the reason for it. Look at boards like ASUS, Abit, gigabyte. Then add a decent fan and away you go. My file server at home is a CyrixMX 233, on a Shuttle board. This board is crap, I had to put fans on the regulators to keep it for burning out, hi shuiming;-). I sell only AMD these days they are faster cheaper and NOT intel (grins). Incedently due to the nature of new CPU's I have found that a few pII/III's and celerons (smellyron) are killing regs as well. Haven't had that with an AMD .... Yet.

Mark

PS keep the faith.

2980. Re: Eclipse Problems

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 22:55:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <97emsf$2ej$1@snipp.uninett.no>
Source record: 49507

Phantomm <phantomm@eastky.net> wrote:

> The Eclipse doesn't work with a RGB???!!!

> I surely hope one can disable it with software if one needed to use an
> RGB monitor. If not, I'd personally have no use for it.

The original Falcon video is still there, so you can ofcourse use your RGB monitor as usual. But you can't connect it to the Eclipse's SVGA graphics card.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

2981. Re: Re:Falcon Ram Board

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:00:31 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <_bBm6.1877$4_1.12578@NewsReader>
Source record: 49508

Yep, you did.

SS wrote
"? is cornflake box a preferred insulator of yours, or
not??"

MB wrote
"What is wrong with corn flakes packets for insulation;-)"

SS wrote
"They dont insuate, it becomes a conductor at very low levels of humidity,
its also not flame retardent and its just plain 'bodgeworthy'."

And what is a cornflake box made out of?

Holy shit Batman has SS made a mistake?

(Is that your one and only for this century, or are you making up for not
having made one in the last?)

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983207764-502686AEicMi@madasafish.com...
> Yo!, its Mark again.
>
> >But you where the one who started the discussion about cardboard.
>
> No i didnt.
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

2982. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:01:03 UTC
From: Pairman <nospam@!.com>
Message-ID: <MPG.15048e1ec79514b2989683@news.telusplanet.net>
Source record: 49509
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I still don't know how only 3% gets atari in to 7th place. Since I have a bunch of those ol' systems I have to say the sinclar ZX81 is the crappiest but I still like playing with it. And as far as there Tandy/trs80 sounds pretty grey to me. I still use my M100 still to this day, and my 2500 SX and my 1000 tx. Can't be that crappy if there still being used. Mind you, you do get used to the membrain keyboard on the 400. And that was only used on the 400 because it was a starter system as little kids tend to have messy fingers.

In article <OXom6.492$I15.11306@nnrp1.sbc.net>, mygranny@swbell.net says...
> I mentioned this to my other newsgroup comp.sys.tandy , I'm sure they'll be
> pleased.
> (my first was a TRS-80 model III) ;-)
> Mo

2983. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:04:54 UTC
From: Pairman <nospam@!.com>
Message-ID: <MPG.15048f0ac6fd0cfa989684@news.telusplanet.net>
Source record: 49510
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <t9l8tjp7hllia8@corp.supernews.com>, ricortes@netmagic.net
says...
> I kind of liked the theory one computer wag put out; "Any computer that
> could use a cassette for storage, and that includes the original IBM PC".
>
> That was almost a valid argument. Modern age of computers didn't come about
> until the Amiga, Mac, PC/AT, ST.
>
Don't know many people back then that could afford a 5 meg HD and about 5
grand each. and anybody remember how much the 810 and 1050 cost when they
first came out? Cassettes sure beat having to retype programs every time
you wanted to do something.

2984. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:12:55 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <uBBm6.1881$4_1.12801@NewsReader>
Source record: 49514

Hello.

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:Hnzm6.11251$Cq.214004@news2-hme0...
> "Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
> news:7wim6.631$4_1.3814@NewsReader...

> > Methinks the lady doth protest too much.......
> >
> You should really have studied biology a little closer I think as you
> are obviously a very confused person all round.
>
> I'm beginning to think that "care in the community" really has
> overstepped the mark in your case.

Sean, you can insult me all you wish but without EVIDENCE your postings are
just boring LIES.

Where you are concerned I rest my case, the group can form its' own opinion.

Barrie at Keychange.

2985. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:18:34 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <evBm6.71024$_D.13720349@typhoon.we.rr.com>
Source record: 49511
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Jon-paul" <pockets@cix.co.uk> wrote in message
news:97dcp8brf1@plutonium.compulink.co.uk...
> well i suppose the real crud of the 8 bit days have realy been forgotten.
>
> Matel Aquarius anyone? out dated, over priced and under spec when it
> arrived. No one bought them. Now shifting for £150 mint in box!
>
> Sword M5, same issues.
>
> I mean if your going to release a rubber keyboarded sub 16k ram machine,
> don't do so when the spectrum 48k and C64 are long established and
involved
> in a price war :)

Uh....didn't the Atari 400 come out before the spectrum and C64?

> Over here in the UK you had the C64, Sinclair Spectrum, Amstrad CPC,
> Acorn/BBC and Atari here in the UK. All else failed. Even then Atari
thought
> was always a bubbler, struggling to hold on to 4th or 5th position.
>
> You should have seen some of the other pretenders, Brave tries like the
> oric, or mythical beasties like the enterprise/whatever they called it in
> the end, through to jokes like the aquarius! Now there was real crud :)
>
> JP
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01
>
>

2986. Steve's Song

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:18:49 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <9tBm6.602$HL4.16477@NewsReader>
Source record: 49512

A dedication for Steve.

The next post is a 2.5Meg MP3

Could take a while to download

2987. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:23:18 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <2QBm6.607$HL4.16603@NewsReader>
Source record: 49518

Hello.

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:Gnzm6.11250$Cq.213741@news2-hme0...
> "Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
> news:GFgm6.255$HL4.3334@NewsReader...

Giant snip...

> We can argue forever more if you like but maybe you should wait to see
> if anyone else comes forward now - so you can blame them for their own
> "misfortunes".
>
> Regards
> Sean

I have been waiting for a genuine complaint to surface since these posts
began,

out of 60 plus threads so far, how many other complaints from my customers
have you seen?

Again, I rest my case. Bye Bye.

Barrie at Keychange

2988. Steve's Song

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:25:03 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <%yBm6.604$HL4.16619@NewsReader>
Source record: 49513

Instead of posting a 2.3MB MP3 here iv'e put it on comp.sys.atari.st.misc
undear the thread SHEEP 2.3MB. If you can play
back MP3's it's worth a listen.

2989. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:27:30 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a9ae662$0$8833@news.zetnet.co.uk>
Source record: 49515

On 23 Feb 2001 21:24:40 , "Mark Gray" wrote:

|You MUST of course be a very GOOD engineer to feel that you have the
|right to criticise another engineers work.

Samuel Johnston pointed out that you don't have to be a carpenter to
recognise a badly made table.
--
JI Logan

2990. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:34:12 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A9AE7F3.FBBB8A34@chello.nl>
Source record: 49516

Martin \"Nightowl\" Byttebier wrote:

> TOS is dead. I haven't use plain TOS since 1995.
>
>
This is such a arrogant attitude, you being hades user.

"I have my hades, F... the rest"

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

2991. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:37:40 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <2QBm6.608$HL4.16612@NewsReader>
Source record: 49517

Hello.

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:ZXym6.11204$Cq.212347@news2-hme0...
> "Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
> news:GFgm6.255$HL4.3334@NewsReader...
> > Oh, how are the 2 STs I fixed and the CD rom drive I supplied, by
> the way?
> >
> Oh dear, again factually incorrect - those "notes" of yours really do
> let you down badly. I sent _one_ ST to be repaired and purchased
> another from you as a spare - not to be "fixed".

And what do you think, oh sorry, you don't THINK, do you.?
Sorry group, couldn't resist that one...
>
> > You wanna whinge about them?
> I did pay for these too, were they not supposed to work as well then?

By which we take you to mean they did work, no complaints....

> What on earth has that got to do with what we are talking about?

Just providing a smidgeon of balance....

>Do you want me to list the working products purchased from Sys Sol, ASP,
> and TUS?

As long as you list the working products supplied by me as well, go ahead.

Barrie at Keychange.

2992. Re: DGEM

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:50:15 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <97eq2k$5oe$00$1@news.t-online.com>
Source record: 49519

Hi Edward,

> Anone heard of this game?? It is a maze game with Dungeon Master graphics.
> Real nice.

Never played it but I know where you can get it:

http://www.multimania.com/nef/

It's currently at v0.10.

Greetings,
Matthias

--
HomePage Penguin
http://www.mypenguin.de/prg/
Atari Up-to-Date-List
http://www.atariuptodate.de
ST-Computer Archive
http://www.stcarchiv.de

2993. Where would I get a "fiber-glass pen"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:57:21 UTC
From: Richard <richard.mcgorman.spamfree@home.com>
Message-ID: <B3Cm6.5753$2i7.65425@news1.sshe1.sk.home.com>
Source record: 49521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael. Thanks for the reply. :-)

I must admit, I've never heard of a fiber-glass pen. Would a store like
Radio Shack carry
them?

Richard

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
message >
> Yes, this is normal - it's the quality of the used sockets.
>
> Take out the chips, clean the pins with a fiber-glass pen, and carefully
> pull inwards the pins on the PLCC sockets a bit, then re-seat the chips -
> this should give you a longer time until the next service is required.
>
> cu
> Michael

2994. Re: FS (UK) Falcon, hardware, software,

Newsgroup: comp.sys.atari.st
Date: 2001-02-26 23:58:41 UTC
From: Ashley Seabrook <aseabrook@madasafish.com>
Message-ID: <aseabrook-4F3FD0.23584126022001@corp.supernews.com>
Source record: 49520

In article <t9ljrki1emg0bd@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:

> On 26 Feb 2001 08:59:46 , John Garone wrote:
> >On 24 Feb 2001 14:35:19 , Ashley Seabrook wrote:
> >>Out of necessity, and with some regret, I have now moved platforms
> >>and am now selling off nearly all my Atari kit.
> >
> >Is this address good? I had trouble getting there!
> >
> >>
> >>http://members.madasafish.com/~aseabrook/for_sale/atari.htm
>
> I always type my web adrress with madasafish as
> www.madasafish.com/~ etc
>
> So try http://www.madasafish.com/~aseabrook/for_sale/atari.htm
>
> I though some of the prices were a tad high when I went there.

What were you interested in? I have no objection to offers - I can
always politely decline!!! ;-)

cheers,

Ash

2995. Re: Atari (or 68000) disassembler?

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 00:07:34 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A9AEFC6.91AEAA27@chello.nl>
Source record: 49523

Hi

Roger Cain wrote:
>
> "Jeff Mitchell" <jeffm@nbc.netcom.ca> wrote in message
> news:K0jm6.2140$TW.11132@tor-nn1.netcom.ca...
> >
> > I need a decent disassembler for the ST; preferably one that runs
> > in english with english docs, for dumb blokes like me :)
>
> Look for Easyrider. Devpak contains a disassembler. Maybe TTDigger will work
> on an ST???
>
>
Absolutely! It is called TT-... for the 030/881/2 support.
It runs fine on any ST, real or emulated.

You can disassemble 030 code on your ST. It doesnt matter.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

2996. Re: FS (UK) Falcon, hardware, software, boo

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 00:09:42 UTC
From: Ashley Seabrook <aseabrook@madasafish.com>
Message-ID: <aseabrook-F54FED.00094227022001@corp.supernews.com>
Source record: 49522

In article <6Wom6.489$n97.60878@newsread2.prod.itd.earthlink.net>,
swampfox1@earthlink.net (John Garone) wrote:

> On 24 Feb 2001 14:35:19 , Ashley Seabrook wrote:
> >Out of necessity, and with some regret, I have now moved platforms
> >and am now selling off nearly all my Atari kit.
>
> Is this address good? I had trouble getting there!
>
> >
> >http://members.madasafish.com/~aseabrook/for_sale/atari.htm
> >

The address works for me, and obviously some other people, but if anyone
is still having problems, drop me an email and I'll send you your very
own personal copy of that web page! :-)

cheers,

Ash

2997. Re: Where would I get a "fiber-glass pen"?

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 00:18:20 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <97eroc$64h$1@draco.stochastik.rwth-aachen.de>
Source record: 49524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <B3Cm6.5753$2i7.65425@news1.sshe1.sk.home.com>,
Richard <richard.mcgorman.spamfree@home.com> wrote:
>Michael. Thanks for the reply. :-)
>
>I must admit, I've never heard of a fiber-glass pen. Would a store like
>Radio Shack carry
>them?

Not sure of the correct english term - it is used as a special kind of
eraser on ink drawings, and consists of a bundle of thin glass fibres - they
are available around here quite cheap in shops that have stuff for graphics
people and/or technical drawings.

Be careful not to get any glass parts or dust at your skin or eyes.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

2998. Re: ST/STE RAM UPGRADES

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 00:22:05 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <97ervd$65g$1@draco.stochastik.rwth-aachen.de>
Source record: 49525

In article <97eavfdub1@nd.eastky.net>, Phantomm <phantomm@eastky.net> wrote:
>I've never used any of these Hardware Ram Upgrades in an ST or STE before
>and was wondering if the Ram upgrades were Hardware only, Or did they use
>some sort of software patch as well?

It depends.

Martin Wevelsiep's famous card allowed up to a total of 15.5MB of true
ST-RAM and did not require any additional software or TOS patches - but it
required a lot of soldering, and was not cheap. It is not available anymore.

Extensions that add Alternate RAM require a small driver to make the
additional memory known to TOS, and they require either TOS 2.06 or a Magic
kernel which has the Maddalt() call.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

2999. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 00:35:49 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A9AF665.52D58FEF@chello.nl>
Source record: 49527

Hi Martin.

Martin \"Nightowl\" Byttebier wrote:

> I'm surely not an operator myself. I even hardly understand the way MiNT
> works but at least I doing my best to learn the basic stuff and I must
> say I enjoy that.

Thats why you have no problem. It becomes awkward when you are forced
to work the way you dont like.

> Recently I've bought for my son a second hand Mac G3. There is no fun at
> all on that machine. Everything gets installed by installers etc. The
> machine rules you. I prefer the other way around, I dictating the
> machine what to do. I guess that's why I love soo much MiNT.
>
These operating systems (Unix/X, Windows, etc) need installers because so much
is related to everything. This isnt the case with GEM, and that is why I like it.

> >Programmers holding on to text IO, are not skilled enough, or just too lazy.
>
> Hmm, I'm not a programmer so I don't know if you've a point here.

My statement was a little bit strong.
It is basically a question of preferences. If you are a GEM buff and a programmer,
you start with a GEM frame (which you might already have). You fill that frame
with your programs functionality.

If you start to write the programs fuctions first, you might be happy when they
work. You might fail to get so far as to implement the GEM part, and leave it.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3000. Re: Steve's Song

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 00:56:08 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <WbJZkUNosvm6EwTo@lovecraft.demon.co.uk>
Source record: 49531

Once upon a time <%yBm6.604$HL4.16619@NewsReader>, Mark Gray
<markgray@plus.net> grabbed chalk and scrawled:
>Instead of posting a 2.3MB MP3 here iv'e put it on comp.sys.atari.st.misc
>undear the thread SHEEP 2.3MB. If you can play
>back MP3's it's worth a listen.

If you've really done this, you're a fucking idiot. Excuse my language,
but you need help, Mark.

Welcome to my sparsely populated killfile. Population: You.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

3001. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 00:59:09 UTC
From: Nitro <aramis77@aol.com>
Message-ID: <97etmjruu1@bob.news.rcn.net>
Source record: 49528
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

That's quite interesting. Like just about everyone today, I own powerful PC, but my BEST years of computing were spent during the Atari period -- from the 400-800 series. They've got to be absolutely ill informed to post that info.

Kevin Savetz <savetz@northcoast.com> wrote in message news:savetz-64BB6E.21464025022001@corp.supernews.com...
> Techtv.com says Atari (they don't even pick a particular model, they
> simply complain about everything from the Atari 400 to the ST)
> is 7th crappiest computer in history.
>
> I now have a new mortal emeny.
>
> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> Apparently computing was supposed to jump straight from the abacus to
> 1 GhZ Windows 2000 machines overnight.
>
> Be offended for yourself at:
> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
> --
> Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news

3002. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 01:03:28 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <6lul9tsjnu4rmetu3muv5i0tp7b6s0tu2k@4ax.com>
Source record: 49530
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 26 Feb 2001 17:24:10 GMT, "Hans Wessels"
<atari.h.wessels@atari.home.nl> drooled an embarassing wet spot in his
lap as he typed:

>Well said. The thing forgotten here is to devide the number of complaints by
>the number of the computer sold. For 'Atari' you will have to add up all
>different specimen of Atari ever sold. Then it will undoubtly rival the
>Commodore for the first place of the least crappiets computer in history.

Undoubtedly. When you aim a particular poll with a particular slant
at a particular crowd, you're obviously going to come out with a great
deal of response that favours the poll's slant, because that's what
they want, that's the demographic it's aimed at, and those are the
people that are going to do the voting. I could put up a poll asking
after the 10 worst Bond movies and get loads of response, in spite of
the fact that everyone knows that, by definition, there really _are_
no "bad" Bond movies; only ones that were better than others. It all
depends on what end of the scale you put the labels on.

A good way to look at that list, I think, is to take it, flip it
upside-down, and re-label it "10 best computers" ... that'd put Atari
at #3 which, if based on the market share that each computer commanded
during its reign, would be just about right. :-)

>
>Hans Wessels

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

3003. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 01:07:52 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A9AFDE8.998DE490@chello.nl>
Source record: 49532

Hi Andy

Andy Ball wrote:
>
> FamilyNet Newsgate
>
> Hello Henk!
>
> HR> I typed my first commandline in 1976. On a mainframe
> > running a OS that was immensely more spophisticated
> > than Unix.
>
> Note that 'Spophisticated' doesn't necessarily mean better,
> just more complex.
>
Thanks for the tip. Please read: "Immensely better". :-)

> HR> Nevertheless I was bored immediately.
>
> Short attention span?
>
No no. Deep insight. I realized immediately that computing would be less pleasant
for many many years to come.

> HR> Before that I punched my commands in cards. Once
> > punched, these cards could be used over and over
> > again.
>
> Yes, that's how punched cards work.
>

> HR> I left the pro scene in 1883.
> ^^^^
> Wow, a real old-timer! <grin>
>

I am a dystypic.

> HR> If a program isnt GEM, it is not for me.
>
> That's fair enough, people's tastes vary. I always thought
> GEM made an excellent file manager, and a comfortable
> graphical environment. I can use either a command line or a
> GUI, and I use whichever is the more convenient to get the
> job done (not always the GUI).
>

My point is that there are people for which the commandline is never a convenient way. People who dont like to be mocked for that, certainly not when they still know that by buying a ST, they made the right choice.

> HR> Computers are invented to be convenient to their
> > users, not the other way around.
>
> Computers are tools. To be effective, they should be easy
> to use. That doesn't always necessitate a GUI, but in my
> view the Atari machines benefit greatly from the inclusion
> of GEM.
>
I see it the other way around. Without GEM, I wouldnt even have noticed there was actually a brand printed on the case. I wouldnt even have noticed that it wasnt a IBM PC. (I never touched a single key of a MS DOS computer in my life)

I wonder if there has ever been a ST without GEM available to the public.

> HR> Programmers holding on to text IO, are not skilled
> > enough, or just too lazy.
>
> I had to edit my reply, because my initial response to this
> wasn't suitable for a public newsgroup. Suffice to say that
> I disagree in the strongest terms. For many applications a
> straight textual interface is the most flexible and
> efficient way to get the job done.

But this is not a argument for a GEM user.
It sounds too much like flexible and efficient to the programmer.

> There are also many,
> many applications where a graphical user interface is not
> available.
>

GEM is available permanently on ATARI, you only have to write for it.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3004. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 01:43:40 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <_ADm6.634$HL4.17745@NewsReader>
Source record: 49536

"JI Logan" <jlog@zetnet.co.uk> wrote in message
news:3a9ae662$0$8833@news.zetnet.co.uk...
> On 23 Feb 2001 21:24:40 , "Mark Gray" wrote:
>
> |You MUST of course be a very GOOD engineer to feel that you have the
> |right to criticise another engineers work.
>
> Samuel Johnston pointed out that you don't have to be a carpenter to
> recognise a badly made table.
> --
> JI Logan

I agree, you don't have to be a vet to see the nags dead.

However, my point is that any _professional_ person would not
listen to just one side of a story and be so opinionated that they feel
their actions are justified. We all have opinions and sometimes we
speak or type without the full facts.
I for one have had enough of smart arse engineers who _think_
they are always right just because they _think_ they are better.
To be in possession of the facts is to know the truth. To be in
possession of one side is to be biased, any professional person
would not be caught out like that.

Mark Gray

Proud owner of:
STE, Mega ST, Sparrow, Falcon

3005. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 02:03:03 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.1504c761310c9f1989920@news>
Source record: 49538
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Who even remembers the PCjr? Who would want to?

In article <savetz-37A50A.08113526022001@corp.supernews.com>,
savetz@northcoast.com says...
> In article <B6BF5EB4.8654%ewilliams1@jam.rr.com>,
> Edward Williams <ewilliams1@jam.rr.com> wrote:
>
> > "I was the proud owner of an Atari 400. Oh how I miss that membrane keyboard
> > -- keyboard without keys, what a wonderful idea. Or loading programs from a
> > cassette tape. What a stress reliever to be able to go out, have a nice
> > dinner and take in a movie, and come back and finally have that program
> > almost loaded.
>
> Maybe if mommy had sprung for the 800 and a disk drive, this
> malcontent wouldn't have had such a horrible experience with
> Atari.
>
> Can't believe the PCjr didn't make the list.
>
> --Kevin
>

3006. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 02:05:10 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <e2vl9t4lsi2n7kmn1fsh4f5nt27dgoga66@4ax.com>
Source record: 49539
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 26 Feb 2001 22:06:06 +0100, Branko Badrljica
<brankob@avtomatika.com> drooled an embarassing wet spot in his lap as
he typed:

>I think you are all sore loosers when it comes to crap machines. ;o)
>Y
>ou should ask anyone who lived in the 80's behind the iron curtain or at
>least in other socialistic country, like former YU or similar.
>With import constraints protecting domestic NON-EXISTENT computer
>industry,
>any of the bigger manufacturers who even considered a possibility of
>soldering a few resistors was suddenly "computer manufacturer".
>It was not important if the thing actually works, all that mattered then
>was to have some box at the fares...
>So, in order to be able to byu something with 8 Kb RAM, monochrome and
>self-compatible, one was forced to pay 2-3 times price of C64 or over 5
>Spectrums 48K. As an insult to the injury, all those machines bared names
>of partisan heros (WW II stuff).

Granted, more common machines were much more expensive behind the
former iron curtain, but that's mainly because of government
regulations and policies regarding imported products. The former USSR
for example, was particularily strict on the importation of products,
applying massive levies to them to discourage people from buying
foriegn products and instead encouraging domestic purchases. After
all, communism was all about the people working for the betterment of
everyone, and wasn't too keen on the capitalist view of working for
the betterment of oneself.

>OTOH, like through all prohibitions, people were boiling mean stuff
>literally at home. I remember scraping the money from all my relatives
>just to be able to byu components for "Galaxy" (very cool model in ZX-81
>class, but with no-nonsense keyboard, ingeniously small basic and MANY
>very effective expansions- all with complete schematics and 100%
>homebrewable, it some kind of was our local GPL licence). You would not
>believe it, but author says that over 30.000 PCB's were sold to people in
>very short time !
>Other from many serious contenders was "Wolf", which was in QL class, only
>simpler, with intergrated Pascal compiler instead of SuperBasic, with
>better graphics and much faster. Interestingly enough, author had even
>developed PCB CAD software that ran on "Wolf" and with which later models
>were developed.
>There were several very nice CP/M machines, even one with HD64180...
>

>To be 100% honest, there were RARE exceptions even between bigger local
>names.
>
>One of them (and IMHO ONLY) was our "Iskra", which had developed multi CPU
>modular VME machine (68000/68010, 80286 and later 386, I don't remember
>the 3rd CPU option, I think it was some VAX relative).
>With serious graphics at that time (256 colours at 1k x 1k with
>graphics&math cop. for starters) it was something to drool on- i think it
>was y.82....
>
>I still have in the cellar some color VGA class monitors, that were
>specially meant to be used on remote terminals on the machine full VGA
>graphic just for remote terminal wasn't half bad in y.82... Did I happened
>to mention that one of CPU's supported Unix ? Monitors were from Toshiba,
>but housings were/are ultracool, since they were made somewhere in Italy
>from special plastic that gave them distinct look and every other part on
>the computer was from same material...
>
>I'm persuading one of the monitors these days to work on my to-be-heavilly
>rearanged QL with VGA output. After all those years in the cellar it still
>looks and works as new...

Well, it's sort of hard to include homebrew and extremely obscure
machines to that list because they were very much indigenous to a
particular, narrow region. Chances are, few if any who never lived
behind the former iron curtain have ever even heard of such machines.
The Sord M5, for example, was generally a machine found only in
France. The Panasonic X68000 was a Japanese machine. And I think the
only reason more people know about them now is because of emulation.
Heck, I think there are a lot of computers people would never have
known about had there been no emulators around to allow us to see and
play around with 'em. :-)

>
>
>Regards,
>
>
>
>Branko
>
>
>
>
>
>
>
>
>
>
>
>

>Mindfield wrote:
>
>> On Sun, 25 Feb 2001 21:46:42 -0800, Kevin Savetz
>> <savetz@northcoast.com> drooled an embarassing wet spot in his lap as
>> he typed:
>>
>> >Techtv.com says Atari (they don't even pick a particular model, they
>> >simply complain about everything from the Atari 400 to the ST)
>> >is 7th crappiest computer in history.
>> >
>> >I now have a new mortal emeny.
>> >
>> >By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>> >Apparently computing was supposed to jump straight from the abacus to
>> >1 GhZ Windows 2000 machines overnight.
>> >
>> >Be offended for yourself at:
>> >http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>>
>> The problem with this particular 'poll' is that by definition it will
>> attract the biggest complainers. It's _designed_ to lure all those
>> morons who have utterly no computer savvy to go and complain about the
>> machines they once owned. I'd be willing to wager that if they'd come
>> out with the 10 best computers, you'd see some of the same names on
>> that list, 'cos everyone has their own personal opinion and slant on
>> the various machines that have been available throughout the years.
>> Put up a 10 best list and I'd bet you'd have plenty of Commodore and
>> Atari faithfuls who'd come round and push it up near the top, so
>> really, that 10 worst list is utterly no indication of which machine
>> was really worse, 'cos it's completely subjective.
>>
>> Okay, _no_one_ will probably ever admit that Compaq computers were
>> ever good, but that's a given. :-)
>> --
>>
>> Almost there...
>>
>> "Ignorance breeds confidence more often than does knowledge." -Darwin
>> The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
>>
>> Remove the badgers before E-Mailing.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

3007. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 02:07:55 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <IXDm6.1946$4_1.14113@NewsReader>
Source record: 49540

"len" <private@notarealaddress.co.uk> wrote in message
news:DLhm6.10889$Cq.207909@news2-hme0...
>
> > >
> > > Systems Solutions or the " Atari workshop" in my opinion are a waste
> of
> > > time and I feel they play on the fact that many people think they are
> the
> > > only company who can supply or repair Atari products, also the name
> > implies
> > > a connection with Atari itself witch no longer even exists
> > >
> >
> > A very nice posting indeed.
> > I endorse fully what you have said.
> >
> > My impression was that they were always up themselves just like certain
> > people on this group.
> >
> > May I take it then that your previous posting implied a certain
> > London based company?
> >
> >
> not quite sure what u mean here but the comments were aimed directly at
the
> SS who I had no option but to use at the time, I have used the likes of
the
> upgrade shop for some repairs and purchases and found them to me at
least,
> to be a fair if somewhat lacking in general OS and software knowledge
their
> poor attempts at a site was an example but I suppose it is a bit like a
good
> mechanic is not always a good driver
>

Hi Len,
All I can say is baseball bats.

BTW after mailing Dave at TUS his reply was that he never got involved
with software because that side of the market was tied up by a few dealers
who kept it a bit of a monopoly (I think he is more into hardware anyway).
He
implied that the tusdev website never did anything because he was working
on his next business that is still running on the web. I believe he is going

to
have a look at the group at the end of the week (I wonder if he will have a tale or 7 to tell).

Mark Gray

3008. Re: Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 02:09:54 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <2s2m9toolmhiljrig1lg110gqg2kh5j1de@4ax.com>
Source record: 49541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon, 26 Feb 2001 06:27:33 GMT, "Richard"
<richard.mcgorman.spamfree@home.com> drooled an embarassing wet spot
in his lap as he typed:

>I've had a 520ST since 1986. It periodically stop working ever few years
>and I have to re-seat the chips in order to get it working again. Is this a
>common occurrence for others? I've never heard of this problems with
>other computers built in the mid to late 80's.

I never had to re-seat any of the chips on my ST, but I had a
custom-built hard drive way back made from the guts of a Megafile that
I had to re-seat several times due to dust and oxydization. It's
still a common occurrence nonetheless.

>
>Thanks.
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

3009. Re: Steve's Song

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 02:28:55 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <ofEm6.1960$4_1.14153@NewsReader>
Source record: 49542

Everyone to their own. bah bah bah

How many posts are there on that group?

You don't have to get the file as it's
probably musical for you.

I would be an inconsiderate fucking idiot
to post onto this group but as my message
read - well read it again if your memory
doesn't work.

Who is over reacting now you fucking doughnut?

I bet it sold more copies than you ever fucking will.....

bah bah bah bah bah bah bah bah bah bah bah
bah bah bah bah bah bah bah bah bah bah bah
bah bah bah bah bah bah bah bah bah bah bah
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bah bah bah bah bah bah bah bah bah bah bah
bah bah bah bah bah bah bah bah bah bah bah
bah bah bah wrong hole sweet ah bah bah bah
bah bah bah bah bah bah bah bah bah bah bah
bah bah bah bah bah bah bah bah bah bah bah
bah bah bah bah bah bah bah bah bah bah bah
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bah bah bah bah bah bah bah bah bah bah bah
bah bah bah bah bah bah bah bah bah bah bah

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:WbJZkUNosvm6EwTo@lovecraft.demon.co.uk...
> Once upon a time <%yBm6.604$HL4.16619@NewsReader>, Mark Gray
> <markgray@plus.net> grabbed chalk and scrawled:
> >Instead of posting a 2.3MB MP3 here iv'e put it on comp.sys.atari.st.misc
> >undear the thread SHEEP 2.3MB. If you can play
> >back MP3's it's worth a listen.
>
> If you've really done this, you're a fucking idiot. Excuse my language,

> but you need help, Mark.
>
> Welcome to my sparsely populated killfile. Population: You.
>
> Richard
> --
> Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -.
;-;;,
> Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (
`'::.
> Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--'
`-'_)Morticia

3010. Re: Home Finance for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 02:39:33 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <97f415$l8b$1@zingo.tninet.se>
Source record: 49544

On 26 Feb 2001 21:27:53 , james.pirie@zetnet.co.uk wrote:
>
>Im looking for a home accounts program that will run under MagIc. I
>am currently using Home Accounts 2 but this will only run in Med
>res TOS and is quite inconvenient to say the least.
>
>.
Hi James

Have you tried Probe House Expense Manager (PHEM)? IIRC it works
under all resolutions and have some nice graphs.
http://www.geocities.com/SiliconValley/6880/phsw.html

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3011. Re: Steve's Song

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 02:41:52 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <wrEm6.647$HL4.17851@NewsReader>
Source record: 49543

Having just read some of your crap on another server
I can now understand your anger. (2.5MB I can't afford that)

You really do have short arms and deep pockets.

Upgrade man Upgrade.

Rid yourself of that 300Baud modem and join the
megabyte club. It really is more interesting.............

God only knows what you would make of ADSL?

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:WbJZkUNosvm6EwTo@lovecraft.demon.co.uk...
> Once upon a time <%yBm6.604$HL4.16619@NewsReader>, Mark Gray
> <markgray@plus.net> grabbed chalk and scrawled:
> >Instead of posting a 2.3MB MP3 here iv'e put it on comp.sys.atari.st.misc
> >undear the thread SHEEP 2.3MB. If you can play
> >back MP3's it's worth a listen.
>
> If you've really done this, you're a fucking idiot. Excuse my language,
> but you need help, Mark.
>
> Welcome to my sparsely populated killfile. Population: You.
>
> Richard
> --
> Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -.
;-;;,
> Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (
`'::.
> Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--'
`-'_)Morticia

3012. Re: Steve's Song

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 02:51:55 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <XAEm6.1971$4_1.14376@NewsReader>
Source record: 49545

If anyone does get the file and play it please send a message to:

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk

3013. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 03:33:03 UTC
From: puffpuffin@aol.com
Message-ID: <20010226223303.04623.00000256@ng-fi1.aol.com>
Source record: 49446

>> Only @#$%^& Iomega ZIP drives don't.
>
>I take it you dont like ZIP drives then. Ive only ever had one problem
>with one, but ive heard of lots of Syquests going arse up.
>

It depends. Some people have problems with Syquests. I've had none with my 4 Syquests and others have had no problems with their's either. OTOH, I know people who have suffered the ZIP 'click of death'.

What I hate is the ZIP design. It doesn't have TERMPWR pin connected, only allows ID 5 and 6, no power switch and a non-standard 25-pin SCSI port. Royal pain for Atari and PC laptop users.

I better stop before a ZIP vs Syquest war starts up again....

sigh If we only lived in a world where people actually bought the better product...

(of course, then Ataris would rule... :-))

3014. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 05:19:44 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <QNGm6.49243$o85.276866@news-server.bigpond.net.au>
Source record: 49447

"PuffPuffin" <puffpuffin@aol.com> wrote in message
news:20010226223303.04623.00000256@ng-fi1.aol.com...
> >> Only @#$%^& Iomega ZIP drives don't.
> >
> >I take it you dont like ZIP drives then. Ive only ever had one problem
> >with one, but ive heard of lots of Syquests going arse up.
> >
>
> It depends. Some people have problems with Syquests. I've had none with
my 4
> Syquests and others have had no problems with their's either. OTOH, I
know
> people who have suffered the ZIP 'click of death'.

Whats that exactly?
>
> What I hate is the ZIP design. It doesn't have TERMPWR pin connected, only
> allows ID 5 and 6, no power switch and a non-standard 25-pin SCSI port.
Royal
> pain for Atari and PC laptop users.
>

Ive got 2 syquests a 200 (on the MegaSTE), and a 88 (on the Falcon), the
Megaste runs like a dream but for some reason the Falcon gets the hump with
its. Every now and again just thros up errors?

> I better stop before a ZIP vs Syquest war starts up again....
>

Wouldnt mind a Zip;-)

> *sigh* If we only lived in a world where people actually bought the better
> product...
>
> (of course, then Ataris would rule... :-))

DAT and Betamax would be popular too....

Mark

3015. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 08:05:39 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <97fmq2nhj1@reader1.imaginet.fr>
Source record: 49449

> >
> > It depends. Some people have problems with Syquests. I've had none
with
> my 4
> > Syquests and others have had no problems with their's either. OTOH, I
> know
> > people who have suffered the ZIP 'click of death'.
>
> Whats that exactly?

You write data on the ZIP, and after a while, you listen a "click" in the
ZIP drive.
It only mean you just lost 100 megabyte of worthwhile data... :'(

Two of my ZIP 100 cartdridge have been destroyed like this.

One while using my Parallel port ZIP drive on a PC.
The other using an integrated IDE ZIP drive on another PC that was connected
to a ethernet network. The ZIP driver does not check correctly if the ZIP
was
full, and it makes the cartridge "click".

Even a low level format cannot restore the cartridge. You simply throw it in
the nearest dust bin...

Dbug

PS: By the way I have a Syquest 44 and 5 cartridges, that never had the
slightest problem since 1989...

3016. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 08:23:24 UTC
From: Andy Ball <ball@invalid.null>
Message-ID: <3A9B63FC.92088668@invalid.null>
Source record: 49450

Hello Henk,

AB> Note that 'Spophisticated' doesn't necessarily mean
> better, just more complex.

HR> Thanks for the tip. Please read: "Immensely better".
> :-)

No, sophistry was never about being /better/, just more
involved.

HR> My point is that there are people for which the
> commandline is never a convenient way. People who dont
> like to be mocked for that, certainly not when they
> still know that by buying a ST, they made the right
> choice.

I hope that I have not come across as mocking in this case.
I respect the fact that people's preferences vary. It is
quite fair to say that you prefer a program with a graphical
user interface, but you made disparaging and uninformed
remarks about programmers that were unwarranted.

AB> ...in my view the Atari machines benefit greatly from
> the inclusion of GEM.

HR> I see it the other way around. Without GEM, I wouldnt
> even have noticed there was actually a brand printed
> on the case. I wouldnt even have noticed that it wasnt
> a IBM PC.

GEM started life on the PC. I would count it as one of the
important features of the 16 & 32-bit Atari machines, but
clearly not the only one.

HR> (I never touched a single key of a MS DOS computer in
> my life)

Note that not all PCs are MS-DOS computers. I'm a long-
standing critic of the PC platform. It has improved a lot
in recent years, but is still a very long way from perfect.

HR> I wonder if there has ever been a ST without GEM
> available to the public.

I doubt it.

AB> For many applications a straight textual interface is
> the most flexible and efficient way to get the job
> done.

HR> But this is not a argument for a GEM user.

You didn't limit your statement to GEM users, or even GEM programmers. It was a blanket criticism of non-GUI programming.

HR> It sounds too much like flexible and efficient to the
> programmer.

There are applications where a textual interface is more efficient, for the user and the programmer. I am not claiming that a graphical user interface is a bad thing, but it is not a panacea and *cannot* be compulsory.

HR> GEM is available permanently on ATARI, you only have
> to write for it.

Although in this newsgroup the Atari environment may be implicit, you didn't state that in your attack on non-GUI programmers. You also happen to be wrong, GEM is not available to Auto folder programs. In any case, I think this thread came from a discussion of tar and gzip, both of which are ported from a platform where a graphical user interface is not a fair assumption.

- Andy Ball.

3017. Re: Home Finance for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 09:56:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983357692-097585AEicMi@cwcom.net>
Source record: 49487

From: xlator@cix.compulink.co.uk
Date: 26 Feb 2001 21:27:53 GMT

>In message <3a9982a8$0$8830@news.zetnet.co.uk>, james.pirie@zetnet.co.uk
>said:
>
>> I'm looking for a home accounts program
>>that will run under MagIc. I am currently using Home Accounts 2 but this
>>will only run in Med res TOS and is quite inconvenient to say the least.
>
>Home Accounts 2 runs under MagiC in ST-high rez too, but not in, say,
>640*480. Trying to do the latter gives me an 'ST High, ST Med Res, TT

Personal Finance Manager will cope with practically every resolution - it's
running here on a CT2 Falcon with MagiC 6.01 and NVDI 5.03 at something like
865*756.

As for Quicken files, I;m afraid not.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3018. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 17:46:03 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102271734270.81-100000@Hades060>
Source record: 49464

On Tue, 27 Feb 2001, Barrie at Atarispares wrote:

>
> "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10102261937430.127-100000@Hades060...
> > On Mon, 26 Feb 2001, Barrie at Atarispares wrote:
> >
> > > Where you are concerned I rest my case, the group can form its' own
> opinion.
> > >
> > > Barrie at Keychange.
> >
> > I don't know you (the dealer) or Sean (the customer), but since
> > you wish to have opinions I will say this.
> > Based on your behavior, which is very unbecoming of a
> > dealer,
>
> You mean I should roll over and let LIARS malign Keychange Music Services?

I didn't say that. We've heard both sides, I think more than once.

> We disagree methinks.

I can see that, but since neither will admit to being a LIAR as you
put it, it seems pointless to continue badgering one another.

I purchased a ram board from aixit, which today still works
wonderfully, I could not be happier. Yet a particular
user here openly complained about poor service and what not.
It seems to me from time to time you will just have that,
and there is nothing one can really do about it.
To this day he is probably still pissed off with aixit, whilst
I am happy.

As you said, it's life...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3019. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 19:48:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200102272048.a48830@su2.maus.de>
Source record: 49469

Hi Jean-Luc,

JLC>So, how could I check my Falcon, which I suspect to be faulty ? Where
JLC>could I find utilities to check it out ?
so I think you did not make any mistake. Sorry, I've got no more idea
in order to help you.

All the time, I was lucky with HuSHI, but when I got rid of Syquest
3.5" drives, I bought a magneto optical drive (640 MB) and because
HuSHI did not support 2048 bytes/sector, I turned over to HDDRIVER
that made me happy, too.

I hope Uwe read your posting as well and that he may be able to help
you!

Desole! Malgre tout, bonne chance!

Und TTschï¿½
ps

3020. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 20:20:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a9c0e76358dc90@online.be>
Source record: 49399

on Tue 27-02-2001 13:16 Dennis Vermeire wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Sun, 25 Feb 2001 18:43:06 +0100 (MET)
>
>Hi Martin,
>
>>Guitar itself seems to work under MagiC, only unpacking seems not to work.

>That happens to be 50% of the functionality. As it happens I only unpack
>tar/tgz files, I see no reason to pack anything in that format, meaning the
>app is useless for me. And as stated I don't really care if works under
>MagiC or not since I happen to like the Jinnee/Scripter plugins much better.

Again tell me what I must do to get it working? I've tried it with
MiNT/N_AES/Jinnee/scripter. No go. The same applies for
MagiCMac/Jinnee/Scripter. zip, lzh works fine but not tar, gzip.

>Not all programs that behave weird are MagiC programs, Papyrus for example
>running under MiNT/N.AES displays the icon-bar in black&white, while it
>should be coloured, I've never known you having a go at Uli Ramps...

Why should I. I'm happy with these icons. Furthermore is this a N_AES
fault or a Papyrus fault?
Don't you have problems with Papyrus under MagiC? Tell me can you see
the user defined colors? I guess you can't. Yes I know this is not
exactly a OS problem but more a problem with certain graphic card
drivers. I'm saying this only to point you out that Papyrus isn't
bugfree.
>
>>IMHO a TOS user doesn't need TAR and GZIP at all.
>See my other posting
>
>>Furthermore TOS users are left in the cold by almost every programmer
>>nowadays. Have you tried to use for instance Mymail or Luna under plain
>>TOS? It's about time programmers lets go TOS. TOS is dead. I haven't use
>>plain TOS since 1995.

>I disagree, and I've a feeling I'm not the only one...

Not so long ago I heard another bell ringing from you.
Tell do you still using TOS nowadays? I thought you're a MagiC-user.
How many plain TOS users are there left today? Not soo many I guess.
Using plain TOS is in my eyes the same as using command interpreters in
your eyes.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3021. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 20:30:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a9c0e76358dc91@online.be>
Source record: 49400

on Tue 27-02-2001 13:31 Dennis Vermeire wrote:

>From: jflemaire@belgacom.net (Jean-Franï¿½ois Lemaire)
>Date: Mon, 26 Feb 2001 11:41:38 +0100 (MET)
>
>Hi Jean-Franï¿½ois,
>
>>If not, N_AES comes with GEM-Setup, which installs a MultiTOS-like OS.
>>It's just a matter of clicking on the "Install" button. I guess
>>it's no more difficult to install than MagiC.
>If you happen to be in the neighbourhood of Gent I invite you to come and
>demonstrate this... after I click the install button and MiNT/N.AES 2.0 is
>installed on the harddisk, the misery starts...
>
>It's been stated here several times that the install program isn't very
>good, some experienced MiNT users offered help and send me their config
>files. I've got half a dozen "succesfull" config files now, these are all
>entirely different from each other.

Mind you these files were all for a full MiNT-net setup. Setting up
N_AES is dead easy. Setting up MiNT-net is another pair of socks.

>All I care about is that the applications I use run stable, I don't really
>care under what OS, as long as the job gets done...
>Don't get me wrong: I'm not saying that MiNT isn't stable, it's N.AES 2.0
>that is causing the problems...

Just like MagiC 6.04 contains N_AES some bugs but so far N_AES has been
very stable for me.
>
>>The thing everyone seems (or likes) to forget about MiNT is that you can
>>do almost anything you want with it -- configuration-wise, I mean: mono-
>>user/singletasking, mono-user/multitasking, multi-user/multitasking.
>Gee... I'm really impressed :-/
>What you seem (or like) to forget is that there isn't such a thing as the
>ideal OS. MiNT for example needs a relatively fast processor and lots of
>memory, someone working with a ST/STE 4MB computer will have a different
>view.

Fully agree with you. MiNT needs more RAM then MagiC

>Furthermore while you may enjoy fiddling with config files trying to fine-
>tune the OS as much as possible, others are content if their apps run stable
>without having to worry about the OS. IMO an OS should be invisible to the
>user, just run and do whatever it is supposed to do, once that the user has
>to start worrying about the OS, then something is seriously screwed up.

Even with MagiC one have to fiddling around with conf files. The
weirdest thing about MagiC is that one have to remap the keyboard. With
keytbls is rather easy but nevertheless one have to add stuff and so in
order to get MagiC running properly.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3022. Re: Newbie Alert

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 20:31:38 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <2zpjzuOq6An6Ewsc@my-ste.demon.co.uk>
Source record: 49452

In article <97gl6v$1kg3@eccws12.dearborn.ford.com>,
Charlie Dumont <cdumont1@ford.com> writes:

>I just got my first atari up and running, however, I'm having some issues
>with basic things, like unzipping zip files, and arc files, etc, I grabbed
>the stzip.tos thing, and ran the "install" then tried to open the lharc.zip
>bit. Anyways, i'd rather not post all this here, if there is a FAQ or
>something somewhere, I would appreciate it a lot, because I've got other
>things I'd like to change also.

There's a copy of the Quick FAQ maintained by Nicholas Bales at
<URL:http://bales.online.fr/atari/>

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

3023. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 20:52:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983309878-585846AEicMi@madasafish.com>
Source record: 49459

Hi Puffpuffin

>What I hate is the ZIP design.

Well it aint the prettiest ive seen, but looks arent really important to
functionality.

>It doesn't have TERMPWR pin connected,

That was a big mistake IMO, but they can be ought ready converted from
some dealers i'l not mention publicy at this event

>only allows ID 5 and 6,

F'n pathetic that.

>no power switch

Hm!, dodnt really need one IMO.

>and a non-standard 25-pin SCSI port.

I beleive this is standard in MAC-land, but 25 - 52 oin cables are easily
found..

>Royal pain for Atari and PC laptop users.

No argument there

>I better stop before a ZIP vs Syquest war starts up again....

:-)

>*sigh* If we only lived in a world where people actually bought the
>better product...
>
>(of course, then Ataris would rule... :-))

i wonder what Billy boy gates would be doing now, 'IF'

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3024. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 20:54:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983309882-586662AEicMi@madasafish.com>
Source record: 49460

Hi Mark

>> (of course, then Ataris would rule... :-))

> DAT and Betamax would be popular too....

I wouldnt be suprised if Atari had a hand in marketing the Betamax. It
was technically superior but got a bum-rap.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3025. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 20:55:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983309886-587242AEicMi@madasafish.com>
Source record: 49461

Hi Miicka?l

>Even a low level format cannot restore the cartridge. You simply throw
>it in the nearest dust bin...

No, IOMEGA will replace faulty media, its got a lifetime guarantee.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3026. Commodore & Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 21:10:57 UTC
From: NOSPAM.black@gco.apana.org.au
Message-ID: <495394557@p1.f360.n634.z3.fidonet.org>
Source record: 49453

```
Commodore Connect BBS

Support for all Commodore 8 bit computers (KIM-1, PET, VIC20, B Series,
C64,
C16, Plus4, C128, C65)
Classic Amiga & the new SDK & OS

Atari 8 bits & ST's
Classic PC's (PC/XT/Jr/AT)
Atari ST
Apple ][

* Note: Non- Commodore areas still under construction

Huge amount of files for these computers, no limits.

Free access
No download limits
24 hours
Modem supports K56Flex, V.90, V.34, V.42 & V.42bis

Hobart - 03-6259-7013
Int'l - +61-3-6259-7013
telnet://commodore.thebbs.org
```

3027. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 21:24:14 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <n4Vm6.11841$Cq.238153@news2-hme0>
Source record: 49454

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:2QBm6.608$HL4.16612@NewsReader...
> And what do you think, oh sorry, you don't THINK, do you.?
> Sorry group, couldn't resist that one...
> >
Erm...yeah good one?? As you've proved in your many posts your
counting skills are coming along quite nicely but this branching out
into comedy? are you sure? the only thing comedic is your customer
service and attitude.

Regards
Sean

3028. Re: Mint usage (was: Atari version of "

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 21:55:35 UTC
From: bindon@madasafish.com
Message-ID: <t9o8inruu1p917@corp.supernews.com>
Source record: 49455

On 27 Feb 2001 19:12:00 , "Martin \"Nightowl\" Byttebier" wrote:
<snip>

Hi

>>If it's not any harder than pointing and clicking I might actually give
>>it a go once I've cleaned up my harddrive.
>
>I'm not saying it's a matter of just point and clicking . There are still
>some things to do but heck even Magic can't be used without modifications.

So where/how can I learn these things? Mint was fairly easy to
install, but I've never had NAES to try it with. XaAES slowed my STe
down, but I suppose I could try it on my Falcon now.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3029. Re: Atari version of "SOX" sample conve

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 21:55:42 UTC
From: bindon@madasafish.com
Message-ID: <t9o8iusckgcd1a@corp.supernews.com>
Source record: 49456

On 27 Feb 2001 20:05:48 , Jo Even Skarstein wrote:

<large snip>

Hi,

>Another thing is that the included n_aes.cnf is so horribly misconfigured
>that N.AES is doomed *not* to work on just about any machine. *Everything*
>is wrong, and a first-time user won't have a clue why nothing works.

Exactly, which is why me (and a suspect a few others) have never got
it running smoothly. If you're new to Mint, you have to use NAES, and
the last thing you want to do is to spend hours pouring over the config
files to get it working. Magic is just so much easier, which is why
many have stuck with it.

I'd like to change but I just need to buy NAES, is Woller good at
shipping abroad?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3030. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 22:10:52 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <MBVm6.50478$o85.287504@news-server.bigpond.net.au>
Source record: 49457

"Micka&#65533;l Pointier" <mpointie@eden-studios.fr> wrote in message
news:97fmq2nhj1@reader1.imaginet.fr...
> > >
> > > It depends. Some people have problems with Syquests. I've had none
> with
> > my 4
> > > Syquests and others have had no problems with their's either. OTOH, I
> > know
> > > people who have suffered the ZIP 'click of death'.
> >
> > Whats that exactly?
>
> You write data on the ZIP, and after a while, you listen a "click" in the
> ZIP drive.
> It only mean you just lost 100 megabyte of worthwhile data... :'(
>
> Two of my ZIP 100 cartdridge have been destroyed like this.

Nasty

<snip>

> PS: By the way I have a Syquest 44 and 5 cartridges, that never had the
> slightest problem since 1989...

As I said the 200syquest on my Mega STe is great. I actually boot of it....

Mark

3031. Re: Commodore & Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 22:23:59 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <3OVm6.50486$o85.287574@news-server.bigpond.net.au>
Source record: 49458

Australia too, Yahooooo.....

Mark

"Lance Lyon" <NOSPAM.black@gco.apana.org.au> wrote in message
news:495394557@p1.f360.n634.z3.fidonet.org...
> Commodore Connect BBS
>
> Support for all Commodore 8 bit computers (KIM-1, PET, VIC20, B Series,
> C64,
> C16, Plus4, C128, C65)
> Classic Amiga & the new SDK & OS
>
> Atari 8 bits & ST's
> Classic PC's (PC/XT/Jr/AT)
> Atari ST
> Apple][
>
> * Note: Non- Commodore areas still under construction
>
>
> Huge amount of files for these computers, no limits.
>
> Free access
> No download limits
> 24 hours
> Modem supports K56Flex, V.90, V.34, V.42 & V.42bis
>
> Hobart - 03-6259-7013
> Int'l - +61-3-6259-7013
> telnet://commodore.thebbs.org
>

3032. Re: DGEM

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 23:19:08 UTC
From: ebaiz@skyenet.net
Message-ID: <MBWm6.509$o97.4158@newsfeed.slurp.net>
Source record: 49465

On 27 Feb 2001 00:50:15 , "Matthias Jaap" wrote:
>Hi Edward,
>
>> Anone heard of this game?? It is a maze game with Dungeon Master graphics.
>> Real nice.
>
>Never played it but I know where you can get it:
>
>http://www.multimania.com/nef/

Thanks a heap. I will get it today....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3033. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-27 23:45:24 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <e_Wm6.12022$Cq.247641@news2-hme0>
Source record: 49466

Hi Lonny,

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10102271734270.81-100000@Hades060...
> I purchased a ram board from aixit, which today still works
> wonderfully, I could not be happier. Yet a particular
> user here openly complained about poor service and what not.

I know exactly what you're saying here Lonny. The thing is that guy can only go on the experience he had - and maybe had to deal with there customer complaints dept procedure. From what I've seen the thing that really sets apart really good companies from bad is that when a problem *does* happen - and it can always do with electrical stuff especially - is that they give some proper advice/help to sort it out or service/replacement if required. I would say 99.9% of customers would be more than happy with that.

Best Wishes
Sean

3034. Re: Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 00:46:22 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <qiio9t47blj5cach4fj34pvmh1fpct1gme@4ax.com>
Source record: 49467
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>"Richard" <richard.mcgorman.spamfree@home.com> wrote in message
>news:pHmm6.5741$2i7.63757@news1.sshe1.sk.home.com...
>> I've had a 520ST since 1986. It periodically stop working ever few years
>> and I have to re-seat the chips in order to get it working again. Is this
>a
>> common occurrence for others? I've never heard of this problems with
>> other computers built in the mid to late 80's.
>

The problem with the 520 and 1040 STs is that the motherboard is
mounted inside the same case as the keyboard.

The long, narrow PC board tends to flex as you pound on the keyboard,
eventually causing the chips to "creep" up out of the sockets.

The very early 520STs exhibited this quite a bit, so eventually Atari
put metal clips on the square socketed chips, but the ROM chips still
tended to creep because of the flexing.

Systems like the Mega and MegaSTe don't have this problem because the
keyboards are separate from the CPU unit.

This creeping chips problem lead to several "popular fixes",
predominant among which was the "Atari drop fix", where you'd lift the
ST about 12" above the work surface and let it drop. If that didn't
fix it, you'd hold it higher and higher, until either the chips made
better contact or you smashed the thing and it became moot.

My favorite fix, short of actually disassembling the computer to press
the chips down is to hold the computer in both hands, one hand at each
end of the case, then "twist" the case almost like wringing out a wet
sponge (gently though!).

Actually, after I installed a 4 Meg upgrade, I ended up just leaving
the screws out of the case, and ditching the metal RF shield so I
could just pop the top off and push everything back into its socket at
a moment's notice.

Interesting to note that people would put up with an annoyance like
that because they liked the computer so much..!

BobR

3035. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 01:25:55 UTC
From: gokmase@hem.passagen.se
Message-ID: <97hk33$b0j$1@zingo.tninet.se>
Source record: 49468

On 27 Feb 2001 14:03:41 , "Barrie at Atarispares" wrote:
>
>> > Where you are concerned I rest my case, the group can form its' own
>opinion.
>> >
>> > Barrie at Keychange.

Ok, I have been following this very odd thread and this is the opinion
I get:

I have never seen this kind of behaviour from any kind of
dealer/company towards its former customers. Of course the opinions on
what really has happened here differ between you and the former customers,
but I must say you are totally miscrediting yourself here. Saying that,
I refer to insults in reply to people that (on your request) did step
forward to specify complaints. Shouting "liar" to former clients is
not really a good advertisement, is it? Calling them names, is not
really good publicity, is it? I seriously doubt that the so called
"LIARS" (with capital letters, which seems to be prefered here) have
made up each and every detail just out of plain evil to destroy your
business. That sounds a bit paranoid if you ask me, so I think you'd
be better off dealing with matters like this in a civilized way.

It is often said that "the customer is always right", and even if that
saying is not always 100% true it still has a lot to say here I think.
Anyone running a business does have a big responsibility against its
customers to do a good job. Obviously you have some unhappy customers
(reason for that is something I will stay out of) and probably _something_
has happened along the way that made them feel that the service was not
carried out right. Of course you might have a totally different opinion
about that matter, but throwing dirt back in their faces in reply to
complaints is really the most un-appropriate thing I have seen a company
do ever towards former clients.

I am not suggesting you should let anyone "crawl all over you" but you
could easily have stood up for yourself without the insults. It would
still be interesting to see you comment every detail in the (very) detailed
complaint that Sean Barbieri posted just days ago. Then you could
explain what happened instead of misbehaving in public, because I
don't think you will gain anything from keeping on with that.

Well, that sums up my thoughts about all this.

/Joakim

3036. Re: STonX development continues

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 01:39:14 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3A9C56C2.47009DAB@club-internet.fr>
Source record: 49470
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
=?iso-8859-1?Q?Fran=E7ois?= LE COAT a ï¿½crit:
>
> Hi all,
>
> I've uploaded STonX 0.6.7.3 on Source Forge and I was
> trying to compile it on a latest x86 Debian Linux distribution.
> And I have some problems. It fails at "configure" and "make"
> passes, because the SVGALib doesn't seem to be installed.
> I'm not root on the system, so I can't install any
> package, unless on my home directory. I tried to
> find "vga.h" "vgakeyboard.h" and all those other stuff
> on the system, but there's none of them (they are
> included in the "svga.c" source file). Is there a
> manner to configure without SVGALib, or installing
> SVGALib package, keeping in mind that I'm not root ?
>
> Thanks for help,
>

Probably what you need to do is modify the configure.in file,
install autoconf on your machine if it is not yet installed,
and re-create the configure script. Commenting out all lines
containing 'svga' could probably do the trick. Note, however,
that the comment in configure.in is 'dnl'. (Je sais, ï¿½a ne
s'invente pas !!!).
```

3037. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 02:02:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <2%Ym6.50781$o85.289351@news-server.bigpond.net.au>
Source record: 49471

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983309886-587242AEicMi@madasafish.com...
> Hi Miicka?l
>
> >Even a low level format cannot restore the cartridge. You simply throw
> >it in the nearest dust bin...
>
> No, IOMEGA will replace faulty media, its got a lifetime guarantee.

Whose lifetime?

Mark

3038. Re: Telnettable ST BBS.. now open!

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 02:48:25 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <ZFZm6.2856$TW.14874@tor-nn1.netcom.ca>
Source record: 49472

In article <t9o3001dalama4@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>On 27 Feb 2001 13:24:40 , Jeff Mitchell wrote:
>>>the BBS it was in a loop, repeatedly asking me if I want to put a
>>>message for the next user. Is this normal?
>>
>> I've never seen that before. Odd.
>
>I'll see if Telstar does this again then.

Hopefully not :) I just dropped in a new version that should
display very fast (notlonger 1200bps).. but it has other bugs. Still, I'll
try and solidify it over the next few days.

>>>I'll try again tonight, but don't know most of the commands to get
>>>anywhere.
>>
>> Its still very small, since I'm working on the kinks out..
>
>Keep up the good work then, is it possible to have a web counter style
>thing? So you know who/how many people accessed it that day or week?

Now that its fast, you can "W" to see Whose Been On, which is sort
of a visceral webcounter :)

jeff

3039. Look at the poll. Atari got the LEAST amount of votes. NT

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 02:55:36 UTC
From: Chad Hendrickson <hendrickson22@REMOVEhome.com>
Message-ID: <IMZm6.9400$hf.3453592@news1.elmhst1.il.home.com>
Source record: 49473
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

[No readable article body recovered]

3040. Re: Telnettable ST BBS.. now open!

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 02:58:44 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055E5363otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49474

Whilst reliving childhood traumas, O_v spied Jeff Mitchell's 25 Feb 2001 message...

> Most BBS' are single-user -- they were a computer with a phone
>line and a modem. I think all Atari ST BBS' were single user, though
>several IBM ones were multi user.

Yeah, but so many of those multi-user BBSs were weak. They didn't have the community spirit that a lot of the single-user ones had... which is a bit strange considering that if a single-user BBS does well and then goes to multi-user, you'd expect that community to transfer. And yet it didn't.

I suppose a lot of it had to do with the nature of those BBS progs. A lot of them were just plain lousy for users to navigate through.

--
O_v -- Mike...

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3041. Re: Telnettable ST BBS.. now open!

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 02:59:40 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055EE49BotakuvidiothotSPAMMY@204.0.108.142>
Source record: 49475

Whilst reliving childhood traumas, O_v spied Lyndon Amsdon's 26 Feb 2001 message...

>There were no news, and I tried Galatic game but an error occured and
>I was told to tell someone (probably you). Also when I wanted to exit
>the BBS it was in a loop, repeatedly asking me if I want to put a
>message for the next user. Is this normal?

Well, actually, no. Cynically -- this coming from someone who started dialing BBSs in 1984 -- yes.

--
O_v -- Mike...

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3042. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 03:10:39 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055EC827otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49476
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Whilst reliving childhood traumas, O_v spied Kevin Savetz's 26 Feb 2001 message...

>Techtv.com says Atari (they don't even pick a particular model, they
>simply complain about everything from the Atari 400 to the ST)
>is 7th crappiest computer in history.

Well, FWIW, it's TechTV's site visitors that named these computers "crappiest." And I wouldn't expect many of them to even remember Atari. Indeed, I well expect most will hear of an Atari for the first time, compare 32k to 512 megs of RAM, and think that's "crappy." Of course, they don't understand how much RAM that actually was. How can we expect them to understand that it can be enough!

>By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>Apparently computing was supposed to jump straight from the abacus to
>1 GhZ Windows 2000 machines overnight.

Also FWIW, the number one "crappiest" is the "Compaq Presario," which is a HUGE swath of a desktops, laptops, and low-end office PCs and they _all_ run either Win 98, ME, or 2k. I think that's the funniest part of the whole poll.

It seems to me that this says more about the ignorance of TechTV's audience than the "crap" quality of the particular computers noted.

--
O_v -- Mike...

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3043. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 03:11:54 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055E7393otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49477
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Whilst reliving childhood traumas, O_v spied 's 27 Feb 2001 message...

>The problem with this "poll" is people are judging 20-year-old
>technology by today's expectations. Hell, even the original IBM-PC had a
>tape drive interface!

And this is an excellent point. What about using all those punch cards to enter in data? Or computers that had no such thing as a BIOS or a built-in programming language. Eek! Run!

--
O_v -- Mike...

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3044. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 03:14:25 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055EA80BotakuvidiothotSPAMMY@204.0.108.142>
Source record: 49478
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Whilst reliving childhood traumas, O_v spied Mindfield's 26 Feb 2001
message...

>Yeah, but didn't that Enterprise *look* sweet? I would have bought
>one just for that! Okay, the bolted-on joystick was a really stupid
>idea ... but it still _looked_ cool. :-)

Oh, the SX-64 was a really sweet machine. Nice color monitor. Sure, it was
small, but a porto-64 was something us 64-fans wanted! ;-)

--
O_v -- Mike...

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3045. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 03:17:10 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055E7DC5otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49479
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Whilst reliving childhood traumas, O_v spied Nitro's 26 Feb 2001 message...

>They've got to be absolutely ill informed to post that
>info.

I've gotta think that most of the voters on this poll were ones who'd think
the Difference Engine was "yucky" because it didn't have a port for their
boomerslang.

--
O_v -- Mike...

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3046. Re: Commodore & Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 03:18:59 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055E54F4otakuvidiothotSPAMMY@204.0.108.142>
Source record: 49480

Whilst reliving childhood traumas, O_v spied Lance Lyon's 27 Feb 2001 message...

> telnet://commodore.thebbs.org

Heh! I tried it and got a "BUSY".

Ah, the good old days...

--
O_v -- Mike...

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3047. ForAuction: Atari Corp TOS Developers Kit & Other ST Software & Hardware

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 03:29:55 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <3A9C70B3.8057A215@psu.edu>
Source record: 49481

Hello again Folks,

I told you I had a lot of ST stuff. Some of you listened! Some of you,
skeptics to the end, have not checked it out. Here are some more
tidbits to tempt you to come visit!

Atari Corp. TOS Developer's Kit No Res! Rare!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218246307

Atari Corp. STe Mega STe TT030 Falcon Flyers
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218259590

SRM Tackle Box Atari ST STe Programming Kit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218245394

Atari ST IBM Hardware Emulator No Res
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218247481

Lot of Atari ST Series Programming Software
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218248233

Atari ST Series Printing / DTP Software Lot
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218249698

Atari ST Series Book & Disk Lot #4
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218250272

Atari ST Programming Books Lot #2
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218250595

Atari ST Programming Books & Disks Lot #1
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218250953

Atari ST MiGraph Greyscale Hand Scanner NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218253759

Magic Sac+ Macintosh Emulator for Atari ST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218254153

Lot of Atari ST Gribnif Software NeoDesk!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218254817

Some More Non-St Stuff for auction

Sega Master System Lot of Games #3
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218251379

Sega CD Lot of Games #2 NoRes Cheap!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218252071

Sega 32X Complete NoRes Cheap!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218252802

Lot of Nintendo NES Hardware NoRes Cheap!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218253224

Sega Genesis I System complete with game NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218255344

Sega Genesis I System complete with game NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218255724

Sega Genesis II System complete NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218256139

Lot of 4 Game Genies SNES Genesis Game Gear
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218257266

Tiger game.com AC Adapter NoRes
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218258337

ColecoVision Complete in Original Styrofoam
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218258889

Lot of 17 Atari 2600 Carts & docs Some Rare
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218260589

Movie CD Ghost in the Shell NoRes
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1413380623

OTHER ITEMS UP FOR AUCTION Many ST Items

1217792685: Sega Master System SMS Lot of 10 loose games
Current bid: $4.95
Auction ends on: Mar-04-01 20:59:45 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217792685

1217795454: Lot of Three NES Nintendo games w/ box NR
Current bid: $4.95
Auction ends on: Mar-04-01 21:10:30 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217795454

1217793955: Sega Master System Lot of 5 Cards complete NR
Current bid: $5.54
Auction ends on: Mar-04-01 21:04:24 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217793955

1217796039: Lot of 95 Sega Genesis Manuals! No Res
Current bid: $6.20
Auction ends on: Mar-04-01 21:13:32 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217796039

1217795713: Lot of 4 boxed Sega Game Gear games Mint NR!
Current bid: $5.75
Auction ends on: Mar-04-01 21:12:02 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217795713

1217798848: Atari ST / STe 1.44 MB External 3.5" Floppy
Current bid: $9.95
Auction ends on: Mar-04-01 21:27:54 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217798848

1217791691: TG-16 TurboDuo BomberMan '93 & Turbo Golf NR!
Current bid: $5.51
Auction ends on: Mar-04-01 20:55:34 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217791691

1217797085: Lot of 9 Atari 2600 / 7800 / XE / ST controls
Current bid: $3.95
Auction ends on: Mar-04-01 21:18:16 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217797085

1217793491: Sega Master System SMS 46 complete games NR!
Current bid: $20.50
Auction ends on: Mar-04-01 21:02:45 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217793491

1217798462: Atari ST ICD Link SCSI - ASCI Adaptor NR
Current bid: $28.78
Auction ends on: Mar-04-01 21:25:56 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217798462

1217788929: Atari 1040 STf w/ 4MB of RAM in Box NR
Current bid: $9.95
Auction ends on: Mar-04-01 20:45:50 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217788929

1217789777: 16 Atari 2600 Games Shrinked! NR!
Current bid: $9.95
Auction ends on: Mar-04-01 20:48:20 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217789777

1217795118: PSX1 PlayStation Demo Disks & Underground Mag
Current bid: $4.95
Auction ends on: Mar-04-01 21:09:07 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217795118

1217792419: Sega Master System SMS Phantasy Star Complete
Current bid: $10.50
Auction ends on: Mar-04-01 20:58:32 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217792419

1217799211: Adaptec 2906 SCSI Card Complete For Mac & PC
Current bid: $15.45
Auction ends on: Mar-04-01 21:30:09 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217799211

1217790436: NES Nintendo UForce controller in Box! NR!
Current bid: $26.00
Auction ends on: Mar-04-01 20:50:34 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217790436

1217794277: Three Sega Tunes Audio CD Mint NR Rare!
Current bid: $4.95
Auction ends on: Mar-04-01 21:05:30 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217794277

1217798149: NEC MultiSync & Atari ST STe Adaptor/Switch!!
Current bid: $24.95
Auction ends on: Mar-04-01 21:24:14 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217798149

1217791386: TG-16 Lot of Boxes & Manuals NR!
Current bid: $3.20
Auction ends on: Mar-04-01 20:54:23 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217791386

1217792063: Atari ST Spectre GCR Macintosh Emulator NR!
Bidding starts at: $9.95
Auction ends on: Mar-04-01 20:57:10 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217792063

1217794874: PSX1 PlayStation Light Gun & Analog driving
Bidding starts at: $4.95
Auction ends on: Mar-04-01 21:08:03 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217794874

1217799531: INTV 2 / Computer Power Supply NR!
Bidding starts at: $1.95
Auction ends on: Mar-04-01 21:31:43 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217799531

1217796448: Lot of Four unopened game.com games MINT NR!
Bidding starts at: $3.95
Auction ends on: Mar-04-01 21:15:33 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217796448

1217794527: Lot of 12 Sega CDs NoRes Cheap!
Bidding starts at: $4.95
Auction ends on: Mar-04-01 21:06:28 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217794527

1217790982: TG-16 Lot of Three Games! NR! in Box!
Bidding starts at: $4.95
Auction ends on: Mar-04-01 20:52:37 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217790982

1217796611: Lot of Three unopened game.com games MINT NR!
Bidding starts at: $3.95
Auction ends on: Mar-04-01 21:16:15 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217796611

3048. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 04:36:48 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <msvo9t0bot82bh3iajnv03dj3s9f1a9dvl@4ax.com>
Source record: 49482
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 26 Feb 2001 19:47:49 +0000, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>Actually, it was a great idea for text editing :) It was very fast, and
>light.

I would have preferred dedicated cursor keys, to be perfectly honest.

>For games, most of the time you used a tiny adaptor and an Atari
>joystick :)

Now that's more like it ... :-)

>Richard (there were few native games, though. Most were Spectrum ports,
>sometimes with new music 'Nodes of Yesod' being a great tune with a
>typical Spectrum game. There was a /great/ trailblazer clone, which on
>the 128 used shaded graphics and wouldn't have looked out of place
>running on an Amiga).

I haven't really given the Enterprise emulators a proper chance yet.
I'll have to drag it out and take a good look at it. I did like
Trailblazer, so wouldn't mind taking a look at this clone, and
Nodes/Arc of Yesod were pretty cool Speccy games.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

3049. Re: Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 04:38:19 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <f20p9t07jnfptjdab1l6d6rsacad6q1tes@4ax.com>
Source record: 49483
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 27 Feb 2001 21:14:25 -0600, otakuvidiot@hotSPAMMYmail.com (O_v -
Mike Whalen - v_O) drooled an embarassing wet spot in his lap as he
typed:

>Oh, the SX-64 was a really sweet machine. Nice color monitor. Sure, it was
>small, but a porto-64 was something us 64-fans wanted! ;-)

As I said I hadn't really given the Enterprise emulators a chance yet,
so I'm going to have to drag it out and play around with it. Get a
sort of second-hand experience of what the Enterprise was all about.
If it played as well as it looked, I can't imagine why it didn't take
off.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

3050. Re: FS (UK) Falcon, hardware, software,

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 11:18:20 UTC
From: swampfox1@earthlink.net
Message-ID: <085n6.1581$%4.181179@newsread1.prod.itd.earthlink.net>
Source record: 49484

```
>> Is this address good? I had trouble getting there!
>>
>> >
>> >http://members.madasafish.com/~aseabrook/for_sale/atari.htm
>> >
>
```

OK now! There must have been a "burp" in the lines somewhere!!!

John G.

3051. Re: Look at the poll. Atari got the LEAST amount of votes. NT

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 11:27:32 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <84op9t07i2m1uiae2v59c5jjfi6pin612t@4ax.com>
Source record: 49489
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The other Day "Chad Hendrickson" <hendrickson22@REMOVEhome.com> wrote:

Next to you?
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

3052. Re: Atari is 7th crappiest computer in hist

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 11:32:33 UTC
From: swampfox1@earthlink.net
Message-ID: <ll5n6.1591$%4.181179@newsread1.prod.itd.earthlink.net>
Source record: 49485

Why not compare that first wall of relays (where an actual "bug"
would jam it up) to todays 1.4 GHz? Let's see now, on + on + (burp) =...

John G.

3053. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 11:40:04 UTC
From: jflemaire@belgacom.net
Message-ID: <3a9d0e562bf45f0@belgacom.net>
Source record: 49401

Hi,

on Tue 27-02-10 13:13 Dennis Vermeire wrote:

>From: jflemaire@belgacom.net (Jean-Franï¿½ois Lemaire)
>Date: Mon, 26 Feb 2001 01:54:38 +0100 (MET)
>
>>I've just taken a look at Martin's ftp site index and I've seen no
>>tar/tgz archives in the MagiC folder, but loads of them in the MiNT
>>folder. So what's the fuss all about? There doesn't seem to be such a
>>need for GuiTar under MagiC, anyway.

>There *is* a need for it.
>You assume that tar/tgz archives are only usefull for MiNT users while
>overlooking that this format is widely used in the Linux world as well.
>There are tons of pics, fonts, docs, tutorials and other nice goodies out
>there, one doesn't need to have MiNT or Linux installed to use these files.

O.K. My mistake. I didn't thought of that. I only saw the problem from
an applications' perspective.

>I accept that some applications are OS dependant by nature (MiNTnet
>and IConnect clients) but a shell for a packer needing a multitasking
>environment? that's ridiculous.

In that case, the solution I give in another post (using Two-In-One)
should work for everybody. It's not perfect, since T-I-O is a bit
outdated, but it should do the trick in most cases.

J-F.

3054. Phantom Accel. Payments!

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 11:48:21 UTC
From: swampfox1@earthlink.net
Message-ID: <9A5n6.1602$%4.181179@newsread1.prod.itd.earthlink.net>
Source record: 49486

For all those who have'nt paid Ctirad for his gracious handling
of selling his Phantom accelerator, he does answer his E-mails and
still does accept payment for it!
I (for one) put paying him on the back burner, lost his address,
took too long to renumerate, etc., etc. and would like to publicly
apologize to him for doing so!

E-mail him for his snail address at:
phanatic@volny.cz

John G.

3055. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 11:54:57 UTC
From: swampfox1@earthlink.net
Message-ID: <IG5n6.1615$%4.181179@newsread1.prod.itd.earthlink.net>
Source record: 49488

On 26 Feb 2001 19:43:48 , Steve Sweet wrote:

snip

>Cheers, i got that arse about, and to confuse more i dont have an MSS
>setting in iConnect, unless its called something else just to confuse.
>
>--
>
>eMail: steve_sweet@madasafish.com

Aha! Trying to get those girlie pages un-stuck while reading posts eh!

(:->))))~
John G.

3056. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 13:18:46 UTC
From: jflemaire@belgacom.net
Message-ID: <3a9d0e562bf45f1@belgacom.net>
Source record: 49402

Hi Dennis,

on Tue 27-02-10 13:31 Dennis Vermeire wrote:

>From: jflemaire@belgacom.net (Jean-Franï¿½ois Lemaire)
>Date: Mon, 26 Feb 2001 11:41:38 +0100 (MET)
>
>>If not, N_AES comes with GEM-Setup, which installs a MultiTOS-like OS.
>>It's just a matter of clicking on the "Install" button. I guess
>>it's no more difficult to install than MagiC.

>If you happen to be in the neighbourhood of Gent I invite you to come and
>demonstrate this... after I click the install button and MiNT/N.AES 2.0 is
>installed on the harddisk, the misery starts...
>
>It's been stated here several times that the install program isn't very
>good, some experienced MiNT users offered help and send me their config
>files. I've got half a dozen "succesfull" config files now, these are all
>entirely different from each other.
>With *none* of these setups I manage to get applications that run very
>stable on MagiC or TOS to run stable under MiNT/N.AES. I suppose it's
>partly to do with me not putting enough effort in it, but why should I?
>All I care about is that the applications I use run stable, I don't really
>care under what OS, as long as the job gets done...
>Don't get me wrong: I'm not saying that MiNT isn't stable, it's N.AES 2.0
>that is causing the problems...

To be honest, I haven't made use of the installation program, since I
already had MultiTOS running. I just add the new files I needed. I did
use the install program on my MegaST, but since N_AES doesn't run on TOS
1.02, I just supposed the installation was correct but could not test
it. It seems that I was wrong.

>>The thing everyone seems (or likes) to forget about MiNT is that you can
>>do almost anything you want with it -- configuration-wise, I mean: mono-
>>user/singletasking, mono-user/multitasking, multi-user/multitasking.

>Gee... I'm really impressed :-/

I wasn't trying to impress anybody; all I was trying to do was
explaining that most of the people who talk about MiNT are referring to
a Unix-like setup. As I'm not a Unix freak myself, I'm inclined to
specify that a Unix-like setup is not a prerequisite for using MiNT.
I've been using MiNT for about two years but I installed a Minix
partition just a few months ago, and MiNT-Net a few weeks ago (which,
incidentally, is a pain in the a.. to configure. I hope MagiC-Net will

be simpler).

>What you seem (or like) to forget is that there isn't such a thing as the
>ideal OS. MiNT for example needs a relatively fast processor and lots of
>memory, someone working with a ST/STE 4MB computer will have a different
>view.

Frankly, someone with an ST/STe will have a different view about a lot
of sofware. And where did I wrote that I think there is an ideal OS? I
certainly don't think MiNT is the ideal OS. And I've got /absolutely/
nothing against MagiC. Why would I? If it didn't existed, there would
probably be even fewer Atari users around. Not a pleasant thought if you
ask me. And if N_AES didn't existed, I'd happily use MagiC by now.

>Furthermore while you may enjoy fiddling with config files trying to fine-
>tune the OS as much as possible, others are content if their apps run stable
>without having to worry about the OS. IMO an OS should be invisible to the
>user, just run and do whatever it is supposed to do, once that the user has
>to start worrying about the OS, then something is seriously screwed up.

I agree with that last sentence, Dennis, but hell, you seem to infer a
lot about my personality just by reading a few lines I wrote. I guess
you had in the past too many MagiC/MiNT flame wars/discussions :-) But
please try not to jump to conclusions; this is a bit annoying. I
don't like fiddling with config files. MiNT users don't automatically
like fiddling with config files. Where did you get such an idea?

J-F.
Cheers from the East of Belgium

3057. Atari ST telnet bbs.. now fast! What to put on it?

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 13:52:10 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <eo7n6.2971$TW.14868@tor-nn1.netcom.ca>
Source record: 49490

Just letting everyone know .. I did a lot of work on the emulator, and it now runs the BBS very fast. Its a little less stable, but I'm pretty sure you won't notice any problems... though theres still work on my side to do :)

So now that its fast, two message bases an a game or two really dont' cut it. I'm working on a vt102<->vt52 translator (and others as well), so that everyone can play ddst again (one fo the best online games ever!).

But any suggestions for bbs content? I'd like it to be a good gaming bbs, since we've replaced message bases with usenet and email and webboards.. but I'd like to keep the bases alive, and anything you can think of..

jeff

telnet to "shadow.skeleton.org", login "bbs"

3058. Re: ST/STE RAM UPGRADES

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 14:13:51 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983369715.19225.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49491

STE upgrades to 4MB is simple and easy, just need four 1MB 30 pin SIMMs (preferably all the same speed and make, parity does not matter). No software required. Should be able to find them in any 286 or 386 (and some 486) PC box.

Mark.

Phantomm <phantomm@eastky.net> wrote in message news:97eavfdub1@nd.eastky.net...
> There were various RAM upgrades made for the ST/STe that would allow more
> RAM than the Stock systems were made to use.
>
> I've never used any of these Hardware Ram Upgrades in an ST or STE before
> and was wondering if the Ram upgrades were Hardware only, Or did they use
> some sort of software patch as well?
>
> phantomm@eastky.net

3059. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 14:34:07 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983371019.19759.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49492

> The AMD has as much to do with Cyrix as Intel does with AMD. The only
reason
> Cyrix chips crap themselves is that they are commonly used with shitty
> mainboards with poor regulation and cooling.

Yep, an AMD K7 Duron on a nice Gigabyte MoBo is the bests set-up I have found, this includes simplicity, reliability and above all price/speed.

Early Cyrix stuff is shit and really slow but I have not tried their 370 chips yet, anyone know?

Sorry not really appropriate for this forum hmmmm, ohhhh... and STs are great.

Mark.

3060. Re: STonX development continues

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 15:02:37 UTC
From: François LE COAT <flecoat@lami.univ-evry.fr>
Message-ID: <3A9D130C.4E12B81@lami.univ-evry.fr>
Source record: 49493
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi Laurent,

Laurent Vogel wrote:
>
> Franï¿½ois LE COAT a ï¿½crit:
> > I've uploaded STonX 0.6.7.3 on Source Forge and I was
> > trying to compile it on a latest x86 Debian Linux distribution.
> > And I have some problems.
>
> Probably what you need to do is modify the configure.in file,
> install autoconf on your machine if it is not yet installed,
> and re-create the configure script. Commenting out all lines
> containing 'svga' could probably do the trick. Note, however,
> that the comment in configure.in is 'dnl'. (Je sais, ï¿½a ne
> s'invente pas !!!).

Thanks for your reply. Meanwhile I downloaded the devel SVGALibs
and I simply copy it to the STonX-0.6.7.3 directory. Then "configure"
and "make" did work. This makefile builds two version of STonX :
"stonx" and "stonvga". On my Linux box, SVGALib are not installed,
so "stonvga" doesn't work properly. But what works is the standard
"stonx", and that's all what I want. I'm wondering what is the
interest of "stonvga", that can't work with me, but that is well
built. Does "stonvga" allows better resolutions ? Am I missing
something ?

That's nice of you to have replied,

Regards,

See you,

-- Franï¿½ois LE COAT
http://eureka.atari.org
mailto:lecoat@atari.org

3061. Atari and Midi help please?

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 15:45:21 UTC
From: ldodman@home.com
Message-ID: <3a9d1d39.1256950@news>
Source record: 49494

I have an Atari 520 ST, single sided floppy (I think) which I upgraded many years ago to 1Mb of RAM, I have a 40 Mb hard drive and DOS emulator. I haven't used the Atari in a long time.

My son is now very heavy into music, plays quitar. What is it I need (hardware and software) for the Atari to take andvantage of it's MIDI ports? Is it possible to attach the quitars and/or keyboard to the computer and enter quitar/keyboard music tracks etc, can the computer play the quitars? Is there a speaker/amplifire system available for this system? What kind of amplifier speaker system would it require?

I understand that Cubase and Notator are the sequencers of choice, is there any freeware, shareware that comes close to this? What is really needed software wise?

I am now using a PC, what is the best way to download to a disk so the Atari can read the disk, I can't remember anymore?

Is it possible to pick up any of the stuff I need in the Toronto, Ontario Canada region?

thanks in advance.............

Les Dodman
ldodman@home.com

3062. Re: ETHERNEA published: ethernet and STiNG

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 16:34:29 UTC
From: bindon@madasafish.com
Message-ID: <t9qa4l9mh77964@corp.supernews.com>
Source record: 49495

On 27 Feb 2001 18:53:31 , "Thomas Redelberger" wrote:
>Hi!
>
>To give more users of STs the possibility to use Ethernet I decided to
>publish the hardware schematics and STiNG port driver software incl. source
>of my NE2000 solution for the ACSI port under GNU general public license.
>
>If you are interested please have a look at my web site:
>http://home.nexgo.de/thomas.redelberger/prj/atari/ethernea
>
>I want to encourage people to build the adapter hardware and also
>sell it to others. The complete documentation however shall be Open Source
>under GNU GPL.
>For example if somebody came up with a CAD version of the hardware circuit
>schematics, I require it be published also under GNU public license in order
>to make it even easier for people to build the adapter. That documentation
>shall become part of future versions of the ETHERNEA package.

Just one query, why is it only 40kbyte/sec transfer rate? I thought
the NE2000's were 10megabit? Is it your ST slowing it down? It's a
pity it can't be hooked up to a Falcon. (without SCSI>ACSI convertor)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3063. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 16:37:28 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <GS9n6.4696$4_1.26809@NewsReader>
Source record: 49396

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:n4Vm6.11841$Cq.238153@news2-hme0...
> "Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
> news:2QBm6.608$HL4.16612@NewsReader...
> > And what do you think, oh sorry, you don't THINK, do you.?
> > Sorry group, couldn't resist that one...

> Erm...yeah good one??

Oh dear, we agree on some thing......

>As you've proved in your many posts your
> counting skills are coming along quite nicely but this branching out
> into comedy? are you sure?

Absolutely 100% positive, matey.

> the only thing comedic is your customer service and attitude.

And it's all reserved for you, ' cos as we can all see, there have been no
complaints from
any other Keychange customers and not a smidgeon of proof for your
.....claims.
You put 'em up, I'll knock 'em down. Pity you continue to inflict them on
the group.

Barrie at Keychange.

> Regards
> Sean
>
>
>
>

3064. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 16:46:23 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <0_9n6.4697$4_1.27445@NewsReader>
Source record: 49397

"GokMasE" <gokmase@hem.passagen.se> wrote in message
news:97hk33$b0j$1@zingo.tninet.se...
> On 27 Feb 2001 14:03:41 , "Barrie at Atarispares" wrote:
> >> > Where you are concerned I rest my case, the group can form its' own
> >opinion.
> >> > Barrie at Keychange.

> Ok, I have been following this very odd thread and this is the opinion
> I get:
>
> I have never seen this kind of behaviour from any kind of
> dealer/company towards its former customers.

Correction. There is only one customer, Barbieri, who makes allegations he
cannot
prove and goes on making them. He is a liar.

I have answered all his allegations in previous posts, who you believe is up
to you.

> but I must say you are totally miscrediting yourself here.

I disagree and Barbieri has used far more insults than I.

>so I think you'd be better off dealing with matters like this in a
civilized way.

Believe me I tried in 1998 to no avail.

> Anyone running a business does have a big responsibility against its
> customers to do a good job.

Total agreement.

>Obviously you have some unhappy customers.

Again, no, just the one.

> but throwing dirt back in their faces..

Up North it's called " fighting fire with fire "

> I am not suggesting you should let anyone "crawl all over you" but you
> could easily have stood up for yourself without the insults.

See above.

> It would still be interesting to see you comment every detail
>in the (very) detailed complaint that Sean Barbieri posted just days ago.

I have done, you are maybe missing some threads. Some are also on other topics.

Threads so far, I count 85 on this topic.

Thanks for posting.

Barrie at Keychange.

3065. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 17:01:29 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <acan6.3633$HL4.36185@NewsReader>
Source record: 49398

Hello.
"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:983294574-42572AEicMi@gmx.net...
> From: "len" <private@notarealaddress.co.uk>
> Date: Sun, 25 Feb 2001 17:13:22 -0000
>
> >all the main players never showed up on here to generate interest, or
gain
> >extra business I think I have only ever seen you and Chris Crosskey
> >answering questions
> The "main players" had the common decency not to come here to generate
extra
> business.

In the good old days there were magazines in which to advertise and the
market
was several tens of times the size it is now. Check my postings, I offer my
services
in reply to questions and only advertise the rarer items.

> Many questions here have been answered by people having a business
> or involved in one, but they had the decency not to mention it...
> It all comes down to ethics,

You call it ethical to conceal the fact you are a dealer/repairer?
Comments please.

> is a USENET group a forum for the users or is it
> a place for dealers trying to generate business for free?

It provides a free interchange of information, nobody has to read my
usually) short
posts but at least they know exactly who they are from......

Barrie at Keychange.

3066. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 17:26:32 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102281700070.87-100000@Hades060>
Source record: 49417

On Tue, 27 Feb 2001, Sean Barbieri wrote:

> Hi Lonny,
>
> "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10102271734270.81-100000@Hades060...
> > I purchased a ram board from aixit, which today still works
> > wonderfully, I could not be happier. Yet a particular
> > user here openly complained about poor service and what not.
>
> I know exactly what you're saying here Lonny. The thing is that guy
> can only go on the experience he had - and maybe had to deal with
> there customer complaints dept procedure. From what I've seen the
> thing that really sets apart really good companies from bad is that
> when a problem *does* happen - and it can always do with electrical
> stuff especially - is that they give some proper advice/help to sort
> it out or service/replacement if required. I would say 99.9% of
> customers would be more than happy with that.

Indeed, I have always had satisfactory service as you just noted.
In fact some dealers went above and beyond the call of duty.
For example, one dealer included a free item, another
dealer even did a free audio mod on my Falcon. I'm not suggesting
for a moment you deserved special treatment. On the other hand
from what I read so far, breaking even would of been nice.
A full refund or at least let you pay a reasonable restocking fee
to resolve the situation. Assuming the money could not be
refunded, why not allow the customer to have a different item
at same value? I've done this too, and as long as the dealer
comes thru with some sort of compensation I still shop there,
and consider the situation not worth mentioning.

I honestly feel a refund with a restocking fee would of been
the dealers best option here.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3067. Re: WTB: Milan or Hades

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 17:29:31 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102281728240.87-100000@Hades060>
Source record: 49420

On 28 Feb 2001, atari wrote:

> contact atari@wcoil.com

Good luck finding a used hades, I found that task to be impossible :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3068. Re: Atari version of "SOX" sample conve

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 17:55:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <97je1v$7v8$2@snipp.uninett.no>
Source record: 49403

Lyndon Amsdon <bindon@madasafish.com> wrote:

> I'd like to change but I just need to buy NAES, is Woller good at
> shipping abroad?

My own experience with Woller (and previously Woller & Link) is not good,
and unless he now accept credit cards I would not recommend buying
anything from him. Try System Solutions, they're supposed to sell N.AES.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3069. Re: ETHERNEA published: ethernet and STiNG

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 18:05:23 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <97jel3$7v8$3@snipp.uninett.no>
Source record: 49404

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Just one query, why is it only 40kbyte/sec transfer rate? I thought
> the NE2000's were 10megabit? Is it your ST slowing it down? It's a

I took a closer look at this archive at work today, and it seems like the adapter tops at 250Kb/s. It's aFTP that tops at 40Kb/s.

> pity it can't be hooked up to a Falcon. (without SCSI>ACSI convertor)

Actually, it shouldn't be too hard to modify the adapter and driver to work with the Falcon's internal expansion port, I hope someone with a bit more spare time and knowledge than me takes a shot at this ;-)

Btw. it's possible to connect a second PCI-slot with a PCI ethernet card to the Eclipse. A driver for MiNT-Net is being worked on, I suppose STiNG will be supported too if somebody wants to write a driver.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3070. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 18:13:07 UTC
From: gokmase@hem.passagen.se
Message-ID: <97jf3jfmn1@cubacola.tninet.se>
Source record: 49405

On 28 Feb 2001 16:46:23 , "Barrie at Atarispares" wrote:
>
>"GokMasE" <gokmase@hem.passagen.se> wrote in message
>news:97hk33$b0j$1@zingo.tninet.se...

>> I have never seen this kind of behaviour from any kind of
>> dealer/company towards its former customers.
>
>Correction. There is only one customer, Barbieri, who makes allegations he
>cannot
>prove and goes on making them. He is a liar.

The point is not if it is 1 or 100 customers, what I reacted upon is
the way the conversation is going on with this one customer.

I still think you should treat the word "liar" with greater care!
I would not call him a liar unless I had strong evidence
backing it up if I was running a business. That is seriously
damaging your reputation if you ask me. It is obvious that your
stories differ a lot, but I have not seen anyone presenting prof that
the other one is a liar.

>I have answered all his allegations in previous posts, who you believe is up
>to you.

I am not going to imply that I know what happened, but it sounds
pretty unlikely someone would make all that up. So my guess is that at
least something was not carried out the way Sean was expecting, else
there would be little or no reason to complain at all. I think what
has gone very wrong is how the conversation about the complaint has
evolved.

>> but I must say you are totally miscrediting yourself here.
>
>I disagree and Barbieri has used far more insults than I.

I am not counting the pies here, but suggest you are the one loosing
the battle if using pies to make yourself heard here.

>>so I think you'd be better off dealing with matters like this in a
>civilized way.
>
>Believe me I tried in 1998 to no avail.

Still no reason to abandon that tactic, I'd say it is your best shot.

>> but throwing dirt back in their faces..
>
>Up North it's called " fighting fire with fire "

I don't care what it is called, it won't do you any good.
When I say you need to work with your attitude I don't mean that as an
insult, it is a friendly advice.

>> It would still be interesting to see you comment every detail
>>in the (very) detailed complaint that Sean Barbieri posted just days ago.
>
>I have done, you are maybe missing some threads. Some are also on other
>topics.

Sean had summed up what he thought was unfair treatment from your side
in one post, so perhaps a direct reply to that one would be best thing
to give your side of the story?

/Joakim

3071. WTB: Milan or Hades

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 18:25:44 UTC
From: atari <atari@wcoil.com>
Message-ID: <97jfr8$ve2$0@206.230.189.25>
Source record: 49406

contact atari@wcoil.com

Thanx!

3072. FS (UK) Falcon, hardware, software, zines

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 18:58:09 UTC
From: Ashley Seabrook <aseabrook@madasafish.com>
Message-ID: <aseabrook-042590.18580828022001@corp.supernews.com>
Source record: 49407

Here's the latest list of items that haven't yet been sold. Some items are reserved awaiting payment, but are listed in case the deal isn't completed.

For full details and prices, take a look at the following web page:

http://members.madasafish.com/~aseabrook/for_sale/atari.htm

Mail me if you have problems accessing the page and I can mail you a copy.

Offers or enquiries to aseabrook@madasafish.com

best wishes,

Ash

Atari Falcon, Cased SCSI Hard Drive & CDR, Cubase Audio Falcon 2, Notator Logic v1.7, CD-Recorder Pro v2.0, GFA BASIC v3.5 and Face Value v1 Suite, Diamond 56kbps Modem, Wangtek Tape Streamer, Papyrus v5, Lattice C v5.6, ST Format and Amiga/ST Format Magazines and Disks, Toshiba CD-ROM Drive, Soundsurfer/Sounddiver, Wavemaster, Zero-X v1, Voxx, MagiC v5.11, ST Applications Magazines, Devpac 3, Tabby Graphics Tablet, Pagestream v2.2, Calligrapher Professional, Floppyshop Collection CD-ROM, Devpac DSP, MegaST Keyboard, Atari World Magazines and Disks, Snippit Synth, Home Accounts 2, Charming Chaos, Virtual Wave, GFA BASIC v3.5 Interpreter, Modern Atari System Software, Programming the M68000, Introducing Atari ST Machine Code, C-manship Complete, Superbase Personal 2, VIP Professional, Falcon030 4MB Memory Board, MIDIQuest, Debian linux/m68k CD-ROMs, Ishar and Ishar 2, Flight Simulator II, Atari Compendium CD-ROM, Imagecopy v4.0CD, Renegade Evolution#1 CD-ROM, Floppyshop DTP+ CD-ROM, Just Call Me Internet CD-ROM, Universal Military Simulator, Textstyle, ST Review Cover Disks, Substation, Premier Manager 2, Jimmy White's Snooker, Borodino, Oxford Chess, Chuck Yeager's Advanced Flight Simulator, Imperium, Blue Max, GFA BASIC v3 Interpreter, Bird Of Prey CD-ROM, Floppyshop Gold Volume 6 CD-ROM, Floppyshop Select CD-ROM, An Introduction To Programming Utilities, Quick ST v3.0, Universal Item Selector III, EdHak, StraTOS/Centek CD-ROM/Paper Zine, StraTOS CD-ROM Zine, ST BASIC Sourcebook & Tutorial, An Introduction to 68000 Assembly Language, Chaos Strikes Back, Falcon Mission Disks Vol.1, Forget-Me-Clock II

3073. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 19:05:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983467680-299625AEicMi@madasafish.com>
Source record: 49296

Hi John

>>Cheers, i got that arse about, and to confuse more i dont have an MSS
>>setting in iConnect, unless its called something else just to confuse.

>Aha! Trying to get those girlie pages un-stuck while reading posts eh!

It doesnt help!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3074. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 19:17:16 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Gbcn6.4741$4_1.29239@NewsReader>
Source record: 49408

Hello.
"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:983294566-41083AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Sun, 25 Feb 2001 23:13:35 -0000
>
> >Answer me this, matey.
> >
> >If the customer subsequently purchases software and manages to corrupt
the
> >drive, as in Barbieris' case, where should he go for help, to the drive
> >supplier or the software supplier?
> >Conflict of interests.
> >
> >No stupid comments!
> If you ask stupid questions, then you get stupid comments in return...

There's constructive for you....

> The customer bought a brand new harddisk, you've got the legal obligation
to
> repair or replace it in the event that anything hardware-wise goes wrong
> within the first 6/12 months.

Agreed.

> The drive was not properly set up (ID not connected), so disregarding
>whatever harddisk driver the customer used, the
> hardware fault would remain.

Agreed, this was rectified but Barbieri still screwed it up again.

> The reason why the bootsector got corrupted is probably......

Dennis, you're talking bol.........I do not agree.

> because there was an
> ID conflict (two drives with same ID number), since the customer couldn't
> change the ID without opening the case and at that time wasn't even aware
> that the ID selector was not connected, he tried to install a different
> harddisk driver, which ofcourse didn't work either since the driver wasn't
> correctly installed. Because of the corrupt boot sector you couldn't get
it
> running either when the drive was returned.
Incorrect. I ' got it running ' every time by removing Barbieris'
corruption, but read on....

Having just spent an hour with two hard drives set to the same ID, using a Link 97
and drivers by ICD, Gesoft and HDDriver I believe the corruption was a termination problem.

Preamble.

Pre- Link type interfaces, most drives were fitted in proprietary cases e.g. Third Coast, FAST etc.
using a PCB type interface, DMA to DMA ports, ICD ADSCSI etc where the drives' own terminating resistors were usually used.
Daisy chaining was rare, you usually had to open the case to access the cables,
some cases had a SCSI port on the back but the internal term. resistors were still used.
Who could afford two hard drives?
With the SCSI cable Link type interfaces using cases with two Centronics ports
daisy chaining was easier but.... it was still common to use the drives' own term. resistors,
not an external pack.

Now. Its' 99% certain in 1998 I would have supplied Barbieris' drive with the
internal term. resistors in place. Perhaps he can advise either way AND advise whether
Sys Sols' drive was terminated internally or externally AND whether they gave any advise
about how to daisychain the drives. Initially, accepting my drive was set to zero, this would
have been obvious from the info on the screen. Assuming Sys Sols' drive had the ID switch
connected, and set to ID 1, there should have been no ID conflict if Barbieri was watching
what he was doing. Place Sys Sols' drive, ID no 1, on the Link 97 and daisy chain my
terminated drive, ID zero, on the end. This set up works, I did it an hour ago.
Agreed, he couldn't use Sys Sols' drive as the boot drive but the system would still work.

The problem seems to be whether Sys Sols' drive also had its' term. resistors connected.
I have seen their drives internally terminated and with the ID switch incorrectly, or not, connected.
It's worth repeating that my drive worked perfectly every time I sent it back, with or without
the ID switch connected.

> If the drive is the only one in the chain then the ID conflict would not be
> noticed,

If it was the only drive there wouldn't be a conflict.......

> I take it that you tested the drive like that and weren't aware
> that the ID connector didn't work... when the "repaired" drive was
returned
> to the customer, he was faced with exactly the same problem as before...

No. He managed to screw it even with the ID switch connected. See above.

> ..... the fault was caused by the ID selector that wasn't connected it's

Taking the termination issue into consideration you may want to
reconsider....
In the heat of supporting Barbieri did it ever occur to you? He never
mentioned it in 1998
or in his posts. OK, neither did I. Did Sys Sol?

> >When I despatch a hard drive it is set up as the customer has ordered.
> I can't imagine anyone ordering an assembled harddisk with non attached ID
> connector to the jumpers, leaving only one available ID number...

Have you met Bar.... No excuses but it was not uncommon.

Barrie at Keychange.

3075. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 19:31:35 UTC
From: osian@zetnet.co.uk
Message-ID: <3a9d5217$0$8830@news.zetnet.co.uk>
Source record: 49410

On 26 Feb 2001 19:33:52 , Steve Sweet wrote:
>Ah!, did they have any excuse for not reading it, such as incompatible
>with the language (C, Assembler, Pascal?), blind, stupid.

I'd choose the latter two.

Actually, I think the signs that were put up may be ambiguous or not strong enough. This was before any cases were confirmed in Wales and they were not taken seriously. The wording is something like "walkers are asked not to cross grazing or farm land to prevent the spread of F&M". Well, when you're intending to walk up Snowdon, I can see that people are going to think "OK, we won't go into any farmyards then".

They should have explained how F&M is transmitted and that *any* contact with the countryside can do it! Also, it should have said "we request you not to pass this notice" instead of "walkers are requested not to cross grazing or farm land".

Most of Anglesey is closed down today!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3076. Re: STonX development continues

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 19:42:43 UTC
From: mdoering@mucl.de
Message-ID: <3a9d53e5.1365918@news.cis.dfn.de>
Source record: 49409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Wed, 28 Feb 2001 15:02:37 GMT, =?iso-8859-1?Q?Fran=E7ois?= LE COAT
<flecoat@lami.univ-evry.fr> wrote:

>so "stonvga" doesn't work properly. But what works is the standard
>"stonx", and that's all what I want. I'm wondering what is the
>interest of "stonvga", that can't work with me, but that is well
>built. Does "stonvga" allows better resolutions ? Am I missing
>something ?
stonvga gives you more the feeling to really sit in front of an ST,
because there is nothing other on your desktop. Apart from that it
just maps Atari memory into the Linux Framebuffer (which can also be
done on X11 with the shared memory extension of X11). Some people try
to build an X11 based VDI, which works natively. This then would be
much faster, than an emulated one.
Me myself do more like the native work - fVDI e.g., which also works
on X11 as on SVGAlib. In the end it does not matter. X11 may be better
for developers. You can have the emulator on the left, end you IDE on
the right.

Martin

3077. Re: STonX development continues

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 19:44:10 UTC
From: mdoering@mucl.de
Message-ID: <3a9aa936.1335861@news.cis.dfn.de>
Source record: 49411
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 26 Feb 2001 13:50:08 GMT, =?iso-8859-1?Q?Fran=E7ois?= LE COAT
<flecoat@lami.univ-evry.fr> wrote:
>included in the "svga.c" source file). Is there a
>manner to configure without SVGALib, or installing
>SVGALib package, keeping in mind that I'm not root ?

Yes, you can use the X11 Interface, which works just fine. For running
an SVGAlib program you need to be root.

For X11 just write

make stonx

Martin

3078. Re: Home Finance for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 19:50:08 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a9d5670$0$8834@news.zetnet.co.uk>
Source record: 49412

On 25 Feb 2001 22:09:44 , James Pirie wrote:
>
>Good evening Atari world,
> I'm looking for a home accounts program
>that will run under MagIc. I am currently using Home Accounts 2 but this
>will only run in Med res TOS and is quite inconvenient to say the least.
>It would be fantastic if there were a more up to date program out there
>somewhere and... if it would import Quicken *.QIF files that would be even
>better. Can't hope for too much though ;)

Think you might be on the letter point :-)

I've used PFM+ (Personal Finance Manager) for many years and have had no problems, it works in both resolutions and is definitely Y2K inspite of the fact it came out in about 1991 and can handle up to 10 accounts all of which are interlinked. It works very happily in MagiC.

If you want more info. let me know.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

3079. GT Look2

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 20:37:43 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <97jnin$8aa$1@newsg1.svr.pol.co.uk>
Source record: 49413

Following on from my recent threads regarding A4 Scanners, I have another query regarding the Freeware GT Look2 software. I read in article in Atari World (RIP) that the original package sold by Digital Arts had two add-on modules which at the time cost 50UKP each. The two were: Optimiser and Photocopier, quite simply are these two included in the Freeware version now available from Derryck Croker's Site?

The article in the Mag (Aug 1995) also lists the compatible Epson GT scanners available at the time, eg 6500, 8500 and 9000 - these were listed as having Parallel and/or SCSI ports. I have found some newer scanners for sale (with SCSI and/or Parallel) and wondered which are the better models to go for ie that stand a chance of working with GTLook (in the absence of any other suitable software?

The scanners I have seen are: GT7000, 9500 and the new Perfection 1200 SCSI? I am not sure how many light sources each of these has.

As ever any more information would be gratefully received!

Neil :-)

3080. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 20:55:13 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <Q2en6.12906$Cq.258617@news2-hme0>
Source record: 49415

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:Gbcn6.4741$4_1.29239@NewsReader...
> Incorrect. I ' got it running ' every time by removing Barbieris'

Incorrect again - you had to "replace" the actual drive *twice*
because it would not spin at all on power up.

> Now. Its' 99% certain in 1998 I would have supplied Barbieris'
drive with
> the
> internal term. resistors in place. Perhaps he can advise

The drive - which died the last time I received it, before binning it,
I checked the drive and the internal termination jumper was _not_ set.
The drive was sent with an external termination pack. This is all
achedemic because I always tested your drive on it's own - only when
it wouldn't work reliably did I then decide to not use it as a boot
drive to see if that helped - where I then found (via software) that I
couldn't change the ID number. The System Solutions drive was only
externally terminated and ID switches worked ok.

> Agreed, he couldn't use Sys Sols' drive as the boot drive but the
system
> would still work.

Problem was that it still didn't work reliably on it's own or linked
to the other drive. If it had I wouldn't have had to resort to buying
another drive to try to get some work completed.

> > >When I despatch a hard drive it is set up as the customer has
ordered.
> > I can't imagine anyone ordering an assembled harddisk with non
attached ID
> > connector to the jumpers, leaving only one available ID number...
>
> Have you met Bar.... No excuses but it was not uncommon.
Are you now saying that I did???? At that time I hadn't ever seen an
Atari hard drive so would never ordered this "feature".

Regards
Sean

3081. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 21:10:29 UTC
From: len <private@notarealaddress.co.uk>
Message-ID: <5Zdn6.12891$Cq.258060@news2-hme0>
Source record: 49414

> It all comes down to ethics, is a USENET group a forum for the users or is
it
> a place for dealers trying to generate business for free?
>
> Cheers from Belgium
> Dennis

are there complaints when the helpful Dr. Seimet posts about his first class product, or offers advise on it's use? I think not

funny how ideas change, not long ago when complaints were posted here about a certain "Billionaire smirk" Atari shareware scheme organiser placing blatant ads for his latest "Empire of the month" in his sig file, this had nothing to do with Ataris yet dozens of folk jumped to his defence.

Before this I didn't know that Keychange even existed, I am glad I now do also that they repair Ataris and sell some very important software at a good price, more power to their elbows I say

3082. Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 22:09:19 UTC
From: "john.masterman" <john.masterman@ntlworld.com>
Message-ID: <3ten6.997$DS.133030@news6-win.server.ntlworld.com>
Source record: 49416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have inherited a Falcon in a Tower case and a Falcon as it came... and its still boxed too but no system discs... and a batch of STEs and SM124 Monitors.

Will someone please tell me how do you get to use and IDE 3.5" HDs capacity on a Falcon? I have the 85m one which was originally in the Tower Case... its a Quantum and I think its' goosed. I'm going to try it on a connector for a PC I use for repairing laptop HDs and see. In the meantime, I thought it might be good idea to replace the drive in the Tower and install a drive in the boxed Falcon... both 4M as yet. I've brought ST drives up b4 ON STs, using that poor AHDI thing Atari did. I think I've got the latest version now but it doesn't go beyond a 60m HD and the smallest I have to hand is a 340M, the other is a 1.2G.
I really don't want to format a 340 as a 60, or for that matter a 1.2G. I get the feeling from articles I've seen that this is something that can be overcome... perhaps without resort to too much expense or departure from the Atari system.

I'd appreciate pointing to where you get the 14M boards for the Falcon too, if anyone knows.

JLM

3083. Re: GT Look2

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 22:28:29 UTC
From: rking@zetnet.co.uk
Message-ID: <3a9d7b8d$0$8832@news.zetnet.co.uk>
Source record: 49418

On 28 Feb 2001 20:37:43 , Neil Chester wrote:
>Following on from my recent threads regarding A4 Scanners, I have another
>query regarding the Freeware GT Look2 software. I read in article in
>Atari World (RIP) that the original package sold by Digital Arts had two
>add-on modules which at the time cost 50UKP each. The two were: Optimiser
>and Photocopier, quite simply are these two included in the Freeware
>version now available from Derryck Croker's Site?
>
>The article in the Mag (Aug 1995) also lists the compatible Epson GT
>scanners available at the time, eg 6500, 8500 and 9000 - these were listed
>as having Parallel and/or SCSI ports. I have found some newer scanners
>for sale (with SCSI and/or Parallel) and wondered which are the better
>models to go for ie that stand a chance of working with GTLook (in the
>absence of any other suitable software?
>
>The scanners I have seen are: GT7000, 9500 and the new Perfection 1200
>SCSI? I am not sure how many light sources each of these has.
>
>As ever any more information would be gratefully received!
>
>Neil :-)
>.

Hi Neil,

When I had a look at the coding for GTLook 2 whilst translating it
into rough english, I noticed embedded RSC coding for DAPrint, but
not Optimiser or Photocopier. I think that the gTLook that has been
made PD was the first try by DA and that they intended to develop it
later to enable the within program printing, but never got round to
it. Could be entirely wrong, but at least I think the answer to your
question is NO.

Bob King

3084. Re: Mint usage

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 22:37:31 UTC
From: bindon@madasafish.com
Message-ID: <t9qvdb1bsut7fb@corp.supernews.com>
Source record: 49419

On 28 Feb 2001 02:45:07 , Hallvard Tangeraas wrote:

Hi

>Just how much harddisk space would I need to get a basic allround system
>for general usage to work?
>Is there a lot to download, or does it basically come as one large
>package with an "install" program, and from then on you can install
>extra stuff on top of that?

Check out Marc Antons Mint site wgich has a good basic guide to Mint,
and how to set up a Minix or ext2 partition.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3085. Re: Atari (or 68000) disassembler?

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 23:01:04 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <Qqfn6.3117$TW.16203@tor-nn1.netcom.ca>
Source record: 49421

In article <3A9AEFC6.91AEAA27@chello.nl>,
Henk Robbers <h.robbers@chello.nl> wrote:
>
>Hi
>
>Roger Cain wrote:
>>
>> "Jeff Mitchell" <jeffm@nbc.netcom.ca> wrote in message
>> news:K0jm6.2140$TW.11132@tor-nn1.netcom.ca...
>> >
>> > I need a decent disassembler for the ST; preferably one that runs
>> > in english with english docs, for dumb blokes like me :)
>>
>> Look for Easyrider. Devpak contains a disassembler. Maybe TTDigger will work
>> on an ST???
>>
>>
>Absolutely! It is called TT-... for the 030/881/2 support.
>It runs fine on any ST, real or emulated.
>
>You can disassemble 030 code on your ST. It doesnt matter.

I found "Intelligent Reassembler" for DOS and Unix; its not ST
specific, so I had to extract the code segment from the PRG file to disasm
it. The code is pretty nasty, so I'm not sure if this disassembler doesn't
do a good job..

I'm disassembling some stuff originally written in Personal
Pascal; man, its some seriously ugly 68k.. and I'm already pretty rusty :)

jeff

3086. Re: GT Look2

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 23:16:44 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a9d86dc$0$8830@news.zetnet.co.uk>
Source record: 49422

On 28 Feb 2001 20:37:43 , Neil Chester wrote:

|Following on from my recent threads regarding A4 Scanners, I have another
|query regarding the Freeware GT Look2 software. I read in article in
|Atari World (RIP) that the original package sold by Digital Arts had two
|add-on modules which at the time cost 50UKP each. The two were: Optimiser
|and Photocopier, quite simply are these two included in the Freeware
|version now available from Derryck Croker's Site?

I bought Look2 before it became freeware but do not recall either of
these two add-ons being mentioned at any time. I am using an Epson
GT-5500 with a SCSI interface and mostly find no problem.

--
JI Logan

3087. Re: Marpet RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-02-28 23:49:13 UTC
From: Gio Ciampa <g.ciampa@cableinet.co.uk>
Message-ID: <Z7gn6.886$me1.468406@news2.cableinet.net>
Source record: 49423

Does anyone have a copy of the installation guide?

Lost mine, ST went belly up, can't intall on replacement as the design is different....

Gio

3088. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 00:31:20 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <yKgn6.13210$Cq.269735@news2-hme0>
Source record: 49424

Hi Lonny,

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10102281700070.87-100000@Hades060...
> for a moment you deserved special treatment. On the other hand
> from what I read so far, breaking even would of been nice.
> A full refund or at least let you pay a reasonable restocking fee

This *was* agreed and after I sent everything back he changed his mind! saying he didn't now mean it and only said it because he had been annoyed that I had been using a different supplier(!) (System Solutions) while I was trying find out why their drive always worked no probs and his didn't. I have never come across this before from a so called "dealer".

> I honestly feel a refund with a restocking fee would of been
> the dealers best option here.

I agree totally ;-) but as he doesn't admit to _anything_ at all now and I am called a Liar (Something I've never experienced before) there is nil chance now, as there was at the time, of this occurring.

Best Wishes
Sean

3089. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 01:54:16 UTC
From: vdjole@EUnet.yu
Message-ID: <97ka46$10k$3@news.EUnet.yu>
Source record: 49428

On 25 Feb 2001 18:43:06 , "Martin \"Nightowl\" Byttebier" wrote:

>Guitar itself seems to work under MagiC, only unpacking seems not to work.

Now, THAT's a nice statement! Especially considering thart one needs
tar+gzip primarily to unpack files :)

> It's about time programmers lets go TOS. TOS is dead. I haven't use plain
> TOS since 1995.

I disagree strongly. Not because TOS is very good, but because Mint/NAes
stuff can develop its virtues only on machines like Milan, Hades and
perhaps TT. On everything less it is so slow and memory-cramped as to
be unusable. So the above statement is equivalent to: everything below
a TT should be thrown away...

3090. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 01:54:19 UTC
From: vdjole@EUnet.yu
Message-ID: <97ka49$10k$4@news.EUnet.yu>
Source record: 49430

On 27 Feb 2001 19:23:58 , "Martin \"Nightowl\" Byttebier" wrote:
> More and more
>Atarians has at least a TT030 or an accelerated Falcon so I think new soft
>should be developed

I am not sure this is true. There is a finite number of TTs and Falcons
out there, and they are dying too, so it is not very easy to find
such a machine if someone wants to upgrade from a lesser Aari.

3091. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 01:54:22 UTC
From: vdjole@EUnet.yu
Message-ID: <97ka4c$10k$5@news.EUnet.yu>
Source record: 49427

On 26 Feb 2001 19:30:54 , Steve Sweet wrote:

>>>In order to do this, the application *must* be a GemScript client,
>>>
>>By the way, were not there programs (accessories, in fact) that allowed
>>ANY program to be controlled?
>
>I'm not really sure i understand your point here, but just in case.
>
>If a program has a menu bar then it allows some integration with
>Scripter, GEMscript, utilising a tool called KPLAY, can select menu
>options and press dialouge buttons as required.
>
>Using Jinnee, you can also 'record' a sequence of events and save it as a
>GEMscript for later playback, so even if the APP your using is totaly
>GEMscript ignorant you may still be able to integrate it into you plans.

Thanks for the clarification. From the first quote above I had the (false)
impression that an application had to be specially made to be compatible
with GEMscript.

3092. Re: Is re-seating the ST chips a regula

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 01:54:25 UTC
From: vdjole@EUnet.yu
Message-ID: <97ka4f$10k$6@news.EUnet.yu>
Source record: 49429

On 27 Feb 2001 02:09:54 , Mindfield wrote:

>>I've had a 520ST since 1986. It periodically stop working ever few years
>>and I have to re-seat the chips in order to get it working again. Is this a
>>common occurrence for others? I've never heard of this problems with
>>other computers built in the mid to late 80's.
>
>I never had to re-seat any of the chips on my ST, but I had a
>custom-built hard drive way back made from the guts of a Megafile that
>I had to re-seat several times due to dust and oxydization. It's
>still a common occurrence nonetheless.

There are worse things... at work, we have a custom-built piece of professional equipment which, when it came several years ago, started misbehaving after several months. Upon opening it, we found out that the pins of all TTL chips (nicely and professionaly socketed) were completely black from oxydation. It appears that the alloy used for pins was faulty on that batch (and the chips were made by TI, notning less !). There was no hope of maing the device work until we replaced those TTLs.

3093. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 01:54:28 UTC
From: vdjole@EUnet.yu
Message-ID: <97ka4j$10k$7@news.EUnet.yu>
Source record: 49425

On 27 Feb 2001 09:05:39 , "Micka&#65533;l Pointier" wrote:

>You write data on the ZIP, and after a while, you listen a "click" in the
>ZIP drive.
>It only mean you just lost 100 megabyte of worthwhile data... :'(
>
>Two of my ZIP 100 cartdridge have been destroyed like this.

Wasn't this corrected in later versions of ZIP?

> The ZIP driver does not check correctly if the ZIP
> was full, and it makes the cartridge "click".

Is/was this, in fact, a software problem, then? What happen(ed) when
using ZIP on another platform, with different driver software (Mac, Atari...)?

3094. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 01:54:34 UTC
From: vdjole@EUnet.yu
Message-ID: <97ka4m$10k$8@news.EUnet.yu>
Source record: 49426

On 26 Feb 2001 22:06:06 , Branko Badrljica wrote:
>I think you are all sore loosers when it comes to crap machines. ;o)
>ou should ask anyone who lived in the 80's behind the iron curtain or at
>least in other socialistic country, like former YU or similar.
>With import constraints protecting domestic NON-EXISTENT computer industry,

Indeed, that was a very "bright" move of the Yugoslavian government,
thinking that if they wished hard enough for domestic computer industry,
it would materialize. That move in fact retarded computer-literacy in
Yugoslavia for several years.

>As an insult to the injury, all those machines bared names
>of partisan heros (WW II stuff).

Let's not exaggerate. AFAIK there was only one computer named after the
company which produced it and which was named after a war hero ("Lola").

Other names were "Galaxy" (named after a magazine which promoted it),
"Orao" (the eagle), "Pecom" (personal computer- a weird nonsense
using a processor noone has ever heard of- some chip name like CDP1801
or similar) , "Slovenia" (a nice make-it-yourself CP/M machine named after
the former federal republic, etc.)

Andy Ball wrote:

> Spectrum. I understand that was the basis for the
> Intercompex (sp?) Hobbit machine that was made in St.
> Petersburg. Did you ever see these?

That was in former USSR, but Yugoslavia was much more west-oriented and
open, so Intercompex was just mentioned in a magazine.

>> I remember scraping the money from all my relatives
>> just to be able to byu components for "Galaxy" (very
>> cool model in ZX-81 class, but with no-nonsense
>> keyboard, ingeniously small basic and MANY very
>> effective expansions- all with complete schematics and
>> 100% homebrewable, it some kind of was our local GPL
>> licence).

> Was it based on a Z80 microprocessor? I would be interested
> in knowing whether it was a Western part, or a clone.

Yes it was with Western (or Japanese) parts, decent chips could be bought in
Yugoslavia of that time, - in fact more than now! And yes, Z80 was used.
The whole project was very educational. It was completely built with
standard, easily obtainable chips. So, you could really see how, for example,

a DRAM-controller worked, refresh and all- it was made from simple TTLs.
The project started with a small static RAM, but then a DRAM expansion card
was added (to 48KB, I think), as well as sound, monochrome graphics, etc.

I have heard of several instances when people have used the "Galaxy"
as embedded intelligent controllers in some special equipment. I think
it was more advanced than the ZX-81.

>> Other from many serious contenders was "Wolf", which
>> was in QL class, only simpler, with intergrated Pascal
>> compiler instead of SuperBasic...

> Did it use a 68008 microprocessor?

AFAIK it was with MC68000 or 68010

>> One of them (and IMHO ONLY) was our "Iskra", which had
>> developed multi CPU modular VME machine (68000/68010,
>> 80286 and later 386...

Was not this the "Triglav" (the three-headed) machine? Didn't it use
a Z80 (for CP/M), 80*** (for DOS) and PDP-11-whatever (for RT or RSX-11)?
Indeed it had a very original external appearance.

> I'd heard of Iskra, but had not realised that it was a
> company name. I certainly didn't know they had used 680x0
> processors!

Iskra is indeed a company name and at that time they had a remarkable share of
world's production of resistors and condensers. They were of very good
quality. Maybe you have even seen some of their components- company's
mark is a slender star with five uneaqual rays over a circle- Iskra=spark :)

> Did you ever see Atari machines (or clones?!) around this time?

This all happened a couple of years before the ST appeared. The most
esteemed home machine among the local Yugoslavian gurus of that time was
BBC-B, and there were not many of them.

3095. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 02:40:48 UTC
From: sinclap@nospam.net
Message-ID: <280220012041413082%sinclap@nospam.net>
Source record: 49431

In article <pg2majKXulm6Ew2m@lovecraft.demon.co.uk>, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> wrote:

> Well, I did finally get it behaving most of the time, but someone saw
> one of my adverts for it, and I decided to move to a Cubase VST system -
> not a conventional PC, however ;)
>
> Everyone who has helped, it's much appreciated (and I need your address
> Lyndon!). I'll probably get another Falcon in time, but as a 'home
> computer' like my 800XL/65XE etc, rather than trying to make it
> something quite as critical.
>
> It's replacement, hopefully in April or May, will be a custom-designed
> PC system called the Carillon AC-1 - a rackmounted PIII designed
> specifically to run music applications, and with a special alloy case
> and silent fans/HD etc. It's actually cheaper than a dedicated hard disc
> recorder!
>
> I'm still going to stick around and keep an eye out for a cheap MegaST/e
> system, just in case the PC MIDI implementation gets interesting ;)

If your a serious Midi user, should be using a TPB/G4!

> Richard

sinclap!
somewere in mn

3096. Re: Look at the poll. Atari got the LEAST amount of votes. NT

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 03:14:06 UTC
From: Chad Hendrickson <hendrickson22@REMOVEhome.com>
Message-ID: <28jn6.11290$hf.3995599@news1.elmhst1.il.home.com>
Source record: 49432
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Paul Irvine" wrote ...
> Next to you?
> --

Huh?

3097. FS: More Atari Software (Games), Hardware!

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 04:51:19 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102282041581.25988-100000@shell.pacifier.com>
Source record: 49433
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

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For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my

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3098. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 06:51:39 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A9DF17B.266E9118@avtomatika.com>
Source record: 49434

Djordje Vukovic wrote:

> On 26 Feb 2001 22:06:06 , Branko Badrljica wrote:
> >I think you are all sore loosers when it comes to crap machines. ;o)
> >ou should ask anyone who lived in the 80's behind the iron curtain or at
> >least in other socialistic country, like former YU or similar.
> >With import constraints protecting domestic NON-EXISTENT computer industry,
>
> Indeed, that was a very "bright" move of the Yugoslavian government,
> thinking that if they wished hard enough for domestic computer industry,
> it would materialize. That move in fact retarded computer-literacy in
> Yugoslavia for several years.
>
> >As an insult to the injury, all those machines bared names
> >of partisan heros (WW II stuff).
>
> Let's not exaggerate. AFAIK there was only one computer named after the
> company which produced it and which was named after a war hero ("Lola").
>
> Other names were "Galaxy" (named after a magazine which promoted it),
> "Orao" (the eagle), "Pecom" (personal computer- a weird nonsense
> using a processor noone has ever heard of- some chip name like CDP1801
> or similar) , "Slovenia" (a nice make-it-yourself CP/M machine named after
> the former federal republic, etc.)
>

Hmmm. I did not think too highly about Slovenia. Too much stuff for too litle
effect.
You had to buy a pile of PCBs and many chips and end with what ?
There were no get-it-all place where one by everything besides soldering iron...

I have much better opinion about TIM-011, which was born in your neighborhood.
Very nice thing. Sleek Hitachi's super Z-80 on some 10 MHz, accessing 512x256
graphic
WITHOUT the wait states,capable of accessing 2Mb with 0.5 Mb on board, CP/M ready
and with everything inside pretty cool monitor casing. And off course everyhing
was explained
thoroughly in the "Racunari" magazine...

>
> Andy Ball wrote:
>
> > Spectrum. I understand that was the basis for the
> > Intercompex (sp?) Hobbit machine that was made in St.
> > Petersburg. Did you ever see these?

>
> That was in former USSR, but Yugoslavia was much more west-oriented and
> open, so Intercompex was just mentioned in a magazine.
>
> >> I remember scraping the money from all my relatives
> >> just to be able to byu components for "Galaxy" (very
> >> cool model in ZX-81 class, but with no-nonsense
> >> keyboard, ingeniously small basic and MANY very
> >> effective expansions- all with complete schematics and
> >> 100% homebrewable, it some kind of was our local GPL
> >> licence).
>
> > Was it based on a Z80 microprocessor? I would be interested
> > in knowing whether it was a Western part, or a clone.
>

Iskra was in the bussiness of making Z-80, at least for a while. I think that's
the
part of the reason why did they bought the license from Sinclair for making
Spectrum16K
and 48K...
Later, they have discovered that they can't compete with others and IIRC
reoriented
to automotive stuff, which needs to be sturdy, but crude (several microns geometry
etc...)

>
> Yes it was with Western (or Japanese) parts, decent chips could be bought in
> Yugoslavia of that time, - in fact more than now! And yes, Z80 was used.
> The whole project was very educational. It was completely built with
> standard, easily obtainable chips. So, you could really see how, for example,
> a DRAM-controller worked, refresh and all- it was made from simple TTLs.
> The project started with a small static RAM, but then a DRAM expansion card
> was added (to 48KB, I think), as well as sound, monochrome graphics, etc.
>

>
> I have heard of several instances when people have used the "Galaxy"
> as embedded intelligent controllers in some special equipment. I think
> it was more advanced than the ZX-81.
>

The coolest part was that everthing went PUBLIC. So, when someone made
eg. EPROM expansion or graphic module, everything was thoroughly explained through
the
series of high quality articles. Everything in YU revolved around several computer
magazines,
all of them very good, but "Racunari" (Computers) were head and shoulders above
everything else.

>
> >> Other from many serious contenders was "Wolf", which

> >> was in QL class, only simpler, with intergrated Pascal
> >> compiler instead of SuperBasic...
>
> > Did it use a 68008 microprocessor?
>
> AFAIK it was with MC68000 or 68010
>
> >> One of them (and IMHO ONLY) was our "Iskra", which had
> >> developed multi CPU modular VME machine (68000/68010,
> >> 80286 and later 386...
>
> Was not this the "Triglav" (the three-headed) machine? Didn't it use
> a Z80 (for CP/M), 80*** (for DOS) and PDP-11-whatever (for RT or RSX-11)?
> Indeed it had a very original external appearance.
>
> > I'd heard of Iskra, but had not realised that it was a
> > company name. I certainly didn't know they had used 680x0
> > processors!
>
> Iskra is indeed a company name and at that time they had a remarkable share of
> world's production of resistors and condensers. They were of very good
> quality. Maybe you have even seen some of their components- company's
> mark is a slender star with five uneaqual rays over a circle- Iskra=spark :)
>

I the process of Iskra's "privatization", where everyone was stealing what he could, everything
remaining after that was sold gradually to the best bidder. It was joy of practically all hobbyists
in Slovenia, since they could buy chips on the showel for peanuts!
No one in the remaining personal had any idea about real value for every chip, so everything was
sold on the basis of appearance. I remember buying some 100-200 68010 in ceramic package for
1 DM apiece, and that was relatively expensive ;o)

While looking around for next bargain, something brought tear into my eye.
MicroTriglav !
Or better said, unborn infant. Basically, they did with it, what I wanted to do with QL long time ago.
Picture small VME bus backplane, maybe PCB 20x 10 cm (with place for some 8 VME cards), mounted vertically. In fact, whole case was10 cm width, just enough to accomodate the floppy 3.5" and small hard disk. Under VME backplane was miniature PSU and that was it. Externally, everything looked like modern minitower, but in the scale 1:2 and with floppy at the top of the case. You should see it !

Oh, yes, one more thing. Iskra was also manyfacturing VAX machines for the domestic needs and
probably some aside for Russians. How many ? Lets say that I have seen some 100 m3 of the VAX
manuals being dumped at the cleaning of the building.

They even left one machine in the building and it was impressive. I remember many times walking
past it thinking it was central heating furnace for the whole building ;o)

Regards,

Branko

3099. WTB Mega ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 07:24:11 UTC
From: TechSoftware <info@techsoftware.freeserve.co.uk>
Message-ID: <983431390.24791.0.nnrp-10.9e98e6ee@news.demon.co.uk>
Source record: 49435

Looking for a MegaST - anything considered.
Cheers, Ian.

info@techsoftware.freeserve.co.uk

3100. Re: STonX development continues

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 10:30:09 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3A9E24B1.D1ED46A6@club-internet.fr>
Source record: 49436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Martin Doering a ï¿½crit:
>
> On Mon, 26 Feb 2001 13:50:08 GMT, =?iso-8859-1?Q?Fran=E7ois?= LE COAT
> <flecoat@lami.univ-evry.fr> wrote:
> >included in the "svga.c" source file). Is there a
> >manner to configure without SVGALib, or installing
> >SVGALib package, keeping in mind that I'm not root ?
>
> Yes, you can use the X11 Interface, which works just fine.
> For running
> an SVGAlib program you need to be root.
>
anyway, I can *run* stonvga, but the mouse does not work, and
I do not know how to *exit* from stonvga. (apart from physically
turning the damn PC off, that is).

Laurent
```

3101. Re: Atari (or 68000) disassembler?

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 14:16:27 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A9E59BA.98991EC8@pcisys.net>
Source record: 49437

Jeff Mitchell wrote:

> I need a decent disassembler for the ST; preferably one that runs
> in english with english docs, for dumb blokes like me :)
>
> I need to find TOS traps in my bbs so I can determine how its
> doing serial IO.. its certainly not doing it normally.. but I do have a
> list of interesting addresses it loks at. So if I can disassemble, I might
> find out what its doing..
>
> jeff

There are some assembler/disassembler tools at the following site:

http://hem.passagen.se/isvar/jaguar_server/jserver.html

It's a site dedicated the the Jag Server development board for writing
Jaguar games.

Glenn Bruner
brunergs@pcisys.net

3102. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 14:39:08 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983457645.5359.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 49438

I have the same problem with HD Driver 7, my harddisk boots but it only finds that device and so I have to put the PRG into the AUTO folder to find the rest of the devices.

I have sent the money to upgrade to V8 so I do not want to play around getting 7 working just to upgrade in a week or so when it comes (SS have not cased the check yet so I imagine they are waiting for HDDriver, Magic or NVDI to turn up).

Will V8 install over the top no problems?
Is it possible to boot from a Syquest drive?

Mark.

Uwe Seimet <us@ooc.de> wrote in message news:3A9BDD84.6117145E@ooc.de...
> Jean-Luc CECCOLI wrote:
>
> > So, how could I check my Falcon, which I suspect to be faulty ?
> > Where could I find utilities to check it out ?
>
> BTW, at least as a work-around you put install HuSHI and put
> HDDRIVER.PRG as the first program in the AUTO folder. If I understood
> you correctly, HDDRIVER will find all of your drives once the system has
> been booted.
> This is not a recommended way of installation, of course, but it should
> work without any negative side effects.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3103. Re: ETHERNEA published: ethernet and ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 15:37:50 UTC
From: bindon@madasafish.com
Message-ID: <t9sr6ekmgabt2d@corp.supernews.com>
Source record: 49440

On 28 Feb 2001 18:05:23 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> Just one query, why is it only 40kbyte/sec transfer rate? I thought
>> the NE2000's were 10megabit? Is it your ST slowing it down? It's a
>
>I took a closer look at this archive at work today, and it seems like the
>adapter tops at 250Kb/s. It's aFTP that tops at 40Kb/s.

Sounds more like it :) So why can aFTP only do 40kb/s? I suppose it
doesn't expect it to be run across a fast network.

>> pity it can't be hooked up to a Falcon. (without SCSI>ACSI convertor)
>
>Actually, it shouldn't be too hard to modify the adapter and driver to
>work with the Falcon's internal expansion port, I hope someone with a bit
>more spare time and knowledge than me takes a shot at this ;-)

Hmm, you've got me thinking. I think it'll be quite difficult though.
I don't have a clue how to write a STiNG driver so it would be useless
for me to even try, but I'll look at the schematics again.

>Btw. it's possible to connect a second PCI-slot with a PCI ethernet card
>to the Eclipse. A driver for MiNT-Net is being worked on, I suppose STiNG
>will be supported too if somebody wants to write a driver.

This sounds more like it. The more options we have, the better!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3104. Re: Atari version of "SOX" sample conve

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 15:37:53 UTC
From: bindon@madasafish.com
Message-ID: <t9sr6hbtmgf92e@corp.supernews.com>
Source record: 49441

On 28 Feb 2001 17:55:11 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> I'd like to change but I just need to buy NAES, is Woller good at
>> shipping abroad?
>
>My own experience with Woller (and previously Woller & Link) is not good,
>and unless he now accept credit cards I would not recommend buying
>anything from him. Try System Solutions, they're supposed to sell N.AES.

Oh, OK. I thought SS didn't go into Mint stuff, well I'm putting in
an order so maybe I will get it. I worried about the lack of RAM here
though (14mb). I'll get 512Mb with the CT60 though :)

Thanks Jo

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3105. Re: GT Look2

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 15:37:56 UTC
From: bindon@madasafish.com
Message-ID: <t9sr6k91ihjt30@corp.supernews.com>
Source record: 49439

On 28 Feb 2001 20:37:43 , Neil Chester wrote:

Hi Neil

>The article in the Mag (Aug 1995) also lists the compatible Epson GT
>scanners available at the time, eg 6500, 8500 and 9000 - these were listed
>as having Parallel and/or SCSI ports. I have found some newer scanners
>for sale (with SCSI and/or Parallel) and wondered which are the better
>models to go for ie that stand a chance of working with GTLook (in the
>absence of any other suitable software?
>
>The scanners I have seen are: GT7000, 9500 and the new Perfection 1200
>SCSI? I am not sure how many light sources each of these has.

I have a 9500 and it works a treat with GTLook 2, just trying to get
Epson GDPS driver set up to use the auto feeder but this software
hates my Falcon (like many other Falcons). I have a strong feeling
it'll work with any GT scanner. I'd stay away from the perfection
though as I doubt it'll work, but if it's possible to try, go ahead.

SCSI is well recommened, but on a Falcon (that follows the full parallel port
standards) it could be possible to use a GT scanner with the parallel
port.

BTW, I've never heard of those other prog's but it would certainly be
nice if they could be converted to English.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3106. Microtek Scan by DMC

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 16:10:08 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C7C3@FILESERV>
Source record: 49442

I'm looking for a copy of Microtek Scanner by DMC, it apparently supports the scanner I've just been given. It was written in 1991 and was apparently TT-Specific (not a problem for me cos I have one).....If someone knows where I cna buy this from these days please tell me, or, if it's all dissappeared from the commercial world (but only if no-one is selling it anymore) then can someone make me a copy....please...

chrisc

--
Posted from mx2.i-way.net.uk [212.49.192.9]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3107. Added Final Frontier, Galactic Empires, COWS, etc to bbs

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 16:17:55 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <TCun6.3255$TW.17321@tor-nn1.netcom.ca>
Source record: 49443

I know, I'm spamming. I'm sure you've already seen the previous announcements of the bbs.. but I'm trying to get many peopel to try it out at the onset, so Ican get bugs wrinkled out..

telnet to shadow.skeleton.org, login "bbs" for the system. Highspeed now, and with some great games.

See http://www.skeleton.org/bbsindex.html for details.

jeff

3108. FS/T: Atari ST items and more... [03/01/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 16:35:54 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <vhus9t88nhsvcko8s4gldm3gkelnt3kpsg@4ax.com>
Source record: 49444

```
Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple ][ computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3109. 68040-33 68030-50 68882-50 auction

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 17:34:45 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3A9E8835.60FFF82B@hotmail.com>
Source record: 49445

I put a pile of chips up for auction on Ebay. Some are usable
for Atari folks.
All are PGA pinout. The sale is to benefit my dental work:)

Look up my seller name suspect27

Thanks,

Mike

3110. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 18:39:10 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a9e9f702a17bb3@online.be>
Source record: 49297

on Thu 01-03-2001 01:54 Djordje Vukovic wrote:

>On 25 Feb 2001 18:43:06 , "Martin \"Nightowl\" Byttebier" wrote:
>
>>Guitar itself seems to work under MagiC, only unpacking seems not to work.
>
>Now, THAT's a nice statement! Especially considering thart one needs
>tar+gzip primarily to unpack files :)

I know, I know. I only said that because some one else stated that Guitar
wouldn't work at all under MagiC. IMHO the problems with Guitar is
caused by a bug in the mintlib used by the author but as I'm not a
programmer I'm really do a wild guess.
When you drag/drop a tgz archive onto Guitar the contence is listed but
after each entry there is a [cr] sign.

The same thing happens with the latest Amail version and this not only
under MagiC but also under MiNT too.
The charset encoding tables are listed with a [cr] behind the name in
the setup/misc charset option. If one change the line end of these
tables files from Atari to Unix style the problem goes away.

>I disagree strongly. Not because TOS is very good, but because Mint/NAes
>stuff can develop its virtues only on machines like Milan, Hades and
>perhaps TT. On everything less it is so slow and memory-cramped as to
>be unusable. So the above statement is equivalent to: everything below
>a TT should be thrown away...

For the modern stuff yes. Making soft compatible to almost every TOS
version available is a waist of time and effort. Furthermore some Atari
stuff is already to heavy to be used fluently on machine less then TT030.
Take for instance Calamus SL2000. On a TT030 Calamus is just usable. The
same goes for Papyrus. On the Hades it runs pretty fast but on my TT030
it's rather slow. I never have used large Papyrus docs on the TT030 but
I'm been told that loading very large pages is a nightmare.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3111. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 18:46:16 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a9e9f702a17bb4@online.be>
Source record: 49299

on Thu 01-03-2001 01:54 Djordje Vukovic wrote:

>On 27 Feb 2001 19:23:58 , "Martin \"Nightowl\" Byttebier" wrote:
>> More and more
>>Atarians has at least a TT030 or an accelerated Falcon so I think new soft
>>should be developed
>
>I am not sure this is true. There is a finite number of TTs and Falcons
>out there, and they are dying too, so it is not very easy to find
>such a machine if someone wants to upgrade from a lesser Aari.

Nowadays there are lots of bargains to do. Finding a TT030 is not a
problem but finding a graphic card for that machine is virtual
impossible.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3112. Re: WTB: Milan or Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 18:49:08 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a9e9f702a17bb5@online.be>
Source record: 49298

on Wed 28-02-2001 17:29 Lonny Pursell wrote:

>On 28 Feb 2001, atari wrote:
>
>> contact atari@wcoil.com
>
>Good luck finding a used hades, I found that task to be impossible :-)
>

Almost every Hades user keeps his baby until the end. It's really a
superb machine.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3113. Re: help with syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 18:50:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983556284-189138AEicMi@madasafish.com>
Source record: 49327

Hi Djordje

>> The ZIP driver does not check correctly if the ZIP
>> was full, and it makes the cartridge "click".

>Is/was this, in fact, a software problem, then?

This sounds familiar, this has happened to me frequently when i'm trying to backup, i mentioned this to Uwe Siemet as i used his software, he never heard that problem before, it doesnt happen now with the version i currently use, but when it did occur i could re-partition and re-use the carts.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3114. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 18:58:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983556288-189789AEicMi@madasafish.com>
Source record: 49328

Hi Chris

>>Ah!, did they have any excuse for not reading it, such as incompatible
>>with the language (C, Assembler, Pascal?), blind, stupid.

>I'd choose the latter two.

Assembler & Pascal it is. :-)

>They should have explained how F&M is transmitted and that *any* contact
>with the countryside can do it! Also, it should have said "we request
>you not to pass this notice" instead of "walkers are requested not to
>cross grazing or farm land".

I suggest a sign of the same size with the word "Minefield" written on it
and a few anti-personel doinz to go with it for anyone stoopid enough to
cross the demarcation..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3115. Weird...

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 19:17:45 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <kexn6.324$wz1.2636@newsfeed.slurp.net>
Source record: 49300

I thought I'd just share a few thoughts. I can't seem to stay away from the Atari platform even if I try. I've had a few Falcons, TTs and STEs and I've kept on selling them and buying PCs and selling the PCs and buying Ataris. The reason for that has been that I find the Atari's too slow even though I had a souped up TT with gfx card at one point. I'm also frustrated by the fact that browsing the internet is slow and I can't access many sites. So I then sell the Atari and buy a PC not being able to afford to keep them both at the same time. After using the PC, my last one being a 700Mhz CeleronII, I start to regret selling the Atari I sell the PC and buy another Atari. I just bought a C-Lab Falcon MKII from Germany for a good price after selling the CeleronII system. So I'm waiting anxiously for the Tempest or CT060 to keep up to speed. Oh, and if you guys have an accelerator, 14Mb memory or gfx card for the Falcon you wanna get rid off, let me know. There definately is something about the Atari computers that is worth keeping. Long live Atari and down with the others!

Joshua Kaijankoski

3116. Re: Atari version of "SOX" sample conve

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 20:11:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <97mackpeu2@snipp.uninett.no>
Source record: 49301

Lyndon Amsdon <bindon@madasafish.com> wrote:

> an order so maybe I will get it. I worried about the lack of RAM here
> though (14mb). I'll get 512Mb with the CT60 though :)

Don't worry about your 14Mb. I used MiNT+N.AES on a 18/20MHz 030-Falcon with 14Mb for three years, and a year or so with a 16MB Afterburner, and this was plenty.

Currently I need a *lot* more RAM, but this is the side-effect from buying a 4Mb graphics-card ;-) Background-buffers takes a *lot* of space when using 1280x1024x16bit, and it's a lot more fun to use DTP- and paint-programs...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3117. Re: ETHERNEA published: ethernet and ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 20:13:43 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <97mahnpeu3@snipp.uninett.no>
Source record: 49302

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>I took a closer look at this archive at work today, and it seems like the
>>adapter tops at 250Kb/s. It's aFTP that tops at 40Kb/s.

> Sounds more like it :) So why can aFTP only do 40kb/s? I suppose it
> doesn't expect it to be run across a fast network.

Perhaps. It's slow on my ROM-port cards too.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3118. God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 20:46:51 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <97mcfribt1@newsg2.svr.pol.co.uk>
Source record: 49303

And lo, it came to pass...

That God was agrieved and much irritated by Bill Gates that he did make the earth to move and tremble and split apart as Gates delievereth another useless product to the gullable multitudes in Seattle and Gates was afraid as tiles and lights crashed to the ground around him and he didst flee like a scalded cat to save his corporate butt from the anger of a righteous and Atari-loving God...

The sun shines on the righteous!

This is the word of the Fuji...

Al :)

3119. Re: WTB: Milan or Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 21:06:25 UTC
From: ebaiz@skyenet.net
Message-ID: <lRyn6.379$wz1.3563@newsfeed.slurp.net>
Source record: 49304

On 28 Feb 2001 17:29:31 , Lonny Pursell wrote:
>On 28 Feb 2001, atari wrote:
>
>> contact atari@wcoil.com
>
>Good luck finding a used hades, I found that task to be impossible :-)

Since 1996 when I got my Hades I have seen 2 Hades systems for sale. As far as I know, they were sold....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3120. Re: Added Final Frontier, Galactic Empires,

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 21:09:08 UTC
From: bindon@madasafish.com
Message-ID: <t9tejkm7tmsicd@corp.supernews.com>
Source record: 49305

On 1 Mar 2001 16:17:55 G, Jeff Mitchell wrote:
>
> I know, I'm spamming. I'm sure you've already seen the previous
>announcements of the bbs.. but I'm trying to get many peopel to try it out
>at the onset, so Ican get bugs wrinkled out..

I'll pop over again. See if you could get some sort of news going,
maybe some kind of good subject perhaps?

> telnet to shadow.skeleton.org, login "bbs" for the
>system.

>Highspeed now, and with some great games.

Certainly is compared to what it was!

> See http://www.skeleton.org/bbsindex.html for details.

3121. Re: 68040-33 68030-50 68882-50 auction

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 21:09:10 UTC
From: bindon@madasafish.com
Message-ID: <t9tejmjr13idce@corp.supernews.com>
Source record: 49306

On 1 Mar 2001 09:34:45 -, rustynutt wrote:
>I put a pile of chips up for auction on Ebay. Some are usable
>for Atari folks.
>All are PGA pinout. The sale is to benefit my dental work:)
>
>Look up my seller name suspect27

Unfortunatly, unless you own an After Burner or something, PGA is useless to Ataris, well, for STe and Falcon anyway, not sure about what the TT has.

3122. FS:UK,Hard Disk,CD Rom,Link2

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 21:41:29 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <t9tgg0llt4uscd@corp.supernews.co.uk>
Source record: 49307

Hi Folks,
I have for sale a PC desktop case containing a 240MB hard
disk,CD Rom,Atari external floppy drive and ICD Link 2 (with the little LED
on it!),currently running happily on my STe.

Anyone interested?

Chris Thorley.

3123. Re: God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 22:07:53 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <ZKzn6.54895$o85.311909@news-server.bigpond.net.au>
Source record: 49308

"Al Ferrier" <sonik@wearelondon.fsnet.co.uk> wrote in message
news:97mcfribt1@newsg2.svr.pol.co.uk...
>
> And lo, it came to pass...
>
> That God was agrieved and much irritated by Bill Gates that he did
> make the earth to move and tremble and split apart as Gates delievereth
> another useless product to the gullable multitudes in Seattle and Gates
> was afraid as tiles and lights crashed to the ground around him and he
> didst flee like a scalded cat to save his corporate butt from the anger
> of a righteous and Atari-loving God...
>
> The sun shines on the righteous!
>
> This is the word of the Fuji...

Being an atheist, I would have to say good on mother nature, just shows even
bill can't tame the elements...

Mark

3124. Re: Atari version of "SOX" sample conve

Newsgroup: comp.sys.atari.st
Date: 2001-03-01 22:42:32 UTC
From: bindon@madasafish.com
Message-ID: <t9tk2o1hvfv9fd@corp.supernews.com>
Source record: 49309

On 1 Mar 2001 20:11:00 G, Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> an order so maybe I will get it. I worried about the lack of RAM here
>> though (14mb). I'll get 512Mb with the CT60 though :)
>
>Don't worry about your 14Mb. I used MiNT+N.AES on a 18/20MHz 030-Falcon
>with 14Mb for three years, and a year or so with a 16MB Afterburner, and
>this was plenty.

Ah, OK. As long as I have about 8Mb free I'm OK, as scanning puts a
stress on my limited memory. I would of hated to do this on my STe!

>Currently I need a *lot* more RAM, but this is the side-effect from buying
>a 4Mb graphics-card ;-) Background-buffers takes a *lot* of space when
>using 1280x1024x16bit, and it's a lot more fun to use DTP- and
>paint-programs...

Magic, NVDI and Jinnee with 1024*704*16 colours takes about 3-4Mb of
RAM, so I can imagine that running that at 16 bit would be quite a bit
more. I can't go no higher as CPU power has to be comprimised for.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3125. Atari 1040ST on standard RGB monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 00:09:17 UTC
From: Piozet <piozet@ihot.com>
Message-ID: <3a9ee44b@news.ihot.com>
Source record: 49310

Hi,

I have an old NEC RGB monitor with TTL/Analog RGB inputs. Is it possible to build a cable that will run an Atari 1040ST on standard RGB, or will there be things preventing it, such as the "clock select"?

Thanks in advance!

-Steven

3126. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 01:11:12 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-672351.20111401032001@quark.idirect.com>
Source record: 49311

In article <280220012041413082%sinclap@nospam.net>,
<sinclap@nospam.net> (The iDiot Forever Known As Sinclap) wrote:

> > I'm still going to stick around and keep an eye out for a cheap MegaST/e
> > system, just in case the PC MIDI implementation gets interesting ;)

>
> If your a serious Midi user, should be using a TPB/G4!

BZZT! WRONG!

To begin with, you'd have to buy a MIDI adaptor.

secondly, more money to buy a microphone adaptor (TP4/G4 Powerbook
don't have a microphone jack for hard disk recording input - in fact,
none of the current G4 towers have no microphone input, requiring
adaptors or expensive microphone input cards).

Thirdly, who wants to buy a machine whose main proponent is a loser
geek with no life who claims to be an "Apple Power Rep", but who doesn't
even know how to spell "you're", much less realize that MIDI is spelled
in all capitals?

Fourthly, nobody cares about TiFKAS' opinion, he having proven over
the course of eight years that he's easily outwitted by a jar of
vegemite. Indeed, even Mac users admit that TiFKAS' foaming at the mouth
"advocacy" is considered counter-productive to converting users to the
cause.

> sinclap!
> somewere in mn

totally embarrassed at how President Duh won the election rather than
Al Bore, who TiFKAS swore up and down would win by a landslide. Not to
mention how his governor Jesse "The Baby" Ventura whored himself out to
the biggest sports flop in US history, the XFL....

3127. Re: God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 01:13:48 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B16B88.20134901032001@quark.idirect.com>
Source record: 49312

In article <97mcfribt1@newsg2.svr.pol.co.uk>,
sonik@wearelondon.fsnet.co.uk (Al Ferrier) wrote:

> And lo, it came to pass...
>
> That God was agrieved and much irritated by Bill Gates that he did
> make the earth to move and tremble and split apart as Gates delievereth
> another useless product to the gullable multitudes in Seattle and Gates
> was afraid as tiles and lights crashed to the ground around him and he
> didst flee like a scalded cat to save his corporate butt from the anger
> of a righteous and Atari-loving God...

Either that, or Steve Jobs has managed to develop a
Reality-Distortion Field capable of triggering earthquakes :)

3128. Re: Atari 1040ST on standard RGB monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 01:34:14 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <qMCn6.55087$o85.313069@news-server.bigpond.net.au>
Source record: 49313

"Piozet" <piozet@ihot.com> wrote in message news:3a9ee44b@news.ihot.com...
> Hi,
>
> I have an old NEC RGB monitor with TTL/Analog RGB inputs. Is it possible
to
> build a cable that will run an Atari 1040ST on standard RGB, or will there
> be things preventing it, such as the "clock select"?

Should be OK, the ST's only use rgb, gnd, h and v sync. Must be analogue
tho. Have a look on the quickst faq for pinouts.

Mark

3129. ForAuction: Massive LOTs of ST softs & Other ST Software & Hardware

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 03:55:55 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <3A9F19C9.419AF887@psu.edu>
Source record: 49314

Hello again Folks,

I told you I had a lot of ST stuff. Some of you listened! Some of you,
skeptics to the end, have not checked it out. STILL some of you have
not looked! SO, I have pulled all the stops out!

Here are some more tidbits to tempt you to come visit!

Ninety-two (92) Atari ST Magazine Cover Disks
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218783134

Atari ST Utility Software Lot NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218785650

Atari ST Game Software Lot NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218786222

Atari ST Graphics Software Lot NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218787154

Atari ST Educational Software Lot NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218787570

Atari ST Telecommunications Software Lot NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218787948

Atari ST MIDI & Music Software Lot NR!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218788405

Atari ST Hard Drive CD Softs Lot w/ ExtenDOS
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218789382

Atari ST Database & Accounting Softs Lot
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218790054

Game Boy Printer & paper in box! No Res.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218790808

Game Boy R-Type DX w/ box & docs No Res.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218791231

Atari Corp. TOS Developer's Kit No Res! Rare!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218246307

Atari Corp. STe Mega STe TT030 Falcon Flyers
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218259590

SRM Tackle Box Atari ST STe Programming Kit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218245394

Atari ST IBM Hardware Emulator No Res
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218247481

Lot of Atari ST Series Programming Software
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218248233

Atari ST Series Printing / DTP Software Lot
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218249698

Atari ST Series Book & Disk Lot #4
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218250272

Atari ST Programming Books Lot #2
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218250595

Atari ST Programming Books & Disks Lot #1
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218250953

Atari ST MiGraph Greyscale Hand Scanner NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218253759

Magic Sac+ Macintosh Emulator for Atari ST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218254153

Lot of Atari ST Gribnif Software NeoDesk!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218254817

Some More Non-St Stuff for auction

Sega Master System Lot of Games #3
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218251379

Sega CD Lot of Games #2 NoRes Cheap!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218252071

Sega 32X Complete NoRes Cheap!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218252802

Lot of Nintendo NES Hardware NoRes Cheap!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218253224

Sega Genesis I System complete with game NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218255344

Sega Genesis I System complete with game NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218255724

Sega Genesis II System complete NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218256139

Lot of 4 Game Genies SNES Genesis Game Gear
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218257266

Tiger game.com AC Adapter NoRes
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218258337

ColecoVision Complete in Original Styrofoam
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218258889

Lot of 17 Atari 2600 Carts & docs Some Rare
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218260589

Movie CD Ghost in the Shell NoRes
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1413380623

OTHER ITEMS UP FOR AUCTION Many ST Items

1217792685: Sega Master System SMS Lot of 10 loose games
Current bid: $4.95
Auction ends on: Mar-04-01 20:59:45 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217792685

1217795454: Lot of Three NES Nintendo games w/ box NR
Current bid: $4.95
Auction ends on: Mar-04-01 21:10:30 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217795454

1217793955: Sega Master System Lot of 5 Cards complete NR
Current bid: $5.54
Auction ends on: Mar-04-01 21:04:24 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217793955

1217796039: Lot of 95 Sega Genesis Manuals! No Res
Current bid: $6.20
Auction ends on: Mar-04-01 21:13:32 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217796039

1217795713: Lot of 4 boxed Sega Game Gear games Mint NR!
Current bid: $5.75
Auction ends on: Mar-04-01 21:12:02 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217795713

1217798848: Atari ST / STe 1.44 MB External 3.5" Floppy
Current bid: $9.95
Auction ends on: Mar-04-01 21:27:54 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217798848

1217791691: TG-16 TurboDuo BomberMan '93 & Turbo Golf NR!
Current bid: $5.51
Auction ends on: Mar-04-01 20:55:34 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217791691

1217797085: Lot of 9 Atari 2600 / 7800 / XE / ST controls
Current bid: $3.95
Auction ends on: Mar-04-01 21:18:16 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217797085

1217793491: Sega Master System SMS 46 complete games NR!
Current bid: $20.50
Auction ends on: Mar-04-01 21:02:45 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217793491

1217798462: Atari ST ICD Link SCSI - ASCI Adaptor NR
Current bid: $28.78
Auction ends on: Mar-04-01 21:25:56 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217798462

1217788929: Atari 1040 STf w/ 4MB of RAM in Box NR
Current bid: $9.95
Auction ends on: Mar-04-01 20:45:50 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217788929

1217789777: 16 Atari 2600 Games Shrinked! NR!
Current bid: $9.95
Auction ends on: Mar-04-01 20:48:20 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217789777

1217795118: PSX1 PlayStation Demo Disks & Underground Mag
Current bid: $4.95
Auction ends on: Mar-04-01 21:09:07 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217795118

1217792419: Sega Master System SMS Phantasy Star Complete
Current bid: $10.50
Auction ends on: Mar-04-01 20:58:32 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217792419

1217799211: Adaptec 2906 SCSI Card Complete For Mac & PC
Current bid: $15.45
Auction ends on: Mar-04-01 21:30:09 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217799211

1217790436: NES Nintendo UForce controller in Box! NR!
Current bid: $26.00
Auction ends on: Mar-04-01 20:50:34 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217790436

1217794277: Three Sega Tunes Audio CD Mint NR Rare!
Current bid: $4.95
Auction ends on: Mar-04-01 21:05:30 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217794277

1217798149: NEC MultiSync & Atari ST STe Adaptor/Switch!!
Current bid: $24.95
Auction ends on: Mar-04-01 21:24:14 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217798149

1217791386: TG-16 Lot of Boxes & Manuals NR!
Current bid: $3.20
Auction ends on: Mar-04-01 20:54:23 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217791386

1217792063: Atari ST Spectre GCR Macintosh Emulator NR!
Bidding starts at: $9.95
Auction ends on: Mar-04-01 20:57:10 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217792063

1217794874: PSX1 PlayStation Light Gun & Analog driving
Bidding starts at: $4.95
Auction ends on: Mar-04-01 21:08:03 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217794874

1217799531: INTV 2 / Computer Power Supply NR!
Bidding starts at: $1.95
Auction ends on: Mar-04-01 21:31:43 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217799531

1217796448: Lot of Four unopened game.com games MINT NR!
Bidding starts at: $3.95
Auction ends on: Mar-04-01 21:15:33 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217796448

1217794527: Lot of 12 Sega CDs NoRes Cheap!
Bidding starts at: $4.95
Auction ends on: Mar-04-01 21:06:28 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217794527

1217790982: TG-16 Lot of Three Games! NR! in Box!
Bidding starts at: $4.95
Auction ends on: Mar-04-01 20:52:37 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217790982

1217796611: Lot of Three unopened game.com games MINT NR!
Bidding starts at: $3.95
Auction ends on: Mar-04-01 21:16:15 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217796611

3130. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 06:19:02 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A9F3B54.A88191D6@ihug.co.nz>
Source record: 49315

Hi there,

Jean-Franï¿½ois Lemaire wrote:
>
> >>The thing everyone seems (or likes) to forget about MiNT is that you can
> >>do almost anything you want with it -- configuration-wise, I mean: mono-
> >>user/singletasking, mono-user/multitasking, multi-user/multitasking.

This is true, but ONLY if you are prepared to dig VERY deeply into config files, and other inane crap MOST people cannot be bothered with! Trust me I'm trying to install a MiNT 1.15.5 single user setup, for internet and for GEM/TOS based software. I'm NOT interested in editing config files yet I have had to dig a hole as deep as the Pacific to just get the AES 4.1 desktop to appear. STiNG is not co-operating with MiNT (or vice versa) so the internet account I'm PAYING for is sofar useless...

> partition just a few months ago, and MiNT-Net a few weeks ago (which,
> incidentally, is a pain in the a.. to configure

Yes, MiNTnet is a right pig to configure. Why the hell cannot these unix freaks (sorry, but you ARE) create a nice GEM frontend to auto-configure the software, so we of average intelligence do NOT need to pull hair out to use it? It really pisses me off!!

> >IMO an OS should be invisible to the
> >user, just run and do whatever it is supposed to do, once that the user has
> >to start worrying about the OS, then something is seriously screwed up.
>
> I agree with that last sentence, Dennis, but hell, you seem to infer a
> lot about my personality just by reading a few lines I wrote. I guess
> you had in the past too many MagiC/MiNT flame wars/discussions :-) But
> please try not to jump to conclusions; this is a bit annoying. I
> don't like fiddling with config files. MiNT users don't automatically
> like fiddling with config files. Where did you get such an idea?

Um, well maybe the total lack of decent GUI based, easy-to-use setup software for MiNT explains that MiNT users are happy bashing out the configs all night in text-editors...I just cannot see it any other way.

kellis perhaps could take note of this as I think the very cool MiNT-setter begins to approach the thing I look for. Something that removes the 'config file' mentality from installing MiNT and things like MiNTnet would be superb. Oh, and another gripe! Why the f**k do things intended for use under MiNT always have to be placed in a TARed GZIP (.tgz) or similar file? We of average intelligence again do NOT like the long

winded process of unpacking these, when a simple ZIP or LZH archive would suffice. Don't quote me on 'file permissions' or other crap too, as I am NOT interested in such technical matter...only in if it will continue to offer GEM functionality and form...

Kind regards,
Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3131. Portfolio snapshot ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 09:40:46 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3A9F6A6E.FC0B09BC@wanadoo.be>
Source record: 49316

Is there any way to capture a screen by software on this machine ?
Thanks

jo

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3132. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 10:45:52 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983530044.21068.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49317

When I wrote the original post I did not think it would backfire so badly,
unfortunately people just... well let me put it like this;

Anyone seen "Life Of Brian"?
Remember the part when they are on the tunnels trying to kidnap the girl?
And "The Peoples Front Of Judie" meet up with "The Peoples Judean Front"?

you know how it ends.....................

Mark.

Derek W W Hunt <dhunt@zetnet.co.uk> wrote in message
news:3a941cc0$0$8833@news.zetnet.co.uk...
> >On 21 Feb 2001 10:54:49 , "Mark" wrote:
> >I am not picking any sides with anyone (just thought I would make that
> >clear).
>
> >Seeing as the Atari community is small already I do not think that the
> >resent threads with 'pointing' and 'name calling' have been that
productive.
>
> >Any problems or issues that people have with dealers should be resolved
by
> >them and not to see who can get the most backing from news group members
and
> >consequently divide the community.
>
> >I agree that people should post warnings about 'cowboys' and 'fly by
night'
> >outfits that are simply there to take our money (these exist in just
about
> >every line of business), but this has not been the case.
>
> >If an Atari dealer messes with me I will not simply post a few nasty mail
> >messages but pay them a visit and resolve whatever issues there are.
>
> An excellent reply to all the nonsense that has been floating
> around recently. We need all the possible help we can get with our
> platform. Some of it will be good some of it bad,but thats life and
> we have to learn to live with it.
>
> I have been very lucky with my 2 STE`s and 2 STFM`s over the last
> few years being able to get continuos service\ repairs etc from
> virtually the same source. My original repairer (TUS) passed\passes
> his knowledge and help to the next in line (abra) who does the same

> for the next in line (as we said in the forces,no names no pack
> drill). I`m very satisfied with my service and would have no
> hesitation in repeating my use of them.
>
> Incidently receipt of non working equipment may not of course be
> the fault of the despatcher,take a look sometime how packages are
> handled by the carriers.As Max Boyce would say "I KNOW I was THERE"
>
> very large snip..
>
> Derek
>
>
>
>
>
>
>
>
>
>
>
>
> dhunt@zetnet.co.uk
>
> The Non Welsh Welshman.
>
>

3133. Re: Portfolio snapshot ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 12:57:37 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <97o59m$g3s$1@pegasus.csx.cam.ac.uk>
Source record: 49318

Jo Vandeweghe wrote in message <3A9F6A6E.FC0B09BC@wanadoo.be>...
>Is there any way to capture a screen by software on this machine ?
>Thanks
>
>jo

Have you tried one of the various "Snap shot" programs there are around?,
some are PD and some are provided with other programs like WP's or DTP
programs).
They are usually accessories and so you can only use them if the screen you
are trying to caputre makes use of (or grants access to) the GEM menu bar.
I'm not sure what image format the snapshot is saved as, IIRC the one that
came with my copy of 1st Word Plus saves it as a GEM image file.

Stephen Moss

3134. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 13:04:37 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A9F9A65.C1BF4DFF@ooc.de>
Source record: 49319

Mark wrote:

> Is it possible to boot from a Syquest drive?

Sure. This has been possible with any version, also with HDDRIVER 8.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3135. IBM PPC750cxe @ 700 MHz

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 13:33:39 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <TiNn6.5272$A12.8673295@nnrp6.proxad.net>
Source record: 49320

That's the CPU that was choosen for the RIORED-J design.

http://www.theregister.co.uk/content/39/17253.html

IBM has begun sampling a revised PowerPC 750CX, the G3-class processor that ships in two of the latest generation of iMac
- or in only one of 'em if you live outside the US (see Apple fobs off non-US iMac buyers with lesser CPU).
The 750CXe primarily adds support for bus speeds of 133MHz. However, it does pave the way for the 700MHz version of the chip, due next May.
It also uses copper wiring to reduce the part's power consumption. According to Big Blue, the 400Mz 750CXe draws 3.5W, down from the 400MHz 750CX's 4W.
By then, the 400, 500 and 600MHz parts will be shipping in volume. IBM said it expects to ramp up production in April.
Fabbed at 0.18 micron, the 750CXe incorporates 256KB of on-die L2 cache, which not only improves performance - data and program instructions in the cache can be retrieved at the same speed at which the chip's core runs - but saves Apple the cost of ading an external L2 cache module. A small saving, but not to be dismissed.

The 750CXe is priced at $57, $93.75 and $143.75, for the 400, 500 and 600MHz parts, respectively. That's in batches of 10,000.

Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3136. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 14:00:58 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983541751.25910.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49322

> Seems there has been alot of bitching going on.

"alot" is to allocate (and is spelt; allot)
"a lot" is a number of

Just playing, I don't care my spelling is shit.

Mark.

3137. Re: Portfolio snapshot ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 14:02:22 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3A9FA7ED.150DEF64@wanadoo.be>
Source record: 49321

Stephen Moss wrote:

> Jo Vandeweghe wrote in message <3A9F6A6E.FC0B09BC@wanadoo.be>...
> >Is there any way to capture a screen by software on this machine ?
> >Thanks
> >
> >jo
>
> Have you tried one of the various "Snap shot" programs there are around?,
> some are PD and some are provided with other programs like WP's or DTP
> programs).
> They are usually accessories and so you can only use them if the screen you
> are trying to caputre makes use of (or grants access to) the GEM menu bar.
> I'm not sure what image format the snapshot is saved as, IIRC the one that
> came with my copy of 1st Word Plus saves it as a GEM image file.
>
> Stephen Moss

Portfolio has no menu bar .... it's a DOS computer :/

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3138. English Rscs

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 14:21:49 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <%_Nn6.214$ks2.1350@newsfeed.slurp.net>
Source record: 49323

I'm a long time user of Magic 6.1 and I've installed it on several computers. The problem I'm having is trying to get the English resource files to work. Everything else works except for magxdesk.rsc. When magic loads up it gives two bombs and brings up a fileselector to find magxdesk.app. It won't go through. This happened on my TT030 and now on my MKII Falcon. Pretty annoying. Anyone have any ideas or experience on the matter? Thanks.

Joshua.

3139. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 15:20:06 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983546499.27900.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 49324

I would like to have MINT on a SyQuest disk and Magic on my hardrive, but I can't. I think this may be a problem with me not being able to read German though as it came with a German TT and is in German.

As mentioned when the HD boots it only sees that drive, to boot from another drive I would then have the press the relevant drive letter key, right? But for that to work I imagine it would need to see the others drives at boot?

Any quick thoughts? as mentioned I do not want to spend much time on this as I will be doing it again soon.

Mark.

Uwe Seimet <us@ooc.de> wrote in message news:3A9F9A65.C1BF4DFF@ooc.de...
> Mark wrote:
>
> > Is it possible to boot from a Syquest drive?
>
> Sure. This has been possible with any version, also with HDDRIVER 8.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3140. FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 17:14:25 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <97ok2t$qe8$1@reader1.imaginet.fr>
Source record: 49325

Hi.

I would like to know if any kind of 68881 or 68882 co processor
can be plugged on a MegaSTE motherboard ?

Someone proposes me some of those chips, but I do not know
if they are in the right "pin packaging" and if they are at the
correct frequency.

The chips looks like ST's MMU and GLUE chips but they have
pins on the bottom side instead of on the borders. It looks like
it needs something like old ZIF's sockets for pentiums processors.

For the frequency, they range from 16 mhz to 25 mhz.

Should I risk something if I plug one of these chips ?
Some incompatibilities ? Things to setup ?

Thanks in advance.

Mickael Pointier

3141. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 18:01:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a9fe0883d8ff90@online.be>
Source record: 49326

on Fri 02-03-2001 19:19 J Wilkinson wrote:

>
>desktop to appear. STiNG is not co-operating with MiNT (or vice versa)
>so the internet account I'm PAYING for is sofar useless...

STing is very co-operative with MiNT (all versions) but not with AES
4.1.
I believe this is mentioned somewhere in the STing docs.
If you really want to use STing with MiNT get N_AES. Sting, (STik,
Wensuite, Draconis and even Iconnect) works very well with N_AES.
>
>> partition just a few months ago, and MiNT-Net a few weeks ago (which,
>> incidentally, is a pain in the a.. to configure
>
>Yes, MiNTnet is a right pig to configure. Why the hell cannot these unix
>freaks (sorry, but you ARE) create a nice GEM frontend to auto-configure
>the software, so we of average intelligence do NOT need to pull hair out
>to use it? It really pisses me off!!

There was a very good configuration CD, called MiNT'98 available but
unfortunately the authors has suspended the devopement. With this CD it
was very easy to set up a MiNT-net environment.

>Um, well maybe the total lack of decent GUI based, easy-to-use setup
>software for MiNT explains that MiNT users are happy bashing out the
>configs all night in text-editors...I just cannot see it any other
>way.

Once one is familar with MiNT one doesn't need to spend whole nights to
edit configurations files.
>
>would be superb. Oh, and another gripe! Why the f**k do things intended
>for use under MiNT always have to be placed in a TARed GZIP (.tgz) or
>similar file?

Because it's much better then Zip and lzh.

>We of average intelligence again do NOT like the long
>winded process of unpacking these, when a simple ZIP or LZH archive
>would suffice. Don't quote me on 'file permissions' or other crap too,
>as I am NOT interested in such technical matter...only in if it will
>continue to offer GEM functionality and form...

I also belongs to group with an average intelligence and yet I'm able to
use TAR and GZIP.
If you've a working MiNT setup use GuiTar. It's as easy as STzip or

LZHshell.
For MiNT/MiNT-net users file permissions, etc. is very important and
indeed ZIP nor LZH offers this.
Again I really don't understand why using TAR/GZIP is so difficult.

gzip -d what_ever.tgz extract it to what_ever.tar
tar -x what_ever.tar extract it to what_ever

tar -xzvf what_ever.tgz pass the archive first trough GZIP.

This methode requires however a good working MiNT-net setup

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3142. Re: FS:UK,Hard Disk,CD Rom,Link2

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 19:10:04 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <983560312-387855AEicMi@xs4all.nl>
Source record: 49329

Hi,

Does anyone know a resolution with a NOVA
Graphic card that gets close to TC so that I can
run Calamus? If I put it now in more then 256
colors Calamus gives a message it can't be
started. Hope for some help.

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3143. Re: STonX development continues

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 19:23:12 UTC
From: mdoering@mucl.de
Message-ID: <3a9ff294.884497@news.cis.dfn.de>
Source record: 49330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi, Laurent!

To leave STonVGA you just have to press <F12>. Then you should get
back your commandline.

SVGAlib always needs to be configured in

/etc/vga/<don't know exactly>

There you have to set your mouse. Mine is PS2. Also - if your card is
not directly supported - please set "VESA mode" hard.

Martin

3144. TO BE SOLD !

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 19:33:44 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <sASn6.41$qe3.94301@nnrp1.proxad.net>
Source record: 49332

Hello,

There are many amazing things to be sold on my web site !
http://www.czuba-tech.com/accueil/english/tobesold.htm

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3145. Re: FS:UK,Hard Disk,CD Rom,Link2

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 19:37:08 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3aa00baa5f4ff30@online.be>
Source record: 49334

on Fri 02-03-2001 20:10 Raoul Teulings wrote:

>Hi,
>
>Does anyone know a resolution with a NOVA
>Graphic card that gets close to TC so that I can
>run Calamus? If I put it now in more then 256
>colors Calamus gives a message it can't be
>started. Hope for some help.

The current Calamus version works only with 256 or true color. You can't
use Calamus SL2000 with 15/16 bit. Sad but true.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3146. Re: ForAuction: Massive LOTs of ST softs & Other ST Software & Hardware

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 19:39:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983619664-488014AEicMi@madasafish.com>
Source record: 49350

Hi Marlin

>I told you I had a lot of ST stuff. Some of you listened! Some of you,
>skeptics to the end, have not checked it out. STILL some of you have
>not looked! SO, I have pulled all the stops out!

Could you sod off and take your spam with you.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3147. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 19:41:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983619666-488750AEicMi@madasafish.com>
Source record: 49352

Hi Mickael

>I would like to know if any kind of 68881 or 68882 co processor can be
>plugged on a MegaSTE motherboard ?

Its not that simple, you also need a GAL chip tats absent from the mother
board in order to use an FPU. Ive got one in my MegaSTE, i dont wake it
up often. You should sit down and think about why you'd need one.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3148. FS: SCSI Drive USA

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 19:43:14 UTC
From: atari <atari@wcoil.com>
Message-ID: <97ot4i$16i$0@206.230.189.38>
Source record: 49333

I have for sale a 1.2 GB SCSI Seagate model # ST11200N for $35 + $5 shipping
or with an external SCSI case for $50 + $8 shipping

send emails to atari@wcoil.com

-JoNk

3149. Re: English Rscs

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 19:53:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983619670-489522AEicMi@madasafish.com>
Source record: 49351

Hi Joshua

>I'm a long time user of Magic 6.1 and I've installed it on several
>computers. The problem I'm having is trying to get the English resource
>files to work. Everything else works except for magxdesk.rsc.

I take it that Magxdesk is OK with the origonal german resource?. If so
i'd obtain a replacement resource archive, i suspect yours is corrupted.

I obtained my Magxdesk resource from DDP, purveyors of finely translated
software although i translated the binary myself.

If this doesnt cure it i suggest you start looking elswhere for problems.

You could try installing the demo of Jinnee, this will eliminate some
possible problems, such as MAGX.RAM corruption, then you'l want to buy
it, as its the best desktop ever produced for the Atari system.

For the RSC, URL in most gents toilets, or here.

http://www.cix.co.uk/~derryck/index.htm

Click on the "DDP" button at the top right, scroll down midway and its
called "MagxDesk 4.0"

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3150. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 20:08:38 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a9ffdc6.0@energise.enta.net>
Source record: 49331

I didn't bother to read the article, I can guess the content
without much imagination.

These people have no idea just how crap some home computers
(and even some mainframes) can be.

How about the Acorn Atom with the dodgy keyboards that
usseedd ttoo dupplicccccateeee lettteeeerrrssss ddduueeee to
keybounce problems. Or the ZX80s that used to overheat,
ZX81s were much better but the early RAM packs used to
wobble and crash the poor things.

Tape decks were the bain of early home computers but
the early floppy drives weren't any better. They were
a bit faster but it just meant you could have more
retries at loading that program.

My favourite memory of those days was the report in the
once highly respected computer magazine of a new machine
launched with much ado at a big computer exhibition.

The reporter wrote how IBM won the (fictitous) award
for "announcing the biggest box with the least in it".
This was of course the IBM PC.

In any sane world this machine would have vanished into
obscurity faster than a Jupiter Ace but unfortunately
IBM had a pit of money and their competitors didn't.
Most of their competitors were building computers
in disused cowsheds in Cambridgeshire and were one
late payment away from bankruptcy. Anyone remember
the Camputers Lynx, Dragon 32 or the Lucas ?

Ignore the poll and have fun.

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

3151. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 21:06:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3aa00baa5f4ff33@online.be>
Source record: 49335
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**data-base**
ftp://chapelie.rma.ac.be/atari/data-base/cocktail-16.zip (308.280 bytes)
(Cocktail database. German only)

ftp://chapelie.rma.ac.be/atari/data-base/vorlex-16.zip (231.824 bytes)
(Very nice database of first names. German only)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0149.zip (108.900 bytes)
(very nice GEM-based ICQ client for STik/STing/Gluestik)

**programming**
ftp://chapelie.rma.ac.be/atari/programming/GCC/gccshell_47.lzh (314.439 bytes)
(Environement de dï¿½veloppement graphique sous GEM avec GCC
Graphic shell for compile with GCC under GEM. French docs.
English/French rsc)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/mcalc251.lzh (49.775 bytes)
(Port of Borland's MicroCalc Spreadsheet)

ftp://chapelie.rma.ac.be/atari/utilities/spare103.zip (108.641 bytes)
(Planner/organiser. German only)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
```

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3152. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 21:30:15 UTC
From: osian@zetnet.co.uk
Message-ID: <3aa010e7$0$8833@news.zetnet.co.uk>
Source record: 49336

```
On 1 Mar 2001 18:58:30 -, Steve Sweet wrote:
>I suggest a sign of the same size with the word "Minefield" written on it
>and a few anti-personel doinz to go with it for anyone stoopid enough to
>cross the demarcation..
```

Well, I've got a more severe notice today. "I hereby prevent entry to this path - maximum fine £5,000". I presume it still means I can come up to my house though!

```
--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !
```

3153. Re: TTP programs and MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 21:42:49 UTC
From: Ove Peter <opeter@bigfoot.com>
Message-ID: <3AA013D7.C6497D0@bigfoot.com>
Source record: 49337

Hi Hallvard!

I installed the MagiC Mac Demo (really like it!!) and here everything is
fine with .ttp programs from the Desktop. Also with sox. ;-) In any of
the three memory settings I can choose.

As I have PowerPC, Cache is automatically disabled. Did you try to
disable Cache in the dialog that pops up when you press OPTION while
clicking on the MagiC-Icon. Jut a guess in the dark- had strange
problems with processor cache on another computer that are probably similar...

cu
Ove

Hallvard Tangeraas schrieb:
>
> I've noticed that running .TTP programs from a command line interpreter
> in MagiCMac makes the whole computer crash! Anyone else have this
> experience?
>
> What can be done to "fix" this problem as it seems to happen with
> any .TTP program. It starts up like it should (i.e. gives the correct
> messages on the screen etc.) then I get a "fatal error" (or whatever it
> says) in MagiCMac asking me if I want to reboot etc.
> At that point I'm unable to do anything -the computer doesn't respond at
> all, so I have to reboot the whole system.
>

3154. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 22:37:52 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <rkVn6.706$eH3.11779@NewsReader>
Source record: 49338

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:983294574-42572AEicMi@gmx.net...
> From: "len" <private@notarealaddress.co.uk>
> Date: Sun, 25 Feb 2001 17:13:22 -0000
>

> The "main players" had the common decency not to come here to generate
extra
> business.

It had nothing to do with decency, the "main players" would not want
the users to post messages to them here in case it opened a can of worms.

3155. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 23:38:20 UTC
From: jflemaire@belgacom.net
Message-ID: <3aa02f7c96ef002@belgacom.net>
Source record: 49353

Hi,

on Fri 02-03-10 19:19 J Wilkinson wrote:

>> >>The thing everyone seems (or likes) to forget about MiNT is that you can
>> >>do almost anything you want with it -- configuration-wise, I mean: mono-
>> >>user/singletasking, mono-user/multitasking, multi-user/multitasking.
>
>This is true, but ONLY if you are prepared to dig VERY deeply into config
>files, and other inane crap MOST people cannot be bothered with! Trust me
>I'm trying to install a MiNT 1.15.5 single user setup, for internet and for
>GEM/TOS based software. I'm NOT interested in editing config files yet I
>have had to dig a hole as deep as the Pacific to just get the AES 4.1
>desktop to appear. STiNG is not co-operating with MiNT (or vice versa)
>so the internet account I'm PAYING for is sofar useless...

STiNG worked for me with the AES 4.1. DRVIN, MFP (or SCC) and STiNG
must be run /after/ MINTNP.PRG. DRVIN and SCC must be run /before/
MINTNP.PRG when using MiNT-Net. This at least is my experience.
There's a configuration program for N.AES. It's called N.AESCar. There
will never be one for the AES 4.1, of course. As for the configuration
of GEM.CNF, well, there is not much to configure, as far as I can
remember.

>> partition just a few months ago, and MiNT-Net a few weeks ago (which,
>> incidentally, is a pain in the a.. to configure
>
>Yes, MiNTnet is a right pig to configure. Why the hell cannot these unix
>freaks (sorry, but you ARE) create a nice GEM frontend to auto-configure
>the software, so we of average intelligence do NOT need to pull hair out
>to use it? It really pisses me off!!

If they are Unix freaks, why would they bother programming a GEM frontend :-)
On a more serious note, MiCo, from Marc-Anton Kehr, is able to configure
at least parts of the MiNT-Net setup -- it basically does the same job
than the STiNG dialer. There is english docs and resources.

>> I don't like fiddling with config files. MiNT users don't automatically
>> like fiddling with config files. Where did you get such an idea?
>
>Um, well maybe the total lack of decent GUI based, easy-to-use setup
>software for MiNT explains that MiNT users are happy bashing out the
>configs all night in text-editors...I just cannot see it any other
>way.

There is one for MiNT-Net, and one for N.AES. That makes two of them.
That isn't enough, I agree, but it's a start.

>kellis perhaps could take note of this as I think the very cool MiNT-
>setter begins to approach the thing I look for. Something that removes
>the 'config file' mentality from installing MiNT and things like MiNTnet
>would be superb. Oh, and another gripe! Why the f**k do things intended
>for use under MiNT always have to be placed in a TARed GZIP (.tgz) or
>similar file? We of average intelligence again do NOT like the long
>winded process of unpacking these, when a simple ZIP or LZH archive
>would suffice. Don't quote me on 'file permissions' or other crap too,
>as I am NOT interested in such technical matter...only in if it will
>continue to offer GEM functionality and form...

As already stated in other posts, under MiNT you can use GuiTAR to
pack/unpack tar/gzip files. Zip and lzh are the standard under TOS,
tar/gzip are the standard under MiNT. Since there is a shell for it
(which is simpler to use than STZip) I can't see the problem. There is
no long-winded process with GuiTAR.

J-F.

3156. STFM 72pin SIMM ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-02 23:56:43 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <97pc3prct1@neptunium.btinternet.com>
Source record: 49339

HI all,

Does anyone know how (if possible) to hardwire a 72pin 4 meg SIMM into the STFM ? I managed to do it with 4 30 pin simms (used the STe design and hardwired into the STFM) though all the address and data lines are correct, there seams to be a miss with the RAS lines, there seams to be 4 RAS lines on the simm but only 2 on the ST. On the St they are paried to 2 banks, thus 2 RAS lines, but with 1 simm it might casue a problem ? anyone ??

Thanks

Chris

3157. Re: TTP programs and MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 00:50:04 UTC
From: Wolfgang Maiwald <w.j.maiwald@chello.nl>
Message-ID: <97pf22$fm5$1@faraday.a2000.nl>
Source record: 49340

Hi Hallvard,

Do you know any place where i can find a pirate version of MagicMac? I used Magic on my Atari Falcon and would like to use it on my Mac now, too. But spending about 300.- DM for this OS is too much for me.

Thanx in advance,

Wolfgang

In article <1epm9fd.1veepznbkmqaeN%northstar2010@yahoo.no>,
northstar2010@yahoo.no (Hallvard Tangeraas) wrote:

>I've noticed that running .TTP programs from a command line interpreter
>in MagiCMac makes the whole computer crash! Anyone else have this
>experience?
>
>What can be done to "fix" this problem as it seems to happen with
>any .TTP program. It starts up like it should (i.e. gives the correct
>messages on the screen etc.) then I get a "fatal error" (or whatever it
>says) in MagiCMac asking me if I want to reboot etc.
>At that point I'm unable to do anything -the computer doesn't respond at
>all, so I have to reboot the whole system.
>
>
>Hallvard
>--
>Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.crosswinds.net/~notator/>

3158. Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 01:03:15 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <npXn6.70$IY1.20713@newsfeed.intelenet.net>
Source record: 49341

I have recorded a sample "radio ad" for Atari. I'm going to save it to floppy and submit it to Infogrammes in a few days. Here's to hoping they like it and decide to do something positive with my ideas/suggestions.

Naturally, I relinquished all ownership of contents, in the letter, just in case they have a "no outside submissions accepted" policy, which would probably kill the letter before they even listened to the audio file!

If anyone wants to hear the 30+ second spot I recorded, just ask. I'll Email it to you. It's about 800K in size. It sounds pretty bad (audio quality-wise), but I think it really expresses the excitement I think Atari's revival could bring to the masses...

Jared

3159. Re: Re: God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 06:55:41 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <3k31at0nviequ7cm2qu7eu4hmnisk563o1@4ax.com>
Source record: 49342

On Thu, 01 Mar 2001 22:07:53 GMT, "Mark Bedingfield"
<mark@baypc.com.au> drooled an embarassing wet spot in his lap as he
typed:

>Being an atheist, I would have to say good on mother nature, just shows even
>bill can't tame the elements...

Give it time. Microsoft Weather(tm) isn't too far behind Microsoft
World(tm) 2002. Here's a sneak peak at the latest builds:

Microsoft World(tm) 2002 Beta 1051 Whatsnew.txt:

- Fixed earth's rotation. Now adheres to IEEE 144.2 spec. Days now
32 hours long.
- Fixed sun bluescreens. No more "midnight at noon!"
- Isolated cause of polar ice caps melting, and adjusted earth's axis
to 22 degrees from 11. Oopsie! Sorry Northern Canada! Microsoft
Global Disaster Recovery Kit(tm) will clean that right up.
- Fixed Australia's Koala decimation problem. They eat _eucaliptus_
leaves! Oops. Microsoft Wildlife Genome Kit(tm) will fix that right
up.
- Still working on that whole continental drift problem. Meanwhile,
just consider how much you'll save on air fare travelling from
Greenland to Europe!
- Moon's perigee fixed. Satellite will no longer "buzz" South Africa.
- Partially implemented Aurora Borealis and Aurora Australis. Folks
in northern and southern parts will have to settle for luminous Tartan
patterns for now.
- Land masses now "skinnable"
- O-Zone holes patched with temporary plasma "toupees." Microsoft
Radiation Treatment(tm) should go gold before the exposure burns
become fatal.
- Miscellaneous bug fixes.

Microsoft Weather(tm) Alpha 0002 internal development team memo:

- Completed work on preliminary tornado development. Took out a team
of storm chasers and a cow. We're live, baby!
- Tides now respond to lunar position, but we're still experiencing
enormous tidal waves off the coasts of Ouahu and Fiji. Microsoft
Evacuation(tm) beta tested with limited success.
- Cumulous, Cumulonimbus, Stratonimbus and Cirrus clouds implemented.
We're still working out why they're coming out green.
- Weather cycles partially implemented. Evaporation works, but the
water just comes right back down. We'll proabably have to finish the
cloud routines before this works right.

- Rain works -- sort of. We're working on a way to get the routines
to differentiate water from sewage reclamation vats.
- Wind patterns implemented, but erratic and intense. The Bay area of
San Francisco has been blown clear across to San Bernadino. Oops.

As you can see, lots of Microsoft-style progress here. :-)

>
>Mark
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

3160. Free stuff for GFA BASIC!

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 12:06:26 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103030357210.17073-100000@shell.pacifier.com>
Source record: 49343

I have some GFA BASIC stuff. Free to someone who wants to pick it up (503)
area code or you can E-Mail me at atari@pacifier.com or call (503)256-9974

==Thanx==
===Ben===

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3161. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 12:10:22 UTC
From: sidcelery@cix.co.uk
Message-ID: <97qmve$8k1$1@plutonium.compulink.co.uk>
Source record: 49347

On 24 Feb 2001 16:47:00 , Derryck Croker wrote:
>From: Steve Sweet <steve_sweet@madasafish.com>
>>> I never had the chance to get in on the BBS days, but what is it.
>>> I've seen screen shots of things like Fortress.
>> Back when you were in nappies the Fortress was the place to be,
>> You missed an era...
>> I'm off to swap war stories with Derryck.
>
> These young whippersnappers! ;-)

What are you on about with these Semper Octopus BBS's? NeST was always
far too modern for me...

Now, Miccy BBS's... B^))

rgds
H

3162. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 12:10:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <97qmvg$8k1$2@plutonium.compulink.co.uk>
Source record: 49344

On 24 Feb 2001 01:28:10 , Steve Sweet wrote:
>Hi Lyndon
>> I've partitioned it now so I ain't turning back until next time I
>> move up to a larger HD.
> Other bullshit phrases include.
>
> The cheques in the post
> Of course youre the first,
> I wouldnt dream of doing it with someone else,
> I promise i wont...

I'm from Atari and I'm here to help you... (and support your platform!)

rgds
H

3163. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 12:10:26 UTC
From: sidcelery@cix.co.uk
Message-ID: <97qmvi$8k1$3@plutonium.compulink.co.uk>
Source record: 49349

On 22 Feb 2001 20:18:22 , Steve Sweet wrote:
>> That was a very good effort for you, Steve. <g>
> Celery you tart!!!, i think i love you!!.. :-)

I know it's true, but I still haven't called...

> Care to share a sheep with me. :-)

Find your own bloody sheep!

rgds
H

3164. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 12:10:28 UTC
From: sidcelery@cix.co.uk
Message-ID: <97qmvk$8k1$4@plutonium.compulink.co.uk>
Source record: 49346

On 23 Feb 2001 15:58:52 , Derryck Croker wrote:
> I have to say that the misuse of apostrophes is one of my pet
> annoyances - there's absolutely no excuse for getting it wrong.
>
> Apostrophes are rare and should be sprinkled carefully.

Thats' what Iv'e alway's thought too %^X

rgds
H

3165. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 12:10:32 UTC
From: sidcelery@cix.co.uk
Message-ID: <97qmvo$8k1$5@plutonium.compulink.co.uk>
Source record: 49345

On 25 Feb 2001 01:18:05 , Henk Robbers wrote:
> Martin \"Nightowl\" Byttebier wrote:
>> I really don't get it why people are so struggling with tar and
>> gzip. It's all explained in the docs. It's just a matter of RTFM.
>> Are people so spoiled now with all these setup prg that do the
>> work for them that they can't perform a basic task anymore?

The generalised answer, of course, is yes...

> Sorry Martin, we are not all like you.
> I typed my first commandline in 1976. On a mainframe running a OS
> that was immensely more sophisticated than Unix. Nevertheless I
> was bored immediately. Before that I punched my commands in cards.
> Once punched, these cards could be used over and over again.

Cards - didn't you just love 'em!

> I left the pro scene in 1883.

Wow! B^)

> When I discovered ATARI ST and its GUI in 1987 I promised myself
> never to type a commandline ever again. If a program isnt GEM, it
> is not for me.
>
> Computers are invented to be convenient to their users, not the
> other way around. The text IO approach of Unix is intented to be
> used by operators. Modern home computer users are not operators. I
> am not a operator.
>
> Programmers holding on to text IO, are not skilled enough, or just
> too lazy.

I'm sure you're exagerating. I'm only a glorified user, but the only
benefit of a windows environment is to be able to select from the
total range of options easily. Once I know the options available I
would hate to be grabbing for a mouse all the time. Everything would
take 10 times as long.

I seek out keyboard entry in preference to the mouse every chance I get.

rgds
H

3166. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 12:10:37 UTC
From: sidcelery@cix.co.uk
Message-ID: <97qmvt$8k1$6@plutonium.compulink.co.uk>
Source record: 49348

```
On 24 Feb 2001 01:06:38 , Steve Sweet wrote:
>> Some improvement has been made here by changing the MSS to 1484 in
>> Sting's default.cfg and MTU to 1524 in the Dialer. The latter of
>> which I accidently found was changed by my ISP from 1500. A
>> difference of 40 as recommended by Ronald Andersson.
> John, You mentioned your isp using an mtu of 1500 and then
> mentioned a difference of 40, are you saying that for an isp stated
> MTU of 1500 that 1540 should be used?.

If MTU is 1500 then MSS ought to be 40 less. However, MSS is no longer
necessary since STiK v1.10.

> To all..
>
> Is there anyone present who knows what these various config options
> do and can recommend a method of tweaking them to optimum, or how
> to obtain the information neccessary.

I've found some info from Peter Rottengatter and Charles Silver in a
very old message from someone named Derryck Croker <g>. Also, I've
found this old thing from Joe Connor that may be of some use.

==========
atari.st/2comms #1642, from jconnor, 2201 chars, Mar 1 02:57 93
----------
Here's my latest commented CFG file which might shed light on something if
you're lucky! Good luck...

# STik configuration file, edit to your own requirements
#=============================================================================
# Lines preceded with a # are ignored
#
ALLOCMEM = 250000
# Memory to be reserved. This is for ALL of TCP's internal memory
# requirements, except the space to store the config file.
# This includes all input queues, output queues, DNS cache, etc...
# It must be large enough to cope, plus a bit extra for luck :-)
# If unset, defaults to 50000 bytes.
#
SERIALPORT = Modem 1
# Under MagiC Mac setting Modem 2 gets reset to Modem 1
CDVALID = FALSE
# Must be set to FALSE under MagiC Mac, dunno why!
DIALFILE = DIAL.SCR
CLIENT_IP = 194.153.11.208
#
```

```
PROTOCOL =0
# 0=SLIP, 1=CSLIP
TTL = 64
# TTL = Time To Live
PING_TTL = 255
# PING_TTL = Ping Time To Live
MTU = 1500
# MTU/MSS of 576/536 not very good
# MTU = Maximum Transfer Unit
#MSS = 1460
# MSS = Maximum Segment Size
# MSS variable removed from STiK v1.10
#PKT_SIZE = 2048 was 1500, no longer used
#DFB_SIZE = 1024
# DFB_SIZE = Defragmentation buffer size
# DFB_SIZE should *never* be less than 580
# DFB_SIZE variable removed from STIK v1.10

RCV_WND = 4096
# RCV_WND = 2000
# RCV_WND = Receive window, should be between 2-3 times bigger than MTU, can
# be more but is probably wasted.
UP_RESPONSE = 2
# Apparently only used by the original IRC.TOS, otherwise not needed.
#

Joe

HTH

rgds
H
```

3167. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 14:38:33 UTC
From: bindon@madasafish.com
Message-ID: <ta20f9g736fi96@corp.supernews.com>
Source record: 49354

On 3 Mar 2001 01:03:15 G, "Jared Falvo" wrote:
>I have recorded a sample "radio ad" for Atari. I'm going to save it to
>floppy and submit it to Infogrammes in a few days. Here's to hoping they
>like it and decide to do something positive with my ideas/suggestions.
>
>Naturally, I relinquished all ownership of contents, in the letter, just in
>case they have a "no outside submissions accepted" policy, which would
>probably kill the letter before they even listened to the audio file!
>
>If anyone wants to hear the 30+ second spot I recorded, just ask. I'll
>Email it to you. It's about 800K in size. It sounds pretty bad (audio
>quality-wise), but I think it really expresses the excitement I think
>Atari's revival could bring to the masses...

Send it too bindon@madasafish.com please.

I don't think Infrogrammes will care about it though. What do you
hope they will do if they hear it?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3168. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 15:16:30 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <iV7o6.106$lY1.26210@newsfeed.intelenet.net>
Source record: 49355

...that people would be excited about knowing that Atari, as a product manufacturer, (not just a software brandname) is back. Trust me, as bad as it sounds (audio-wise), I gave myself a chills just listening to it.

Try to be open-minded when you hear it. Try to believe that you're actually hearing this on the radio and then tell me... did you get excited?

If Infogrammes was willing to spend multipled millions (and a few millions more than Hasbro spent) on Atari (or the whole kin-n-kaboodle, including Atari), then they must have plans for success for this purchase. All I'm trying to do is help them SEE that potential for future revenues (through Atari) from people like us willing to buy a new Atari computer system and game system, based on more pwoerful hardware than ever before (on an Atari, that is).

Jared

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:ta20f9g736fi96@corp.supernews.com...
> Send it too bindon@madasafish.com please.
>
> I don't think Infrogrammes will care about it though. What do you
> hope they will do if they hear it?
>
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

3169. 1 Meg.30 Pin Sims for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 15:18:04 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3AA10B2C.8AF8164A@cyberpeeps.freeserve.co.uk>
Source record: 49356

Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
U.K.Postage.
1 Meg. 30 Pin Sims for Atari ST & STE .Printer ribbons ï¿½3.
Also as apace is needed I am forced to sell allot of software and
hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
silly prices. Prices start at 30p. Look at my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.

3170. Software from 30p

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 15:23:28 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3AA10C6F.66033122@cyberpeeps.freeserve.co.uk>
Source record: 49357

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

3171. 4 Meg.printer memory £6

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 15:27:56 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3AA10D7B.CB040275@cyberpeeps.freeserve.co.uk>
Source record: 49358

Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
U.K.Postage.
Printer ribbons ï¿½3.
Also as apace is needed I am forced to sell allot of software and
hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
silly prices. Prices start at 30p. Look at my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.

3172. Re: GEM Script

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 17:15:44 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <3aa126c0.0@energise.enta.net>
Source record: 49359

On 26 Feb 2001 19:30:54 , Steve Sweet wrote:
>Hi Djorde
>
>>>In order to do this, the application *must* be a GemScript client,
>>>since STIK isn't, the above can't be accomplished. CAB however like
>>>most ASH software is a GemScript client...
>
>>By the way, were not there programs (accessories, in fact) that allowed
>>ANY program to be controlled? GEM provides the mechanism, AFAIK. Can
>>someone point to such an accessory?
>
>I'm not really sure i understand your point here, but just in case.
>
>If a program has a menu bar then it allows some integration with
>Scripter, GEMscript, utilising a tool called KPLAY, can select menu
>options and press dialouge buttons as required.
>
>Using Jinnee, you can also 'record' a sequence of events and save it as a
>GEMscript for later playback, so even if the APP your using is totaly
>GEMscript ignorant you may still be able to integrate it into you plans.
>
>

I seem to be missing several of the posts in reply to my
original question. I assume that this is a problem with my isp.

So I have lost the thread here :-)

Peter

>--
>
>eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |

```
| uk is a noise made by apes. |
 -------------------------------------------------------------------------
```

3173. vente falcon

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 17:44:16 UTC
From: Michel FREROTTE <michel.frerotte@village.uunet.be>
Message-ID: <3AA12D70.EDC89539@village.uunet.be>
Source record: 49360
Body handling: Binary attachment payload not displayed: michel.frerotte.vcf

```
vends Falcon ï¿½quipï¿½ avec CT2, HD 1Go interne et modif audio - 32 Mo RAM
450 EUROS
+ cable Scsi. Merci

[One or more binary attachments are retained only in the source text.]
```

3174. Re: God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 17:59:19 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3aa130f7$0$8833@news.zetnet.co.uk>
Source record: 49361

O.K. - so it's a bit off topic talking about Bill Gates, but I thought some of you might enjoy the following, which was e-mailed to me the other day:

At a recent computer expo (COMDEX), Bill Gates reportedly compared the computer industry with the auto industry and stated "If GM had kept up with the technology like the computer industry has, we would all be driving $25.00 cars that got 1,000 miles to the gallon."

In response to Bill's comments, General Motors issued a press release stating: "If GM had developed technology like Microsoft we would all be driving cars with the following characteristics:

1. For no reason whatsoever, your car would crash twice a day.

2. Every time they repainted the lines in the road, you would have to buy a new car.

3. Occasionally your car would die on the freeway for no reason you would have to pull over to the side of the road, close all of the windows, shut off the car, restart it, and reopen the windows before you could continue. For some reason you would simply accept this.

4. Occasionally, executing a manoeuvre such as a left turn would cause your car to shut down and refuse to restart, in which case you would have to reinstall the engine.

5. Only one person at a time could use the car unless you bought "CarNT" but then you would have to buy more seats.

6. Macintosh would make a car that was powered by the sun, was reliable, five times as fast and twice as easy to drive but would only run on five percent of the roads.

7. The oil, water temperature, and alternator warning lights would all be replaced by a single "General Protection Fault" warning light.

8. New seats would force everyone to have the same sized butt.

9. The airbag system would ask "are you sure?" before deploying.

10. Occasionally, for no reason whatsoever, your car would lock you out and refuse to let you in until you simultaneously lifted the door handle, turned the key and grabbed hold of the radio antenna.

11. GM would require all car buyers to also purchase a deluxe set of Rand McNally road maps (Now a GM subsidiary), even though they neither need nor want them. Attempting to delete this option would immediately cause the cars

performance to diminish by 50% or more. Moreover, GM would become a target for investigation by the Justice Dept.

12. Every time GM introduced a new car, car buyers would have to learn to drive all over again because none of the controls would operate in the same manner as the old car.

Cheers

Paul

3175. Wanted: Ultima 4 and 5 for Atari ST cash or trade (boxed complete only)

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 19:03:29 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9848bt$lu1$1@nnrp2.phx.gblx.net>
Source record: 49226

I am trying to collect all the Ultimas for the Atari ST, so far I have been fortunate enough to find the hardest ones, 2 and 6 (actually have 2 6's) , and recently found Ultima 3 which should arrive soon. If anyone has Ultima 4 or 5, complete in box, for Atari ST, I will pay either $25 cash for each one or trade my extra Ultima 6 in a box for one of them.

If you have these 2 games and have other ideas for cash or trade deals let me know and we can work something out. I collect for every system from Fairchild Channel F to Atari Falcon 030 and I am sure to have at least some of the things on your want list. I have over a $15,000 collection.

I do not need everything to be in perfect condition, a little box wear is OK, I just want it to look descent, and not smooshed or creased badly or anything.

3176. Re: Atari and Midi help please?

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 20:05:26 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <97ri8shud1@news8.svr.pol.co.uk>
Source record: 49362

Les Dodman <ldodman@home.com> wrote in message news:3a9d1d39.1256950@news...
> I have an Atari 520 ST, single sided floppy (I think) which I upgraded
> many years ago to 1Mb of RAM, I have a 40 Mb hard drive and DOS
> emulator. I haven't used the Atari in a long time.
>
> My son is now very heavy into music, plays quitar. What is it I need
> (hardware and software) for the Atari to take andvantage of it's MIDI
> ports? Is it possible to attach the quitars and/or keyboard to the
> computer and enter quitar/keyboard music tracks etc, can the
> computer play the quitars? Is there a speaker/amplifire system
> available for this system? What kind of amplifier speaker system would
> it require?

Don't see how the computer can play a guitar. Provided the keyboard
has MIDI you just need a pair of MIDI leads and a sequencer program
You can then use the ST to record etc.

>
> I understand that Cubase and Notator are the sequencers of choice, is
> there any freeware, shareware that comes close to this? What is really
> needed software wise?
>

I don't think any shareware comes close to this. I used to use the COSH
sequencer
which was freeware. You should be able to download easily. There were
various other sequencers available on cover disks. Sequencer-1 seems
to be of note.

>
> I am now using a PC, what is the best way to download to a disk so the
> Atari can read the disk, I can't remember anymore?
>

If you have double sided drive the ST can read PC formatted 720K disks.
Anybody know if ST emulators like WINSTON and Gemulator will
read and write single sided floppies? I would think they should.

> Is it possible to pick up any of the stuff I need in the Toronto,
> Ontario Canada region?
>

I would think so. Any good music shop should gave midi leads.
You main problem is that if you want to print scores
the ST is limiting. You really need a hi-res mono monitor
to do decent score work. You may also find it hard to

get a printer that works with the program you want to use
in a decent resolution.

> thanks in advance.............
>
>
> Les Dodman
> ldodman@home.com

3177. Re: Where can I find "Acopy"?

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 20:18:45 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <97rjhs$v97$1@news5.svr.pol.co.uk>
Source record: 49363

These are analogue copiers.
They work by taking the "data out" from one drive and gating it to the "data in" on another.
To make the copy they need to get both drives spinning at the same speed and "in phase"
That is the "Index Mark" which marks the start of the track should pass the head at the same time.

There are two (at least) types of disk these won't copy. Physically Damaged, where a physical defect in the
disk is made, and ones where the last sector on the track overlaps the end of track.

Hallvard Tangeraas <northstar2010@yahoo.no> wrote in message news:1epgsha.162m8801s3lih0N%northstar2010@yahoo.no...
> Lyndon Amsdon <bindon@madasafish.com> wrote:
>
> > On 26 Feb 2001 02:13:39 , "Mark Bedingfield" wrote:
> >
> > >IIRC Acopy was banned because it was naughty;-). Could copy alot of
> > >commercial disk's. I thort blitz was a sector copier?
> >
> > I always assumed the Blitz was just a mighty fast disk copier and
> > nothing else.
>
> Apparently Blitz and Synchro express hardware/software allows you to
> copy many (all?) protected floppy disks.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

3178. Re: God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 23:09:38 UTC
From: bindon@madasafish.com
Message-ID: <ta2udiho7i44a5@corp.supernews.com>
Source record: 49364

On 3 Mar 2001 17:59:19 G, Paul Williamson wrote:

Hi,

LOL

Is that really true?

>O.K. - so it's a bit off topic talking about Bill Gates, but I thought
>some of you might enjoy the following, which was e-mailed to me the
>other day:
>
>
>At a recent computer expo (COMDEX), Bill Gates reportedly compared the
>computer industry with the auto industry and stated "If GM had kept up with
>the technology like the computer industry has, we would all be driving
>$25.00 cars that got 1,000 miles to the gallon."

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3179. Commodore & Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2001-03-03 23:59:06 UTC
From: NOSPAM.black@gco.apana.org.au
Message-ID: <521333034@p1.f360.n634.z3.fidonet.org>
Source record: 49365

> Whilst reliving childhood traumas, O_v spied Lance Lyon's
> 27 Feb 2001
> message...

>> telnet://commodore.thebbs.org

> Heh! I tried it and got a "BUSY".

> Ah, the good old days...

I *have* been expanding the number of nodes..... <grin>

Cheers,

Lance

> -----= Posted via Newsfeeds.Com, Uncensored Usenet News
> =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in
> the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers!
> =-----

> --- SoupGate-DOS v1.05
> * Origin: Commodore Connect BBS +61-3-6259-7013
> (3:713/910.128)

3180. WTB: Atari 520STF or 1040STF/M

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 00:44:08 UTC
From: Piozet <piozet@ihot.com>
Message-ID: <3aa18f78@news.ihot.com>
Source record: 49366

Hi,

Looking to buy a working Atari 520STF, 1040STF or 1040STFM.
Please let me know condition, price and location.

Thanks in advance!

-Steven

3181. Re: God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 01:57:31 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <GVHXDOJLEao6Ewxr@lovecraft.demon.co.uk>
Source record: 49368

Once upon a time <3k31at0nviequ7cm2qu7eu4hmnisk563o1@4ax.com>, Mindfield
<mindfield@badgers.emulationnet.com> grabbed chalk and scrawled:

>As you can see, lots of Microsoft-style progress here. :-)

You've got that 'Bill Gates' laptop' book too, huh?

(though that's an original bit of writing, it's in a very similar style,
so if you /haven't/ got it, I'd get onto the publishers for inclusion in
a later edition ;)).

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

3182. Re: Atari and Midi help please?

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 02:03:44 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <NI1VvaJAKao6Ewy3@lovecraft.demon.co.uk>
Source record: 49367

Once upon a time <3a9d1d39.1256950@news>, Les Dodman <ldodman@home.com>
grabbed chalk and scrawled:
>I have an Atari 520 ST, single sided floppy (I think) which I upgraded
>many years ago to 1Mb of RAM, I have a 40 Mb hard drive and DOS
>emulator. I haven't used the Atari in a long time.
>
>My son is now very heavy into music, plays quitar. What is it I need
>(hardware and software) for the Atari to take andvantage of it's MIDI
>ports? Is it possible to attach the quitars and/or keyboard to the
>computer and enter quitar/keyboard music tracks etc, can the
>computer play the quitars? Is there a speaker/amplifire system
>available for this system? What kind of amplifier speaker system would
>it require?

Okay, the Atari can do everything you want to do using MIDI apart from
'play' the guitar.

However, a close approximation can be accomplished by using a MIDI
guitar system. These vary from the dire (Casio DG-20) to the wonderful
(Roland's VG system) - and usually take the form of a computer/sound
module that interprets the frequencies you're playing and makes them
into notes. It's an expensive thing for a hobbyist (except for the DG20,
but that senses pressure on the fretboard and basically sucks as a
guitar, and sounds /horrible/ as a synth).

The Atari will play MIDI back into a sound module or synth. For guitar
parts, you find something that sounds appropriate, or you could just
record /everything/ using MIDI, but then re-record without the guitar
section and play that bit live when putting stuff onto tape.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

3183. Re: GT Look2

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 02:07:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983675278-42807AEicMi@gmx.net>
Source record: 49371

From: rking@zetnet.co.uk (Bob King)
Date: 28 Feb 2001 22:28:29 GMT

>When I had a look at the coding for GTLook 2 whilst translating it
>into rough english, I noticed embedded RSC coding for DAPrint, but
>not Optimiser or Photocopier. I think that the gTLook that has been
>made PD was the first try by DA and that they intended to develop it
>later to enable the within program printing,
A long time ago when I bought the commercial version of GT Look 2, it came
with a progran called GT Scan 3.0, using this program turns the scanner into
a photocopier, it's supposed to work with a Atari Laser printer or EPSON GQ
laser printer. I''ve never owned one of these so I have no idea how good it
is and what it offers. Since it's been written in 1993 I think it only can do
black&white and perhaps grey levels...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3184. Re: noSoftware desktop

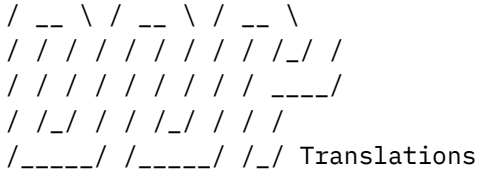
Newsgroup: comp.sys.atari.st
Date: 2001-03-04 02:08:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983675272-41692AEicMi@gmx.net>
Source record: 49373

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 26 Feb 2001 22:46:20 -0000

>Is it still being developed? It'll be really nice if someone could
>help them out with the Falcon problem.
>All the other software drivers for scanners, or even HD's, work fine
>on all the ST/TT/Falcon range, so why not on this particular driver.
>Must be something quite simple I would guess.
No, unfortunately not. The author has left our platform since years. The last
version of the program was written in 1993, and in the docs the author can't
guarantee the program would work on a Falcon because it has a different SCSI
mapping then the TT (whatever that means...). Since a Falcon was pretty rare
in 1993 I suppose he couldn't check it out.
AFAIK the only Epson scanner driver that works on a Falcon is GT-Look...

I have two more Epson GT scanner drivers here, but these are both commercial
and I haven't got a clue if they work on a Falcon... one is a German app
called ScanDesign and comes with a Epson GDPS driver written by TMS software,
the other app Studio Scan comes from France and was released by EuroSoft.
If anyone here knows how to get in touch with the authors, let me know so I
can try talking them into releasing the drivers as freeware...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3185. Re: GT Look2

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 02:10:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983675274-42291AEicMi@gmx.net>
Source record: 49369

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 28 Feb 2001 20:37:43 GMT

>The article in the Mag (Aug 1995) also lists the compatible Epson GT
>scanners available at the time, eg 6500, 8500 and 9000 - these were listed
>as having Parallel and/or SCSI ports. I have found some newer scanners
>for sale (with SCSI and/or Parallel) and wondered which are the better
>models to go for ie that stand a chance of working with GTLook (in the
>absence of any other suitable software?
Every Epson scanner build since 1987 that has a SCSI interface will work with the GT Look and Epson GDPS drivers including the Perfection 1200 (which I've got) and the new Perfection 1640.
Forget about the scanners with parallel interface, they need a custom build interface which isn't available anymore and are "veeeery" slow. There's not really " a better" model, some are build to withstand worldwar III (9500) and some seem to flimsy build (5000), but softwarewise they all work equally well.

>As ever any more information would be gratefully received!
See my other posting on this subject.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3186. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 02:24:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983675280-43304AEicMi@gmx.net>
Source record: 49370

From: "Mark" <mark@recycledsteel.co.uk>
Date: Fri, 2 Mar 2001 15:20:06 -0000

>As mentioned when the HD boots it only sees that drive, to boot from another
>drive I would then have the press the relevant drive letter key, right? But
>for that to work I imagine it would need to see the others drives at boot?
>
>Any quick thoughts? as mentioned I do not want to spend much time on this as
>I will be doing it again soon.
Since MagiC and MiNT both need to be booted from the Auto folder, the easiest solution is using a boot manager like Xboot. Create three setups (TOS, MagiC and MiNT), and point the config files of MiNT to the SyQuest disk where you put all the relevant files...
A boot manager is one of the essential utilities. Once you've got it running and are used to it you'll never want to be without it again. (a bit like a woman really...) <grin>

Cheers from belgium
Dennis

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3187. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 02:41:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983675282-43812AEicMi@gmx.net>
Source record: 49372

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Tue, 27 Feb 2001 21:30:32 +0100 (MET)

>The weirdest thing about MagiC is that one have to remap the keyboard. With
>keytbls is rather easy but nevertheless one have to add stuff and so in
>order to get MagiC running properly.
Hm... I can see your point however it depends from where you bought MagiC. If
it's a German version it will come with a German keyboard layout, the French
and English versions come with suitable layouts...

Remapping the keyboard is as simple as replacing the keyboard file in the
extension folder with a suitable one, there's no need to change anything in
the config file...

Cheers from Belgium
Dennis
--

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```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3188. Re: Comm terms

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 03:14:11 UTC
From: sidcelery@cix.co.uk
Message-ID: <97sbu3lbu1@plutonium.compulink.co.uk>
Source record: 49375

On 27 Feb 2001 19:17:30 , xlator@cix.compulink.co.uk wrote:
> I said:
>> sidcelery@cix.co.uk said:
>>> What's wrong with at&v1h0&c1z ? It seems to work when I try it
>>> offline...
>> Thanks - I'll try it and see, then report back.
> It worked, Harry! Many thanks. Not quite sure what the original
> 'h0&c1z' does - presumably reset the modem to stored settings? Is
> this really necessary, or would just the 'z' do?

atz is probably enough, but at one time I was getting delays in the hangup process on CiX, so I implemented these commands in the hope that it would speed things up. As you know, with the method of billing used by CiX, the speeds I was connecting at and the size of the mail packets I had, it was possible to just slip over into the next minute and get billed double the amount per connection.

Below are the meanings of H0 and &C1 to explain why I chose them.

H - Hook Command Options

The H command provides control over the line relay. Its most common use is with the H0 option to initiate the Hangup Process and place the modem on hook. H1 takes the modem off hook.

H0 Execute the Hangup process if in the "on-line" command state or the local analog loopback and analog loopback self-test conditions.
H1 Go off hook; do not execute the Handshake Process.
H2 Operate line relay only (applies to certain Smartmodem 1200 products).

&C - Data Carrier Detect Options

The &C command determines how the state of the DCD lead relates to the carrier from the distant end. The command will take effect immediately when issued. The behavior patterns for DCD depend on the specific &C and &Q commands in effect. Also, DCD patterns depend on whether on-line operation is half or full duplex. Finally, if &Q5 is in effect, DCD behavior depends on whether S10=255 or S10<255. DCD circuit operation is according to the descriptions below.

DCD Behaviors for Full-Duplex DCD Behaviors for Half-Duplex
Operation Operation

&C0 &C1 &C2 &C0 &C1 &C2
&QO A B D &Q1 E C C
&Q1 B B B &Q2 E C C
&Q2 B B B &Q3 E C C
&Q3 B B B &Q4 E C C
&Q4 B B B &Q5 A E A
&Q5 A E A &Q5 A C F
&Q6 A B D S10=255
&Q5 A B D
S10=255

See Legends that follow for explanation of table entries A-F.

Table Legend:

A The DCD circuit is ON at all times.

B DCD=0 in idle; DCD tracks carrier in On-Line State with S9

The DCD circuit is OFF while the connection attempt is being made. It goes ON immediately after the CONNECT result code is issued, and goes OFF immediately after loss of remote carrier. If the remote carrier is restored and the S9 (carrier detect response time) delay is completed before the S10 (lost carrier to hang-up) delay expires, then hang-up is avoided and the DCD circuit goes ON again as the modem goes on-line. Otherwise, DCD remains OFF during the hang-up process prior to the result code message. If S10=255, hangup will not occur unless initiated by the DTE.

C DCD=0 in idle; DCD tracks carrier in On-Line State without S9

The DCD circuit is OFF when the modem is idle. It goes ON immediately after the CONNECT result code is issued, and goes OFF immediately after loss of remote carrier. If the remote carrier is restored, then DCD will go ON regardless of the S9 value in effect.

D DCD=1 in idle; DCD tracks in On-Line with S

The DCD circuit is normally ON when the modem is idle, and it is ON while the remote carrier is present and the modem is on-line. The signal goes OFF immediately after loss of remote carrier. If the remote carrier is restored, then DCD will go ON again regardless of S9. If the Hangup Process is initiated by the DTE using DTR or issuing ATH<CR> from the on-line state, then DCD will return ON just prior to the modem issuing the OK result code. If S10<255 (lost carrier to hang-up delay) and a timeout equal to S10 expires before the remote carrier is restored, then the hang-up process begins during which DCD=0.

DCD will return ON again just prior to the issue of the NO CARRIER result code. If the remote carrier is restored and the S9 delay is completed before the S10 delay expires; then the modem does not

hangup, and DCD will go ON again when the modem returns on-line.

E DCD=0 in idle; DCD=1 in On-Line State (no tracking)

The DCD circuit is OFF when the modem is idle in the command state. DCD goes ON immediately after the CONNECT result code is issued, and it goes OFF when the modem begins the hangup process. DCD does not track the presence of remote carrier energy.

F DCD=1 in idle; DCD tracks in On-Line without S9

This behavior pattern is associated only with (&C2, &Q5, S10=255, half duplex), and it only occurs at 4800 and 9600 bps when Express 96 is in effect (Hayes proprietary V.32 half-duplex operation (Ping Pong)). The DCD circuit is normally ON when the modem is operating in half duplex and idle in the command state, and it is ON while the remote carrier is present in the on-line state. It goes OFF approximately 3 seconds after loss of remote carrier. If the remote carrier is restored, then DCD will go ON again (regardless of S9). If the hangup process is initiated by the DTE using DTR or escaping to command state and issuing ATH<CR> when on-line, DCD will return ON just prior to the modem issuing the OK result code. The modem will not begin the hangup process if S10=255.
---

rgds
H

3189. Re: Re: God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 03:14:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <97sbuhlbu2@plutonium.compulink.co.uk>
Source record: 49374

On 3 Mar 2001 06:55:41 G, Mindfield wrote:
> On Thu, 01 Mar 2001 22:07:53 GMT, "Mark Bedingfield"
> <mark@baypc.com.au> drooled an embarassing wet spot in his lap as
> he typed:
>
>> Being an atheist, I would have to say good on mother nature, just
>> shows even bill can't tame the elements...
>
> Give it time. Microsoft Weather(tm) isn't too far behind Microsoft
> World(tm) 2002. Here's a sneak peak at the latest builds:
>
> Microsoft World(tm) 2002 Beta 1051 Whatsnew.txt:
> ...
> As you can see, lots of Microsoft-style progress here. :-)

It's important to understand how the development process works, so I'm providing a long post of the kind of feedback that has taken place on this project in previous versions.

I can also reveal a picture of the hardware platform that will run this software. Please do not divulge outside this newsgroup because it is subject to a very strict NDA.

==========
noticeboard/6postcards #222, from andwat, 220 chars, Feb 13 07:48 96

Puce Sky
As I look out my window at 17:15 the sky is a disgusting shade of pink.
I havn't seen this colour since my last monitor started to fail.
can someone please adjust the atmosphere.

Andrew Watkins /~newland/

==========
mail/messages #1720, from simong, 387 chars, Thu, 15 Feb 96 00:44 GMT

From: simong@cix.compulink.co.uk (Simon Greenwood)
Subject: Re:Puce Sky
To: andwat@cix.compulink.co.uk

The sky has just been upgraded to Windows95, but with an obscure driver.
The new driver has been sought and should have been installed by the time you read this.

Simon
Sysadmin, Universe Systems

==========
mail/messages #1722, from andwat, 709 chars, Thu, 15 Feb 96 13:19 GMT
Comment to 1720.

From: andwat@cix.compulink.co.uk (Andrew Watkins)
Subject: Re:Puce Sky
To: simong@cix.compulink.co.uk

To Simon at Universe Systems
Thanks for the sky upgrade, the colour seems to be correct now, however I seem to have lost the sun. This was a bright yellow circular object that moved across the sky from time to time, bringing extra light and warmth. I was fairly sure that it was part of the operating system and not just an add-on.

Also can you confirm that LeavesTM. will be available by the end of March?

Andrew Watkins /~newland/

==========
mail/messages #1723, from simong, 544 chars, Thu, 15 Feb 96 16:26 GMT
Comment to 1722.

From: simong@cix.compulink.co.uk (Simon Greenwood)
Subject: Re:Puce Sky
To: andwat@cix.compulink.co.uk

Andrew -

Rather than upgrade the sun, we thought we'd redefine the moon. We're currently beta-testing UniverSys Orb(TM) as a one stop replacement for all your natural light needs. UniversSys Spring(TM) is in pre-release and will be rolled out in mid-March. Thank you for using UniverSys Products!

Simon

==========
mail/messages #1725, from andwat, 1570 chars, Fri, 16 Feb 96 08:44 GMT
Comment to 1723.

From: andwat@cix.compulink.co.uk (Andrew Watkins)
Subject: Re:Puce Sky
To: simong@cix.compulink.co.uk

Simon,
Whilst I am looking forward to the exciting features of Spring 96, I am still a little uncertain about some key points.

1) Will Spring '96(TM) really contain new features such as Leaves, Flowers, Lambs etc. or will it just be the same as Winter '95 with a few colour changes.

2) Can you confirm that all Frosts will have been removed by the end of the beta period.

3) I only have a 5metre garden, will this be sufficient to be able to run Spring'96(TM).

4) Will this be a genuine UK Spring or an imported US one ?

BTW I still have a few complaints about this Winter. It only snowed here twice, but when it did it brought the whole country to a standstill. The snow was so dry that when I tried to build a Snowman. (as pictured on your 'Christmas Card' Brochure) it simply fell into a heap.

I am beginning to think that four major climate upgrades a year is beyond UniverSys' capabilities. Seasons have been steadily arriving later and later since the 16th Century, The Thames never freezes now. and I have staff continually asking why they cant go back to 1968, 1976 or some other 'good' year.

Be aware that you are not the only supplier of climate and that my company is seriously considering moving out of the temperate region altogether.

Andrew Watkins /~newland/

==========
mail/messages #1728, from simong, 3955 chars, Fri, 16 Feb 96 15:48 GMT
Comment to 1725.

From: simong@cix.compulink.co.uk (Simon Greenwood)
Subject: Re:Puce Sky
To: andwat@cix.compulink.co.uk

Andrew -

Thank you for your enquiry about UniverSys products. I am pleased to answer your queries.

> 1) Will Spring '96(TM) really contain new features such as Leaves,
> Flowers, Lambs etc. or will it just be the same as Winter '95 with a
> few colour changes.

We have extensively reviewed Spring'96(TM) and are pleased to announce full backwards compatability with previous releases of UniverSys Spring. New features will include:

- all singing, all dancing daffodils on roadsides
- space on lambs for corporate information to reflect the commercial requirements of Spring.
- Improved unified lighting services from the new UniverSys Orb(TM) module (this replaces two products, UniverSys Sun(TM) and UniverSys Moon(TM).

> 2) Can you confirm that all Frosts will have been removed by the end of
> the beta period.

We believe that frosts will be beneficial to users in the early stages of Spring'96 in order to highlight other, more general, inconsistencies in

the product. We anticipate a service upgrade (provisionally called "Easter") in late April.

> 3) I only have a 5metre garden, will this be sufficient to be able to
> run Spring'96(TM).

Spring'96(TM) will run in an Environment Awareness Panel Micro-horticultural Development Space (previously known as a window box), although more advanced features (particularily the Trees addon) will require more space. As always, the greater the capacity of your garden, the greater your enjoyment of Spring'96.

> 4) Will this be a genuine UK Spring or an imported US one ?

Spring'96(TM) is an international product that has been enhanced to reflect the conditions and expectations of local users. We are confident that we have identified and removed the bug in Spring'95(TM) that caused latter parts of the UK release to adopt the characteristics of the Mediterranean release. Spring'96 includes a full implementation of Rain and a revised version of BankHoliday.

> BTW I still have a few complaints about this Winter. It only snowed
> here twice, but when it did it brought the whole country to a
> standstill. The snow was so dry that when I tried to build a Snowman. (
> as pictured on your 'Christmas Card' Brochure) it simply fell into a
> heap.

We are investigating the implementation of a number of incorrect Snow modules in the Winter'95 release, particularily the UK and Eastern Seaboard North America releases which appeared to have inappropriate settings for their specified geographies. I will pass your report onto the Project Director for Winter, Mr J. Frost.

> I am beginning to think that four major climate upgrades a year is
> beyond UniverSys' capabilities. Seasons have been steadily arriving
> later and later since the 16th Century, The Thames never freezes now.
> and I have staff continually asking why they cant go back to 1968, 1976
> or some other 'good' year.

We appreciate your concern about our release schedule and to that end have implemented for some years now a gradual phase-in rather than a roll-out to a deadline. I am sure that you appreciate that in designing and developing the Weather suite of products we are obliged to adhere to the standards of the World Weather Council to whom all such complaints should be sent.

> Be aware that you are not the only supplier of climate and that my
> company is seriously considering moving out of the temperate region
> altogether.

We hope that you will be satisfied with the operation of the UniverSys Weather range of products and that our market lead in supplying weather systems to this planet will not cause you to move to other, less stable

platforms.

Thank you for using UniverSys Products!
Simon

_ _

rgds
H

3190. Re: ETHERNEA published: ethernet and ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 06:08:21 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2176.463T1050T4284691optimus@canit.se>
Source record: 49376

Lyndon Amsdon skrev:

>On 28 Feb 2001 18:05:23 , Jo Even Skarstein wrote:
>>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>> Just one query, why is it only 40kbyte/sec transfer rate? I thought
>>> the NE2000's were 10megabit? Is it your ST slowing it down? It's a
>>
>>I took a closer look at this archive at work today, and it seems like the
>>adapter tops at 250Kb/s. It's aFTP that tops at 40Kb/s.

>Sounds more like it :) So why can aFTP only do 40kb/s? I suppose it
>doesn't expect it to be run across a fast network.

A 68000 processor at 8 MHz won't be able to put a whole lot through an ethernet card. Besides, he NE2000 design always puts a considerable strain on the processor. This makes the processor an effective bottleneck. Steve and his PAK'd MegaST would probably be able to attain higher speeds.
Still, one should never expect much from a 68000, regardless of the NIC (network card). My Mac IIci (030/25) gains a respectable 150 k/s with a Gatorcard, based on the same DP8390 design as the NE2000, and the result on my Amiga 1200 (020/28), equipped with a CNet CN40BC NE2000 compatible PCMCIA card is much the same.

>>> pity it can't be hooked up to a Falcon. (without SCSI>ACSI convertor)
>>
>>Actually, it shouldn't be too hard to modify the adapter and driver to
>>work with the Falcon's internal expansion port, I hope someone with a bit
>>more spare time and knowledge than me takes a shot at this ;-)

>Hmm, you've got me thinking. I think it'll be quite difficult though.
>I don't have a clue how to write a STiNG driver so it would be useless
>for me to even try, but I'll look at the schematics again.

I must say this project is just what I've been wanting. Perhaps someone could adapt it for the VME bus as well, considering that there is already such an interface for SMC cards, only it lacks STiNG drivers (It's an old project, so it only runs with the TUWTCP stack).

--
En ligne avec Thor 2.6.

Gillar man porr..v�ld kvinno f�rnedring...och en massa onda handlingar s� �r det filmen f�r dig....sj�lv vet jag inte..har sett 1-3.....samtidigt som jag avskyr dem s� �r det �nd� s� n�tt magiskt bakom dem...
Eric B om Urotsukid�ji

3191. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 09:10:36 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3aa24f98203880@online.be>
Source record: 49381

on Sun 04-03-2001 03:41 Dennis Vermeire wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Tue, 27 Feb 2001 21:30:32 +0100 (MET)
>
>>The weirdest thing about MagiC is that one have to remap the keyboard. With
>>keytbls is rather easy but nevertheless one have to add stuff and so in
>>order to get MagiC running properly.

>
>Remapping the keyboard is as simple as replacing the keyboard file in the
>extension folder with a suitable one, there's no need to change anything in
>the config file...

Yes I know that now, but a few years ago this was for my brother and
probably quite some other users too a nightmare. They bought MagiC(Mac)
directly from Germany and as outside Germany nobody use a German
keyboard he was in deep trouble indeed. I don't think this is mentioned
in the MagiC manual.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3192. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 11:54:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1230.463T1700T7745653optimus@canit.se>
Source record: 49392

Djordje Vukovic skrev:

>On 26 Feb 2001 22:06:06 , Branko Badrljica wrote:
>>I think you are all sore loosers when it comes to crap machines. ;o)
>>ou should ask anyone who lived in the 80's behind the iron curtain or at
>>least in other socialistic country, like former YU or similar.
>>With import constraints protecting domestic NON-EXISTENT computer industry,

>Indeed, that was a very "bright" move of the Yugoslavian government,
>thinking that if they wished hard enough for domestic computer industry,
>it would materialize. That move in fact retarded computer-literacy in
>Yugoslavia for several years.

AFAIK, you Yugos had a far better time computingwise than most other eastern-bloc countries. After all, some people actually managed to import Sinclairs, and there was a homebrew computer culture as well as domestic industry, as opposed to the hopelessly retarded DDR scene.
Mind you, this is just what I've been able to read, but DDR micros certainly weren't impressive, not to mention hard to get.

--
En ligne avec Thor 2.6.

"Computer games don't affect kids, I mean if Pac Man affected us as kids, we'd all be running around in darkened rooms, munching pills and listening to repetitive music."
David McMinn

3193. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 12:11:39 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <714.463T1950T7915887optimus@canit.se>
Source record: 49393

Peter Slegg skrev:

>In any sane world this machine would have vanished into
>obscurity faster than a Jupiter Ace but unfortunately
>IBM had a pit of money and their competitors didn't.
>Most of their competitors were building computers
>in disused cowsheds in Cambridgeshire and were one
>late payment away from bankruptcy. Anyone remember
>the Camputers Lynx, Dragon 32 or the Lucas ?

You're absolutely correct on the IBM PC part.
As for the Dragon, I own one myself. Don't like it much, though. Nice
keyboard, but Microsoft BASIC. Proprietary joystick ports, too. If I only had
the Dragon 64 and a disk drive, I could at least run OS9.
Still, it's nice to own a 6809 based machine.

--
En ligne avec Thor 2.6.

3194. Re: God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 12:15:29 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <983709443.21304.0.pluto.d4ee0f47@news.demon.nl>
Source record: 49377

> Hi,
>
> LOL
>
> Is that really true?

I don't know just read the note somewhere, what do you think....

TXG

3195. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 13:28:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983823166-127656AEicMi@madasafish.com>
Source record: 49281

Hi Dennis

>A boot manager is one of the essential utilities. Once you've got it
>running and are used to it you'll never want to be without it again. (a
>bit like a woman really...) <grin>

I must try disabling Xboot as i'm certainly better off without the old
slapper i had. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3196. Re: TTP programs and MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 13:32:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983823170-128377AEicMi@madasafish.com>
Source record: 49282

Hi Wolfgang

>Do you know any place where i can find a pirate version of MagicMac?

Try the police station, a lot of stolen goods can be found here, perhaps they'd like a chat with you whilst your there, seeing as your inclined to a bit of theivery.

>I used Magic on my Atari Falcon and would like to use it on my Mac now,
>too. But spending about 300.- DM for this OS is too much for me.

Maybe it wouldnt be so expensive if people bought legitimate copies intead of stealing it.

This echo doesnt welcome talk of pirate warez. I think you must be a bit stupid openly asking for stolen goods in a public echo, it speaks volumes about you and your personality.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3197. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 13:35:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983823174-129277AEicMi@madasafish.com>
Source record: 49283

Hi Harry

> > I left the pro scene in 1883.

>Wow! B^)

So that would make him 118 years old plus his age at the time of leaving,
bloody good going.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3198. Re: Re: Telnettable Atari ST BBS? YES!

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 13:43:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983823180-130448AEicMi@madasafish.com>
Source record: 49284

Harry baby

> >> Back when you were in nappies the Fortress was the place to be,
> >> You missed an era...
> >> I'm off to swap war stories with Derryck.

> > These young whippersnappers! ;-)

Dont know they're born do they.

>What are you on about with these Semper Octopus BBS's? NeST was always
>far too modern for me...

Jesus, I couldnt make it much easier for you!!. :-)

>Now, Miccy BBS's... B^))

Coming from you i beleive that.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3199. FA on Yahoo UK Cased Lynx, PSU, 2 Games

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 13:45:24 UTC
From: "john.masterman" <john.masterman@ntlworld.com>
Message-ID: <tsro6.8984$925.831799@news6-win.server.ntlworld.com>
Source record: 49378

If you're looking for a Lynx with the larger case, a psu, and a couple of games... make a bid.;-))

http://page.auctions.yahoo.com/uk/auction/49804788

John

3200. Re: Organising my HD

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 13:51:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983823184-131264AEicMi@madasafish.com>
Source record: 49285

Hi Harry

> >> I've partitioned it now so I ain't turning back until next time I
> >> move up to a larger HD.

> > Other bullshit phrases include.
> >
> > The cheques in the post
> > Of course youre the first,
> > I wouldnt dream of doing it with someone else,
> > I promise i wont...

>I'm from Atari and I'm here to help you... (and support your platform!)

Good one, but lets not forget, no one expects Microsloth to make puters,
and Intel isnt expected to write software packages, so why did everyone
expect Atari to provide software for its own creation!!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3201. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 13:55:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983823188-132156AEicMi@madasafish.com>
Source record: 49286

Hi H.

>I've found some info from Peter Rottengatter and Charles Silver in a
>very old message from someone named Derryck Croker <g>. Also, I've found
>this old thing from Joe Connor that may be of some use.

Cheers dude, i'l read this 'ron.
I did notice a couple of tweaks in there that ive recently tried that
resulted in no news uploading despite using the formular thats stated.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3202. Re: Steve's Song

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 13:57:50 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <GUro6.1286$yB6.2577@NewsReader>
Source record: 49379

"Iggy Drougge" <optimus@canit.se> wrote in message
news:495.463T1900T5505985optimus@canit.se...
> Mark Gray skrev:
>
> >A dedication for Steve.
>
> >The next post is a 2.5Meg MP3
>
> >Could take a while to download
>
> Go to hell, Mark. You misbehaved, repeatedly, and are in no position to go
on
> doing that.

bah bah bah

Tough shit!

Are you going to stop me?
Others misbehave so they give me licence to do the same.
If you don't like it then you know what you can do.....

3203. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 14:03:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983823194-133370AEicMi@madasafish.com>
Source record: 49287

HI Simon

>>I suggest a sign of the same size with the word "Minefield" written on
>>it and a few anti-personel doinz to go with it for anyone stoopid
>>enough to cross the demarcation..

>Well, I've got a more severe notice today. "I hereby prevent entry to
>this path - maximum fine ï¿½5,000".

Eeek!!.

>I presume it still means I can come up to my house though!

Dont be daft.....

Of course not.. :-)

I dont know about anyone else but i didnt have the faintest idea what F&M
was until i looked it up in Encarta yesterday.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3204. Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 14:51:22 UTC
From: jlog@zetnet.co.uk
Message-ID: <3aa2566a$0$8832@news.zetnet.co.uk>
Source record: 49380

I see that April's Personal Computer World uses the slogan 'Power without the price' without, as far as I can see, making any mention of Atari.

--
JI Logan

3205. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 16:58:20 UTC
From: swampfox1@earthlink.net
Message-ID: <Muuo6.14908$7Y1.1506249@newsread2.prod.itd.earthlink.net>
Source record: 49382

On 3 Mar 2001 12:10:37 G, Harry Sideras wrote:

SBIP SNIP SNIP

>If MTU is 1500 then MSS ought to be 40 less. However, MSS is no longer
>necessary since STiK v1.10.

>I've found some info from Peter Rottengatter and Charles Silver in a
>very old message

># STik configuration file, edit to your own requirements
>#===
>

Harry,
My reference to MTU/MSS was regarding StinG's DEFAULT.CFG not Stik's!
Are you sayimg we can delete the MSS line in the Sting's CFG?
There must be a reason why it's still in there in the latest StinG pkg.
John G.

3206. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 17:03:58 UTC
From: swampfox1@earthlink.net
Message-ID: <2Auo6.14919$7Y1.1506249@newsread2.prod.itd.earthlink.net>
Source record: 49383

On 3 Mar 2001 01:03:15 G, "Jared Falvo" wrote:
>I have recorded a sample "radio ad" for Atari. I'm going to save it to
>floppy and submit it to Infogrammes in a few days. Here's to hoping they
>like it and decide to do something positive with my ideas/suggestions.
>
>Naturally, I relinquished all ownership of contents, in the letter, just in
>case they have a "no outside submissions accepted" policy, which would
>probably kill the letter before they even listened to the audio file!
>
>If anyone wants to hear the 30+ second spot I recorded, just ask. I'll
>Email it to you. It's about 800K in size. It sounds pretty bad (audio
>quality-wise), but I think it really expresses the excitement I think
>Atari's revival could bring to the masses...
>
>Jared

Jared,
Just what I need: A pretty bad audio track for Atari computers!!!
Which are made where? by who? Can I get one? How much?
John G.

3207. GUI or CLI

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 17:40:11 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AA27DFB.2A0D712B@chello.nl>
Source record: 49384

Hello

I have read all there was said on the topic.

I understand that both approaches should be present on computers.

Some give examples of how easy and efficient a CLI can be.
That doesnt help.
I will NOT use a CLI or TTP programs, simply because I dont like the approach.

I dont have my fingers close to the keyboard all the time. :-)
(Being a programmer I think they are most of the time in my hair. ;-)

I dont get payed for what I do on my Ataris.
I have my ataris for fun, I wont let me be forced to do things I dont like.

Thats all from me.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3208. STFM 72pin SIMM ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 18:49:00 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00064fa3@fmlynet.org>
Source record: 49250

FamilyNet Newsgate

Hello Chris!

CS> Does anyone know how (if possible) to hardwire a
> 72pin 4 meg SIMM into the STFM ?

I'm not going to say it's impossible, let's just say it's
not likely to be straightforward. 30 pin SIMMs are 8 or 9
bits wide, but 72 pin SIMMs are 32 or 36 bits wide. Since
the STFM has a 16-bit bus, it's probably easier to use pairs
of 30 pin SIMMs.

CS> I managed to do it with 4 30 pin simms (used the STe
> design and hardwired into the STFM)

Well done! Did you make your own PCB for this?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3209. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 19:23:58 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6C7E48D.D3A6%nameerf@flash.net>
Source record: 49385

in article 4306.463T1750T5425719optimus@canit.se, Iggy Drougge at optimus@canit.se wrote on 3/4/01 12:02 AM:

>> My point is that there are people for which the commandline is never a
>> convenient way. People who dont like to be mocked for that, certainly not
>> when they still know that by buying a ST, they made the right choice.
>
> That's about as silly as saying that the GUI is useless. I've heard both
> arguments, neither of which is correct. A complete environment needs both, in
> unison.

I for one could be very happy never seeing a command line, although I know they serve their purpose, and some actually like them (yuck!). I agree that both should be available on a good OS, but in the same way, the user shouldn't be forced to use a CLI if it can be done with a GUI as well.

>>> I had to edit my reply, because my initial response to this
>>> wasn't suitable for a public newsgroup. Suffice to say that
>>> I disagree in the strongest terms. For many applications a
>>> straight textual interface is the most flexible and
>>> efficient way to get the job done.
>
>> But this is not a argument for a GEM user.
>
> Why? Because the GEM user is a bigot and won't run anything but GEM programs?

That's a pretty low blow! I'm a GEM user. I don't like using command lines. And that means I'm a bigot?! What the *#@& is that?!?!

>> It sounds too much like flexible and efficient to the programmer.
>
> Incorrect. I've never been a programmer, yet my computer starts with a CLI
> window on my GUI every day. The CLI is great for file system operations, since
> it's much faster than the GUI. Similarly, it's got powerful pattern matching
> facilities which you'd come to appreciate a whole lot if you've got immense
> collections of files. I operate all my archivers form the CLI, since that's
> much quicker. I could do everything from a GUI, but why? It would only slow me
> down. OTOH, some programs are much better when GUI based, such as module
> players, most programs which require graphics and extensive interaction. Yet I
> usually launch my image viewers from the CLI, since they don't require any
> interaction, just a file specification.

If that's what you like, more power to you! For me, I would never do any such thing, because a GUI is more intuitive *for me*. As far as I'm concerned, the keyboard is only usable for word processing, writing e-mail and news, and entering the odd bits of info programs need from time to time.

Otherwise, my typing skills aren't exactly great, and I can't be bothered with memorizing commands and file paths drawn out in text, when I can just as easily see it visually, instantly, and point-click-it's there.

>>> There are also many,
>>> many applications where a graphical user interface is not
>>> available.
>
>> GEM is available permanently on ATARI, you only have to write for it.
>
> It's a shame there is no good CLI at the same time. Why limit yourself to
> either?

Because I don't like them and only use them if forced to (often complaining and swearing the whole time, because I can't remember commands, mistype something, or have to go through extra steps to get something to happen that would just be a click away on a GUI).

Mike Freeman
nameerf@flash.net

3210. Anymore shows at Stafford?

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 19:40:04 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.937e36da.3a041260.doyene@zetnet.co.uk>
Source record: 49388

```
Hi All.
Is there anymore shows at Stafford this year for Atari.

--
-
with kind regards
JOHN N OAKES
doyene@zetnet.co.uk
Manchester England
------------------++++++++++++++++++++++------------------
+ Atari TT030 + Web Browser Emailer-+ Other OS +
- ST ram TT ram - Draconis Marathon+-Debian GNU\Linux-
+ 4 mb 64mb + WenSuite3 -+ NetBSD 1.3 +
------------------++++++++++++++++++++++------------------end
```

3211. Need info on NoDESK

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 19:43:14 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.946a31ce.3ace1260.doyene@zetnet.co.uk>
Source record: 49386

Hi All.
I would like some information about the software NoDESK, which was
a alternative desktop.

--
-
with kind regards
JOHN N OAKES
doyene@zetnet.co.uk
Manchester England
------------------++++++++++++++++++++-----------------
+ Atari TT030 + Web Browser Emailer-+ Other OS +
- ST ram TT ram - Draconis Marathon+-Debian GNU\Linux-
+ 4 mb 64mb + WenSuite3 -+ NetBSD 1.3 +
------------------++++++++++++++++++++-----------------end

3212. info on Routefinder

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 19:46:34 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.954330e7.3ba21260.doyene@zetnet.co.uk>
Source record: 49387

```
Hi Again.
Is the bloke Brian Henderson who developed Routefinder, still
contactable.

--
-
with kind regards
JOHN N OAKES
doyene@zetnet.co.uk
Manchester England
------------------++++++++++++++++++++-----------------
+ Atari TT030 + Web Browser Emailer-+ Other OS +
- ST ram TT ram - Draconis Marathon+-Debian GNU\Linux-
+ 4 mb 64mb + WenSuite3 -+ NetBSD 1.3 +
------------------++++++++++++++++++++-----------------end
```

3213. Re: noSoftware desktop

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 20:37:40 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <97uc9n$2r5p$1@news6.isdnet.net>
Source record: 49390

"Dennis Vermeire" <dennis.vermeire@gmx.net> a ï¿½crit dans le message
news: 983675272-41692AEicMi@gmx.net...
> From: bindon@madasafish.com (Lyndon Amsdon)
> Date: Mon, 26 Feb 2001 22:46:20 -0000
>
>
> >Is it still being developed? It'll be really nice if someone could
> >help them out with the Falcon problem.
> >All the other software drivers for scanners, or even HD's, work fine
> >on all the ST/TT/Falcon range, so why not on this particular driver.
> >Must be something quite simple I would guess.
> No, unfortunately not. The author has left our platform since years.
The last
> version of the program was written in 1993, and in the docs the author
can't
> guarantee the program would work on a Falcon because it has a
different SCSI
> mapping then the TT (whatever that means...). Since a Falcon was
pretty rare
> in 1993 I suppose he couldn't check it out.
> AFAIK the only Epson scanner driver that works on a Falcon is
GT-Look...
>
> I have two more Epson GT scanner drivers here, but these are both
commercial
> and I haven't got a clue if they work on a Falcon... one is a German
app
> called ScanDesign and comes with a Epson GDPS driver written by TMS
software,
> the other app Studio Scan comes from France and was released by
EuroSoft.
> If anyone here knows how to get in touch with the authors, let me know
so I
> can try talking them into releasing the drivers as freeware...
>
> Cheers from Belgium
> Dennis
>
hi, good idea
bye --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/

> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

3214. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 21:13:38 UTC
From: tcordes@home.com
Message-ID: <6eyo6.9801$hn5.1309688@news1.rdc1.mb.home.com>
Source record: 49389

```
1040STe computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 68
cord

1040STf computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 55
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 27
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 62
cord

520ST computer (no DD or PS), bombs & won't boot $ 13

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 14
mouse

520STf computer with DS external disk drive, add $5 for a mouse $ 30

520STfm computer dead internal power supply (looks like it melted down); $ 17
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

520STfm computer with internal power supply & DSDD floppy drive and TV $ 17
output; dead floppy drive

BK GFA Basic Michtron version unknown, 3 ring binder $ 1

BK GFA Basic manual appears to cover v3.0 and 3.5 and compiler 3.0 $ 1

BK INTERMEDIATE and Advanced Atari ST Subjects by Ralph Turner, Turner's $ 2
books are great guides for ST'ers to learn more

BK MANUAL 1040ST original either 86 or 87, good condition $ 2

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 2

BK MANUAL TT030 manual near mint condition original TT manuals $ 2

BK MICHTRON BBS v3.0 $ 1

BK SPACEQUEST 3 Hint book $ 1

BK SPEEDO GDOS full version manual/users guide, beautiful mint condition, $ 2
in English and French

BK THIRD Book of Atari ST Topics by Ralph Turner, the series continues $ 2
```

CABLE 25PIN Modem/serial/printer cable 25 male to 25 female Dsub approx $ 4
8'

FLOPPY 3.5" Atari external floppy drive, working $ 20

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but $ 11
most of the time doesn't; perhaps fixable; sold as-is, incl working power
supply and floppy port cable

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl floppy $ 29
cable and power supply

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee $ 1
but should work fine

JAGUAR/STUG T-SHIRTS gorgeous black XLG Fruit-of-the-Loom T-shirts with $ 7
our Atari club's logo on the front and on the back "Jaguar" in huge red
lettering (like on the Jag box) with eerie yellow eyes above it and "64-bit
interactive multimedia system" written below, Brand new never worn leftovers
from a show we attended

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable $ 1
for parts

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect $ 1
condition, 1 sticks a little

MAGAZINES great deal! 53 USA Atari mags, 1 Atari disk all together in one $ 5
super cheap set! email for titles, shipping not included

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem $ 5
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 1200 baud Avatex 1200hc, incl phone cable, serial cable $ 3
add $5

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume $ 5
control, great starter modem for older computers, incl phone cable, serial
cable add $5

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem $ 4
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 2400 baud GVC, AC adapter, great starter modem for older $ 12
computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 56K v.90 SmartLink, AC adapter, software, incl phone $ 68
cable, orig box&manuals, great modem, serial cable add $5

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't $ 14
stay pushed in unless you hold it; fix or replace with a switch from Radio
Shack; otherwise works perfect with great picture

MONITOR color Atari SC1224 working $ 28

MONITOR color Atari various models working $ 28

MONITOR mono Atari various models dead $ 10

MONITOR mono Atari various models working $ 25

MOUSE Golden Image optical mouse, no ball, super light, amazing mouse! $ 1
minorly broken, button sometimes works and sometimes doesn't, and it often
doesn't want to move right; comes with special gridded mouse pad

MOUSE original Atari mouse guaranteed working $ 9

POWER SUPPLY external for 520 ST's $ 13

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best $ 2
with larger dot matrix printers, sturdy smokey-clear plastic

PRINTER SWITCHBOX 25-pin for modems or printers, broken or miswired: does $ 6
strange things

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI $490
cables

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with $ 19
ROMS (disk/docs/cable)

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your $ 12
clock automatically every time you boot. Incl box, software and hardware.
Suggested retail was $57.95. Brand new. No guarentee on lithium battery
(estimated 10 year lifespan)

SW ADVANCED Art Studio paint program from Rainbird (disk) $ 1

SW AEGIS Animator animation generator and viewer (disk) $ 1

SW ASSEMPRO assembly language compiler (disk/docs) $ 1

SW BALANCE Of Power strategy game; manual needed (disk) $ 1

SW BATMAN game based on 1st movie by Ocean - fun! (disk/docs/box/sticker) $ 3

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 1

SW CRACK'ED game published by Atari (disk) $ 1

SW CYBER Studio Set - hundreds of dollars of great CAD/paint/render $ 15
software! cyber paint v2.1, cyber mate v1.1, stereo cad-3d v2.02, cad-3d,
plotter & drivers, human design disk, cartoon design disk, cyber control
(disk)

SW DAC Easy Accounting software 2disk (disk) $ 1

SW DEGAS Elite - brand new! original disk envelope is unopened! $ 3
(disk/docs)

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 1

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below $ 21
(disk/docs)

SW DUNGEON MASTER includes Secrets of Dungeon Mastery book, considered by $ 1
some to be the best ST RPG game ever! (disk/docs)

SW EKG Teaching By mad scientist software educational, EKG parts/ rhythms $ 1
and pathology recognition (disk)

SW EZCALC good spreadsheet (disk/docs) $ 1

SW FLEETSTREET PUBLISHER v1.0 3 disk set, top notch DTP program (disk) $ 1

SW FSM GDOS 5 disks (disk) $ 1

SW GDOS original Atari version 2 disks (disk) $ 1

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run as $ 1
an ACC or PRG, works with all word processors (disk/docs)

SW IMAGE CAT complete graphics cataloging system for all Atari ST $ 1
computers (disk/docs)

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black $ 1
plastic videotape style box with the company logo all over; slides into a
white Interlink box

SW LEISURE SUIT LARRY 2(?) Looking for Love, classic sleazy fun $ 2
w/pixelated nudity by Sierra (disk/docs/box)

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 1

SW LIVRE Du Graphisme (disk) $ 1

SW M1 TANK PLATOON still the best tank sim out there, all original $ 4
manuals (heavy Microprose kind:) and box included, includes PC/DOS version too
(will run on 286&up!) (1 DOS floppy is corrupted, but I'll include a working
backup) (disk/docs)

SW MACRO Mouse by Antic, record mouse actions (disk) $ 1

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and Scan&Save, $ 1
manual for Mergeit only (disk)

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable $ 1
(disk)

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need $ 1
a manual for copy protection (disk)

SW OMEGA strategy game by Origi (disk) $ 1

SW OSS Personal Pascal v1.02 (disk/docs) $ 1

SW OSS Personal Pascal v2 (disk/docs) $ 3

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a manual $ 1
for copy protection (disk)

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 1
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 1

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW STALKER 2 older version probably upgradable (disk/docs) $ 3

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 13

SW STENO 1 older version probably upgradable (disk/docs) $ 3

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 4

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 1
(disk)

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 1
great car racing game with 2 bonus packs of cars! 4 disks, probably needs
manual for copy protection (disk)

SW TEST DRIVE by accolade (disk/docs) $ 2

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UMS Universal Military Sim, looks great especially in mono $ 2
(disk/docs/box)

SW UVK Ultimate Virus Killer (disk) $ 4

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 8

SW WORD For Word crossword puzzle creator (disk/docs) $ 1

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 6

SW WORDWRITER ST a fast easy to use word processing system from Timeworks $ 2
that can interface with their Spreadsheet & DB (disk/docs/box)

SW WORDWRITER ST by Timeworks great graphical wordprocessor (disk) $ 1

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 55
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 15

SYQUEST CART 44MB no bad secs $ 24

SYQUEST CART 88MB no bad secs $ 28

SYQUEST CART 88MB quantity of 5, no bad secs except 1 cart $ 86

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 14
ribbon, has weird interface connector, seems to work but sold as-is

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 2

PRINTER SWITCHBOX auto & manual switch for 2 computers to 1 printer, $ 13
brand new in box, cables extra, MicroMice model AS-201

PRINTER Star NX-1000II, includes ribbon, plastic cover a bit broken $ 33

SIMMS 1MB 30pin, quantity 4 sold together $ 3

SIMMS 1MB 30pin, quantity 4 sold together $ 5

SIMMS 1MB 30pin, quantity 4 sold together $ 4

--
E-Mail: tcordes@home.com

All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment except for checks.
Hundreds of trade references are available upon request. I've been buying
and selling on the net since 1992!

Check out my other forsale lists at http://members.home.net/tcordes/forsale.html

3215. Re: ForAuction: Massive LOTs of ST softs & Other ST Software & Hardware

Newsgroup: comp.sys.atari.st
Date: 2001-03-04 22:11:32 UTC
From: Mark Gray <markgray@plus.net>
Message-ID: <R7zo6.1456$yB6.5748@NewsReader>
Source record: 49391

Ye - God has spoken

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983619664-488014AEicMi@madasafish.com...
> Hi Marlin
>
> >I told you I had a lot of ST stuff. Some of you listened! Some of you,
> >skeptics to the end, have not checked it out. STILL some of you have
> >not looked! SO, I have pulled all the stops out!
>
> Could you sod off and take your spam with you.
>
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

3216. GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 00:22:56 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00065b2d@fmlynet.org>
Source record: 49255

FamilyNet Newsgate

Hello Iggy,

ID> I think UNIX is a programmer's tool, not an operating system.

Unix (not an acronym) is an operating system, many implementations
of it come with good programming tools.

ID> A complete environment needs both, in unison.

For most desktop computers I would agree. For servers and certain
applications a GUI is not always beneficial.

ID> I, too, hate MS-DOS.

I don't. It's limited, but reasonably good at what it does. It's
started showing its age now, but still potentially useful in some
applications. It's also what GEMDOS is modelled on.

ID> Still, that's not the only CLI in the world, but it is rather
> to command lines what MS Windows 3 is to GUIs; an abomination.

In what way?

ID> There are good CLIs and bad CLIs. Both UNIX and MS-DOS belong
> to the bad category IMO.

Then you don't understand Unix, which is not a CLI.

ID> The CLI is great for file system operations, since it's much
> faster than the GUI. Similarly, it's got powerful pattern
> matching facilities...

Agreed!

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3217. GUI or CLI

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 00:22:56 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00065b2e@fmlynet.org>
Source record: 49256

FamilyNet Newsgate

Hello Henk,

HR> I understand that both approaches should be present
> on computers.

Desktop computers possibly.

HR> I will NOT use a CLI or TTP programs, simply because
> I dont like the approach.

That's fair enough, and I wouldn't force you to use either.
However, that does not excuse what you said about
programmers of text-based software.

HR> (Being a programmer I think they are most of the time
> in my hair. ;-)

'Being a programmer' you should know better.

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3218. Re: Atari version of "SOX" sample conve

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 00:42:12 UTC
From: vdjole@EUnet.yu
Message-ID: <97und1nah2@news.EUnet.yu>
Source record: 49246

On 2 Mar 2001 19:01:06 +, "Martin \"Nightowl\" Byttebier" wrote:

>>desktop to appear. STiNG is not co-operating with MiNT (or vice versa)
>>so the internet account I'm PAYING for is sofar useless...
>
>STing is very co-operative with MiNT (all versions) but not with AES
>4.1.
>I believe this is mentioned somewhere in the STing docs.

R.Andersson has made a patch which is supposed to let STing work with
AES 4.1 (called ra_yield or something like that). Look at STing web site.
IIRC I have tried it and it worked- but it didn't like being started from
auto folder (as prescribed), only from the desktop.

>>would be superb. Oh, and another gripe! Why the f**k do things intended
>>for use under MiNT always have to be placed in a TARed GZIP (.tgz) or
>>similar file?
>
>Because it's much better then Zip and lzh.

Time and again this pops up :)

I agree it is better, meaning that a higher compression ratio can be reached.
But isn't the difference marginal- and sometimes nonexistent. Anyway, it
is aprobably as good an archiver as others. What I don't agree with
is archiving documentation for Mint beginners in this format.

3219. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 00:42:19 UTC
From: vdjole@EUnet.yu
Message-ID: <97und5nah3@news.EUnet.yu>
Source record: 49248

On 2 Mar 2001 18:14:25 +, "Micka&#65533;l Pointier" wrote:
>I would like to know if any kind of 68881 or 68882 co processor
>can be plugged on a MegaSTE motherboard ?

Yes. Ataris with MC68000 can use a 68881 FPU in a "memory-mapped" manner.
AFAIK MegaSTE has a socket ready for the FPU. On a MegaST one would have to
use the expansion port, and on a ST one would have to improvise.

But BEWARE: MegaSTE also needs a GAL chip fo the FPU to work. I haven't
seen the schematics but I am pretty sure that the GAL does the address
decoding to do "chip select" for the FPU. In my opinion The GAL (hard or
impossible to find?) is not absolutely necessary, one might simulate it
with about three or four standard 74HCT** chips on a little board.

>Someone proposes me some of those chips, but I do not know
>if they are in the right "pin packaging" and if they are at the
>correct frequency.
>
>The chips looks like ST's MMU and GLUE chips but they have
>pins on the bottom side instead of on the borders.

BEWARE: this is probably the PGA (pin-grid-array) package, looking
from the bottom side as something like the left-side schematics:

```
* * * * * * * * * * * * * * * * * * * *
* * * * * * * * * * *
* * * * * * * *
* * * * * *
* * * * * *
* * * * * *
* * * * * * * *
* * * * * * * * * * *
* * * * * * * * * * * * * * * * * * * *
```

But! AFAIK MegaSTE unfortunately needs a (rare?) FPU chip in a PLCC package,
like on the right side above, but with more pins (exactly like the MMU and
GLUE chips in an Atari). I think that a PLCC <-> PGA adaptor socket
can be bought.

>For the frequency, they range from 16 mhz to 25 mhz.

I believe that MegaSTE provides a 16 MHz clock for the FPU, so anything
for 16MHz or slightly above should be fine. A 25 MHz chip would be wasted
on a 16MHz clock. Motorola specified lowest permitted clock frequency for
this chip, but I think that 16 MHz is inside 25 MHz chip's tolerance).
Theoretically, with a little hacking you may install a separate 25 MHz clock
for the FPU- you would have to feed the signal to the proper pin and

disable the clock from the main board. This should be relaible, as the FPU is designed to work asynchronously from the CPU. However, benefits from a 25 MHz FPU would be minimal. I have a 12 MHz FPU in my MegaST, and I have overclocked this FPU to 16 MHz. Generally, this gives only about 5% better performance than on 12 MHz, because just a fraction of time is used for floating point operations. So, in my opinion 16MHz FPU on this system is just fine.

Btw. the FPU needs about 200mA at 5V supply.

>Should I risk something if I plug one of these chips ?
>Some incompatibilities ? Things to setup ?

Absolutely nothing (if the chip is in working order)- except that the FPU will not work without the said GAL or other form of address decoding. If you DO make it work, you may expect a speedup of about 500-600 % on applications which heavily use the FPU.

And that's the next problem. There are not that many applications that recognize and use this FPU. Programs are usually compiled for the "co-processor"-connected FPU (needs a 68020 or higher), and that approaches the FPU differently (the Line-F instructions; H.Robbers has made a Line-F emulator which should mend this difference).

AFAIK, a FPU in a MegaSTE can be used by: DynacADD, Prospero FORTRAN (if linked with proper library), and programs compiled with Lattice C and Pure C are also supposed to use the FPU, as has just been explained to me (didn't try yet myself). There is a compatible FPU library for GNU C. I also found a game (STarball pinball game) and an astronomy program. There should be POVray versions compiled for this FPU.

Btw. this type of FPU connection is called "SFP004- compatible", named after some early FPU board. If you use TOS 2.06 and install the FPU correctly, a _FPU cookie with value 0001000 shoud appear automatically.

3220. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 00:42:22 UTC
From: vdjole@EUnet.yu
Message-ID: <97undcnah4@news.EUnet.yu>
Source record: 49247

On 4 Mar 01 09:49:40 +01, "Iggy Drougge" wrote:

>Mind you, both Milans and Hades are available, and if you're serious about
>your Atari, I can't see why you haven't got one.
>(NB: with "you", I don't mean you, Djordje. The Yugoslavian economy isn't the
>same as in Western Europe, America or Oceania)

That's true :(... but there are other minor problems: A) the extreme
rarity of Atari computers around here (e.g. I know only two people here who
still use them, and one of them is a rather unpleasant personality), so
it would be very hard to find a replacement; B) extreme unreliablility
of post service which would make it suicidal to order anything valuable from
abroad, and C) high prices of the clones for the performance they offer
(that's why I was advocating a good emulator on i86 or a cheap i86 "clone").

3221. Re: 68040-33 68030-50 68882-50 auction

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 01:05:17 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AA2E64D.9837B3F4@hotmail.com>
Source record: 49249

That was the point in posting it here.
Not many users have stock machines:)
TT's can use some PGA's Falcon accelerators both 030 and 040's
TT some TT fx cards utilize PGA 882's
and it goes on and on.
Lets be positive here!

Mike

Lyndon Amsdon wrote:
>
> On 1 Mar 2001 09:34:45 -, rustynutt wrote:
> >I put a pile of chips up for auction on Ebay. Some are usable
> >for Atari folks.
> >All are PGA pinout. The sale is to benefit my dental work:)
> >
> >Look up my seller name suspect27
>
> Unfortunatly, unless you own an After Burner or something, PGA is useless to
> Ataris, well, for STe and Falcon anyway, not sure about what the TT
> has.

3222. Re: Foot and mouth disease.

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 01:23:47 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <DUBo6.62401$o85.352146@news-server.bigpond.net.au>
Source record: 49394

"Chris Simon" <osian@zetnet.co.uk> wrote in message
news:3aa010e7$0$8833@news.zetnet.co.uk...
> On 1 Mar 2001 18:58:30 -, Steve Sweet wrote:
> >I suggest a sign of the same size with the word "Minefield" written on it
> >and a few anti-personel doinz to go with it for anyone stoopid enough to
> >cross the demarcation..
>
> Well, I've got a more severe notice today. "I hereby prevent entry to
> this path - maximum fine o5,000". I presume it still means I can come
> up to my house though!

Foot and mouth is starting to scare people in Oz now too. Who would have
thort. Our idiot PM says don't worry we have very good quarantine laws....

Mark

3223. Misc Atari ST Items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 01:24:15 UTC
From: Fred Horvat <fmhcom@operamail.com>
Message-ID: <3AA2EABF.322265AF@operamail.com>
Source record: 49395

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Hard Drivin' by Tengen. The awesome arcade game on the ST.
Comes complete with disk, docs, and box. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Snoopy The Cool Computer Game by The Edge. Snoopy, Woodstock,
and the rest of the Peanuts gang. Linus has lost his blanket
and Snoopy has to find it. Comes with box, docs, and disk
$5.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks
$10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk
$5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks.
$5.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope.
$45.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual.
$3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual.
$5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk
$5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk
$15.00

BOOKS $5.00 each unless noted

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00
Thunder! The Writers Assistant manual. $1.00

MAGAZINES

I have a large selection of mostly 80's and early 90's Video Game and
Computer Magazines, Books, and Newsletters for various systems.
Please E-mail me for a current listing.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
Sept 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run.
$20.00

WANTED

MagiC Mac Ver 6.XX
CAB 2.7 or higher, full version or upgrade
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,

OS/2, Mac, and Amiga. If interested please request a list.

3224. Re: Atari version of "SOX" sample converter/player?

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 01:40:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983787000-19991AEicMi@gmx.net>
Source record: 49262

From: jflemaire@belgacom.net (Jean-Franï¿½ois Lemaire)
Date: Wed, 28 Feb 2001 14:18:46 +0100 (MET)

Hi Jean-Franï¿½ois Lemaire

>I agree with that last sentence, Dennis, but hell, you seem to infer a
>lot about my personality just by reading a few lines I wrote. I guess
>you had in the past too many MagiC/MiNT flame wars/discussions :-)
Sorry, you're right ofcourse, and yes I've probably been involved with too
many of these discussions. I try to keep as far away as possible from this
sort of wars now, but believe me... it's not easy :-/

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3225. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 01:41:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <983786998-19400AEicMi@gmx.net>
Source record: 49261

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Tue, 27 Feb 2001 21:20:28 +0100 (MET)

Hi Martin,

>Not so long ago I heard another bell ringing from you.
>Tell do you still using TOS nowadays? I thought you're a MagiC-user.
I'm an Atari-user who uses MagiC as mainstream OS.... You've only listened to that bell I occasionaly ring, but never listened to the tune it played. I don't want to get rid of TOS, on the contrary, a computer without TOS is not an Atari. In fact a computer with TOS inside is the best guarantee we have that it will be a "real Atari clone". While we're on the subject, you do realise I hope that without TOS you wouldn't even be able to run MiNT? There's still life in TOS, just look at the Milan... everyone seems to be concentrating on either MiNT or MagiC, but give TOS an improved AES and a better looking desktop, and it remains a very usefull OS.

To answer your question: yes, I still use TOS on a regular base. A lot of older but usefull applications are not suited/adapted to run under MagiC. It's like I said the other day, I don't really care under what OS my apps run, as long as the job gets done...

Cheers from belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3226. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 01:49:52 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <4hCo6.62435$o85.352055@news-server.bigpond.net.au>
Source record: 49251

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983619666-488750AEicMi@madasafish.com...
> Hi Mickael
>
> >I would like to know if any kind of 68881 or 68882 co processor can be
> >plugged on a MegaSTE motherboard ?
>
> Its not that simple, you also need a GAL chip tats absent from the mother
> board in order to use an FPU. Ive got one in my MegaSTE, i dont wake it
> up often. You should sit down and think about why you'd need one.

Because you can. I am on the lookout for that gal too, but Motorola no
longer make FPU's.

Mark

3227. Too think I've opened up the case, needlessly...

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 02:10:54 UTC
From: Richard <richard.mcgorman.spamfree@home.com>
Message-ID: <OACo6.1517$L7.9571@news1.sshe1.sk.home.com>
Source record: 49252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

LOL. The "Atari Drop Fix". I never thought of doing that. Next time for sure. I've opened the case and re-seated the chips on at least five occassions. Maybe if I'd been a little rougher with it, I never would have had a problem. The floppy-head issue that someone mentioned isn't a problem for me since my system has an external floppy-drive. Certainly a concern if you have an internal one.

Thanks for all the responses. Comforting to know that I wasn't the only one re-seating chips. :-)

Richard

3228. File numbers of posts

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 02:20:08 UTC
From: swampfox1@earthlink.net
Message-ID: <sJCo6.14932$%4.1684760@newsread1.prod.itd.earthlink.net>
Source record: 49253

Hi All,
Does anyone know if the news reader (Newsie .961 here) assigns
the file number of a post or does the news server do it? I've been
getting plenty of duplicates on the list to download from but with
different numbers assigned to them! Same posts, same dates but different
numbers!
John G.

3229. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 02:38:54 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <97uue3$qq5v1$1@ID-60478.news.dfncis.de>
Source record: 49254
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Jon-paul <pockets@cix.co.uk> wrote in message
news:97dcp8brf1@plutonium.compulink.co.uk...
> well i suppose the real crud of the 8 bit days have realy been forgotten.
>
> Matel Aquarius anyone? out dated, over priced and under spec when it
> arrived. No one bought them. Now shifting for £150 mint in box!

You're kidding, right? I just picked up an Aquarius at a flea market just for fun -- $10 (US) for the whole set! Tape drive, printer, extra RAM, carts, manuals, etc. It wasn't until I got home and started looking through the documentation that I realized I had almost every piece that Mattel produced!

Anyway, I'm not offended by the ridiculous poll that put Atari 7th on the list. I've spent the last 20 years trying to convince the "lesser beings" that Atari was a superior computer. Some people will never get it, I guess. Scale the 800 up to today's standards and watch the sparks fly.

Back in '81, I had a friend gleefully showing me how he could draw a stick figure on his computer, then make him do jumping jacks like in the old Circus game. I just invited him over, turned on the TV, popped in Star Raiders and watched his jaw drop in amazement.

Believe me, those of us that were there back then truly understood what we had, regardless of what the uneducated snobs said. Today isn't any different. When I pull up the emulator at work, my coworkers snicker, until I let them play a few rounds of Lode Runner. Then they're begging for copies of it.

It's never about fancy graphics. Maybe at first, but then people realize the graphics and sound can't compete with great gameplay. Let's face it, MULE ain't much to look at, yet people still rave over it. Star Raiders might as well have been black and white (in my house, it WAS black and white until I got my Commodore 1701!) Archon was about the same color as puke, yet we kept coming back for more, night after night, because we knew what a great machine and great software we had.

Screw the Techtv poll. People are always quick to point out their bad experiences (especially in a poll that asks for it). Just keep booting your Atari, day after day, and prove to the world that it will never die. Let them write into future history books that the Atari computer is the oldest living system in the world. And be happy that you own one. The rest of the world will never know what we know.

Play hard and fast,
Steven

3230. Re: Re: God's vengeance on Bill Gates!

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 07:30:01 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <hvf6at0ieh3n8h01este03l4p7reupr348@4ax.com>
Source record: 49257

On Sun, 4 Mar 2001 01:57:31 +0000, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>Once upon a time <3k31at0nviequ7cm2qu7eu4hmnisk563o1@4ax.com>, Mindfield
><mindfield@badgers.emulationnet.com> grabbed chalk and scrawled:
>
>>As you can see, lots of Microsoft-style progress here. :-)
>
>You've got that 'Bill Gates' laptop' book too, huh?
>
>(though that's an original bit of writing, it's in a very similar style,
>so if you /haven't/ got it, I'd get onto the publishers for inclusion in
>a later edition ;)).

Actually I didn't even know there was such a book -- but it sounds
like a good read. :-) Hell, I could probably write an entire volume
full of stuff like that. Microsoft's easy to pick on. :-)

>
>Richard

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

3231. Re: Re: Is re-seating the ST chips a regula

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 07:39:25 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <ceg6at4glfonk1ne8e9slfk3jqe6dck0u7@4ax.com>
Source record: 49258

On Thu, 1 Mar 2001 01:54:25 +0000 (UTC), vdjole@EUnet.yu (Djordje Vukovic) drooled an embarassing wet spot in his lap as he typed:

>There are worse things... at work, we have a custom-built piece of
>professional equipment which, when it came several years ago, started
>misbehaving after several months. Upon opening it, we found out that the
>pins of all TTL chips (nicely and professionaly socketed) were completely
>black from oxydation. It appears that the alloy used for pins was faulty
>on that batch (and the chips were made by TI, notning less !). There was
>no hope of maing the device work until we replaced those TTLs.

That's always fun. :-) My "Monsterfile" was something I cobbled together in a bit of a hurry. I had to gut the Megafile and replace that cheapo 50w power supply Atari supplied, and since the drive I was using as a 5.25" FH I needed a new case, too. Unfortunately, the case had no covers for the gaping hole where the floppy and CD-ROM went, and my place being dusty as it was, it was easy for dust to accumulate in thick blankets in that case. Cleaning was a pretty regular thing -- or it would have been if I had actually bothered to clean it regularily. :-)
--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

3232. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 08:03:32 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1754.464T1600T5435601optimus@canit.se>
Source record: 49263

Andy Ball skrev:

> Hello Iggy,

ID>> I think UNIX is a programmer's tool, not an operating system.

> Unix (not an acronym) is an operating system, many implementations
> of it come with good programming tools.

UNIX is constructed out of a programmer-centric perspective. As an end user,
it is quite possible to feel at home, as I have on various shell accounts, but
when it comes to administering it, it's just one long headache.

ID>> A complete environment needs both, in unison.

> For most desktop computers I would agree. For servers and certain
> applications a GUI is not always beneficial.

Actually, I refuse to choose only one. Why shouldn't a GUI be beneficial on a
server?

ID>> I, too, hate MS-DOS.

> I don't. It's limited, but reasonably good at what it does. It's
> started showing its age now, but still potentially useful in some
> applications. It's also what GEMDOS is modelled on.

MS-DOS is appalingly limited.

ID>> Still, that's not the only CLI in the world, but it is rather
> > to command lines what MS Windows 3 is to GUIs; an abomination.

> In what way?

Because it hasn't evolved since 1981.

ID>> There are good CLIs and bad CLIs. Both UNIX and MS-DOS belong
> > to the bad category IMO.

> Then you don't understand Unix, which is not a CLI.

And neither is MS-DOS, then.

--
En ligne avec Thor 2.6.

When cherry tree blooms, people go and walk there, eat dumpling, bring sake
and talk each other such things as "A superb view!" and "Full of spring here",
and they become very happily and cheerful. But this is a lie. People gather
below cherry trees and get drunk, vomit, fight, which are happening since the

old days of Edo period. From long time ago.
THE FULL OF CHERRY BOOLMS, CHAPTER 1

3233. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 08:07:59 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <4021.464T2950T5476803optimus@canit.se>
Source record: 49265

Michael and Nicole Freeman skrev:

>in article 4306.463T1750T5425719optimus@canit.se, Iggy Drougge at
>optimus@canit.se wrote on 3/4/01 12:02 AM:

>>> My point is that there are people for which the commandline is never a
>>> convenient way. People who dont like to be mocked for that, certainly not
>>> when they still know that by buying a ST, they made the right choice.
>>
>> That's about as silly as saying that the GUI is useless. I've heard both
>> arguments, neither of which is correct. A complete environment needs both,
>> in unison.

>I for one could be very happy never seeing a command line, although I know
>they serve their purpose, and some actually like them (yuck!). I agree that
>both should be available on a good OS, but in the same way, the user
>shouldn't be forced to use a CLI if it can be done with a GUI as well.

Exactly. I started out as a GUI user, then gradually moved towards the CLI as
my experience mounted.

>>>> I had to edit my reply, because my initial response to this
>>>> wasn't suitable for a public newsgroup. Suffice to say that
>>>> I disagree in the strongest terms. For many applications a
>>>> straight textual interface is the most flexible and
>>>> efficient way to get the job done.
>>
>>> But this is not a argument for a GEM user.
>>
>> Why? Because the GEM user is a bigot and won't run anything but GEM
>> programs?

>That's a pretty low blow! I'm a GEM user. I don't like using command lines.
>And that means I'm a bigot?! What the *#@& is that?!?!

It's not meant as any blow at all.
If that was no argument for a GEM user, why wasn't it? Because the GEM user is
but a GEM user and never may be anything else?

>>> It sounds too much like flexible and efficient to the programmer.
>>
>> Incorrect. I've never been a programmer, yet my computer starts with a CLI
>> window on my GUI every day. The CLI is great for file system operations,
>> since it's much faster than the GUI. Similarly, it's got powerful pattern
>> matching facilities which you'd come to appreciate a whole lot if you've
>> got immense collections of files. I operate all my archivers form the CLI,
>> since that's much quicker. I could do everything from a GUI, but why? It

>> would only slow me down. OTOH, some programs are much better when GUI
>> based, such as module players, most programs which require graphics and
>> extensive interaction. Yet I usually launch my image viewers from the CLI,
>> since they don't require any interaction, just a file specification.

>If that's what you like, more power to you! For me, I would never do any
>such thing, because a GUI is more intuitive *for me*. As far as I'm
>concerned, the keyboard is only usable for word processing, writing e-mail
>and news, and entering the odd bits of info programs need from time to time.
>Otherwise, my typing skills aren't exactly great, and I can't be bothered
>with memorizing commands and file paths drawn out in text, when I can just
>as easily see it visually, instantly, and point-click-it's there.

You need a good shell. One with file completion, first of all. Then, it's much
more intuitive and visual. Even a CLI shell may incorporate GUI elements.

>>>> There are also many,
>>>> many applications where a graphical user interface is not
>>>> available.
>>
>>> GEM is available permanently on ATARI, you only have to write for it.
>>
>> It's a shame there is no good CLI at the same time. Why limit yourself to
>> either?

>Because I don't like them and only use them if forced to (often complaining
>and swearing the whole time, because I can't remember commands, mistype
>something, or have to go through extra steps to get something to happen that
>would just be a click away on a GUI).

I think much of the dislike of CLIs stem from bad CLI experiences. If your
only CLI experience is MS-DOS or one of the more limited UNIX shells, one's
dislike of it is fully understandable.

--
En ligne avec Thor 2.6.

Was ist ein Erwachsener? Ein Kind, das vom Alter aufgepumpt ist.
--- Simone de Beauvoir

3234. Re: Steve's Song

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 08:10:11 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <862.464T550T5504055optimus@canit.se>
Source record: 49264

Mark Gray skrev:

>"Iggy Drougge" <optimus@canit.se> wrote in message
>news:495.463T1900T5505985optimus@canit.se...
>> Mark Gray skrev:
>>
>> >A dedication for Steve.
>>
>> >The next post is a 2.5Meg MP3
>>
>> >Could take a while to download
>>
>> Go to hell, Mark. You misbehaved, repeatedly, and are in no position to go
>on
>> doing that.

>bah bah bah

>Tough shit!

>Are you going to stop me?

Stopping a threee year old usually doesn't require much force, but you seem to
make such a pretty little fool out of yourself that it really won't require my
intervention.

>Others misbehave so they give me licence to do the same.
> If you don't like it then you know what you can do.....

Once you enter elementary, you might grow up.

--
En ligne avec Thor 2.6.

I use OpenBSD 'coz it has a cool blowfish logo. The other BSDs look satanic.
- Anonymous Coward

3235. Re: info on Routefinder

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 09:59:26 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <97vnvgghb1@pegasus.csx.cam.ac.uk>
Source record: 49259

John N Oakes wrote in message ...
>Hi Again.
> Is the bloke Brian Henderson who developed Routefinder, still
>contactable.

I'm not sure, the last time I had contact with him is probably getting towards at least five years go (it was just after V2.1 was released) and then it took an age for him to reply as he works on oil rigs, mainly in the north sea I think, but IIRC in his response he appologised for the delay in responding but he had been working in the Middle East for 6 months.

At around the same time as this I was planning on releasing some map updates along with a format for writing them that hopefully all users would take up so that we could exhange information in a format that we could all understand. Why?, because most people will make additions/changes for their local area either as a result of changes made by the DOT or to increase the maps accuracy, this would then allow other users to update and increase the accuracy of their own maps without having to purchase a new road atlas every year and then try and spot the changes themselves.
It would then be up to the users to choose which (if any) of the supplied changes/additions they made. After this initial release I was hoping that users would document and send their changes/additions (using the stated format) to a central point (not necessarly me) where they would be colated and stored until a reasonable number had been collected (and if possible checked for accuracy) and then uploaded to a web site for others to use.

At some stage I became distracted with other projects and after that I started to turn the program that I was writing to colate and organize my original files into something else which I'm hoping to get finished the end of March 2001.
It should be easy to convert it back and use it for the Routfinder updates as most of my map files are finished (I think I can still find and understand them), should any other Routfinder users be interested in seeing this idea compleated.

Stephen Moss

3236. Re: Need info on NoDESK

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 10:04:48 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <97vo9h$gn4$1@pegasus.csx.cam.ac.uk>
Source record: 49260

John N Oakes wrote in message ...
>Hi All.
> I would like some information about the software NoDESK, which was
>a alternative desktop.
>

I've never heard of NoDESK, however if you ment NeoDesk then read on.

NeoDesk is a replacement desktop and one that allows you limit the amount of memory it takes (256K minimum), if you have and older TOS version it will allow you to perform functions available on later TOS version, like placing runable program files on the desktop instead of having to dig through different drives and folders to run them, it also allows you to use the Ctrl+Alt+Delete key combination to perform a reset.
Other features include a corner clock on the menu bar, a recoverable trash can and the use of background images on the desktop, you can also unload and reload it as necessary to free up the memory if you need to. It will also interupts and trap many system errors that would normally result in a crash and print them on the screen, a simple key press will then return you to the desktop.

You really need a hard disk to run it.

The last time I had a query/suggestion and sent it to Gribnif they said that there were no plans to upgrade it any more, this was a couple of years ago, you should be able to find out more about it from Gribnifs web site at http://www4.pair.com/gribnif/

Stephen Moss

3237. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 13:47:31 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3aa398f3$1_1@athena.netset.com>
Source record: 49266

In article <Muuo6.14908$7Y1.1506249@newsread2.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> wrote:
>On 3 Mar 2001 12:10:37 G, Harry Sideras wrote:
>
>SBIP SNIP SNIP
>
>>If MTU is 1500 then MSS ought to be 40 less. However, MSS is no longer
>>necessary since STiK v1.10.
>
>>I've found some info from Peter Rottengatter and Charles Silver in a
>>very old message
>
>># STik configuration file, edit to your own requirements
>>#==
>>
>
>Harry,
> My reference to MTU/MSS was regarding StinG's DEFAULT.CFG not Stik's!
>Are you sayimg we can delete the MSS line in the Sting's CFG?
>There must be a reason why it's still in there in the latest StinG pkg.
> John G.
>
>

It's possible it is still used in STiNG but I doubt it. It is an
easy formula to use. In fact if you are using PPP with STiK2 you can
ignore all most all of these settings and go with the default and let the
PPP negotiation set it all for you.

Dan Ackerman
aka baldrick

3238. Calamus SL for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 13:50:48 UTC
From: Chris <capw@the-wire.com>
Message-ID: <3AA399B7.DFC2838E@the-wire.com>
Source record: 49267

Hi folks,

For anyone who wants Calamus SL.... it's on eBay

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1219477193

g'day

3239. BBS Games need players!

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 15:21:25 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <V9Oo6.4602$TW.23112@tor-nn1.netcom.ca>
Source record: 49268

We've got a few regular players, but not enough. Come join into
the old classic Atari ST BBS games, and play every day to give everyone a
run for their money. Maybe you can win!

telnet to "shadow.skeleton.org", login "bbs".

jeff

3240. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 16:19:50 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <G0Po6.197$IY1.47994@newsfeed.intelenet.net>
Source record: 49269

Have you heard the audio "ad" or not? Whether or not it ever becomes real
is another thing, but, I can at least try to see if I can get Infogrames to
do something more with Atari than use it as just a brandname on software
titles.

But no, the product(s) do not exist yet, but infogrames would, obviously, be
the parent company of Atari... in any form. Just as JTS and Hasbro were
before.

Jared

"John Garone" <swampfox1@earthlink.net> wrote in message
news:2Auo6.14919$7Y1.1506249@newsread2.prod.itd.earthlink.net...
> On 3 Mar 2001 01:03:15 G, "Jared Falvo" wrote:
> >I have recorded a sample "radio ad" for Atari. I'm going to save it to
> >floppy and submit it to Infogrammes in a few days. Here's to hoping they
> >like it and decide to do something positive with my ideas/suggestions.
> >
> >Naturally, I relinquished all ownership of contents, in the letter, just
in
> >case they have a "no outside submissions accepted" policy, which would
> >probably kill the letter before they even listened to the audio file!
> >
> >If anyone wants to hear the 30+ second spot I recorded, just ask. I'll
> >Email it to you. It's about 800K in size. It sounds pretty bad (audio
> >quality-wise), but I think it really expresses the excitement I think
> >Atari's revival could bring to the masses...
> >
> >Jared
>
> Jared,
> Just what I need: A pretty bad audio track for Atari computers!!!
> Which are made where? by who? Can I get one? How much?
> John G.
>

3241. How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 16:43:26 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <OmPo6.200$lY1.47677@newsfeed.intelenet.net>
Source record: 49270

GEM was the original OS for the Atari ST. But then lots came down in later years. I'm not including Unix-dirivatives like MiNT, because they basically "patched" GEM with multitasking, especially after Atari got a hold of it.

I'm talking completely separate OS's, not requiring or used in GEM at all.

If a new Atari computer was built by the Infogrames-Atari, which OS would you want it to run? What CPU would you want? How much and what type of RAM, Classic Atari case or PC-style tower with slots (for the very first model; do you think it would be worthwhile to make a really powerful all-in-one integrated system like the old 1040/Falcon030 to help bring recognition back with the new system, or going with a totally different minitower w/ slots type design to keep "expansion users" happy, regardless if it meant development headaches for driver programmers because anyone could have any hardware and thus no one would know who had what hardware)?

I still believe the first new system should bring familiarity along with it, as well as power/performance. And an integrated system can do that. Just look at some of the PC's Radio Shack sells. No bigger than the base of a 15" monitor! Tiny, man! And, I bet they have intgrated audio and video that is nowhere NEAR the power that an nVidia GeForce 2 chipset nor Yamaha or SoundBlaster Live carries.

But, of course, all of this is meaningless drivel if Infogrames does nothing, just as Hasbro did nothing...

Jared

3242. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 16:53:38 UTC
From: tarbez@chez.com
Message-ID: <3aa3c327.30947450@news.free.fr>
Source record: 49271

Le Mon, 05 Mar 2001 01:49:52 GMT, "Mark Bedingfield"
<mark@baypc.com.au> crit:

```
>>...
>> >I would like to know if any kind of 68881 or 68882 co processor can be
>> >plugged on a MegaSTE motherboard ?
>>
>> Its not that simple, you also need a GAL chip tats absent from the mother
>> board in order to use an FPU. Ive got one in my MegaSTE, i dont wake it
>> up often. You should sit down and think about why you'd need one.
>
>Because you can. I am on the lookout for that gal too, but Motorola no
>longer make FPU's.

I have some 68881 16Mhz (plcc) to exchange.
I'm looking for jaguar games or Lynx games.

Mail me if interested.

Be carreful, I live in France and postage could cost a lot(USA to
France for example). In Europe, the price should be cheap.
```

3243. Null modem cable network

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 17:50:11 UTC
From: Erik Closson <powerpad113@home.com>
Message-ID: <nlQo6.7538$H5.1068600@news1.rdc2.pa.home.com>
Source record: 49272

Is there a faq laying around describing how to connect an ST to a pc with a null modem cable to share the pc's internet connection. I think I remember one but I'm not quite sure. Even though my cable modem would dribble through a null modem cable I'd still like to try it.

3244. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 17:58:04 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <MsQo6.70787$zl4.2336855@zwoll1.home.nl>
Source record: 49273

"Iggy Drougge" <optimus@canit.se> wrote in message
news:4021.464T2950T5476803optimus@canit.se...

> You need a good shell. One with file completion, first of all. Then, it's
much
> more intuitive and visual. Even a CLI shell may incorporate GUI elements.

Have you seen a good shell lately? Even on the commandline centered Unix
systems there aren't any. Ofcourse, the bare minimum is filename completion,
but then with some sense please. When I am using the cd command please don't
suggest filenames as possible completion. But then it realy starts, what
options are possible and usefull? And diven a particulair option which extra
options are the still usefull?

On Unix systems the information is available the shell can refer to the
manpage of the command you have typed to give you the necessarry help. But
this isn't done.

Sounds to good to be true? Well in the old ages of computing there were
CLI's already working this way. Example: the
TOPS-20 COMND JSYS (see also http://home.wanadoo.nl/i_a/tops-20/).

The problem is that all is focused on GUI's thinking CLI's are a closed
book. The BIG advantage of GUI's is that they are really easy to use for
beginners, but they can become a real annoyance for the experienced user.
CLI's have a very steep learning curve but they are the quickest way around
when you know what you want to do.

Cu, Hans
--
Remove the computer names from my e-mail adress to reply

3245. Re: Need info on NoDESK

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 18:18:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3aa3ecc01d7bbb0@online.be>
Source record: 49277

on Mon 05-03-2001 10:04 Stephen Moss wrote:

>
>John N Oakes wrote in message ...
>>Hi All.
>> I would like some information about the software NoDESK, which was
>>a alternative desktop.
>>
>
>
>I've never heard of NoDESK, however if you ment NeoDesk then read on.

No, Neodesk isn't what he ment. Nodesk does exist alright. I've used it
as registrated user quite some time. It was for its time far ahead of
the other replacement desktops. The only drawback was that it needed
quite some efforts to set up properly. Almost everything could be
altered to your needs. It also came with a nice set of Icons.
I can't remember why I stopped using it.
The development of Nodesk has been dropped soon after I got my
registration key.:-((

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3246. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 18:35:54 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983817446.21623.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 49274

Yes I have thought of that but I would also like at some point to install Linux too (which I do not thin will work), however I do have other needs for such a program. Were can it be found.

Thanks

Mark.

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message news:983675280-43304AEicMi@gmx.net...
> From: "Mark" <mark@recycledsteel.co.uk>
> Date: Fri, 2 Mar 2001 15:20:06 -0000
>
> >As mentioned when the HD boots it only sees that drive, to boot from another
> >drive I would then have the press the relevant drive letter key, right? But
> >for that to work I imagine it would need to see the others drives at boot?
> >
> >Any quick thoughts? as mentioned I do not want to spend much time on this as
> >I will be doing it again soon.
> Since MagiC and MiNT both need to be booted from the Auto folder, the easiest
> solution is using a boot manager like Xboot. Create three setups (TOS, MagiC
> and MiNT), and point the config files of MiNT to the SyQuest disk where you
> put all the relevant files...
> A boot manager is one of the essential utilities. Once you've got it running
> and are used to it you'll never want to be without it again. (a bit like a
> woman really...) <grin>
>
> Cheers from belgium
> Dennis
>
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / ____/
> / /_/ / / /_/ / / /

> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

3247. Re: File numbers of posts

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 19:12:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aa3e384257e1c0@tripnet.se>
Source record: 49275

On Mon 05-03-2001 02:20 (GMT) John Garone wrote:

>Xref: masternews.telia.net comp.sys.atari.st:38218

>Does anyone know if the news reader (Newsie .961 here) assigns
>the file number of a post or does the news server do it? I've been
>getting plenty of duplicates on the list to download from but with
>different numbers assigned to them! Same posts, same dates but different
>numbers!

If you "by number" mean an Xref: line similar to mine above it's inserted
by your isp's newsserver.

I'm also getting lots of old duplicates that show up as new articles.
Today they were from 21/2-2001. They appear both in Atari Newswatch and
pc Outlock Express. All the international groups I follow suffers from
this but none of the Swedish ones. Looks like there is some
missconfigured server somwhere or something. It's been going on for a
week now and is a bit annoying.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3248. Re: 68040-33 68030-50 68882-50 auction

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 19:28:14 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AA3E8CE.F28BF715@hotmail.com>
Source record: 49276

And I forgot to add that PLCC to PGA foot print
adapters exist. One reason might be to install
a 50Mhz PGA '882 into a Falcon that
might otherwise be limited to a 40Mhz PLCC chip.
Same with the CPU's. With a little research, one
can find an adapter to fit most standard chip types
into different footprints.
Why in Digikey, there is even an adapter that will
allow me to fit a Falcon COMBEL (SMT) into my Sparrow
that is fitted with a PGA type breadboard COMBEL.
What will they think of next:)
What's a Sparrow? :)

Mike

rustynutt wrote:
>
> That was the point in posting it here.
> Not many users have stock machines:)
> TT's can use some PGA's Falcon accelerators both 030 and 040's
> TT some TT fx cards utilize PGA 882's
> and it goes on and on.
> Lets be positive here!
>
> Mike
>
> Lyndon Amsdon wrote:
> >
> > On 1 Mar 2001 09:34:45 -, rustynutt wrote:
> > >I put a pile of chips up for auction on Ebay. Some are usable
> > >for Atari folks.
> > >All are PGA pinout. The sale is to benefit my dental work:)
> > >
> > >Look up my seller name suspect27
> >
> > Unfortunatly, unless you own an After Burner or something, PGA is useless to
> > Ataris, well, for STe and Falcon anyway, not sure about what the TT
> > has.

3249. Re: Atari version of "SOX" sample conve

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 19:34:08 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3aa3ecc01d7bbb1@online.be>
Source record: 49278

on Mon 05-03-2001 00:42 Djordje Vukovic wrote:

>On 2 Mar 2001 19:01:06 +, "Martin \"Nightowl\" Byttebier" wrote:

>What I don't agree with is archiving documentation for Mint beginners
in this format.

This holds some truth and I think I've uploaded a .LZH version
of the MiNT beginners doc to the Belgian ftp-server.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3250. Trade Mac SE w/45MB HD for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 19:49:43 UTC
From: Thomas Main <main@appstate.edu>
Message-ID: <Pine.PMDF.4.21L.0103051546100.660640027-100000@appstate.edu>
Source record: 49289

I have a Mac SE with two built-in 800K disk drives and an external SCSI 45 MB HARD DRIVE that I would like to trade for Atari ST equipment. The Mac comes with System 6.0.7 and MS WORD 4.0 (both on HD only...no disks or manuals). Of course, a mono-monitor is built-in. If you have Atari hardware items that you would like to trade for this, please e-mail me at main@appstate.edu

P.S. I will also consider trades involving LEGO sets.

--
Thomas Main
main@appstate.edu

3251. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 20:37:37 UTC
From: jba4@po.cwru.edu
Message-ID: <3aa3f706.1528694@news.cwru.edu>
Source record: 49279

On Mon, 05 Mar 2001 16:43:26 GMT, "Jared Falvo"
<luposian@mailcity.com> wrote:

>GEM was the original OS for the Atari ST. But then lots came down in later
>years. I'm not including Unix-dirivatives like MiNT, because they basically
>"patched" GEM with multitasking, especially after Atari got a hold of it.
>
>I'm talking completely separate OS's, not requiring or used in GEM at all.

I think you might be a little confused here. From what I understand,
MiNT "patches" (but actually replaces most of) the GEMDOS, which is
not actually GEM. The OS doesn't even require GEM (the GUI) to be
run. MiNT works dandy as a CLI operating system.

And if you rule out MiNT, you rule out the AES's, which also do not
require GEM. These include MultiTOS (which is actually multitasking
GEM), Geneva, N.AES, XaAES (my personal favorite), and OAESIS. These
do not require GEM in ROM and, other than MultiTOS, do not use any
actual GEM code. Again, this is my understanding, so if anyone sees
that I have made a big mistake, let me know.

Now MiNT most definitely does not require GEM because it can run
natively on the Macintosh (without any GUI). It can operate using a
little chunk of software called JET (Just Enough TOS). This little
program definietely does not contain GEM. I think that MiNT only
requires some of the hardware I/O routines in TOS to run.

Also, the other UNIX derivatives, such as Linux/68k and whatever BSD
can run on the atari do not even use a bit of GEM. They don't even
have GUI's (except Xwindows maybe?). So these are entirely different
operating systems not requiring a bit of GEM.

Other than that, Magic is an entirely different OS. And I don't know
a thing about it, although it is supposed to be pretty sweet. ;-)
I'd like to try it out some day, but, alas, I can't afford it.

So you might want to consider MiNT. It really seems silly not to
include an OS that a large percentage of Atari owners use.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3252. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 21:00:08 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <980unj$c5m$03$1@news.t-online.com>
Source record: 49280

> GEM was the original OS for the Atari ST. But then lots came down in
later
> years. I'm not including Unix-dirivatives like MiNT, because they
basically
> "patched" GEM with multitasking, especially after Atari got a hold of it.

GEM is not an operating system. The Atari OS is called TOS. A more or less complete list of alternative OS's can be found at atariuptodate.de. Only NetBSD has been updated in recent time.

> If a new Atari computer was built by the Infogrames-Atari, which OS would
> you want it to run?

TOS X Millennium Edition ;-)

> But, of course, all of this is meaningless drivel if Infogrames does
> nothing, just as Hasbro did nothing...

Infogrames is a games company. They'll built games, buy other game companies and don't care about anything else. We'll be lucky if they keep the Atari brand name for their classic revivals.

Matthias

3253. MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 21:12:57 UTC
From: Matthew Bacon <matthew@myatari.net>
Message-ID: <3aa6a447_1@news.bizonline.net>
Source record: 49176

Dear all,

I just thought you'd like to know that MyAtari magazine has just launched
its fifth issue (March 2001). Please visit us at www.myatari.net, your
support is most appreciated!

Matthew Bacon
matthew@myatari.net

3254. Re: TAR/GZIP (was Re: Mint-Net)

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 21:15:59 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3AA401F6.52F8E0A2@wanadoo.be>
Source record: 49288

Dennis Vermeire wrote:

> It's like I said the other day, I don't really care under what OS my apps
> run, as long as the job gets done...

Pure wisdom .... or third eye ?

Jo
--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3255. FA on Yahoo Robotkits For Atari ST/Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 21:28:33 UTC
From: "john.masterman" <john.masterman@ntlworld.com>
Message-ID: <YITo6.13326$925.1353639@news6-win.server.ntlworld.com>
Source record: 49292

Take a look at http://page.auctions.yahoo.com/uk/auction/49841851 if you are interested in one of these unusual Atari ST items.

JLM

3256. Re: Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 21:32:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983901760-307698AEicMi@madasafish.com>
Source record: 49208

Hi Ji

>I see that April's Personal Computer World uses the slogan 'Power
>without the price' without, as far as I can see, making any mention of
>Atari.

Is that actually copyrighted or registered in some way??.

I do recall someone telling me that MS sued someone who used the phrase
"Where do you want to go today", ive no idea of the outcome though.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3257. Re: Need info on NoDESK

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 21:35:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983901766-308610AEicMi@madasafish.com>
Source record: 49207

Hi John

> I would like some information about the software NoDESK, which
>was a alternative desktop.

I think NeoDesk is the desktop you refer to, certainly advanced in its time but troublesome to some systems i heard and has been superceded by the likes of Jinnee, Thing, MagxDesk (magic component) and others.

I believe NoDesk is a phrase belonging to NoSoftware, dont know what it refers to.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3258. Re: Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 21:54:12 UTC
From: ebaiz@skyenet.net
Message-ID: <8WTo6.219$OE5.1121@newsfeed.slurp.net>
Source record: 49290

On 4 Mar 2001 14:51:22 G, JI Logan wrote:
>I see that April's Personal Computer World uses the slogan 'Power
>without the price' without, as far as I can see, making any mention
>of Atari.

Yep, I have seen that also. I kind of figured that no one would ever
mention that Atari said it first. I wonder if the Tramiels ever patented
that saying?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3259. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 22:04:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983901770-309421AEicMi@madasafish.com>
Source record: 49209

Jared

Hi Headcase..

>Have you heard the audio "ad" or not? Whether or not it ever becomes
>real is another thing, but, I can at least try to see if I can get
>Infogrames to do something more with Atari than use it as just a
>brandname on software titles.

Didnt you get the message the last time you asked for our opinions..
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3260. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 22:11:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <saUo6.64607$o85.364282@news-server.bigpond.net.au>
Source record: 49291

"Thierry ARBEZ-CARME" <tarbez@chez.com> wrote in message
news:3aa3c327.30947450@news.free.fr...
> Le Mon, 05 Mar 2001 01:49:52 GMT, "Mark Bedingfield"
> <mark@baypc.com.au> crit:
>
> >>...
> >> >I would like to know if any kind of 68881 or 68882 co processor can be
> >> >plugged on a MegaSTE motherboard ?
> >>
> >> Its not that simple, you also need a GAL chip tats absent from the
mother
> >> board in order to use an FPU. Ive got one in my MegaSTE, i dont wake it
> >> up often. You should sit down and think about why you'd need one.
> >
> >Because you can. I am on the lookout for that gal too, but Motorola no
> >longer make FPU's.
>
> I have some 68881 16Mhz (plcc) to exchange.
> I'm looking for jaguar games or Lynx games.

I live in Australia, but got no Jag or Lynx:-(, after a jag too. I saw AVP 4 years ago, and have wanted one since. It craps on the current PC version.

Mark

3261. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-05 22:21:09 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3aa41155$0$8833@news.zetnet.co.uk>
Source record: 49293

On 3 Mar 2001 14:38:33 -, Lyndon Amsdon wrote:
>On 3 Mar 2001 01:03:15 G, "Jared Falvo" wrote:
>>I have recorded a sample "radio ad" for Atari. I'm going to save it to

clipped

>>If anyone wants to hear the 30+ second spot I recorded, just ask. I'll
>>Email it to you. It's about 800K in size. It sounds pretty bad (audio
>>quality-wise), but I think it really expresses the excitement I think
>>Atari's revival could bring to the masses...

Yes please, I'd like a copy.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

3262. WTB: 1040STe/Mega ST (Canada or North Eastern USA)

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 04:07:13 UTC
From: ag352@chebucto.ns.ca
Message-ID: <981nph$s73$1@News.Dal.Ca>
Source record: 49294

A heavy object fell on my 1040STe last night. Here I am typing a newsgroup posting on the poor thing.

When I run Notator SL, the MIDI data isn't being transmitted to my synth. I'll try re-seating any socketed chips, but the most crucial feature of this device may be toast.

If any of you have a 1040 STe or a Mega 4ST to sell, please e-mail me at:

ag352@chebucto.ns.ca

Thanks.

John S. Gray
(was editor of the XEST fanzine)
Isolated out in Atlantic Canada

3263. Commodore & Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 04:19:00 UTC
From: NOSPAM.black@gco.apana.org.au
Message-ID: <546195495@p1.f360.n634.z3.fidonet.org>
Source record: 49295

And now I'm talking to myself :-)

I jumped the gun a little in announcing that the BBS is fully back online... At the time, I hadn't fully restored all the filebase, however, I've done most of it now, but be aware that most of the ST files are old (I stopped supporting the ST in '96). However, if the older stuff is of any use to anyone, goto telnet://commodore.thebbs.org

cheers,

Lance

3264. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 10:24:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983947992-98161AEicMi@cwcom.net>
Source record: 49230

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Sun, 04 Mar 2001 13:55:38 GMT

>>I've found some info from Peter Rottengatter and Charles Silver in a
>>very old message from someone named Derryck Croker <g>. Also, I've found

>Cheers dude, i'l read this 'ron.

Did you check your email last week? I forwarded two thorough treatments of
setting STinG up to you.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3265. How many Atari OS typ

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 10:47:14 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006aa23@fmlynet.org>
Source record: 49204

FamilyNet Newsgate

Hello Jeff!

JA> From what I understand, MiNT "patches" (but actually
> replaces most of) the GEMDOS...

Interesting. Does MiNT run as a MacOS application, or as a
stand-alone operating system on the Mac?

JA> Now MiNT most definitely does not require GEM because
> it can run natively on the Macintosh (without any
> GUI).

Even more interesting! Where can I find out more about
this? I'd love to try it!

JA> It can operate using a little chunk of software
> called JET (Just Enough TOS). This little program
> definietely does not contain GEM. I think that MiNT
> only requires some of the hardware I/O routines in
> TOS to run.

Is JET open-source? If MiNT works mostly through BIOS (and
XBIOS?), perhaps JET is a BIOS emulation for the Mac. Does
MiNT also use bits of GEMDOS?

[Atari Unix ports]

JA> They don't even have GUI's (except Xwindows maybe?).
^^^^^^^^
It's best to call it Xwindow, the X window system or just
plain X. I understand the X community don't like it
referred to as 'Xwindows'.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3266. GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 10:47:14 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006aa24@fmlynet.org>
Source record: 49205

FamilyNet Newsgate

Hello Iggy!

ID> UNIX is constructed out of a programmer-centric
> perspective.

That's probably fair.

ID> ...but when it comes to administering it, it's just
> one long headache.

I'll readily agree that many unix implementations are far more difficult to administer than they should be. Hopefully this will change.

ID> Actually, I refuse to choose only one. Why shouldn't
> a GUI be beneficial on a server?

Many servers run 'headless', without a monitor and keyboard. Although it's possible to run graphical software on these and have the display directed across a network to another machine, I can't think of many 'server-side' programs that would really benefit from graphics. They may exist, I just haven't needed them so far.

I'm reminded of a DEC AlphaServer 2100 we ran at one place I worked. It comfortably supported about 200 simultanious OpenVMS users. It lived in a computer room where few people ever went, and routine administration could be done from a command line. Ironically the machine permanently ran a graphical user interface (an X server), although the only thing ever on its screen was an emulation of a text console. The system resources used by the GUI were probably not extreme, but they were still wasted.

ID> MS-DOS is appalingly limited.

It's certainly limited. Whether or not that appalls you presumably depends on whether it's adequate for the application you have in mind for it. I'm certainly glad it's not my only available operating system! ;-)

ID> Because it hasn't evolved since 1981.

DOS has evolved slightly. I imagine the command line itself has changed little since PC-DOS 2.0, and the addition of heirarchical directories and I/O redirection.

AB> Then you don't understand Unix, which is not a CLI.

ID> And neither is MS-DOS, then.

Technically you're right, COMMAND.COM is.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3267. 060 to be sold !

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 13:44:23 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <XQ5p6.1161$0a2.2199651@nnrp5.proxad.net>
Source record: 49196

I sell :

68060 RC 50 (for CT60 or Amiga by ex.)
FULL : with COPRO & PMMU !

140 $ / 152 EUR.

A very good price !

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3268. Videlity?

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 14:09:07 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <8b6p6.133$646.955@newsfeed.slurp.net>
Source record: 49197

I'm looking to download videlity. I can't find it anywhere. I thought it was freeware... Anyone know where I can get it?

Joshua.

3269. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 14:18:01 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103060450480.23534-100000@shell.pacifier.com>
Source record: 49198

BBS Express ST; ICD;
+NEW in BOX.....$15.00 U.S.
==========

Hello Jeff,

below is a listing from my Catalog's inventory. Obviously it's for BBS Express ST's version for back when ICD had it. I'll hold it if you wan't to buy it. For a long time, I've been wanting to setup a BBS again. I have my own copy of BBS Express ST, registered and complete from the guy who last had it. If I start my BBS again, I'm not sure which BBS Software to run on my BBS? I have BBS Express ST but I like a BBS with Rooms and Floors like Citadel or STadel, or maybe Fnordadel or ST Keep. I do have an alternative and it's Y2K compatible, and I have a registered copy, the BBS Software I last ran, all setup on my Hard Drive. I stopped using it out of anger. I supported this Shareware and the author for years. I shut down the BBS, in anger, when the author dropped all support and shut down His BBS. This may not sound bad, but I was Generous with my support. I wanted him to add support for my 7 CD Changer CD ROM into the BBS so I rased the Money from my BBS Users to buy one and I sent it to him, in exchange for his work writing in support. Plus at the same time, for his support, I sent him a lot of New Jaguar stuff, listed below. A Jaguar with Jag CD player and 20 Games, all new in Box. And immediately after he received all my Jaguar and my Nakamichi 7 CD Changer, he dropped support and moved on and he never returned my stuff, even though he said he would, he stopped talking to me. I couldn't reach him anymore. The Nakamichi CD ROM was paid for by contributions from my BBS users. I've been disabled since I was hospitalized in 1980 and dealing in Atari is a mere pittance of supplemental income. Still, I bought all that for Brian in exchange for support on His BBS Shareware. And he drops support and stops talking to me and I don't get my stuff back either. And I can't afford to take such losses. Pardon my ranting, but I've never been able to get over this and I get off on this tangent, while on the similar subject of BBS. My Point is, the alternative to BBS Express ST could be ForeSight BBS, I think the Demo is on umich.edu. But my registered copy is Y2K Compatible, and it works and is nice. Drawback? A friend of mine warned me when choosing BBS Software, Pick BBS Software that works, as it is and don't pick what isn't finished or unworkable. I supported Brian and Foresight for years but he dropped support before it was finished. And unusable. But, still it's Y2k Compatible. I hear Brian still has his Atari Computer. Maybe he could get back to finishing his BBS, even though he told me their wasn't enough money in it anymore. It really is fine BBS software. I loved it, supported it and even sweated over it, keeping it to work. If Brian Hauer could be persuaded to pick it up again, and complete the BBS Software Foresight. I really love it, but as it is, it's incomplete and unusable, but still

beautiful. If someone could or would finish it. It would be a MasterPiece.
Brian, if only you would. Regardless, dear Readers. Please disregard. I
haven't slept in over 36 Hours and soon the Medicine will take
effect. Good night everyone as I Crash and Get some sleep.

==Thanx==
===Ben===

Title |I.D.|CHi|
Baldies 1|C.D.|1 |
Battlemorph 1|C.D.|1 |
Blue Lightning 1|C.D.|1 |
Brutal Sports Football 1-2|Cart|1 |
Club Drive 1-2|Cart|1 |
Controllers |Peri|2 |
Defender 2000 1-2|Cart|1 |
Doom 1-2(1)|Cart|1 |
Dragon's Lair 1|C.D.|1 |
Flip Out 1|Cart|1 |
Highlander 1|C.D.|1 |
Hover Strike: Unconquered Lands 1-2(2)|C.D.|1 |
Iron Soldier 1|Cart|1 |
Jag CD |Hard|1 |
Memory Track |Cart|1 |
Myst 1|C.D.|1 |
Official Gamer's Guide |Book|1 |
Power Supplies |Hard|2 |
Ruiner PinBall 1-4(3)|Cart|1 |
Space Ace 1|C.D.|1 |
Syndicate 1|Cart|1 |
TeamTap 1-4(4)|Peri|2 |
Val D'Isere Skiing and Snowboarding 1-2|Cart|1 |
Vid Grid 1-8(3)|C.D.|1 |
White Men Can't Jump 1-4(4)|Cart|1 |
Wolfenstein 3D 1|Cart|1 |
Zool 2 1-2|Cart|1 |
Zoop 1|Cart|1 |
(1) CatBox/JagLink Network together. (2) Cooperative play only.
(3) Players alternate with 1 controller (4) Play simultaneously with Team Tap

BBS Express ST; ICD;
+NEW in BOX.............$15.00 U.S.

On Wed, 21 Feb 2001, Jeff Mitchell wrote:

>
> I've got my TOS emulator able to work 90% -- my BBS will be online
> inside of a few days I think, for everyone to telnet to (one at a
> time.. it *is* single user don't cha know ;)
>
> I'm using a very old version of the software.. all my disks have
> gone bad (sigh).. I've got most of a version 1.7.0 (BBS_170.lzh). I really

> need the rest of it, or any other versions for that matter..
>
> So if anyone has any of these guys, or knows where I can get
> them.. I'll be up faster and better! Please help!
>
> jeff
>

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3270. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 14:52:30 UTC
From: swampfox1@earthlink.net
Message-ID: <OQ6p6.387$oz.52565@newsread1.prod.itd.earthlink.net>
Source record: 49199

On 5 Mar 2001 08:47:31 -, Dan Ackerman wrote:
>
> It's possible it is still used in STiNG but I doubt it. It is an
>easy formula to use. In fact if you are using PPP with STiK2 you can
>ignore all most all of these settings and go with the default and let the
>PPP negotiation set it all for you.
>
> Dan Ackerman
> aka baldrick
>
>
>.
Hi Dan,
Tried StiK2 but found no obvious difference in download speed or
time-outs at 115,200 betwwen StiK or StinG. From other's comments here,
it may be the Falcon's port itself, the hardware in my Falcon's port
and/or the phone line quality. It does'nt look like there's a software
solution at this point.
John G.

3271. SIT

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 14:57:42 UTC
From: swampfox1@earthlink.net
Message-ID: <GV6p6.389$oz.52565@newsread1.prod.itd.earthlink.net>
Source record: 49200

Hi All,
Anyone know of a Falcon program that will view files with a .SIT
extension?
John G.

3272. games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 16:03:21 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <eS7p6.366$646.868@newsfeed.slurp.net>
Source record: 49201

What would be the best and easiest programming language/program to make simple games on a Falcon? Thanks.

Joshua.

3273. FS: Atari Falcon 030 system, UK

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 16:24:04 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ioNOs8Uk8Qp6EweA@lovecraft.demon.co.uk>
Source record: 49202

No word from the buyer after a week's powercut, so...

Atari Falcon 030, 14Mb, FPU, 215Mb IDE, external 540Mb, 1Gb, CD-ROM,
Syquest SCSI drives in PC case, optical mouse and new ST mouse,
excellent condition, includes MagiC, Thing, Papyrus and HDDriver as well
as lots of other utilities and software for doing most things.

ï¿½250 including shipping (24hr).

UK buyers only, unless you're prepared to take the responsibility of
shipping yourself (i.e., arranging collection with DHL or whatever).

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

3274. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 16:47:17 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103061643560.101-100000@Hades060>
Source record: 49216

On Mon, 5 Mar 2001, Steve Sweet wrote:

> Jared
> Hi Headcase..
>
> >Have you heard the audio "ad" or not? Whether or not it ever becomes
>
> Didnt you get the message the last time you asked for our opinions..

I suspect he missed the coldfire thread whilst he was goofing
around with that ad idea... perhaps these ads do have a useful
purpose after all? lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3275. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 17:18:42 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103060911520.26974-100000@shell.pacifier.com>
Source record: 49203

I'm Partial to BASIC. If STOS is Falcon Compatible, I'd use that as it was made for Writing Games, along with STAC, which I think is the same, accept used as an adventure creator. Or, ST (A)dventure (C)reator. STAC. If STOS will work on a Falcon, I can sell you STOS. As far as STAC, I'd have to look and see if I have it.

==Thanx==
===Ben===

On Tue, 6 Mar 2001, Joshua Kaijankoski wrote:

> What would be the best and easiest programming language/program to make
> simple games on a Falcon? Thanks.
>
> Joshua.
>
>
>
>

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3276. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 18:16:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9839hbhtj2@snipp.uninett.no>
Source record: 49206

Joshua Kaijankoski <gaiyan@vianet.ca> wrote:
> What would be the best and easiest programming language/program to make
> simple games on a Falcon? Thanks.

As a former professional VAX-BASIC programmer I'd say anything but BASICs with line-numbers ;-) There's a games-library for GFA Basic, and Reservoir Gods has released a games-library for PureC (or was it Lattice?) that's Falcon-only.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3277. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 18:46:35 UTC
From: vdjole@EUnet.yu
Message-ID: <983ba9$72$1@news.EUnet.yu>
Source record: 49212

On 5 Mar 2001 01:49:52 G, "Mark Bedingfield" wrote:

>> Its not that simple, you also need a GAL chip tats absent from the mother
>> board in order to use an FPU. Ive got one in my MegaSTE, i dont wake it
>> up often. You should sit down and think about why you'd need one.
>
>Because you can. I am on the lookout for that gal too, but Motorola no
>longer make FPU's.

That GAL is in no way Motorola-related. AFAIK it performs address decoding
and the starting address of a memory-mapped MC68881 FPU is computer-specific.
On an Atari it is $FFFA40 but on some other machine it may be completely
different. However, knowing the pinout of the GAL socket in the MegaSTE,
I suppose you may get someone to burn a compatible chip for you.

cu.

3278. Re: Null modem cable network

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 19:09:17 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3AA5356F.9E736EBD@village.uunet.be>
Source record: 49210

Hi Erik,

Erik Closson wrote:
>
> Is there a faq laying around describing how to connect an ST to a pc with a
> null modem cable to share the pc's internet connection. I think I remember
> one but I'm not quite sure. Even though my cable modem would dribble through
> a null modem cable I'd still like to try it.

Try these pages :
Atari FAQ - connection part
http://bales.online.fr/atari/#q41

The Atari Guide to Network Connectivity
http://gallery.uunet.be/saka/atari/faq/slip_faq0.html

Furthermore, you'll find more info about your topic on these pages :
http://obooklage.free.fr/e_intra.htm
http://gallery.uunet.be/saka/atari/lan/router.htm
http://gallery.uunet.be/saka/atari/lan/nfs_atari-pc.htm
http://www.mcs.drexel.edu/~unsilva/bredroll/magic/network.htm

Since I don't know what OS you have on your Atari nor your PC I pointed
to a few of them talking all about different OS's.

There are still a lot of other reference pages, but they all talk about
the same things.

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

3279. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 19:28:12 UTC
From: sinclap@nospam.net
Message-ID: <060320011328593678%sinclap@nospam.net>
Source record: 49211
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-672351.20111401032001@quark.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <280220012041413082%sinclap@nospam.net>,
> <sinclap@nospam.net> (The iDiot Forever Known As Sinclap) wrote:
>
>
> > > I'm still going to stick around and keep an eye out for a cheap MegaST/e
> > > system, just in case the PC MIDI implementation gets interesting ;)
>
> >
> > If your a serious Midi user, should be using a TPB/G4!
>
> BZZT! WRONG!
>
> To begin with, you'd have to buy a MIDI adaptor.
>
> secondly, more money to buy a microphone adaptor (TP4/G4 Powerbook
> don't have a microphone jack for hard disk recording input - in fact,
> none of the current G4 towers have no microphone input, requiring
> adaptors or expensive microphone input cards).

Considering a G4 cost compared to a Hades, a small price indeed for a modern solution box..

> Thirdly, who wants to buy a machine whose main proponent is a loser
> geek with no life who claims to be an "Apple Power Rep", but who doesn't
> even know how to spell "you're", much less realize that MIDI is spelled
> in all capitals?

If your a serious midi user that is going to base that purchase decision over utility and return on investment would be as described by you..

> Fourthly, nobody cares about TiFKAS' opinion, he having proven over
> the course of eight years that he's easily outwitted by a jar of
> vegemite. Indeed, even Mac users admit that TiFKAS' foaming at the mouth
> "advocacy" is considered counter-productive to converting users to the
> cause.

You obviously do,,,,

> > sinclap!
> > somewere in mn
>

> totally embarrassed at how President Duh won the election rather than
> Al Bore, who TiFKAS swore up and down would win by a landslide. Not to
> mention how his governor Jesse "The Baby" Ventura whored himself out to
> the biggest sports flop in US history, the XFL....

I never said that Gore would win in a landslide...He did win the
popular vote but was cheated in Florida..

As for Jesse..Will let him defend himself...

so how is Mike 'Newt' Harris doing? How did a Newtonian win in a place
like Ontario?

sinclap!
somewere in mn

3280. Re: Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 20:12:04 UTC
From: rking@zetnet.co.uk
Message-ID: <3aa54494$0$8832@news.zetnet.co.uk>
Source record: 49213

On 5 Mar 2001 21:32:18 G, Steve Sweet wrote:
>Hi Ji
>
>>I see that April's Personal Computer World uses the slogan 'Power
>>without the price' without, as far as I can see, making any mention of
>>Atari.
>
>Is that actually copyrighted or registered in some way??.
>
>I do recall someone telling me that MS sued someone who used the phrase
>"Where do you want to go today", ive no idea of the outcome though.
>
>--
>
>eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Hi Steve et al,

I'll try and find out at work re the registration of the phrase
'Power without the Price'.

Bob

3281. Scanner and ZIP...

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 20:21:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <983910190-746301AEicMi@xs4all.nl>
Source record: 49214

Hi,

Does anyone know the right way to connect an
EPSON GT-8500 scanner and ZIP to a TT running
HDDRIVER 7.7 and MagiC 6.1? I've used to have it

connected for several years but got it
unconnected due to a moving from one city to
another. Yesterday I plugged everything in, made

a few scans and the computer froze; no cursor
and only the startup from GTLook II. I made 2 or

3 scans. And afterwards it was hard to start up
the computer because it looked like this
corrupted HDDriver..Does anyone ever had the
same problem and/or has anyone any suggestions?

Thank is advance,,,,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x
Portfolio, 1 x Jaguar, 1 x Lynx.

3282. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 20:48:44 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <M2cp6.780$KE1.66790@zwoll1.home.nl>
Source record: 49215

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:eS7p6.366$646.868@newsfeed.slurp.net...
> What would be the best and easiest programming language/program to make
> simple games on a Falcon? Thanks.

The best language is the one you already know. If you don't know any basic
may be the best starting point.

Hans

--
Remove the computer names from my e-mail adress to reply

3283. Re: Need info on NoDESK

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 20:49:44 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3aa681b61d30960@online.be>
Source record: 49159

on Mon 05-03-2001 21:35 Steve Sweet wrote:

>Hi John
>
>> I would like some information about the software NoDESK, which
>>was a alternative desktop.
>
>I think NeoDesk is the desktop you refer to, certainly advanced in its
>time but troublesome to some systems i heard and has been superceded by
>the likes of Jinnee, Thing, MagxDesk (magic component) and others.
>
>I believe NoDesk is a phrase belonging to NoSoftware, dont know what it
>refers to.

```
,---------------------------------------------------------------------.
| 24.6.1995 |
| NODESK.TXT |
| |
| no|Desktop V3.04 |
| |
| Copyright ï¿½1994,95 by no|Software GmbH |
| |
| Autoren: |
| Andreas Fahrig |
| Ralph Mertens |
| Christian Stamm |
| Jï¿½rg Zabell |
| Marco Zahnen |
| |
`---------------------------------------------------------------------'
```

As you see it's an alternative desktop coming from no|Software
Nodesk really exist. It is a very nice desktop which was far ahead its
time. The only drawback is that it is pig to setup properly. One have to
edit some *.cnf files by hand. Also it's German only.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3284. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 22:14:16 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Yidp6.67227$o85.378058@news-server.bigpond.net.au>
Source record: 49217

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:983ba9$72$1@news.EUnet.yu...
> On 5 Mar 2001 01:49:52 G, "Mark Bedingfield" wrote:
>
> >> Its not that simple, you also need a GAL chip tats absent from the
mother
> >> board in order to use an FPU. Ive got one in my MegaSTE, i dont wake it
> >> up often. You should sit down and think about why you'd need one.
> >
> >Because you can. I am on the lookout for that gal too, but Motorola no
> >longer make FPU's.
>
> That GAL is in no way Motorola-related. AFAIK it performs address decoding
> and the starting address of a memory-mapped MC68881 FPU is
computer-specific.
> On an Atari it is $FFFA40 but on some other machine it may be completely
> different. However, knowing the pinout of the GAL socket in the MegaSTE,
> I suppose you may get someone to burn a compatible chip for you.

No, the FPU is no longer in production, I rang distributors here in
Melbourne and they say 680x0 and 6888x are history. I know just about every
body makes gals, Phillips etc.... But Motorola ONLY produce PPC/coldfire
chips now. Hence Milan 2 and Rudolph's source problems.

Mark

3285. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 22:24:04 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <8sdp6.5080$TW.25552@tor-nn1.netcom.ca>
Source record: 49218

In article <Pine.BSO.4.21.0103060450480.23534-100000@shell.pacifier.com>,
>below is a listing from my Catalog's inventory. Obviously it's for BBS
>Express ST's version for back when ICD had it. I'll hold it if you wan't
>to buy it. For a long time, I've been wanting to setup a BBS again. I have

My version is newer than that, so I have no need. But I am
tempted, just for yucks in having a new copy in a box :) (When I bought
it, I only ever got a old ICD manual in a bag. I dont' recall where I got
it from :P)

>my own copy of BBS Express ST, registered and complete from the guy who
>last had it. If I start my BBS again, I'm not sure which BBS Software to
>run on my BBS? I have BBS Express ST but I like a BBS with Rooms and
>Floors like Citadel or STadel, or maybe Fnordadel or ST Keep. I do have an

The *citadel series really was cool, but very hard for users to
understand, i found. I always liked Express and Forem.. more limited, but
at least they worked. (nolonger true.. Express is y2k weird, but it seems
to work well enough. Forem is busted.)

>Software I last ran, all setup on my Hard Drive. I stopped using it out of
>anger. I supported this Shareware and the author for years. I shut down
>the BBS, in anger, when the author dropped all support and shut down His

Can't blame themfor dropping support; there hasn't been any money
in the Atari computers for a long time.

>him to add support for my 7 CD Changer CD ROM into the BBS so I rased the
>Money from my BBS Users to buy one and I sent it to him, in exchange for
>his work writing in support. Plus at the same time, for his support, I
>sent him a lot of New Jaguar stuff, listed below. A Jaguar with Jag CD
>player and 20 Games, all new in Box. And immediately after he received all
>my Jaguar and my Nakamichi 7 CD Changer, he dropped support and moved on

Its quite a shame he never returned your goods; the jaguar and
stuff is cool and still very valuable, even. (the jaguar CD anyway).

>is on umich.edu. But my registered copy is Y2K Compatible, and it works
>and is nice. Drawback? A friend of mine warned me when choosing BBS
>Software, Pick BBS Software that works, as it is and don't pick what isn't
>finished or unworkable. I supported Brian and Foresight for years but he

Thats always true; when buying software you should always buy what
works, and/or what your friends use, so you can ask for help. Goign
adventurous is cool, but only when you can get away with it. Not for
sales/support.

My situation is different; I only want to run the bbs I ran for so many years before; and I also want it to work under tcp on the internet. I hacked it up a bit, and I wrote a whole system to maske it possible.. but it works.

jeff

3286. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 23:00:34 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <l_dp6.8$n07.1446@newsfeed.intelenet.net>
Source record: 49219

Hey, persistance is a virtue... or is that patience? Um, hmm... :-)

If we do nothing, nothing happens. Are you genuinely *happy* about the state that "Atari" (whatever that five letter word represents anymore) is in these days? Are you jumping up and down with glee that the only thing left are faint efforts to push "Atarism" a few months further down the road into oblivion? And, to what end? To live in the past a few more days? To make ourselves believe we're "still up and coming" to the rest of the world?

Pah!

I will not venture down the road of death. But I will try to bring the dead back to life... time and time again, if for no other reason than the fact that no one from Infogrames (previously Hasbro) has stated absolutely, that such things will NEVER be done or that Atari is dead and gone.

I am working on sending a letter to Infogrames (a local California branch) with the diskette. But... there are several CA branches to choose from. Which one do I send to? Is one just as good as another? Decisions, decisions!

Not sure if it will net any response or reaction of any kind, but... what's a couple sheets of paper, a few minutes of my time, a 1.44Mb floppy and about $1.00 in postage in the grand scheme of things? Surely not enough to consider it a waste of time.

Think about it. If everyone here (or in the Atari community) made the same effort to their local Infogrames offices, surely they would respond one way or another.

As long as we offer ways to bring Atari back, without it costing Infogrames a ton more money to do so (with the possibility that it might MAKE them tons of money in the process), why should it be something they wouldn't consider?

Think about it. If Infogrames called on Rudolph Czuba (sp?), could not he design the next Atari system? Or Milan, for that matter? Surely they've done the reseach, so Infogrames doesn't have to. As far as design, that could be a joint effort. And marketing needn't cost millions if you know where to place your advertising dollars to get the most for the least.

The only thing that might be a large expense is FCC Class B approval. I know that's a requirement in the US, for consumer-grade devices. Not sure elsewhere.

It takes only a few dollars and an hour or so of your time to help bring Atari to the front of Infogrames awareness. It's up to them, after that, but at least, either way, we will have given it our best.

And THAT, Steve Sweet, is why I refuse to stop returning time after time. I will not stop hoping and trying until someone at Infogrames says there is no hope. And, at that point, you will hear and see the last of me...

Jared

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message news:983901770-309421AEicMi@madasafish.com...
> Jared
>
> Hi Headcase..
>
> >Have you heard the audio "ad" or not? Whether or not it ever becomes
> >real is another thing, but, I can at least try to see if I can get
> >Infogrames to do something more with Atari than use it as just a
> >brandname on software titles.
>
> Didnt you get the message the last time you asked for our opinions..
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

3287. Re: Strange HDDRIVER behaviour

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 23:41:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983984968-830263AEicMi@madasafish.com>
Source record: 49155

Hi Harryyyyyyyyyy

> > Apostrophes are rare and should be sprinkled carefully.

>Thats' what Iv'e alway's thought too %^X

Bitch, he'l scratch your eye's out. :-)
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3288. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 23:48:17 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2113.466T850T484239optimus@canit.se>
Source record: 49234

Hans Wessels skrev:

>"Iggy Drougge" <optimus@canit.se> wrote in message
>news:4021.464T2950T5476803optimus@canit.se...

>> You need a good shell. One with file completion, first of all. Then, it's
>much
>> more intuitive and visual. Even a CLI shell may incorporate GUI elements.

>Have you seen a good shell lately? Even on the commandline centered Unix
>systems there aren't any. Ofcourse, the bare minimum is filename completion,
>but then with some sense please. When I am using the cd command please don't
>suggest filenames as possible completion. But then it realy starts, what
>options are possible and usefull? And diven a particulair option which extra
>options are the still usefull?

Bash IIRC won't suggest files when tabbing cd, though I find that behaviour rather annoying, seeing as I use the file completion features as a quick alternative to ls a lot of the time.

>On Unix systems the information is available the shell can refer to the
>manpage of the command you have typed to give you the necessarry help. But
>this isn't done.

The manpages are a nice idea, but why are they written in such a backwards, programmer's manual manner?

>Sounds to good to be true? Well in the old ages of computing there were
>CLI's already working this way. Example: the
>TOPS-20 COMND JSYS (see also http://home.wanadoo.nl/i_a/tops-20/).

I've heard good things about TOPS-20, which has made me evaluate UNIX even lower than before.

>The problem is that all is focused on GUI's thinking CLI's are a closed
>book. The BIG advantage of GUI's is that they are really easy to use for
>beginners, but they can become a real annoyance for the experienced user.
>CLI's have a very steep learning curve but they are the quickest way around
>when you know what you want to do.

Some CLIs are even part-GUI. KingCON on the Amiga pops up a file requester when using tab completion with multiple alternatives. A CLI doesn't have to be a black 80�25 screen.

--
En ligne avec Thor 2.6.

G&#65533; med i SUGA, Swedish Usergroup of Amiga!
WWW: http://swedish.usergroup.amiga.tm/
BBS: 08-6582572, telnet sua.ath.cx, port 42512.

3289. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 23:50:35 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1729.466T1750T505651optimus@canit.se>
Source record: 49235

Jared Falvo skrev:

>If a new Atari computer was built by the Infogrames-Atari, which OS would
>you want it to run? What CPU would you want? How much and what type of
>RAM, Classic Atari case or PC-style tower with slots (for the very first
>model; do you think it would be worthwhile to make a really powerful
>all-in-one integrated system like the old 1040/Falcon030 to help bring
>recognition back with the new system, or going with a totally different
>minitower w/ slots type design to keep "expansion users" happy, regardless
>if it meant development headaches for driver programmers because anyone
>could have any hardware and thus no one would know who had what hardware)?

Please, Falvo! Drop it already! Why can't you bloody give up and leave us
alone with your blithering Atari revival?

>I still believe the first new system should bring familiarity along with it,

But of course you do! We already know that! You're nearly as wind-up as old
Sinclap!

>But, of course, all of this is meaningless drivel if Infogrames does
>nothing, just as Hasbro did nothing...

Exactly. So let it go.

--
En ligne avec Thor 2.6.

-- Support your government, give Carnivore / Echelon something to parse --
classfield top-secret government restricted data information project CIA
KGB GRU DISA DoD defense systems military systems spy steal terrorist
Allah Natasha Gregori destroy destruct attack democracy will send Russia
bank system compromise international own rule the world ATSC RTEM warmod
ATMD force power enforce sensitive directorate TSP NSTD ORD DD2-N AMTAS
STRAP warrior-T presidental elections policital foreign embassy takeover
---

3290. Re: Null modem cable network

Newsgroup: comp.sys.atari.st
Date: 2001-03-06 23:54:13 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <776.466T650T543811optimus@canit.se>
Source record: 49236

Erik Closson skrev:

>Is there a faq laying around describing how to connect an ST to a pc with a
>null modem cable to share the pc's internet connection. I think I remember
>one but I'm not quite sure. Even though my cable modem would dribble through
>a null modem cable I'd still like to try it.

Define "PC". Is it an XT running QNX or a multiprocessor FreeBSD system?

--
En ligne avec Thor 2.6.

> I'll maybe do a giraffe/milk/fridge game for this year's CSSCGC.
> That'd be good. Yes.

Advanced Giraffe Refrigeration Simulator.
All the thrills and 'spills' are here as you manoeuvre the milk and lure
the lactophobic animal around a kitchen packed with hazards!
** Actual Spectrum screenshots! **
"It's TOTALLY AMAZING!!!" - David Darling

Equin0x, comp.sys.sinclar

3291. Re: How many Atari OS typ

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 00:27:25 UTC
From: jba4@po.cwru.edu
Message-ID: <3aa57f98.23111840@news.cwru.edu>
Source record: 49220

On Mon, 06 Mar 2001 10:47:14 , "Andy Ball"
<Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet Newsgate
>
> Hello Jeff!
>
> JA> From what I understand, MiNT "patches" (but actually
> > replaces most of) the GEMDOS...
>
> Interesting. Does MiNT run as a MacOS application, or as a
> stand-alone operating system on the Mac?

You know, I'm not sure. I don't think it even requires MacOS, excpet
maybe to get the Mac booted. But I don't think so. I've only seen
info on MacMiNT a couple of times.

>
> JA> Now MiNT most definitely does not require GEM because
> > it can run natively on the Macintosh (without any
> > GUI).
>
> Even more interesting! Where can I find out more about
> this? I'd love to try it!

You got me. I haven't seen a posting about it in a while. Try doing
a web search for MacMiNT.

>
> JA> It can operate using a little chunk of software
> > called JET (Just Enough TOS). This little program
> > definietely does not contain GEM. I think that MiNT
> > only requires some of the hardware I/O routines in
> > TOS to run.
>
> Is JET open-source? If MiNT works mostly through BIOS (and
> XBIOS?), perhaps JET is a BIOS emulation for the Mac. Does
> MiNT also use bits of GEMDOS?

JET is most certainly open source. I have absolutely no idea how it
actually works. ;-)

>
> [Atari Unix ports]
>
> JA> They don't even have GUI's (except Xwindows maybe?).

> ^^^^^^^^
> It's best to call it Xwindow, the X window system or just
> plain X. I understand the X community don't like it
> referred to as 'Xwindows'.

Ah, silly naming conventions. You're right of course. it is the X
window system. I guess I wasn't thinking. :-)

>
> Regards,
> - Andy Ball.
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3292. Re: File numbers of posts

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 02:08:51 UTC
From: swampfox1@earthlink.net
Message-ID: <TKgp6.1702$oz.187322@newsread1.prod.itd.earthlink.net>
Source record: 49221

On 5 Mar 2001 19:12:32 G, "Kenneth Medin" wrote:
>On Mon 05-03-2001 02:20 (GMT) John Garone wrote:
>
>>Xref: masternews.telia.net comp.sys.atari.st:38218
>
>If you "by number" mean an Xref: line similar to mine above it's inserted
>by your isp's newsserver.
>

In Newsie I get: File number Subject Author Date

>I'm also getting lots of old duplicates that show up as new articles.
>Today they were from 21/2-2001. They appear both in Atari Newswatch and
>pc Outlock Express. All the international groups I follow suffers from
>this but none of the Swedish ones. Looks like there is some
>missconfigured server somwhere or something. It's been going on for a
>week now and is a bit annoying.
>

Time to move to Sweden! How's the weather there? (:->)~

John G.

3293. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 02:17:57 UTC
From: swampfox1@earthlink.net
Message-ID: <pTgp6.1720$oz.187322@newsread1.prod.itd.earthlink.net>
Source record: 49222

I had a phone repairman replace all the connectors at the box on my house (was corroded!). He also reduced the extra lengths of wire at different connection points eliminating as as much as 1000 feet of loop. Don't see a difference in computer rates at 56k. Maybe later in the night I'll see some improvement. What bother's me mostly now is the difference between Rx and Tx rate. At 56k, my modem Rx is about 45k and the Tx is about 26k. Falcon port hardware problem? Or is this normal? 115k is still a disaster!!!

John G.

3294. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 02:32:23 UTC
From: swampfox1@earthlink.net
Message-ID: <X4hp6.1762$oz.187322@newsread1.prod.itd.earthlink.net>
Source record: 49223

On 6 Mar 2001 23:00:34 G, "Jared Falvo" wrote:
>Hey, persistance is a virtue... or is that patience? Um, hmm... :-)
>
>If we do nothing, nothing happens. Are you genuinely *happy* about the
>state that "Atari" (whatever that five letter word represents anymore) is in
>these days? Are you jumping up and down with glee that the only thing left
>are faint efforts to push "Atarism" a few months further down the road into
>oblivion? And, to what end? To live in the past a few more days? To make
>ourselves believe we're "still up and coming" to the rest of the world?
>
>Pah!
>
>I will not venture down the road of death.

I must say, Jared, I admire your tenaciousness! I, however, feel you'd get a lot farther if you tempered your enthusiasm with something to offer other than blind hope! For instance, offering to handle the marketing yourself or the construction of the blueprints yourself or offering your finances to a qualified technician to build a prototype or build the prototype yourself!!! This would show Infogrammes something tangeable!!! But, like I said, I admire your tenaciousness!!! Have you tried Gates???
John G.

3295. Re: FA on Yahoo Robotkits For Atari ST/Falc

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 02:35:03 UTC
From: swampfox1@earthlink.net
Message-ID: <r7hp6.1770$oz.187322@newsread1.prod.itd.earthlink.net>
Source record: 49224

On 5 Mar 2001 21:28:33 -, "john.masterman" wrote:
>Take a look at http://page.auctions.yahoo.com/uk/auction/49841851 if you are
>interested in one of these unusual Atari ST items.
>
>JLM
>
>
>.

John,
Could you elaborate a bit here?
John G.

3296. NYC Repair shops?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 02:46:28 UTC
From: shacoustic@aol.com
Message-ID: <20010306214628.04465.00000245@ng-fi1.aol.com>
Source record: 49225

Does anyone know of a shop in the greater NYC area that can troubleshoot a third party Atari ST formatted hard drive and ICD host adapter?

Thanks,
Steve

3297. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 03:31:37 UTC
From: Steve Duff <steveduff3@home.com>
Message-ID: <tYhp6.519221$U46.15593688@news1.sttls1.wa.home.com>
Source record: 49227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

<sinclap@nospam.net> wrote in message
news:060320011328593678%sinclap@nospam.net...

> I never said that Gore would win in a landslide...He did win the
> popular vote but was cheated in Florida..

Erp, were you asleep when the results of an independently-conducted recount
revealed that Bush *won* Florida. It was just last week.

Not to say I'm thrilled, but just to clear up that point.

--
Best;
Steve Duff Team *AMIGA*

3298. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 06:24:23 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103062212500.21705-100000@shell.pacifier.com>
Source record: 49228

On Tue, 6 Mar 2001, Jeff Mitchell wrote:

> In article <Pine.BSO.4.21.0103060450480.23534-100000@shell.pacifier.com>,
> >below is a listing from my Catalog's inventory. Obviously it's for BBS
> >Express ST's version for back when ICD had it. I'll hold it if you wan't
> >to buy it. For a long time, I've been wanting to setup a BBS again. I have
>
> My version is newer than that, so I have no need. But I am
> tempted, just for yucks in having a new copy in a box :) (When I bought
> it, I only ever got a old ICD manual in a bag. I dont' recall where I got
> it from :P)

Actually, even though it says Box, it means Bag.

> >my own copy of BBS Express ST, registered and complete from the guy who
> >last had it. If I start my BBS again, I'm not sure which BBS Software to
> >run on my BBS? I have BBS Express ST but I like a BBS with Rooms and
> >Floors like Citadel or STadel, or maybe Fnordadel or ST Keep. I do have an
>
> The *citadel series really was cool, but very hard for users to
> understand, i found. I always liked Express and Forem.. more limited, but
> at least they worked. (nolonger true.. Express is y2k weird, but it seems
> to work well enough. Forem is busted.)

I liked Citadel because each room had a subject that could support
Files, Messages, Doors & on-line games and you could group rooms into
floors. Like Rooms for Games, Utilities, etc. Grouped into different
floors like Atari 8 bit, ST, Commodore, Amiga, Apple, Mac & PC.

> >Software I last ran, all setup on my Hard Drive. I stopped using it out of
> >anger. I supported this Shareware and the author for years. I shut down
> >the BBS, in anger, when the author dropped all support and shut down His
>
> Can't blame themfor dropping support; there hasn't been any money
> in the Atari computers for a long time.
>
> >him to add support for my 7 CD Changer CD ROM into the BBS so I rased the
> >Money from my BBS Users to buy one and I sent it to him, in exchange for
> >his work writing in support. Plus at the same time, for his support, I
> >sent him a lot of New Jaguar stuff, listed below. A Jaguar with Jag CD
> >player and 20 Games, all new in Box. And immediately after he received all
> >my Jaguar and my Nakamichi 7 CD Changer, he dropped support and moved on
>
> Its quite a shame he never returned your goods; the jaguar and
> stuff is cool and still very valuable, even. (the jaguar CD anyway).
>

> >is on umich.edu. But my registered copy is Y2K Compatible, and it works
> >and is nice. Drawback? A friend of mine warned me when choosing BBS
> >Software, Pick BBS Software that works, as it is and don't pick what isn't
> >finished or unworkable. I supported Brian and Foresight for years but he
>
> Thats always true; when buying software you should always buy what
> works, and/or what your friends use, so you can ask for help. Goign
> adventurous is cool, but only when you can get away with it. Not for
> sales/support.
>
> My situation is different; I only want to run the bbs I ran for so
> many years before; and I also want it to work under tcp on the internet. I
> hacked it up a bit, and I wrote a whole system to maske it possible.. but
> it works.
>
> jeff
>

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3299. Re: Wanted: Ultima 4 and 5 for Atari ST cash or trade (boxed complete only)

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 06:28:49 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103062226450.21705-100000@shell.pacifier.com>
Source record: 49229

I'll sell you Ultima V in the Box for $25. E-Mail me if your interested.

==Thanx==
===Ben===

On Sat, 3 Mar 2001, Satcom2 wrote:

> I am trying to collect all the Ultimas for the Atari ST, so far I have
> been fortunate enough to find the hardest ones, 2 and 6 (actually have 2
> 6's) , and recently found Ultima 3 which should arrive soon. If anyone has
> Ultima 4 or 5, complete in box, for Atari ST, I will pay either $25 cash for
> each one or trade my extra Ultima 6 in a box for one of them.
>
> If you have these 2 games and have other ideas for cash or trade deals
> let me know and we can work something out. I collect for every system from
> Fairchild Channel F to Atari Falcon 030 and I am sure to have at least some
> of the things on your want list. I have over a $15,000 collection.
>
> I do not need everything to be in perfect condition, a little box wear is
> OK, I just want it to look descent, and not smooshed or creased badly or
> anything.
>
>
>
>
>

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3300. Re: SIT

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 07:47:18 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1epveq2.xl25f07kivwgN%roughley@vanc.igs.net.invalid>
Source record: 49231

John Garone <swampfox1@earthlink.net> wrote:

> Hi All,
> Anyone know of a Falcon program that will view files with a .SIT
> extension?
> John G.

These are StuffIt archives from the Mac, the equivalent of Zip on other platforms. There's an old Atari program to unstuff SIT archives, but the format has changed so much over the years that I doubt it would work anymore (even back then the program choked on some archives). Besides the Mac, StuffIt Expander is also available for the PC, so if you have access to such a machine the files can be extracted. Whether what's inside will be useful, however, is another story. If the SIT files are from a friend, tell the person to use MacZip or ZipIt instead.

<< Neil >>

3301. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 08:54:21 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3aa5f6c26195d0@free.fr>
Source record: 49232

Hello,

in article <pTgp6.1720$oz.187322@newsread1.prod.itd.earthlink.net> (comp.sys.atari.st)
John Garone wrote on Wed 07-03-2001 02:17 (GMT):

> What bother's me mostly now is the difference
> between Rx and Tx rate. At 56k, my modem Rx is about 45k and the Tx is
> about 26k. Falcon port hardware problem? Or is this normal?

It's normal to have such a difference. V90 gives:

Rx = up to 56000 bps (note "up to", as 56000 is only reachable in
laboratories). 45k for Rx is not so bad.

Tx = up to 33600 bps, similar to V34 (it can be reached).

A low Tx rate as yours is a sign of a bat quality line somewhere. It can
be anywhere between your end and the TelCo equipments.

I used to have the same problem (low Tx and average Rx) in one location
and not in another one, with the same Falcon/modem.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

3302. Re: TAR/GZIP

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 09:34:44 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1epvhz5.nvy63b1muflbiN%roughley@vanc.igs.net.invalid>
Source record: 49233

Martin "Nightowl" Byttebier <tos4ever@online.be> wrote:

> Recently I've bought for my son a second hand Mac G3. There is no fun at
> all on that machine. Everything gets installed by installers etc. The
> machine rules you. I prefer the other way around, I dictating the machine
> what to do. I guess that's why I love soo much MiNT.

Actually MacOS is simliar to TOS in some ways. That may sound strange
but the Mac's Extensions Manager is really no different than X-Boot (or
any other boot manager that allows preset configurations); both use
control panels, the system folder is essentially the auto folder, and
applications are generally confined to one folder or made up of a naming
convention that makes it easy to find other related folders.

With time I've found that uninstalling Mac applications is just a little
bit more difficult than under GEM. MacOS is much more convoluted, of
course, but it strikes me how some things aren't dissimilar. MacOS is
less hands-on with less to tweak, but by no means should the machine
rule you.

<< Neil >>

3303. Re: Videlity?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 09:39:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983970946-689953AEicMi@cwcom.net>
Source record: 49147

From: "Joshua Kaijankoski" <gaiyan@vianet.ca>
Date: Tue, 6 Mar 2001 09:09:07 -0500

>I'm looking to download videlity. I can't find it anywhere. I thought it was
>freeware... Anyone know where I can get it?

I'm sure you're right about its status, but I've no idea where it can be
downloaded from now. There used to be a link from Titan's (now Cortex) web
site.

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3304. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 10:40:23 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3AA61017.22B78FF7@nospam.no.no>
Source record: 49237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Mr Bush must be an atari fanatic to go for NMD which such an obvious
rip-off of Missile Command

Steve Duff wrote:
>
> <sinclap@nospam.net> wrote in message
> news:060320011328593678%sinclap@nospam.net...
>
> > I never said that Gore would win in a landslide...He did win the
> > popular vote but was cheated in Florida..
>
> Erp, were you asleep when the results of an independently-conducted recount
> revealed that Bush *won* Florida. It was just last week.
>
> Not to say I'm thrilled, but just to clear up that point.
>
> --
> Best;
> Steve Duff Team *AMIGA*

3305. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 10:43:56 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3AA610EC.B012F0DD@nospam.no.no>
Source record: 49238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

And we all know how that ends

Carlos wrote:
>
> Mr Bush must be an atari fanatic to go for NMD which such an obvious
> rip-off of Missile Command
>
> Steve Duff wrote:
> >
> > <sinclap@nospam.net> wrote in message
> > news:060320011328593678%sinclap@nospam.net...
> > >
> > > I never said that Gore would win in a landslide...He did win the
> > > popular vote but was cheated in Florida..
> > >
> > Erp, were you asleep when the results of an independently-conducted recount
> > revealed that Bush *won* Florida. It was just last week.
> > >
> > Not to say I'm thrilled, but just to clear up that point.
> > >
> > --
> > Best;
> > Steve Duff Team *AMIGA*

3306. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 10:56:19 UTC
From: bindon@madasafish.com
Message-ID: <tac4uj6eucaq73@corp.supernews.com>
Source record: 49239

On 6 Mar 2001 22:14:16 G, "Mark Bedingfield" wrote:

Hi Mark,

>No, the FPU is no longer in production, I rang distributors here in
>Melbourne and they say 680x0 and 6888x are history. I know just about every
>body makes gals, Phillips etc....

You do know that a GAL needs to be programmed specifically for the job
in hand right? They're used everywhere. Sorry if I'm pointing out
something obvious.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3307. Re: WTB: 1040STe/Mega ST (Canada or North E

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 10:56:21 UTC
From: bindon@madasafish.com
Message-ID: <tac4ulf42u7274@corp.supernews.com>
Source record: 49240

On 6 Mar 2001 04:07:13 +, John S. Gray wrote:
>A heavy object fell on my 1040STe last night. Here I am typing a newsgroup
>posting on the poor thing.
>
>When I run Notator SL, the MIDI data isn't being transmitted to my synth.
>I'll try re-seating any socketed chips, but the most crucial feature of
>this device may be toast.
>
>If any of you have a 1040 STe or a Mega 4ST to sell, please e-mail me at:

My best guess is that you've either:

1) Knocked the soldering loose on the midi ports or...

2) ...somehow broken the ACIA, maybe by shielding bending and touching
a track.

Who knows? Option 1 sounds most likely.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3308. Re: Scanner and ZIP...

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 10:56:24 UTC
From: bindon@madasafish.com
Message-ID: <tac4uo9lktbb76@corp.supernews.com>
Source record: 49241

On 6 Mar 2001 21:21:56 +, Raoul Teulings wrote:

Hi,

>Does anyone know the right way to connect an
>EPSON GT-8500 scanner and ZIP to a TT running
>HDDRIVER 7.7 and MagiC 6.1? I've used to have it
>
>connected for several years but got it
>unconnected due to a moving from one city to
>another. Yesterday I plugged everything in, made
>
>a few scans and the computer froze; no cursor
>and only the startup from GTLook II. I made 2 or
>
>3 scans. And afterwards it was hard to start up
>the computer because it looked like this
>corrupted HDDriver..Does anyone ever had the
>same problem and/or has anyone any suggestions?

Hmm, I have a Falcon, ZIP 250 and GT9500.

You may have possibly damaged something.

I'm no SCSI expert so I put it as:

Falcon--------ZIP 250------Scanner (terminated)
ID 7.00 ID 6.00 ID 5.00

ZIP is unterminated

Everything works fine (except for the flakey Falcon :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3309. FS : VARIOUS ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 11:04:31 UTC
From: Optik@btinternet.com
Message-ID: <3aa615a5.742868@news.btinternet.com>
Source record: 49242

Please email for lists.

Thanks

3310. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 12:01:44 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9857sm$55g$1@pegasus.csx.cam.ac.uk>
Source record: 49243

Bravo Sierra Computers wrote in message ...
>I'm Partial to BASIC. If STOS is Falcon Compatible, I'd use that as it was
>made for Writing Games, along with STAC, which I think is the same, accept
>used as an adventure creator. Or, ST (A)dventure (C)reator. STAC. If STOS
>will work on a Falcon, I can sell you STOS. As far as STAC, I'd have to
>look and see if I have it.
>
>
>==Thanx==
>===Ben===
>

It depends on what you mean by Falcon Compatible, the new STOS loader
(Basic207.prg) by Anthony Jacques is STOS fixed for all TOS versions and
will allow you to run STOS on a Falcon, it defaults to ST Medium res if the
Falcon resolution is currently set to ST Low or Medium or to ST High if the
Falcon is set to any other resolution.
Anthony also wrote the Falcon extension that allows you to use the extra
resolutions and hardware of the Falcon, unfortunately Anthony is no longer
developing this or updating his website but you should be able to download
both the loader and the unregistered version of the Falcon extension from
his website at
http://www.btinternet.com/~AnthonyJ/

Stephen Moss

3311. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 12:30:24 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2991.466T1200T8105029optimus@canit.se>
Source record: 49160

Andy Ball skrev:

> Hello Iggy!

ID>> UNIX is constructed out of a programmer-centric
> > perspective.

> That's probably fair.

To the programmer, not to the poor users.

ID>> ...but when it comes to administering it, it's just
> > one long headache.

> I'll readily agree that many unix implementations are far
> more difficult to administer than they should be. Hopefully
> this will change.

They've had nearly 30 years to change already.

ID>> Actually, I refuse to choose only one. Why shouldn't
> > a GUI be beneficial on a server?

> Many servers run 'headless', without a monitor and
> keyboard. Although it's possible to run graphical software
> on these and have the display directed across a network to
> another machine, I can't think of many 'server-side'
> programs that would really benefit from graphics. They may
> exist, I just haven't needed them so far.

That's perfectly true, in particular if you haven't got gtraphics hardware
(the server we run at the computer club has only got a CGA card), but
otherwise, why not?
I must admit, though, that when I'm administering my TCP/IP stack, I just use
a text editor instead of the fancy GUI setup, but even the text editor does
run in a GUI. After all, that's what X was invented for; running several
xterms at once. =)

> I'm reminded of a DEC AlphaServer 2100 we ran at one place
> I worked. It comfortably supported about 200 simultanious
> OpenVMS users. It lived in a computer room where few
> people ever went, and routine administration could be done
> from a command line. Ironically the machine permanently ran
> a graphical user interface (an X server), although the only
> thing ever on its screen was an emulation of a text
> console. The system resources used by the GUI were probably
> not extreme, but they were still wasted.

That's true, and thsat's one good point of having a CLI - remote
administration is infinitely easier.

ID>> MS-DOS is appalingly limited.

> It's certainly limited. Whether or not that appalls you
> presumably depends on whether it's adequate for the
> application you have in mind for it. I'm certainly glad
> it's not my only available operating system! ;-)

I'm equally happy. Mind you, I still run a DOS-only box, since it won't handle
much more and is rather cute in a stone-age way.

ID>> Because it hasn't evolved since 1981.

> DOS has evolved slightly. I imagine the command line itself
> has changed little since PC-DOS 2.0, and the addition of
> heirarchical directories and I/O redirection.

Yep, those are the major user-side features to crop up in MS-DOS. Version 2.0.
It went up to version 7.

AB>> Then you don't understand Unix, which is not a CLI.

ID>> And neither is MS-DOS, then.

> Technically you're right, COMMAND.COM is.

You're splitting hairs.

--
En ligne avec Thor 2.6.

Anv�nd g�rna mitt staket, fast du beh�ver nog fr�scha upp det lite.
Lupin III, Lupin den otrolige (Lupin III vs. fukusei ningen), TMS 1978

3312. Re: How many Atari OS typ

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 12:33:45 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <730.466T2250T8136251optimus@canit.se>
Source record: 49161

Andy Ball skrev:

> Hello Jeff!

JA>> From what I understand, MiNT "patches" (but actually
> > replaces most of) the GEMDOS...

> Interesting. Does MiNT run as a MacOS application, or as a
> stand-alone operating system on the Mac?

Judging from the screenshots, it runs under the MacOS.

JA>> Now MiNT most definitely does not require GEM because
> > it can run natively on the Macintosh (without any
> > GUI).

> Even more interesting! Where can I find out more about
> this? I'd love to try it!

http://www.sra.co.jp/people/hoshi/macmint/index-e.html

--
En ligne avec Thor 2.6.

G&#65533; med i SUGA, Swedish Usergroup of Amiga!
WWW: http://swedish.usergroup.amiga.tm/
BBS: 08-6582572, telnet://sua.ath.cx:42512

3313. How many Atari OS types a

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 12:40:52 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006f384@fmlynet.org>
Source record: 49164

FamilyNet Newsgate

Hello Jared!

JF> GEM was the original OS for the Atari ST.

Not exactly, GEM was arguably part of the ST operating
system. It's fair to say it was the original user interface
for the ST.

JF> If a new Atari computer was built by the Infogrames-
> Atari, which OS would you want it to run?

That's probably unlikely, but it makes an interesting
hypothetical question. I'd probably opt for a unix variant
like Linux or BSD, but with a sensible default configuration
and a user interface that made it unnecessary for the user
to mess with the innards.

JF> What CPU would you want?

Perhaps something 64-bit, it's sad that so many PC users are
paying for 64-bit motherboards, and then putting 32-bit
processors on them! :-(Probably a 64-bit PowerPC variant,
aided by at least one DSP.

JF> How much and what type of RAM...

At least 64Mb, commonly available SDRAM on a standard DIMM.

JF> Classic Atari case or PC-style tower with slots...

Hmm... probably a standard microATX case and power supply,
preferably one that isn't butt-ugly (I've been trying to
find one, and it's not easy!) These are inexpensive, and
if most of the functionality is built into the mainboard
lack of expansion shouldn't be a worry, especially if it
had firewire and USB ports. It should take standard PC
keyboard (USB or PS/2, probably the latter) as these are
very cheap. F11 and F12 should be relabeled 'Help' and
...was the other button 'Undo'?

JF> (for the very first model; do you think it would be
> worthwhile to make a really powerful all-in-one
> integrated system like the old 1040/Falcon030 to help
> bring recognition back with the new system, or going
> with a totally different minitower w/ slots type
> design to keep "expansion users" happy...

None of the above.

JF> ...regardless if it meant development headaches for
> driver programmers because anyone could have any
> hardware and thus no one would know who had what
> hardware)?

It would make sense to use an existing operating system,
taking advantage of its device driver development.
Application programmers should work through the operating
system, not talk to the hardware directly.

JF> I still believe the first new system should bring
> familiarity along with it, as well as power/
> performance.

I doubt familiarity would be a primary design consideration.

JF> Just look at some of the PC's Radio Shack sells.

No thanks.

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3314. MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 12:40:52 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006f381@fmlynet.org>
Source record: 49165

FamilyNet Newsgate

Hello Jeff!

JA> I haven't seen a posting about it in a while. Try
> doing a web search for MacMiNT.

Thanks, I'll give that a try!

JA> JET is most certainly open source. I have absolutely
> no idea how it actually works. ;-)

That's fair enough. At least if it's open source we can rip
the lid off and have a look! ;-)

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3315. Submission to Infogra

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 12:40:52 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006f383@fmlynet.org>
Source record: 49166

FamilyNet Newsgate

Hello Jared!

JF> Are you genuinely *happy* about the state that "Atari"
> (whatever that five letter word represents anymore) is
> in these days?

The state of death? Atari did important and groundbreaking stuff, and the ST series really did deliver more power for less cash. The industry has changed a lot since the 80s though, and it would be a real challenge to produce competitive hardware. It may make sense only if you target a niche market (in the Atari case, music seems an obvious choice).

JF> But I will try to bring the dead back to life...

An ambitious aim.

JF> ...for no other reason than the fact that no one from
> Infogrames (previously Hasbro) has stated absolutely,
> that such things will NEVER be done or that Atari is
> dead and gone.

There's probably no reason for them to limit their options by stating that it (hardware design) won't be done.

JF> I am working on sending a letter to Infogrames (a
> local California branch) with the diskette. But...
> there are several CA branches to choose from. Which
> one do I send to? Is one just as good as another?
> Decisions, decisions!

Head office would seem a more obvious choice. You may want to verify ahead of time that they can read the format you're submitting. I can't help thinking a well researched business plan might evoke more response than an audio clip.

JF> As long as we offer ways to bring Atari back, without
> it costing Infogrames a ton more money to do so...

I imagine software is more attractive to them because of lower overheads. Development costs aside for a moment, it must cost a lot less to manufacture a CD, inlay and jewell -case, to warehouse them and distribute them. These days much of that may be farmed out to third parties anyway.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3316. MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 12:40:52 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006f380@fmlynet.org>
Source record: 49167

FamilyNet Newsgate

Hello Konrad!

KK> MiNT is being updated all the time. It is about to
> version 1.16.0 now (unreleased yet).

That's great news, where can I find out more?

KK> Since version 1.15.0 MiNT does not replace 'most of'
> GEMDOS, it just replaces the entire GEMDOS, and most
> of the BIOS.

Interesting. Is MiNT open source software? Also, does it
come with TOSWIN?

Regards,
- Andy Ball

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3317. Tell 'em where to go!

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 12:40:52 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006f382@fmlynet.org>
Source record: 49168

FamilyNet Newsgate

Hello Steve!

SS> I do recall someone telling me that MS sued someone
> who used the phrase "Where do you want to go today",
> ive no idea of the outcome though.

Apparently the defendant had to sell his taxi to pay legal
costs ;-)

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3318. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 12:52:09 UTC
From: "Laurent Favard (NT)" <laurent.favard@libertysurf.fr>
Message-ID: <3AA62EDE.3FAEAE4@libertysurf.fr>
Source record: 49244

Jared Falvo wrote:

> If a new Atari computer was built by the Infogrames-Atari, which OS would
> you want it to run? What CPU would you want? How much and what type of
> RAM, Classic Atari case or PC-style tower with slots (for the very first
> model; do you think it would be worthwhile to make a really powerful
> all-in-one integrated system like the old 1040/Falcon030 to help bring
> recognition back with the new system, or going with a totally different
> minitower w/ slots type design to keep "expansion users" happy, regardless
> if it meant development headaches for driver programmers because anyone
> could have any hardware and thus no one would know who had what hardware)?

I think that this one could be a kind of iMac, whitout screen and not
another
sad PC box !
This machine should be a Home Computer, with an easy GUI, with a very
little
OS as MagiC built-in, a PowerPC, USB ports for keyboard, mouse, printer,
etc...DVD and Modem inside, and perhaps just one expansion slot. This
one
should work with a standard TV, and computer monitor. this machine could
be
a personnal computer or, whihtout keyboard and mouse, just a console as
dreamcast.

Not expansive, 380 Euros, not more. But i think, i can expect walk on
Mars
tomorrow instead of to get anything from Infogramme about Atari ;-)
It's too late.

And it's very expansive to develop such system, and with
Sony, Nintendo and microsoft...How to get somes part of market for a new
computer/console as in my idea ?

Laurent

3319. Re: FA on Yahoo Robotkits For Atari ST/Falc

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 13:24:13 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3aa6367d$1_1@athena.netset.com>
Source record: 49245

In article <r7hp6.1770$oz.187322@newsread1.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> wrote:
>On 5 Mar 2001 21:28:33 -, "john.masterman" wrote:
>>Take a look at http://page.auctions.yahoo.com/uk/auction/49841851 if you are
>>interested in one of these unusual Atari ST items.
>>
>>JLM
>>
>>
>>.
>
>John,
> Could you elaborate a bit here?
> John G.

While I didn't post the first message. I believe what these are
is the original lego robotic kits. Lego tried to introduce them in the
mid to late 80's with very litle success. If anyone is really interested
in the new setups there is open source software to program these devices
that could easily be ported to our platform.

Dan Ackerman
aka baldrick

3320. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 13:55:27 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-B9B383.08552707032001@quark.idirect.com>
Source record: 49146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <tYhp6.519221$U46.15593688@news1.sttls1.wa.home.com>,
"Steve Duff" <steveduff3@home.com> wrote:

> <sinclap@nospam.net> wrote in message
> news:060320011328593678%sinclap@nospam.net...
>
> > I never said that Gore would win in a landslide...He did win the
> > popular vote but was cheated in Florida..
>
> Erp, were you asleep when the results of an independently-conducted recount
> revealed that Bush *won* Florida. It was just last week.

actually it also prove sincrap's brain takin' dirt nap. sincrap also
lie as always - he claim dat al bore would win in landslide. just like
he say he no say he call jobs "arrogant bonehead" who'd "destroy crapple
if he ever come back".

sincrap an' al bore even match - both liars who' re big crybabys
when thing don't go dere way. oh, wait, me take back - at least bore
admit him big liar.

3321. SIMM 1 MB

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 15:08:45 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <1asp6.1488$CP1.3355759@nnrp5.proxad.net>
Source record: 49148

I sell 4 x SIMM 1 MB for STE/MSTE.

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3322. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 15:27:24 UTC
From: Konrad Kokoszkiewicz <draco@piwo.bl.pg.gda.pl>
Message-ID: <3AA6535C.1AF980F6@piwo.bl.pg.gda.pl>
Source record: 49149

Matthias Jaap wrote:
> Only
> NetBSD has been updated in recent time.

Misinformation. MiNT is being updated all the time. It is about
to version 1.16.0 now (unreleased yet).

Since version 1.15.0 MiNT does not replace 'most of' GEMDOS, it
just replaces the entire GEMDOS, and most of the BIOS.

I doubt this version works on a MAC. The MacMiNT archives contain
version 1.12.4 or something like this. Stone old stuff.

K.

3323. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 16:07:30 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <51tp6.63$n07.7757@newsfeed.intelenet.net>
Source record: 49150

If Infogrames would LET me handle design, I would. If they'd let me handle marketing, I would. If they let me handle the whole blazing show in a boat, I gladly would, in a heartbeat. Just give me the money to do it (and I'd gladly research how affordably each step could be done) and watch me!

It's not impossible... it's just takes convincing! And, as I've outlined in my last message, how much time and money does it take to have each person interested, write to their "local" Infogrames branch. However, if Infogrames has it's own agenda and refuses to budge, we're no better off with them than we were with Hasbro, which would be sad.

I've signed the letter, I've got the diskette folded in. It's only a matter of getting my wife to weigh the letter and stamp it with her postal machine, and it's off.

Of course, deciding if I go with the Northern California address or the Central California address is the tough part. If I had the time/money, I'd send a letter to every branch of Infogrames, but that wouldn't probably accomplish much in a positive way. I think it best if we all simply band together and let them know what we want from "Atari". Just make sure that you ask them to make a statement one way or another, concerning if there is any chance they would consider our proposals.

We've already got the people who can build the motherboards (Rudolph Czuba, Milan, etc.), it's a matter of getting Infogrames to see our point of view and go with it... or hand it over to us (as a collective effort for them) to do and help get it done. I speak of "us" as not just myself, but the entire Atari community, provided enough of us can agree on each step done.

If no one else raises their voice in this effort, it surely will NEVER happen. If we work together, it MAY happen, provided we can convince Infogrames of the viability/affordability of it. I will send a copy of my letter via Email to anyone interested, if they want to see how I worded my message.

Nay-sayers are those that say it can't be done because they refuse to believe it can be (or have been lead to believe it can't be done, by other nay-sayers) and won't try themselves.

If nay-sayers convinced everyone they spoke with, would we still believe the world was flat? Would we still be driving horse and buggies? Would we still be using the Abacus? For every dreamer who helped bring about change, there is a nay-sayer that says it's impossible or isn't worth trying.

Being "realistic" and "logical" and "sensible" sometimes isn't right in the face of man's need for progress.

This is no different. It's just a matter of how you look at it. If
something is worth doing... it's worth doing. And, unless someone else
absolutely takes the dream from you, there is still hope.

I'm willing to try to keep hope alive... are you?

"Lemming or pioneer... what'll it be?"

Jared

"John Garone" <swampfox1@earthlink.net> wrote in message
news:X4hp6.1762$oz.187322@newsread1.prod.itd.earthlink.net...
> On 6 Mar 2001 23:00:34 G, "Jared Falvo" wrote:
> >Hey, persistance is a virtue... or is that patience? Um, hmm... :-)
> >
> >If we do nothing, nothing happens. Are you genuinely *happy* about the
> >state that "Atari" (whatever that five letter word represents anymore) is
in
> >these days? Are you jumping up and down with glee that the only thing
left
> >are faint efforts to push "Atarism" a few months further down the road
into
> >oblivion? And, to what end? To live in the past a few more days? To
make
> >ourselves believe we're "still up and coming" to the rest of the world?
> >
> >Pah!
> >
> >I will not venture down the road of death.
>
> I must say, Jared, I admire your tenaciousness! I, however, feel you'd
> get a lot farther if you tempered your enthusiasm with something to offer
> other than blind hope! For instance, offering to handle the marketing
> yourself or the construction of the blueprints yourself or offering your
> finances to a qualified technician to build a prototype or build the
> prototype yourself!!! This would show Infogrammes something tangeable!!!
> But, like I said, I admire your tenaciousness!!! Have you tried Gates???
> John G.
>

3324. Re: Videlity?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 16:24:43 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <ggtp6.249$7Q6.1286@newsfeed.slurp.net>
Source record: 49151

A really nice person allready sent me the program. Thanks to Bernd again for sending it.

Joshua.

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message news:983970946-689953AEicMi@cwcom.net...
> From: "Joshua Kaijankoski" <gaiyan@vianet.ca>
> Date: Tue, 6 Mar 2001 09:09:07 -0500
>
> >I'm looking to download videlity. I can't find it anywhere. I thought it was
> >freeware... Anyone know where I can get it?
>
> I'm sure you're right about its status, but I've no idea where it can be
> downloaded from now. There used to be a link from Titan's (now Cortex) web
> site.
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

3325. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 16:33:56 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Uptp6.64$n07.8166@newsfeed.intelenet.net>
Source record: 49152

You don't compete with the big boys, lest you fail completely. It's not about market share... it's about brand loyalty and reviving a product we can use that is better than anything "Atari" we've ever used before. If the name "Atari" means nothing to you anymore, then this entire venture is meaningless. But brand-name loyalty is worth pursuing. Look at Sony. Nintendo. Sega. Kawasaki. Yamaha. Toshiba. Mitsubishi. Aiwa. GM. Pontiac. Buick. John Deere. Crucial. Micron. AMD. Intel. Microsoft. The list goes on and on, ad infinitum. For every brand name, there are people who trust and believe that name stands for something worth buying.

Is Atari any different? No.

The people who own a brand name are no more powerful than the people who buy a brand name. If no one bought Intel products, where would Intel be? If no one bought Microsoft products, where would Microsoft be?

And I will continue to talk myself blue in the face (oh, which reminds me, has anyone seen the latest Intel Pentium 4 commercial on TV? Blue Man Group is COOL!) until the door of hope is closed utterly and completely by Infogrames themselves. I just hope that never happens.

Jared

> Not expansive, 380 Euros, not more. But i think, i can expect walk on
> Mars
> tomorrow instead of to get anything from Infogramme about Atari ;-)
> It's too late.
>
> And it's very expansive to develop such system, and with
> Sony, Nintendo and microsoft...How to get somes part of market for a new
> computer/console as in my idea ?
>
> Laurent

3326. DOS program for extracting *.msa and *.st files

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 17:20:19 UTC
From: Erik Closson <powerpad113@home.com>
Message-ID: <n5up6.11045$H5.1962499@news1.rdc2.pa.home.com>
Source record: 49153

Is there any DOS program out there that can extract these files. makedisk refuses to work correctly for me and Id like to extract some of these files to floppy.

3327. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 18:05:31 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <985t86$s78$06$1@news.t-online.com>
Source record: 49154

>
> Misinformation. MiNT is being updated all the time. It is about
> to version 1.16.0 now (unreleased yet).
>
I was talking about OS's that replace TOS. MiNT, AFAIK, is not a complete
replacement for TOS.

And of course I know that MiNT is updated frequently since I'm running the
Atari Up-to-Date-List.

Greetings,
Matthias

3328. Re: ASH ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 18:25:21 UTC
From: swampfox1@earthlink.net
Message-ID: <l2vp6.4907$x4.478049@newsread2.prod.itd.earthlink.net>
Source record: 49156

On 26 Feb 2001 12:44:52 , Diedrich Dirks wrote:
>Moin John,
>
>> Thanks!
>
>in German: oach, da nich f&#65533;r!
>
>I tried to call Oliver by phone, but the comment of the answering
>machine was: we will be back on Wednesday, 28.02.2001.
>
>Diedrich
>
>
>.
Hi Diedrich,
Success! Oliver has contacted me and I'll soon be a Papillon owner!
Thanks for your help.
John G.

3329. Re: SIT

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 18:28:49 UTC
From: swampfox1@earthlink.net
Message-ID: <B5vp6.4914$x4.478049@newsread2.prod.itd.earthlink.net>
Source record: 49157

On 6 Mar 2001 23:47:18 -, Neil Roughley wrote:
>John Garone <swampfox1@earthlink.net> wrote:
>
>> Hi All,
>> Anyone know of a Falcon program that will view files with a .SIT
>> extension?
>> John G.
>
>These are StuffIt archives from the Mac, the equivalent of Zip on other
>platforms. There's an old Atari program to unstuff SIT archives, but the
>format has changed so much over the years that I doubt it would work
>anymore (even back then the program choked on some archives). Besides
>the Mac, StuffIt Expander is also available for the PC, so if you have
>access to such a machine the files can be extracted. Whether what's
>inside will be useful, however, is another story. If the SIT files are
>from a friend, tell the person to use MacZip or ZipIt instead.
>
><< Neil >>
>.

Thanks Neil
John G.

3330. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 18:37:56 UTC
From: swampfox1@earthlink.net
Message-ID: <8evp6.4929$x4.478049@newsread2.prod.itd.earthlink.net>
Source record: 49158

On 7 Mar 2001 08:54:21 G, "Pascal Ricard" wrote:
>Hello,
>
> in article <pTgp6.1720$oz.187322@newsread1.prod.itd.earthlink.net> (comp.sys.atari.st)
> John Garone wrote on Wed 07-03-2001 02:17 (GMT):
>
>> What bother's me mostly now is the difference
>> between Rx and Tx rate. At 56k, my modem Rx is about 45k and the Tx is
>> about 26k. Falcon port hardware problem? Or is this normal?
>
>It's normal to have such a difference. V90 gives:
>
>Rx = up to 56000 bps (note "up to", as 56000 is only reachable in
>laboratories). 45k for Rx is not so bad.
>
>Tx = up to 33600 bps, similar to V34 (it can be reached).
>
>A low Tx rate as yours is a sign of a bat quality line somewhere. It can
>be anywhere between your end and the TelCo equipments.
>
>I used to have the same problem (low Tx and average Rx) in one location
>and not in another one, with the same Falcon/modem.
>
>Bye,
>/Pascal/
>
>--
>Ric's HomePage: http://paricard.free.fr
>TransAction : http://atari.transaction.free.fr (translations)
>.
Hi Pascal,
Thanks for that feedback. The phone co. is going to love me!!!
They've been here 3 times in the last two weeks. I'm 'gonna start making
lunch for the repairmen!
John G.

3331. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 19:02:38 UTC
From: swampfox1@earthlink.net
Message-ID: <iBvp6.4972$x4.486622@newsread2.prod.itd.earthlink.net>
Source record: 49162

On 7 Mar 2001 16:07:30 G, "Jared Falvo" wrote:
>Subject: Re: Submission to Infogrammes...

>If Infogrames would LET me handle design, I would. If they'd let me handle
>marketing, I would. If they let me handle the whole blazing show in a boat,
>I gladly would, in a heartbeat. Just give me the money to do it (and I'd
>gladly research how affordably each step could be done) and watch me!
>

Ahh! Money! Hard to come by!

Snip

>We've already got the people who can build the motherboards (Rudolph Czuba,
>Milan, etc.), it's a matter of getting Infogrames to see our point of view
>and go with it... or hand it over to us (as a collective effort for them) to
>do and help get it done. I speak of "us" as not just myself, but the entire
>Atari community, provided enough of us can agree on each step done.

Have you asked Rudolph if he's willing?

>
>If no one else raises their voice in this effort, it surely will NEVER
>happen. If we work together, it MAY happen, provided we can convince
>Infogrames of the viability/affordability of it. I will send a copy of my
>letter via Email to anyone interested, if they want to see how I worded my
>message.
>
Snip
>I'm willing to try to keep hope alive... are you?
>
>"Lemming or pioneer... what'll it be?"
>
>Jared

You may have missed a few posts of some of us trying to get somewhere
with Hasbro and it's subsidiary (forgot the companies name) to no avail!
You can E-mail me your letter or maybe post it here for all to see!

John G.
P.S. My 2 cents: A software package included with this new Atari computer
would go a long way (like a Java compatible browser, hard drive
utilities, Backward compatibility, a game or two.......!!!).

3332. Re: DOS program for extracting *.msa and *.st files

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 19:09:28 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <550.466T1400T12094681optimus@canit.se>
Source record: 49173

Erik Closson skrev:

>Is there any DOS program out there that can extract these files. makedisk
>refuses to work correctly for me and Id like to extract some of these files
>to floppy.

You'd have to format the floppy before running makedisk. And don't run
Windows, either.

--
En ligne avec Thor 2.6.

Among the best Swedish achievements are those that closely combine social and
architectural developments, such as the carefully planned new towns built in
recent years outside Stockholm: V�llingby and Farsta.
J.M. Richards, Modern Architecture

3333. Re: SIMM 1 MB

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 19:13:38 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <353.466T1900T12135417optimus@canit.se>
Source record: 49174

Rodolphe Czuba skrev:

>I sell 4 x SIMM 1 MB for STE/MSTE.

Is it actually possible to /sell/ 1 MB SIMMs? Sounds much like selling
pebbles, when you could just as well pick them up from the ground.

--
En ligne avec Thor 2.6.

G&#65533; med i SUGA, Swedish Usergroup of Amiga!
WWW: http://swedish.usergroup.amiga.tm/
BBS: 08-6582572, telnet://sua.ath.cx:42512

3334. Re: Where would I get a "fiber-glass pen"?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 19:25:17 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <9861p7$do0$1@neptunium.btinternet.com>
Source record: 49163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the UK, RS components sell them.

Check out the international web page at

http://www.rs-components.com/

Mark

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:97eroc$64h$1@draco.stochastik.rwth-aachen.de...
> In article <B3Cm6.5753$2i7.65425@news1.sshe1.sk.home.com>,
> Richard <richard.mcgorman.spamfree@home.com> wrote:
> >Michael. Thanks for the reply. :-)
> >
> >I must admit, I've never heard of a fiber-glass pen. Would a store like
> >Radio Shack carry
> >them?
>
> Not sure of the correct english term - it is used as a special kind of
> eraser on ink drawings, and consists of a bundle of thin glass fibres -
they
> are available around here quite cheap in shops that have stuff for
graphics
> people and/or technical drawings.
>
> Be careful not to get any glass parts or dust at your skin or eyes.
>
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

3335. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 19:26:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984075236-827779AEicMi@madasafish.com>
Source record: 49098

Hi Dezza

>>Cheers dude, i'l read this 'ron.

>Did you check your email last week? I forwarded two thorough treatments
>of setting STinG up to you.

No dude, ive only this stugg that Harry baby sent me in here.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3336. Re: Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 19:31:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984075240-828587AEicMi@madasafish.com>
Source record: 49099

Ho Bob

>>Is that actually copyrighted or registered in some way??.
>>I do recall someone telling me that MS sued someone who used the phrase
>>"Where do you want to go today", ive no idea of the outcome though.

>I'll try and find out at work re the registration of the phrase 'Power
>without the Price'.

Cheers dude, it would be interesting to know, how about that MS phrase
whilst your there?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3337. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 19:54:01 UTC
From: ebaiz@skyenet.net
Message-ID: <tlwp6.351$7Q6.2541@newsfeed.slurp.net>
Source record: 49170

On 7 Mar 2001 16:07:30 G, "Jared Falvo" wrote:

>If Infogrames would LET me handle design, I would. If they'd let me handle
>marketing, I would. If they let me handle the whole blazing show in a boat,
>I gladly would, in a heartbeat. Just give me the money to do it (and I'd
>gladly research how affordably each step could be done) and watch me!
>
>It's not impossible... it's just takes convincing! And, as I've outlined in

All I have to say is good luck. Hope it turns out....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3338. DI Image files from ATR Image file

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 19:54:03 UTC
From: ebaiz@skyenet.net
Message-ID: <vlwp6.352$7Q6.2541@newsfeed.slurp.net>
Source record: 49169

Hello,

I was able to make som DI image files for 800XLDJ from ATR image files by using a program that extracts files from Atari image disks. I was then able to import the raw files into DI image disks and have them boot on my 130 XE. I used some ATR Mega Disk image files. Now I plan to make some Mega DI image files. Anyone out thee using 800XLDJ?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3339. Re: Scanner and ZIP...

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 20:02:44 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <983996046-987900AEicMi@xs4all.nl>
Source record: 49171

Hi Lyndon,

Thanks for your answer. I have my Scanner on ID
2. I see what a change will do. Maybe my ZIP
terminates anyhow; I've read that once.

Cu,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3340. [FS]Portfolio and accessories

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 20:22:58 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3AA698A1.67373577@wanadoo.be>
Source record: 49172

Mint condition Portfolio, brand new screen flat cable installed two days
ago (kit from Stefan Kachele Portfolio Club Germany)
with:
-serial interface
-64k memory card
-genuine Atari Portfolio bag with many places to fit cards and batteries

-and a lot of programs
-also delivered a second broken Portfolio for pieces only ...

ï¿½100

Contact me by email please

Jo

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3341. Re: 060 to be sold !

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 21:11:36 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <cuxp6.81$n07.9470@newsfeed.intelenet.net>
Source record: 49175

Hey, Rodolphe...

If Infogrames was willing to hire you to design/build the next Atari
computer motherboard, would you take it on?

How much would you want for the job?

Jared

Rodolphe Czuba <rczuba@free.fr> wrote in message
news:XQ5p6.1161$0a2.2199651@nnrp5.proxad.net...
> I sell :
>
> 68060 RC 50 (for CT60 or Amiga by ex.)
> FULL : with COPRO & PMMU !
>
> 140 $ / 152 EUR.
>
> A very good price !
>
> --
> Rodolphe CZUBA
> 28, rue des Sorbiers
> F-60290 LAIGNEVILLE
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com
>
>

3342. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 22:18:03 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <vsyp6.1837$0N3.13470@news-server.bigpond.net.au>
Source record: 49177

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tac4uj6eucaq73@corp.supernews.com...
> On 6 Mar 2001 22:14:16 G, "Mark Bedingfield" wrote:
>
> Hi Mark,
>
> >No, the FPU is no longer in production, I rang distributors here in
> >Melbourne and they say 680x0 and 6888x are history. I know just about
every
> >body makes gals, Phillips etc....
>
> You do know that a GAL needs to be programmed specifically for the job
> in hand right? They're used everywhere. Sorry if I'm pointing out
> something obvious.

Yup, I was even going to build a GAL programmer, but they are bloody
expensive even to build. Besides my Bro-outlaw has one at his work. Does
anybody know if there are pic programmer schems for the ST/TT/etc?

Mark

3343. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 23:01:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <986ek5$lk3$1@plutonium.compulink.co.uk>
Source record: 49178

On 5 Mar 2001 08:47:31 -, Dan Ackerman wrote:
> John Garone <swampfox1@earthlink.net> wrote:
>> On 3 Mar 2001 12:10:37 G, Harry Sideras wrote:
>>
>> SNIP SNIP SNIP
>>> If MTU is 1500 then MSS ought to be 40 less. However, MSS is no
>>> longer necessary since STiK v1.10.
>>> I've found some info from Peter Rottengatter and Charles Silver
>>> in a very old message
>>
>>> # STik configuration file, edit to your own requirements
>>> #===
>>
>> Harry,
>> My reference to MTU/MSS was regarding StinG's DEFAULT.CFG not
>> Stik's! Are you sayimg we can delete the MSS line in the Sting's
>> CFG? There must be a reason why it's still in there in the latest
>> StinG pkg.
>
> It's possible it is still used in STiNG but I doubt it. It is an
> easy formula to use. In fact if you are using PPP with STiK2 you
> can ignore all most all of these settings and go with the default
> and let the PPP negotiation set it all for you.

In answer to John, the text was taken from a very old document. I
believe it applied to STinG too, but as Dan says, I think it's even
more applicable to PPP connections where many settings (including
MTU/MSS) are set by the PPP negotiation itself.

Some further notes I've found from Danny Bhabuta may shed a litle
light on where the settings came from in the first place and undicate
why some may not be so appropriate now. I hope it helps...

==========
atari.st/2comms #2351, from dbhabuta, 2910 chars, Oct 24 14:47 97

> Mind you, are there *really* any benefits in using PPP over SLIP? I
> hear many different answers to this one!

[Taken from some notes somewhere]

PPP is a newer protocol, better designed, and more acceptable to the
sort of people who like to standardize protocol specifications.

PPP has some additional benefits. Unlike SLIP (which can only
transport TCP/IP traffic), PPP is a multi-protocol transport

mechanism. This means that PPP not only transports TCP/IP traffic, but can also transport IPX and Appletalk traffic, to name just a few. Better yet, PPP lets you transport all of these protocols at the same time - on the same connection.

This is often not a concern for most users since their purpose of either using SLIP or PPP is to connect to the internet and the internet uses TCP/IP only. Therefore, there is no need to transport other protocols.

With SLIP, you have to know the IP address assigned to you by your service provider. You also need to know the IP address of the remote system you will be dialing into. If IP addresses are dynamically assigned (depends on your service provider), your SLIP software needs to be able to pick up the IP assignments automatically failing which you have to setup them up manually. You may also need to configure such details as MTU (maximum transmission unit), MRU (maximum receive unit), use of VJ compression header (ie., CSLIP), etc. All these can get confusing pretty fast.

PPP addresses this problem by negotiating configuration parameters at the start of the connection. This can greatly simplify the configuration of your PPP connection.

Most SLIP/PPP software can dial-up and automatically login for you. However, they often depend on your service provider's system sending out standard prompts (eg, "login:" to get the login name and "password:" to get the password). If they are any way non-standard, you either need to write a script to automate the login process yourself or login manually in the terminal emulation mode of your SLIP/PPP software.

PPP provides two methods with which logins can be automated - PAP (Password Authentication Protocol) and CHAP (Challenge-Handshake Authentication Protocol). Both provide the means for your system to automatically send your login userid/password information to the remote system.

The most significant advantage PPP can offer is the automatic login and configuration negotiation. With these features, your PPP software only needs to know your login userid/password and the telephone number of your service provider. The software can then dial-up into your service provider and figure out everything else on its own.

One last note: Some users believe SLIP is faster because the protocol format calls for a packet size that is 3 bytes smaller than a PPP packet. In practice, this difference is too small to be of any significance.

-Danny (www.cyberstrider.org)
==========

rgds
H

3344. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 23:22:11 UTC
From: jlog@zetnet.co.uk
Message-ID: <3aa6c2a3$0$8831@news.zetnet.co.uk>
Source record: 49179

On 7 Mar 2001 02:17:57 G, John Garone wrote:

| I had a phone repairman replace all the connectors at the box on my
|house (was corroded!). He also reduced the extra lengths of wire at
|different connection points eliminating as as much as 1000 feet of loop.

What sort of mansion do you live in?
--
JI Logan

3345. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-07 23:36:26 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <3AA6C5FA.959A2B71@libertysurf.fr>
Source record: 49180

> You don't compete with the big boys, lest you fail completely. It's not
> about market share... it's about brand loyalty and reviving a product we can
> use that is better than anything "Atari" we've ever used before. If the
> name "Atari" means nothing to you anymore,...

Hum..Yes i expected in fact you right ! For me Atari means a lot
of things, and i like it...But i'm not sure that Infogramme will
do something really interresting for our small world :-/
Infogramme could be interresting about Hasbro interactive's rights
and licences that it got.

Parhaps use the Atari name to release again somes titles...
But i think that we can't wait anything about hardware and OS.

I expect really i'm wrong :-)

Laurent

3346. CT60 STATUS

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 00:35:23 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <ftAp6.2083$Om4.3358768@nnrp6.proxad.net>
Source record: 49181

Hi,

It's a long time I didn't send you a mail...

You are now 143 people registered for a CT60 !

The BIOS for the CT60 boot is ready !
The design of the logic is ready since February.

The chip ABE-60 was optimised and the SDR-60 (SDRAM controller) seems to be nice...
The data transfers performances are the ones that are on my web pages...They were calculated with the SDR60 capacities and the MOVE.L instruction execution time of the 060.
So,
A BURST READ/WRITE into an OPENED PAGE (HIT) gives :
- 8 / 7 cycles ---> 128 / 146 MBytes/s at 64 MHz !
A BURST READ/WRITE into a new page (MISS) gives :
-13 / 11 cycles ---> 79 / 93 MBytes/s at 64 MHz !
This last test assumes that each access is into a new page (CPU jumps over the page frontier).
This test is commonly called 'RANDOM ACCESS'.

Pages sizes are from 4 to 16 KBytes depending of the SDRAM DIMM capacity & model (see the table of 'SDRAM').

The next phase will be the ROUTING of the board...
Unfortunately, I have no more time to do that and it will not done before April....
My principle job since beginning of January is RIORED-J and it has the biggest priority in a market (and financial) point of view...

Next (good) news will be in April...

PS : the NEMBENCH 2.1 value still to be missing for the HADES WITHOUT EDO (FPM) into my table ! Thanks for your help.

Regards

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3347. Re: FA on Yahoo Robotkits For Atari ST/Falc

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 02:10:19 UTC
From: "john.masterman" <john.masterman@ntlworld.com>
Message-ID: <IEBp6.3381$sV.582368@news2-win.server.ntlworld.com>
Source record: 49182

Please excuse the tardy reply, only just noticed the link.

A box of a dozen of these Robotkits have found their way to me. They are, indeed as Mr Ackerman points out, intended to operate with Lego Technic. Each kit consists of a clear plastic cased cartridge port insert, a disc, and a book. I don't have enough books to cover each kit, but there are sufficient original discs... hence the offer of a PDF or photocopy of the manual on the auction page.

The software seems to be reasonably simple to operate and program. The robots you build with Lego Technic are represented in a few given designs in the books. Presumably afterwards you come up with your own designs. I really think that the cartridge units will be buffered switches basically. I assume that the connections to motors in the robots are simply switches controlled from the software... thats my reading from the manuals. However, it will not be lost upon you that if you can switch these motors off and on in pre-programmed sequences, then you should also be able to do the same thing with other devices... other than Lego Technic.

Email from the auction page by all means if you want me to dig a bit deeper. There is a lot of other Atari equipment which my lady has decided must not all remain with me. I can keep some of it, but not all. I think women are wonderful. I have been terrified of them ever since I can remember.

I've just fitted a 320M HD to a boxed and stock 4M Falcon, and am in the process of fitting a 540M HD to another which is in a tower case. This one starts with a larger screen area and apparently higher res in the memory count screen so it may have had a graphics addition to it. Can't remember... but it has an apparently stock Falcon external keyboard. Nice neat little case too, opens up like a clamshell... stands on one edge. I'd forgotten all about it. I tried two 2.5" drives until I discovered that they may format up and partition on a PC with bad sectors but the Falcon won't entertain them... not under AHDI anyway. The new 540 should be here tomorrow. Why did the AHDI decide to partition the 320M I fitted to four partitions of 86 Meg each?

What's the smart money advice? Hang on to them or sell them along with the STs? What do they fetch now?

There's a pile of STEs, STFMs, and a couple of Mega ST2s if memory serves me right and I do recall a couple of those ridiculous old Megafile HDs as well somewhere. Used to make cables for them out of 25pin D connectors. Wouldn't pay the premium for the 19 pin ones. I've found a Power HD for STs, and a Ladbroke twin case with one HD in it on an ICD Link I think. The STFM that came with it had an AT board in it which works. I recall an ST as well... first time I ever saw a third party twin drive system for an ST.

I even found the CD I made of all the ST software that ever came my way.
Copyrights must be out of date by now.:-))

Regards

John

John Garone <swampfox1@earthlink.net> wrote in message
news:r7hp6.1770$oz.187322@newsread1.prod.itd.earthlink.net...
> On 5 Mar 2001 21:28:33 -, "john.masterman" wrote:
> >Take a look at http://page.auctions.yahoo.com/uk/auction/49841851 if you
are
> >interested in one of these unusual Atari ST items.
> >
> >JLM
> >
> >
> >.
>
> John,
> Could you elaborate a bit here?
> John G.

3348. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 03:09:13 UTC
From: swampfox1@earthlink.net
Message-ID: <tJCp6.272$Ln1.28921@newsread1.prod.itd.earthlink.net>
Source record: 49183

```
On 7 Mar 2001 23:22:11 G, JI Logan wrote:
>On 7 Mar 2001 02:17:57 G, John Garone wrote:
>
>| I had a phone repairman replace all the connectors at the box on my
>|house (was corroded!). He also reduced the extra lengths of wire at
>|different connection points eliminating as as much as 1000 feet of loop.
>
>What sort of mansion do you live in?
>--
>JI Logan
>.

The lines looped all around the damn neighborhood!!!
John G.
```

3349. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 04:58:06 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tae3ujdorfs112@corp.supernews.com>
Source record: 49184

Jeff,

I don't know if you still want it...

But I have the 1.98a version of BBS Express.. When ever I get the file area on Atari-users.net working again I will be putting it back up.. if you want it.. I can upload it to the server and send you the direct url. Here is the text Rich Sanchez put in for the file description back in 1999..

"Complete release of BBS Express! ST version 1.98a. BBS Express! ST is still copyrighted by C&R Systems. This this release is for free personal use.

Courtesy of: Rich Sanchez"

Rob Mahlert

webmaster@atari-users.net

3350. FS/T: Atari ST items and more... [03/08/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 05:18:04 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <rp4eat0cbrhirq8cdac45n0ea4n4277nei@4ax.com>
Source record: 49185

Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple][computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3351. check this out!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 08:21:46 UTC
From: sinclap@nospam.net
Message-ID: <080320010222436389%sinclap@nospam.net>
Source record: 49186
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

A non standard video game console that Jag owners may appreciate.
http://www.indrema.com/servlet/site

sinclap!
somewere in mn

3352. Re: MyAtari magazine launch March 2001 issu

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 10:45:47 UTC
From: bindon@madasafish.com
Message-ID: <taeomr69gkae39@corp.supernews.com>
Source record: 49187

```
On 5 Mar 2001 21:12:57 -, "Matthew Bacon" wrote:
>Dear all,
>
>I just thought you'd like to know that MyAtari magazine has just launched
>its fifth issue (March 2001). Please visit us at www.myatari.net, your
>support is most appreciated!

Cool, I'll check it out.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

3353. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 10:45:50 UTC
From: bindon@madasafish.com
Message-ID: <taeomu58mgfj3c@corp.supernews.com>
Source record: 49188

On 7 Mar 2001 22:18:03 G, "Mark Bedingfield" wrote:

Hi

>Yup, I was even going to build a GAL programmer, but they are bloody
>expensive even to build. Besides my Bro-outlaw has one at his work. Does
>anybody know if there are pic programmer schems for the ST/TT/etc?

PIC, I'm not sure. I bought my GAL programmer (for ST/Falcon/TT/
Milan) as PCB and software only. I've never got around to buying the
chips mostly 74LS stuff. I think I should really do it next time I
order from Farnell. The quality of the board is excellent. Software
was about 20 ukp and board was 25 ukp.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3354. Re: SIT

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 12:23:04 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3aa779a8$0$8833@news.zetnet.co.uk>
Source record: 49189

On 6 Mar 2001 14:57:42 G, John Garone wrote:
>Hi All,
> Anyone know of a Falcon program that will view files with a .SIT
>extension?
> John G.

AFAIK .sit is MacOs exclusive, expandable only by Stuffit app.

Charles.

3355. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 14:41:48 UTC
From: "johnnystick@poczta.onet.pl" <president@whitehouse.gov>
Message-ID: <3AA79A2C.428CB6F2@whitehouse.gov>
Source record: 49190

Matthias Jaap wrote:

> >
> > Misinformation. MiNT is being updated all the time. It is about
> > to version 1.16.0 now (unreleased yet).
> >
> I was talking about OS's that replace TOS. MiNT, AFAIK, is not a complete
> replacement for TOS.

It wasn't clearly implied from your mail, that's why i called it a misinformation.
I can't see what is the sense of making a distinction between self-contained systems and those which use some parts of ROM. Sure it would be better if MiNT could also replace the entire BIOS (instead of replacing 'most of'). But it will never contain XBIOS (other than in a form of XDD module) or VDI (same). Different concept.

IMHO it is much better to be neven a 'incomplete', but working and still developed OS, than a 'complete' one which simultaneously is a totally dead project.

K.

3356. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 14:51:35 UTC
From: "johnnystick@poczta.onet.pl" <president@whitehouse.gov>
Message-ID: <3AA79C77.B064013C@whitehouse.gov>
Source record: 49191

Andy Ball wrote:

> Hello Konrad!
>
> KK> MiNT is being updated all the time. It is about to
> > version 1.16.0 now (unreleased yet).
>
> That's great news, where can I find out more?

On http://wh58-508.st.uni-magdeburg.de, where is the main
FreeMiNT repository. You can e.g. download the current
source code, or check the latest changes made to the kernel.

You need gcc 2.95.2 to compile the kernel. This version of
gcc only works under MiNT which means you have to start
with binary kernels downloaded somewhere. The last
released one is 1.15.5, last released beta is 1.15.10. The
current alpha, as I said, is 1.16.0.

The project maintainer is Frank Naumann, fnaumann at the host
called freemint.de (this is his e-mail address :-))

> KK> Since version 1.15.0 MiNT does not replace 'most of'
> > GEMDOS, it just replaces the entire GEMDOS, and most
> > of the BIOS.
>
> Interesting. Is MiNT open source software? Also, does it
> come with TOSWIN?

Yes. MiNT is open source software since about 1994. Currently
it comes with TOSWIN2 and a number of other tools and modules
(tools for disk encryption, fdisk, several filesystems and device
drivers). There is also a full blown environment distribution based
on rpm modules.

There is also a freeware AES, although it is not a part of the
central repository and it is not yet very usable either. I mean XaAES.
Its maintainer is Henk Robbers, I forgot the e-mail.

K.

3357. I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 15:46:34 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <uPNp6.128$n07.17413@newsfeed.intelenet.net>
Source record: 49192

Now it's just a matter of waiting for a reply.

Let's hope it's something in a positive light.

Jared

3358. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 16:08:36 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103080802020.2220-100000@shell.pacifier.com>
Source record: 49193
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

Lately I've added more Atari inventory so checkout my Catalogs. Even my 8 Bit Atari Software grew by 25%! And I'm offering a 20% Discount to my regular customers! E-Mail for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. And if you have'nt bought from Bravo, Give Ben a Chance! I can be quite Beneficial. And remember, if you can't come see me today? Come see me tomorrow! E-Mail or call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3359. Want To Buy Atari Jag

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 16:20:20 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984068513.8294.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 49194

How wants to sell me a Jag or know were I can get one?

Pref with AvP too.

Mark.

3360. Re: 68040-33 68030-50 68882-50 auction

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 16:22:49 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984068662.8345.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 49195

I want to put a 386 or better into a 286 - any ideas? (sad I know)

Mark.

rustynutt <rustynutt@hotmail.com> wrote in message
news:3AA3E8CE.F28BF715@hotmail.com...
> And I forgot to add that PLCC to PGA foot print
> adapters exist. One reason might be to install
> a 50Mhz PGA '882 into a Falcon that
> might otherwise be limited to a 40Mhz PLCC chip.
> Same with the CPU's. With a little research, one
> can find an adapter to fit most standard chip types
> into different footprints.
> Why in Digikey, there is even an adapter that will
> allow me to fit a Falcon COMBEL (SMT) into my Sparrow
> that is fitted with a PGA type breadboard COMBEL.
> What will they think of next:)
> What's a Sparrow? :)
>
> Mike
>
> rustynutt wrote:
> >
> > That was the point in posting it here.
> > Not many users have stock machines:)
> > TT's can use some PGA's Falcon accelerators both 030 and 040's
> > TT some TT fx cards utilize PGA 882's
> > and it goes on and on.
> > Lets be positive here!
> >
> > Mike
> >
> > Lyndon Amsdon wrote:
> > >
> > > On 1 Mar 2001 09:34:45 -, rustynutt wrote:
> > > >I put a pile of chips up for auction on Ebay. Some are usable
> > > >for Atari folks.
> > > >All are PGA pinout. The sale is to benefit my dental work:)
> > > >
> > > >Look up my seller name suspect27
> > >
> > > Unfortunatly, unless you own an After Burner or something, PGA is
useless to
> > > Ataris, well, for STe and Falcon anyway, not sure about what the TT
> > > has.

3361. Re: check this out!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 16:59:51 UTC
From: csjjh@ux1
Message-ID: <3aa7ba87$1@news.eiu.edu>
Source record: 49096
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <080320010222436389%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:
>
>
>A non standard video game console that Jag owners may appreciate.
>http://www.indrema.com/servlet/site
>
>sinclap!
>somewere in mn

Thanks for posting that. I'd checked it out before & it does look pretty promising. I'm sticking with my PSX for now & waiting for the X Box & Indrema (if it make it out) & will probably decide between those two. I do hate Bill Gates, Windoze, Micro$oft & generaly all things IBMish but I gotta say, it sure looks like the X Box will be the next big system. I'd sure like to see the X Box & Indrema split the market. Nothing against Sony but I'd say after 6 years of Sony domination I wouldn't mind a little change.
Later,
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<
==========
Send & receive money through e-mail via PayPal & get $5 sign up bonus! Visit: https://secure.paypal.com/refer/pal=csjjh%40eiu.edu

3362. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 17:43:49 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6CD12EF.DA1A%nameerf@flash.net>
Source record: 49097

Jared,

I really do admire your enthusiasm. I would hate to see that crushed in any way. There's just one problem with having such a gung ho attitude. It often overshadows objectivity...

> It's not impossible... it's just takes convincing! And, as I've outlined in
> my last message, how much time and money does it take to have each person
> interested, write to their "local" Infogrames branch. However, if
> Infogrames has it's own agenda and refuses to budge, we're no better off
> with them than we were with Hasbro, which would be sad.

The unfortunate fact is, Hasbro didn't budge because they don't have a vested interest in producing or supporting computer hardware. Only software and perhaps a video game system if they were to bend at all toward your idea, even if you were to promise them they wouldn't have to do much work. Infogrammes (sp?) wouldn't be any different. They are a games company. Their purpose statement most likely prevents them from being involved in anything but games and entertainment. And those kinds of things you can't change with "convincing" by letter, petition, or nifty little jingle.

> Of course, deciding if I go with the Northern California address or the
> Central California address is the tough part. If I had the time/money, I'd
> send a letter to every branch of Infogrames, but that wouldn't probably
> accomplish much in a positive way. I think it best if we all simply band
> together and let them know what we want from "Atari". Just make sure that
> you ask them to make a statement one way or another, concerning if there is
> any chance they would consider our proposals.

If you don't have the time to send letters to every branch, you don't have the time it would take to handle design, marketting, or any part of the deal, as you mentioned. It takes a singular dedication of most, if not all your time to run a business. So unless you can get someone that dedicated, your plan's not gonna fly with anyone (Infogrammes, c.s.a.s people, any of the Atari supporting companies, etc.).

> We've already got the people who can build the motherboards (Rudolph Czuba,
> Milan, etc.), it's a matter of getting Infogrames to see our point of view
> and go with it... or hand it over to us (as a collective effort for them) to
> do and help get it done. I speak of "us" as not just myself, but the entire
> Atari community, provided enough of us can agree on each step done.

So basically, you're saying we have everything we need already? You've been saying we as a group have everything we need, Habro/Infogrammes/whoever doesn't need to be involved? Then why do we need them at all? It's this obsession with the Atari name again, right? Well, if that's so important,

then lets first get a machine built (which has already been done - Milan, Hades, etc.) and get it supported by software (modern software that is at least as good, if not better than everything on PC), then we can ask for the name. They aren't going to give up, or even share, something they paid millions for, simply because a few fanatics with a poor quality jingle and nothing else firmly in place say they should. That's just business sense.

> If no one else raises their voice in this effort, it surely will NEVER
> happen. If we work together, it MAY happen, provided we can convince
> Infogrames of the viability/affordability of it. I will send a copy of my
> letter via Email to anyone interested, if they want to see how I worded my
> message.

Even if they see what resources we do have, they won't bite. If a business is going to be associated with any venture like this, they will want full control, because they are staking *their* reputation on it. If the venture fails, it's their name that gets trounced on as well, which could be devastating for a business. So they would want control. They won't let people they don't know be in control of something they are associated with without being hired by the company. There's legal reasons for this as well. This would then mean that they would need to put in a lot more money than you are suggesting, and any company that cares about its bottom line wouldn't risk such an uncertain venture. It's not like if you and I got together, and you said, hey, if you put your name on this computer I make, I'll put in all the money and resources to make it. That would be a no-brainer. But when companies are involved, especially with intellectual property like a brand name and such, there are certain legal channels that must be gone through, and there must be a very specific level of company association that one must have before any physical or intellectual property can be simply handed over. Does that make any sense?

> Nay-sayers are those that say it can't be done because they refuse to
> believe it can be (or have been lead to believe it can't be done, by other
> nay-sayers) and won't try themselves.

It's not that I'm against what you are suggesting, just because it's not worth trying. I just know enough about economics and company policies to know they not only won't do it, they can't, unless we have a company already formed, they see it making headway, and purchase it as a division of their company, putting everyone involved on their payroll and having a say in what we do, which would require large amounts of *their* resources. Otherwise, they have no way of knowing what the heck we're going to do with their intellectual property.

> If nay-sayers convinced everyone they spoke with, would we still believe the
> world was flat? Would we still be driving horse and buggies? Would we
> still be using the Abacus? For every dreamer who helped bring about change,
> there is a nay-sayer that says it's impossible or isn't worth trying.

Convincing a company to put in their resources on a relatively unknown, risky venture is nothing like making a new invention. Your argument doesn't make logical sense. The dynamics of what you're comparing are completely

different.

> This is no different.

See above. Making an invention and convincing a company to take an enormous risk with its money and property rights are very different.

> It's just a matter of how you look at it. If
> something is worth doing... it's worth doing. And, unless someone else
> absolutely takes the dream from you, there is still hope.

I agree that if it were possible, it would be worth doing. Go ahead and ask Infogrammes. I'm sure they will tell you exactly what I'm telling you. It's not in their vested interest at the moment, doesn't follow their purpose statement, is too big a risk, etc.

> "Lemming or pioneer... what'll it be?"

Be a pioneer. Support the companies that *are* forging ahead with what Atari started. When you think about PC's, rarely does anyone think specifically about IBM any more, even though that's where it all started. The same can be true of Atari. So what if the name is lost. The stuff that really matters is still alive - the hardware and software. Pour your attention into these places if you really want to see some advancement in the platform.

Mike Freeman
nameerf@flash.net

3363. Re: check this out!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 18:12:47 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103081811260.102-100000@Hades060>
Source record: 49109
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On Thu, 8 Mar 2001, Mark Bedingfield wrote:

> Looks like a glorified PC? Personally I wouldn't bother. The fact that the
> Dreamcast has CE on it, means I won't buy it either. Who wants the hassle of
> potential hardware failings because it is based around substandard hardware?
> As far as I can see the best successor to the Jag is N64. Ahhhh Goldeneye.

Amen. I made it thru Perfect Dark too. hehe

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3364. Re: I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 18:20:43 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103081814460.102-100000@Hades060>
Source record: 49108

On Thu, 8 Mar 2001, Jared Falvo wrote:

> Now it's just a matter of waiting for a reply.
>
> Let's hope it's something in a positive light.

One of the head guys at Infogrames was on Silcon Spin not to
long ago when they were all arguing over the x-box crap,
Atari was mentioned in passing, some vague reference I forget
about hardware, it was positive that I do recall.
If there was any real retail value in any of it they would already
being doing something. Good luck and don't hold your breath,
you might just pass out.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3365. Re: I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 19:38:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984161692-485264AEicMi@madasafish.com>
Source record: 49129

Hi Jared

>Now it's just a matter of waiting for a reply.

Would you do us all a favour and hold your breath whilst you wait.

>Let's hope it's something in a positive light.

Could you record the laughter for us all to join in with please.

And if this fails would you kindly take this as a hint that they also
think youre a friggin crackpot and give in on this sensless escapade, or
at least stop bothering us with your whinning..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3366. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 19:41:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984161696-486155AEicMi@madasafish.com>
Source record: 49130

Hi Mathew

>I just thought you'd like to know that MyAtari magazine has just
>launched its fifth issue (March 2001).

And way ahead of schedule, well done you guys, as soon as its free time
on IC24 i'l be there.

>Please visit us at www.myatari.net, your support is most appreciated!

Does it matter that ive not washed it for a few weeks.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3367. Re: Tell 'em where to go!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 19:45:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984161700-487004AEicMi@madasafish.com>
Source record: 49131

Hi Andy

> SS> I do recall someone telling me that MS sued someone
> > who used the phrase "Where do you want to go today",
> > ive no idea of the outcome though.

> Apparently the defendant had to sell his taxi to pay legal costs ;-)

Good one dude, that blew right over my head the first time i read it. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3368. GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 19:49:50 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007436d@fmlynet.org>
Source record: 49114

FamilyNet Newsgate

Hello Iggy!

ID> UNIX is constructed out of a programmer-centric
> perspective.

AB> That's probably fair.

ID> To the programmer, not to the poor users.

I meant that your obervation was probably fair, mine was
not a comment regarding unix design.

ID> They've had nearly 30 years to change already.

Over 30 years, but obviously things have changed a lot
during those years. It's only recently that I have had
cause to seriously consider putting unix on the desks of
ordinary users. Before I do that, I would like to configure
it so that the user doesn't have to know, or care that it's
unix they're using (they'd never see the command line, let
alone edit config files).

ID> That's perfectly true, in particular if you haven't
> got gtraphics hardware (the server we run at the
> computer club has only got a CGA card), but otherwise,
> why not?

'why not?' is not (in my opinion) a sufficient justification
for the processor overhead and extra hardware associated
with a GUI (for servers). I would need to answer 'what
benefit does it yield?'

ID> After all, that's what X was invented for; running
> several xterms at once. =)

I doubt that. In any case, multiple terminal sessions can
be handled much faster, with less overhead, using 'virtual
consoles' in text mode.

AB> DOS has evolved slightly. I imagine the command line
> itself has changed little since PC-DOS 2.0, and the
> addition of heirarchical directories and I/O
> redirection.

ID> Yep, those are the major user-side features to crop up
> in MS-DOS. Version 2.0. It went up to version 7.

I never claimed those were the major features of MS-DOS. I
noted that they probably marked the most significant change
to the DOS /command line/.

ID> You're splitting hairs.

I do quite a bit of that. In this case I think I'm justified
since unix is more than just a command line. It's not fair
to reject unix just because one dislikes command line
interpreters, or one shell in particular.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3369. OT: PC Mainboard

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 19:49:50 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007436e@fmlynet.org>
Source record: 49115

FamilyNet Newsgate

Hello Mark,

MA> I want to put a 386 or better into a 286 - any
> ideas? (sad I know)

This isn't really the place to ask, but I'm going to assume you plan to emulate an ST on it... :-/ If it's a standard form-factor mainboard (probably AT or 'baby AT'), just replace the mainboard with one that has a 386DX or 486 microprocessor.

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3370. Re: FA on Yahoo Robotkits For Atari ST/Falc

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 20:38:37 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <wX6WEtAN3+p6Ewer@atari.org.uk>
Source record: 49100

In article <IEBp6.3381$sV.582368@news2-win.server.ntlworld.com>,
john.masterman <john.masterman@ntlworld.com> writes
>
>I even found the CD I made of all the ST software that ever came my way.
>Copyrights must be out of date by now.:-))

I'm sorry but copyrights just don't run out just like that!

>
>Regards
>
>John
>
>
>
>John Garone <swampfox1@earthlink.net> wrote in message
>news:r7hp6.1770$oz.187322@newsread1.prod.itd.earthlink.net...
>> On 5 Mar 2001 21:28:33 -, "john.masterman" wrote:
>> >Take a look at http://page.auctions.yahoo.com/uk/auction/49841851 if you
>are
>> >interested in one of these unusual Atari ST items.
>> >
>> >JLM
>> >
>> >
>> >.
>>
>> John,
>> Could you elaborate a bit here?
>> John G.
>
>

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3371. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 21:32:06 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <qTSp6.6714$TW.28816@tor-nn1.netcom.ca>
Source record: 49101

In article <tae3ujdorfs112@corp.supernews.com>,
RobM <rmahlert@charter.net> wrote:
>I don't know if you still want it...
>But I have the 1.98a version of BBS Express.. When ever I get the file area

Oh yeah, I want it badly :) I've been trying to find this for
months!

>on Atari-users.net working again I will be putting it back up.. if you want
>it.. I can upload it to the server and send you the direct url. Here is the

Please do, or even file attach it over to me. It can't be that
big..

>text Rich Sanchez put in for the file description back in 1999..
>"Complete release of BBS Express! ST version 1.98a. BBS Express! ST is still
>copyrighted by C&R Systems. This this release is for free personal use.

Can't wait :) I'll upgrade the bbs immediately :)

jeff

3372. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 21:32:42 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <_TSp6.6715$TW.28993@tor-nn1.netcom.ca>
Source record: 49102

In article <tae3ujdorfs112@corp.supernews.com>,
RobM <rmahlert@charter.net> wrote:
>I don't know if you still want it...
>But I have the 1.98a version of BBS Express.. When ever I get the file area

BTW.. a URL is fine, or email it over to skeezix@icomm.ca.

jeff

3373. Re: check this out!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 22:20:44 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <0BTp6.3782$0N3.27261@news-server.bigpond.net.au>
Source record: 49103
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

<sinclap@nospam.net> wrote in message
news:080320010222436389%sinclap@nospam.net...
>
>
> A non standard video game console that Jag owners may appreciate.
> http://www.indrema.com/servlet/site

Looks like a glorified PC? Personally I wouldn't bother. The fact that the Dreamcast has CE on it, means I won't buy it either. Who wants the hassle of potential hardware failings because it is based around substandard hardware? As far as I can see the best successor to the Jag is N64. Ahhhh Goldeneye.

Mark

3374. Re: 68040-33 68030-50 68882-50 auction

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 22:31:28 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <4LTp6.3787$0N3.27351@news-server.bigpond.net.au>
Source record: 49104

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:984068662.8345.0.nnrp-09.9e98a620@news.demon.co.uk...
> I want to put a 386 or better into a 286 - any ideas? (sad I know)

Apparently if your board is PLCC you could put a evergreen 386SX accelerator
in it. Or just change the Motherboard;-)

Mark Bedingfield

PS My old Falcon (eaglesonic32) had a PGA 68030 32 chip in it.

3375. Re: Tell 'em where to go!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 22:41:46 UTC
From: jlog@zetnet.co.uk
Message-ID: <3aa80aaa$0$8833@news.zetnet.co.uk>
Source record: 49105

On 7 Mar 2001 12:40:52 , "Andy Ball" wrote:

| SS> I do recall someone telling me that MS sued someone
| > who used the phrase "Where do you want to go today",
| > ive no idea of the outcome though.
|
| Apparently the defendant had to sell his taxi to pay legal
| costs ;-)

That's very good!
--
JI Logan

3376. where can i get

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 22:56:55 UTC
From: Lee <homestudio@btinternet.com>
Message-ID: <9892ji$16l$1@plutonium.btinternet.com>
Source record: 49106

I was wondering does anybody know where i can obtain a copy of breakthru 2
for the atari since i had a copy but lost it and i am not buying it again

cheers for listening

lee

3377. Re: SIT

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 23:18:38 UTC
From: Jim Donovan <jtdon@mail.direcpc.com>
Message-ID: <atUp6.35419$m8.183488@news.direcpc.com>
Source record: 49107

I believe there was a .sit expander on the Suzy B CD's

Jim

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:3aa779a8$0$8833@news.zetnet.co.uk...
> On 6 Mar 2001 14:57:42 G, John Garone wrote:
> >Hi All,
> > Anyone know of a Falcon program that will view files with a .SIT
> >extension?
> > John G.
>
> AFAIK .sit is MacOs exclusive, expandable only by Stuffit app.
>
> Charles.

3378. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-03-08 23:59:01 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tag6pemvtjkm8f@corp.supernews.com>
Source record: 49110

Jeff,

I just e-mailed it to you.
IF you have a problem getting it or if anyone else would like a copy.. visit
the Atari-users.net ftp site..

ftp://ftp.atari-users.net/16bit/Apps/
the file is in the 16bit/Apps directory.

PLEASE feel free upload any files (LEGAL VERSIONS!!) to the ftp site.. place
them in the incoming directory.

Rob

webmaster@atari-users.net
http://www.atari-users.net

"Jeff Mitchell" <jeffm@nbc.netcom.ca> wrote in message
news:_TSp6.6715$TW.28993@tor-nn1.netcom.ca...
> In article <tae3ujdorfs112@corp.supernews.com>,
> RobM <rmahlert@charter.net> wrote:
> >I don't know if you still want it...
> >But I have the 1.98a version of BBS Express.. When ever I get the file
area
>
> BTW.. a URL is fine, or email it over to skeezix@icomm.ca.
>
> jeff

3379. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 00:11:36 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tag7gulab7r5c3@corp.supernews.com>
Source record: 49111

Wrong directory..... the correct url is
ftp://ftp.atari-users.net/pub/16-bit/Apps/

Sorry...

Rob
webmaster@atari-users.net
http://www.atari-users.net

3380. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 00:16:15 UTC
From: ACE <ace@NOSPAMbreathe.com>
Message-ID: <dkVp6.19016$Cq.452821@news2-hme0>
Source record: 49112

email me at acesoft@free4all.co.uk for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

3381. Re: SIT

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 01:39:06 UTC
From: danap8@aol.com
Message-ID: <20010308203906.22114.00000799@ng-ch1.aol.com>
Source record: 49113

>AFAIK .sit is MacOs exclusive, >expandable only by Stuffit app.

Nope, there was a program available for Atari use. I believe it was called unSIT, or something close.

-Dana @ A-ONE

3382. Re: Apex 2.41

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 03:28:40 UTC
From: anarkist@idirect.com
Message-ID: <I5Yp6.131579$Ki.470166@quark.idirect.com>
Source record: 49116

On 12 Feb 2001 03:07:36 , Phantomm wrote:
->On 11 Feb 2001 04:16:24 , John Garone wrote:
-snip-
->I highly recommend Apex Media if you have a Falcon and have a interest in
->graphics and animation. It's one of the best you'll ever find for the Falcon.
->Rainbow MultiMedia is another fine Falcon only graphics studio.
->On the subject of Apex Media, Does anyone in the USA/Canada have version
->2.40???
->phantomm@eastky.net
->
nope,sorry.
my latest version is 2.3 i believe.
with regards to that i wonder if you have doug littles e-mail address.
In an earlier thread (when your address was phantomm@kih.net) you mentionned
that you might have it?
I ask because I sent my disks to be upgraded to the "Nemesis" release
to Chris Krowchuk of Computer Direct. He went out of business, my disks
were never sent to David Encill, and so I can't upgrade. I was going to
get the "Nemesis"upgrade(so called because it was an upgrade to take advantage
of Nemesis) for free, as the only reason I would get the upgrade was
because I had purchased the Nemesis board. I felt i was being penalized
for buying the Nemesis board if I had to purchase the upgrade for it.
That seemed OK with David Encill, but not OK if I no longer had the
original disks,
Now it occurrs to me that perhaps if I mailed my manual(and covered the costs
both ways) that might might be considered proof of purchase also, and I could
finally get my upgrade.
If you (or anyone here) has Doug Littles e-mail address, I would like to
write him and ask him about this.
thanks.merci
ken

3383. MagiCMac upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 03:53:23 UTC
From: Steven Kaleita <sakaleita@home.com>
Message-ID: <3AA853B3.A581A81F@home.com>
Source record: 49117

Can anyone tell me where or how, I can upgrade my version 6.01 of MagiCMac to the latest version (6.15)?

Without having to purchase the program all over again.

I sent ASH e-mail with no response!

I've tried to 6.01 to 6.04 free software upgrade, but keep getting a German message that I don't understand, and no matter what button I press, nothing happens. And the 6.15 upgrade only works on versions 6.1 and up.

I bought my version of MagiCMac from Systems For Tomorrow, but it doesn't appear that they handle MagiCMac anymore.

SAK :/

3384. MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 07:19:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007561a@fmlynet.org>
Source record: 49124

FamilyNet Newsgate

> From: "Matthew Bacon" <matthew@myatari.net>
> Dear all,
> I just thought you'd like to know that MyAtari magazine has just launched
> its fifth issue (March 2001). Please visit us at www.myatari.net, your
> support is most appreciated!
> ---
> Matthew Bacon
> matthew@myatari.net

Hey, those are quite good. Never checked it out before, but I will in the
future!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3385. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 07:40:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984120362-29197AEicMi@cwcom.net>
Source record: 49118

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Wed, 07 Mar 2001 22:18:03 GMT

>Yup, I was even going to build a GAL programmer, but they are bloody
>expensive even to build. Besides my Bro-outlaw has one at his work. Does
>anybody know if there are pic programmer schems for the ST/TT/etc?

I should think that you could adapt one of the many serial port designs, the only issue might be that you'd probably have to adapt the design so that you could manually switch the 12V on that the PIC needs as a signal that it is about to be programmed.

So you should be asking "is there a compiler for the Atari". I think I saw something on a German site, but I don't have a URL.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3386. Re: Want To Buy Atari Jag

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 08:31:01 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <98a49g$s7c$1@pegasus.csx.cam.ac.uk>
Source record: 49119

Mark wrote in message
<984068513.8294.0.nnrp-09.9e98a620@news.demon.co.uk>...
>How wants to sell me a Jag or know were I can get one?
>
>Pref with AvP too.
>
>Mark.
>

A bit off topic here, this should have been sent to
alt.atari-jaguar.discussion.
Anyway you can get them new with AvP from Telegames at
http://www.telegames.co.uk

Stephen Moss

3387. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 09:05:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984212084-109086AEicMi@cwcom.net>
Source record: 49065

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Wed, 07 Mar 2001 19:26:08 GMT

>>Did you check your email last week? I forwarded two thorough treatments
>>of setting STinG up to you.
>
>
>No dude, ive only this stugg that Harry baby sent me in here.

Check your email again (assuming that C&W get their server problem sorted
soon).

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3388. Re: MagiCMac upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 09:11:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984212086-109554AEicMi@cwcom.net>
Source record: 49066

From: Steven Kaleita <sakaleita@home.com>
Date: Fri, 09 Mar 2001 03:53:23 GMT

>I've tried to 6.01 to 6.04 free software upgrade, but keep getting a
>German message that I don't understand, and no matter what button I

If you can post the message you're getting I'm sure someone will translate
it for you.

I'm making a guess that it might be telling you that it's the wrong
language version though?
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3389. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 09:47:37 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3047.468T1850T6475903optimus@canit.se>
Source record: 49120

Andy Ball skrev:

> Hello Iggy!

ID>> UNIX is constructed out of a programmer-centric
> > perspective.

AB>> That's probably fair.

ID>> To the programmer, not to the poor users.

> I meant that your obervation was probably fair, mine was
> not a comment regarding unix design.

Oh. Ah. I see. =)

ID>> They've had nearly 30 years to change already.

> Over 30 years, but obviously things have changed a lot
> during those years. It's only recently that I have had
> cause to seriously consider putting unix on the desks of
> ordinary users. Before I do that, I would like to configure
> it so that the user doesn't have to know, or care that it's
> unix they're using (they'd never see the command line, let
> alone edit config files).

There's nothing inherently wrong with a command-line, but why name the
commands flnr, sdn or dmesg?

ID>> That's perfectly true, in particular if you haven't
> > got gtraphics hardware (the server we run at the
> > computer club has only got a CGA card), but otherwise,
> > why not?

> 'why not?' is not (in my opinion) a sufficient justification
> for the processor overhead and extra hardware associated
> with a GUI (for servers). I would need to answer 'what
> benefit does it yield?'

A GUI doesn't necessarily mean a lot of processor overhead. The Atari runs a
GUI in 8 MHz.
An apparent benefit from a WIMP would be the windows, so that one could edit
several config files at once. =)

ID>> After all, that's what X was invented for; running
> > several xterms at once. =)

> I doubt that. In any case, multiple terminal sessions can
> be handled much faster, with less overhead, using 'virtual

> consoles' in text mode.

I've never seen that, unless you mean the kind you may only use one at a time.

AB>> DOS has evolved slightly. I imagine the command line
> > itself has changed little since PC-DOS 2.0, and the
> > addition of heirarchical directories and I/O
> > redirection.

ID>> Yep, those are the major user-side features to crop up
> > in MS-DOS. Version 2.0. It went up to version 7.

> I never claimed those were the major features of MS-DOS. I
> noted that they probably marked the most significant change
> to the DOS /command line/.

That's exactly my point. That is what has changed in MS-DOS since, save for a lot of 386-specific tools and refinements of commands.

ID>> You're splitting hairs.

> I do quite a bit of that. In this case I think I'm justified
> since unix is more than just a command line. It's not fair
> to reject unix just because one dislikes command line
> interpreters, or one shell in particular.

Actually, I think it's quite fair. It's not a matter of one particular shell, since all UNIX shells are basically alike. And it's not just the shell, it's the commands it is designed to run, and the files which it's controlled by.

--
En ligne avec Thor 2.6.

There are two major products that come from Berkeley: LSD and UNIX.
We don't believe this to be a coincidence.
-- Jeremy S. Anderson

3390. Re: SIT

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 12:03:41 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1epzfdp.12mw1in1sxfs1qN%roughley@vanc.igs.net.invalid>
Source record: 49122

DANAP8 <danap8@aol.com> wrote:

> >AFAIK .sit is MacOs exclusive, >expandable only by Stuffit app.
>
> Nope, there was a program available for Atari use. I believe it was called
> unSIT, or something close.
>
> -Dana @ A-ONE

I believe unSIT originated from GEnie around 1989, so that Atari users there could gain access to Mac image archives (mostly monochrome clipart). These were the days when commercial clipart was expensive. If I'm not mistaken, the program was written by someone at DMC Canada (now MGI of course) and then made available on GEnie, where Nathan Potechin's wife was a SysOp. She presented the program as a "special download". Since then the SIT format, originally written by a kid in his early teens, has gone through many changes, to the point where unSIT is obsolete.

<< Neil >>

3391. question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 12:07:01 UTC
From: ^switchblade^ <switchblade@nospam.co.uk>
Message-ID: <wC3q6.4766$g63.633080@nnrp3.clara.net>
Source record: 49121

Just bought a 520STFM second-hand, to play some of those old games and demos in their true environment :o)

But... the Atari mouse has broken, didnt realise until i tried it... one of the "wheel" holders inside has been removed, hence trying to move left or right wont work... anyway...the question is, can i just plug in a normal PC serial mouse or is the Atari one a peculiarity??

Paul

3392. Re: FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 13:32:22 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <3AA8DB66.6AE20B5A@siemens.at>
Source record: 49123

ACE wrote:
>
> email me at acesoft@free4all.co.uk for huge list of
> Atari ST software/books/magazines for sale

free4all or breathe ?

> UK based mail-order business supplying software
> for most classic computers - please mention lists required.

Last time I seem to have overlooked the 'most classic computers'
and only ordered the ST list. Do you have one for the 8Bit Ataris
too ?

Gerhard

3393. FS : VARIOUS ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 16:29:58 UTC
From: Optik@btinternet.com
Message-ID: <3aa90503.28708882@news.btinternet.com>
Source record: 49125
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Please email for lists.

Thanks

3394. There's life in the old bird yet!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 16:42:57 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3AA90811.2AA9E26B@patent.gov.uk>
Source record: 49127

Hi all Falcon flyers.

My guitarist/composer son has attracted the attention of various bodies in the recording and music business with his CD and a professional recording engineer has just told him that his four acoustic guitar track/ 6 midi track CD, 'is the clearest acoustic guitar CD he has ever heard'. When told it was produced on a C-Lab MkX Falcon with Cubase Audio, the Engineer got in three of his colleagues to listen. Disbelief all round. He told Steven not to change to PC/Apple unless forced to.

Steven is getting a Web site set up by a pro, and I will make sure that ATARI is mentioned as many times as possible!!!!

Bob King.

3395. Re: Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 17:08:23 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3AA90E07.DE4575EE@patent.gov.uk>
Source record: 49128

Hi Steve,

Doesn't look like it, but have a search yourself on:

http://webdb4.patent.gov.uk/tm/text/

Bob

Steve Sweet wrote:
>
> Ho Bob
>
> >>Is that actually copyrighted or registered in some way??.
> >>I do recall someone telling me that MS sued someone who used the phrase
> >>"Where do you want to go today", ive no idea of the outcome though.
>
> >I'll try and find out at work re the registration of the phrase 'Power
> >without the Price'.
>
> Cheers dude, it would be interesting to know, how about that MS phrase
> whilst your there?.
>
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3396. Re: MagiCMac upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 17:21:46 UTC
From: rsmac@t-online.de
Message-ID: <1eq0h84.15d5kqi12opkwwN%rsmac@t-online.de>
Source record: 49126

Steven Kaleita <sakaleita@home.com> wrote:

> Can anyone tell me where or how, I can upgrade my version 6.01 of
> MagiCMac to the latest version (6.15)?

http://www.application-systems.de/magicmac/index.html

Iï¿½m nor sure any english release can be found down there.
Latest geman update is for to use magicmac on macos 9.1

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3397. GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 18:11:38 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00077912@fmlynet.org>
Source record: 49053

FamilyNet Newsgate

Hello Iggy!

ID> There's nothing inherently wrong with a command-line,
> but why name the commands flnr, sdn or dmesg?

My understanding is that the original commands were terse because teletypes were slow. By the time CRT-based terminals became the norm, the habit seemed to be well established. I found DCL commands in VMS to be more easily understandable, especially for the beginner. When I went from Unix to DOS I fealt DOS to be 'long winded' by comparison. I guess an administrator is supposed to 'just know' what the commands mean, and most users should never have to mess with them.

ID> A GUI doesn't necessarily mean a lot of processor
> overhead. The Atari runs a GUI in 8 MHz.

Good point, I suppose a simple GUI need not be hideously inefficient, but still not as efficient as text mode ;-)

ID> An apparent benefit from a WIMP would be the windows,
> so that one could edit several config files at once.
> =)

That's pretty tenuous, you can do the same thing with emacs, or using virtual consoles, or having multiple sessions into the server.

ID> I've never seen that, unless you mean the kind you may
> only use one at a time.

It's very common on PC unix. In Linux for example you can press alt+F1..F6 (say) to switch (instantly) between sessions. I believe it's also possible from normal serial terminals and network login sessions, it may be slightly slower over a serial link depending on how it's implemented.

ID> That's exactly my point. That is what has changed in
> MS-DOS since, save for a lot of 386-specific tools and
> refinements of commands.

You're making me think now, I'd guess the major changes to MS-DOS would have been support for fixed disks, the V2 changes (heirarchical directories, I/O redirection), support for extended memory (a 286 feature), more than one partition, then partitions 32Mb-2Gb, Internationalisation,

task switching, networking and doubtless other things that I
have overlooked. I'm not a big fan of DOS, but it did evolve
slightly during its lifetime (not always for the better).

AB> It's not fair to reject unix just because one dislikes
> command line interpreters, or one shell in particular.

ID> Actually, I think it's quite fair. It's not a matter
> of one particular shell, since all UNIX shells are
> basically alike. And it's not just the shell, it's the
> commands it is designed to run, and the files which
> it's controlled by.

I suppose I can look at unix from two angles. From a server
-side perspective, it's reasonably efficient and the
complexity of its administration reflects its great
flexibility (although I welcome tools that genuinely make
life easier, like the binary package tool I use in NetBSD).

From a client-side point of view, unix probably makes a
good kernel, but I would choose to hide the detail (and the
shells) from the user.

ID> There are two major products that come from Berkeley:
> LSD and UNIX. We don't believe this to be a
> coincidence.
> -- Jeremy S. Anderson

<grin> Hmm... LSD, BSD...

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3398. 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 18:11:40 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00077913@fmlynet.org>
Source record: 49054

FamilyNet Newsgate

Hello Paul!

P> But... the Atari mouse has broken...is the Atari one a
> peculiarity??

Congratulations on your 520 STfm, wouldn't mind one myself.
The ST uses a quadrature mouse, which used to be very common
on microcomputers. PC mice tend to be serial (even the PS/2
ones) or even USB. I've successfully used a PC serial track
-ball on an ST (with an appropriate driver) but it used the
serial port, which I really wanted free for other things. I
imagine someone here will know of a source for quadrature
mice, probably pre-wired for the ST. If available, it's
worth paying a little more for a pure optical mouse, as
mechanical mice are notoriously unreliable.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3399. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 19:28:28 UTC
From: vdjole@EUnet.yu
Message-ID: <98basp$p4n$1@news.EUnet.yu>
Source record: 49132

On 9 Mar 01 10:47:37 +01, "Iggy Drougge" wrote:

> ID>> UNIX is constructed out of a programmer-centric
>> > perspective.
>[...]
>There's nothing inherently wrong with a command-line, but why name the
>commands flnr, sdn or dmesg?

Probably so that the above-mentioned programmers would have to type
as little as possible- the commands were kept short.

Ah, the past pleasures of using VMS and its DCL command-line interpreter...
looked almost like conversational English when compared to a Unix
(or any other OS, by the way). Not to mention that VMS had a strange habbit
of running for weeks (or months) without crashing anything, or showing any
discomfiture at all.

Btw there may be another reason for the "unpleasantness" that exist
in Unices and, in another way, in Windows**: make the stuff appear very
complicated, so people would need the services of (well paid) experts and
those who are knowledgeable would attain an aura of God-like beings who
can find their way in the matters which mere mortals can't comprehend.

This attitude seems to flourish in a part of the Mint community, too
(they do not gat paid, of course). They almost look like a religious
group, going about their misterious business, porting and using appls
and utilities seldom heard of (and sometimes even less needed), and
condemning anyone who dares to interfere. I once received a spitting e-mail
from a certain lady (once posting to this group) just for complaining that a
new version of Infozip's Zip/Unzip is not anymore TOS compatible, while
the older one had been. The e-mail message amounted to: you ignorant moron,
go away and leave us alone.

3400. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 19:31:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984305700-159073AEicMi@madasafish.com>
Source record: 49002

Hi Mathew

>I just thought you'd like to know that MyAtari magazine has just
>launched its fifth issue (March 2001).

There's only one minor problem with this, it aint there..
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3401. Re: Tell 'em where to go!

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 19:33:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984305704-159665AEicMi@madasafish.com>
Source record: 49001

Hi Ji

>| SS> I do recall someone telling me that MS sued someone
>| > who used the phrase "Where do you want to go today",
>| > ive no idea of the outcome though.
>|
>| Apparently the defendant had to sell his taxi to pay legal
>| costs ;-)

>That's very good!

It was brilliant. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3402. Re: check this out!

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 20:06:08 UTC
From: bindon@madasafish.com
Message-ID: <taidtgrb1ugt2e@corp.supernews.com>
Source record: 49133

```
On 8 Mar 2001 22:20:44 G, "Mark Bedingfield" wrote:
>
><sinclap@nospam.net> wrote in message
>news:080320010222436389%sinclap@nospam.net...
>>
>>
>> A non standard video game console that Jag owners may appreciate.
>> http://www.indrema.com/servlet/site
>
>Looks like a glorified PC? Personally I wouldn't bother. The fact that the
>Dreamcast has CE on it, means I won't buy it either. Who wants the hassle of
>potential hardware failings because it is based around substandard hardware?
>As far as I can see the best successor to the Jag is N64. Ahhhh Goldeneye.

Sorry, but the N4 isn't worthy enough. Goldeye is good, but that's
about it. I prefer Destruction Derby 2 and Driver 2 (TOCA 2 also) on
the PS. Must see if I can OC a PSX :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

3403. Re: Mint usage

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 20:06:13 UTC
From: bindon@madasafish.com
Message-ID: <taidtlo3osbg32@corp.supernews.com>
Source record: 49134

On 9 Mar 2001 03:09:46 G, Hallvard Tangeraas wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> On 28 Feb 2001 02:45:07 , Hallvard Tangeraas wrote:
>
>> >Is there a lot to download, or does it basically come as one large
>> >package with an "install" program, and from then on you can install
>> >extra stuff on top of that?
>>
>> Check out Marc Antons Mint site wgich has a good basic guide to Mint,
>> and how to set up a Minix or ext2 partition.
>
>Any URL to his site? ;-)

Sorry, I'll see if it's in my Hotlist.....ah here it is:

http://www.ndh.net/home/kehr/atari/MfD/mflii.htm

That link should work.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3404. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 20:06:17 UTC
From: bindon@madasafish.com
Message-ID: <taidtpm1m3l537@corp.supernews.com>
Source record: 49135

On 9 Mar 2001 12:07:01 -, "^switchblade^" wrote:
>Just bought a 520STFM second-hand, to play some of those old games and demos
>in their true environment :o)
>
>But... the Atari mouse has broken, didnt realise until i tried it... one of
>the "wheel" holders inside has been removed, hence trying to move left or
>right wont work... anyway...the question is, can i just plug in a normal PC
>serial mouse or is the Atari one a peculiarity??

Right, the 9 pin PC mice can be plugged in, with the right adaptor
into the modem port. But, it does require drivers, as TOS expects to
find the mouse in the mouse port.

But the problem is you say you want to play games. Most games won't
run under TOS, so the drivers aren't loaded. Most comercial games
only accept the mouse in the atari mouse port.

Mario Becroft makes an adaptor that plugs into the mouse port and uses
a PC mouse. It requires no drivers at all.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3405. Re: Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 21:48:54 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1eq085j.1y92hdf1s7xvpcN%roughley@vanc.igs.net.invalid>
Source record: 49137

Bob King <rking@zetnet.co.uk> wrote:

> I'll try and find out at work re the registration of the phrase
> 'Power without the Price'.

The saying was followed with the trademark (tm) symbol in official Atari advertisements. At least in North America anyway, although the trademark was omitted in some cases.

<< Neil >>

3406. Re: WTB: Milan or Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 21:49:16 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <c/Uq6A+8AQ4K092yn@NoSpam.com>
Source record: 49057

In article <Pine.MNT.4.10.10102281728240.87-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>On 28 Feb 2001, atari wrote:
>
>> contact atari@wcoil.com
>____
>Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

Ok, there are at least two people in my neck of the woods (Kenton,
Ohio) that have an interest in Ataris. Anymore in Northwest Ohio?

--
Ryan 'Gozar' Collins

3407. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 22:13:38 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <SWVq6A+8A4GS092yn@NoSpam.com>
Source record: 49058

In article <9839hbhtj2@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>Joshua Kaijankoski <gaiyan@vianet.ca> wrote:
>> What would be the best and easiest programming language/program to make
>> simple games on a Falcon? Thanks.
>
>As a former professional VAX-BASIC programmer I'd say anything but BASICs
>with line-numbers ;-) There's a games-library for GFA Basic, and Reservoir
>Gods has released a games-library for PureC (or was it Lattice?) that's
>Falcon-only.

Any more info on this games library for GFA Basic?

--
Ryan 'Gozar' Collins

3408. Re: I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 22:23:40 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <MJcq6.204$n07.32906@newsfeed.intelenet.net>
Source record: 49136

Look, the only reason I'm so persistant about this whole thing, you jokebox,
is because I have reason to believe there is still hope that Atari, as a
hardware & product name, may still be revived.

If Infogrames denies all possibility of revival, I will have no choice but
to give up hope and, yes, then THAT will be the last you see of me.

Hasta la vista, Baby!
Adios!
No mas.
Fin. Finis.
Over and done with.
Gone to the hayloft.
Takin' a dirt nap.
Throwing in the towel.
Throwing the baby out with the bath water.
Shooting myself in the foot.
Chopping my nose off to spite my face.

Hey... wait a second... I don't think some of those saying belong in there.
Hmm.

Jared

--
Judy Falvo
www.flowersnfliers.com
"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:984161692-485264AEicMi@madasafish.com...
> Hi Jared
>
> >Now it's just a matter of waiting for a reply.
>
> Would you do us all a favour and hold your breath whilst you wait.
>
> >Let's hope it's something in a positive light.
>
> Could you record the laughter for us all to join in with please.
>
> And if this fails would you kindly take this as a hint that they also
> think youre a friggin crackpot and give in on this sensless escapade, or
> at least stop bothering us with your whinning..
>
> --
>
> eMail: steve_sweet@madasafish.com

>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

3409. Re: Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 23:11:30 UTC
From: rking@zetnet.co.uk
Message-ID: <3aa96322$0$8834@news.zetnet.co.uk>
Source record: 49139

On 9 Mar 2001 13:48:54 -, Neil Roughley wrote:
>Bob King <rking@zetnet.co.uk> wrote:
>
>> I'll try and find out at work re the registration of the phrase
>> 'Power without the Price'.
>
>The saying was followed with the trademark (tm) symbol in official Atari
>advertisements. At least in North America anyway, although the trademark
>was omitted in some cases.
>
><< Neil >>
>.

Hi Neil,

There's no record of a trade mark having been registered on the PO
web site. See my reply to Steve. The feeling is that it's too long a
string and too descriptive.

Bob King.

3410. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 23:17:36 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2750.469T1800T175689optimus@canit.se>
Source record: 49048

Djordje Vukovic skrev:

>On 9 Mar 01 10:47:37 +01, "Iggy Drougge" wrote:

>> ID>> UNIX is constructed out of a programmer-centric
>>> > perspective.
>>[...]
>>There's nothing inherently wrong with a command-line, but why name the
>>commands flnr, sdn or dmesg?

>Probably so that the above-mentioned programmers would have to type
>as little as possible- the commands were kept short.

Exactly. Too bloody programmer-centric.

>Ah, the past pleasures of using VMS and its DCL command-line interpreter...
>looked almost like conversational English when compared to a Unix
>(or any other OS, by the way). Not to mention that VMS had a strange habbit
>of running for weeks (or months) without crashing anything, or showing any
>discomfiture at all.

I'll have to try VMS... Whenever I get those ECC modules for the Alpha.
However, as far as I've seen, UNIX seems to have been rather particular
compared to other CLIs. According to what I've read, TOPS-20 also had a more
human language orientated syntax. AmigaDOS is much the same, too, with
commands and arguments such as "List QUICK SINCE Yesterday". I really hate the
UNIX way of supplying arguments, with totally nondescript one-letter
arguments.

>Btw there may be another reason for the "unpleasantness" that exist
>in Unices and, in another way, in Windows**: make the stuff appear very
>complicated, so people would need the services of (well paid) experts and
>those who are knowledgeable would attain an aura of God-like beings who
>can find their way in the matters which mere mortals can't comprehend.

After all, that is the entire reasoning behind the UNIX-centric open source
community. Give away the software for free, sell support. It's probably a
lucrative idea if your name is GNU, but it really doesn't encourage
development of user-friendly software.

>This attitude seems to flourish in a part of the Mint community, too
>(they do not gat paid, of course). They almost look like a religious
>group, going about their misterious business, porting and using appls
>and utilities seldom heard of (and sometimes even less needed), and
>condemning anyone who dares to interfere. I once received a spitting e-mail
>from a certain lady (once posting to this group) just for complaining that a
>new version of Infozip's Zip/Unzip is not anymore TOS compatible, while

>the older one had been. The e-mail message amounted to: you ignorant moron,
>go away and leave us alone.

Well, at least that is a funny aspect about these large, complicated systems;
it's so easy to appear as a wizard to the lesser knowing. I can't see why
anyone would call you, Djordje, ignorant, though.

--
En ligne avec Thor 2.6.

Ky�suke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

3411. Re: I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 23:19:55 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <714.469T2750T196687optimus@canit.se>
Source record: 49046

Jared Falvo skrev:

>Look, the only reason I'm so persistant about this whole thing, you jokebox,
>is because I have reason to believe there is still hope that Atari, as a
>hardware & product name, may still be revived.

Reason? When was the last time you were reasonable? you're about as reasonable
as a Zimbabwian general hell-bent on conquering the Soviet union!

>If Infogrames denies all possibility of revival, I will have no choice but
>to give up hope and, yes, then THAT will be the last you see of me.

As though you would let that get in your way.

--
En ligne avec Thor 2.6.

G med i SUGA, Swedish Usergroup of Amiga!
WWW: http://swedish.usergroup.amiga.tm/
BBS: 08-6582572, telnet://sua.ath.cx:42512

3412. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 23:23:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1051.469T1150T234387optimus@canit.se>
Source record: 49047

^switchblade^ skrev:

>Just bought a 520STFM second-hand, to play some of those old games and demos
>in their true environment :o)

>But... the Atari mouse has broken, didnt realise until i tried it... one of
>the "wheel" holders inside has been removed, hence trying to move left or
>right wont work... anyway...the question is, can i just plug in a normal PC
>serial mouse or is the Atari one a peculiarity??

In actuality, the PC mouse is a peculiarity, usually using some kind of serial protocol and on-board logic as opposed to the raw quadrature data supplied by the Atari mouse for processing inside the Atari. You could, however, adapt a PC "bus" mouse, if you could find one. Otherwise, it's possible to use alternate and the cursor keys for moving the pointer, as well as alternative+insert for left clicking.

--
En ligne avec Thor 2.6.

Georgie beundrade stor�gt sin pappa som med v�ldsamma slag gick l�s p� det stora tr�det. Han badade i svett, och den muskul�sa kroppen bl�nkte i solskenet. Hon �lskade honom.
Lady Georgie, TMS 1983

3413. Re: SIMM 1 MB

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 23:24:07 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Yjdq6.108$T23.37005@nsw.nnrp.telstra.net>
Source record: 49138

Iggy Drougge wrote in message <353.466T1900T12135417optimus@canit.se>...
>Rodolphe Czuba skrev:
>
>>I sell 4 x SIMM 1 MB for STE/MSTE.
>
>Is it actually possible to /sell/ 1 MB SIMMs? Sounds much like selling
>pebbles, when you could just as well pick them up from the ground.
>

Well, yeah... going rate around here is 50c a 1Mb SIMM...
Ironically, you can buy a 386 with eight of the suckers in there for 50c ;-)

Regards,

Clockmeister.

3414. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 23:31:20 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3aa9682e685a682@online.be>
Source record: 49141
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/eb_model/eb_68000.zip (1.184.852 bytes)
(3d Modeller for P.O.V. III. Basic version)
ftp://chapelie.rma.ac.be/atari/eb_model/eb_68030.zip (353.020 bytes)
ftp://chapelie.rma.ac.be/atari/eb_model/eb_temp.zip (954.540 bytes)
ftp://chapelie.rma.ac.be/atari/eb_model/modules.zip (1.004.808 bytes)
ftp://chapelie.rma.ac.be/atari/eb_model/document.zip (891.734 bytes)

(To use EB_Modeler you need at least eb_68000.zip, modules.zip and eb_temp.zip)

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/en_vogue.lzh (81.994 bytes)
(En Vogue is the first Cascading Style Sheets editor (HTML4)
for Atari ST compatible computers. German/English)

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka103.zip (791.181 bytes)
(Grapheur 2D, Modeleur 3D
2D Graph Describer, 3D Modeller)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-632.zip (881.484 bytes)
((Notation prg with midi in/output. German language)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
```

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3415. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 23:31:23 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Mqdq6.109$T23.37081@nsw.nnrp.telstra.net>
Source record: 49140

You're sounding like an AMWAY agent now...

Regards,

Clockmeister.

3416. Looking for C-Lab Creator with dongle...

Newsgroup: comp.sys.atari.st
Date: 2001-03-09 23:44:23 UTC
From: Desert Dweller <ducluu@pdq.net>
Message-ID: <C13BB7D0390B2961.6C8B05985548C7C7.9C6812872AB8B195@lp.airnews.net>
Source record: 49142

Please e-mail.

3417. ICQ??????

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 00:12:27 UTC
From: firest@williams-net.com
Message-ID: <taisbb8euq5i28@corp.supernews.com>
Source record: 49143

Anyone,
Does anyone know if ICQ works on a 1040STf with 2.5 megs of RAM?????? I have ICQ but it does not seem to allow me to verify my information when I go to sign up as a new user. I heard you need a program called SPAWNER if using STING to connect to the internet, is this the case??????? IF so where do I get this program and how do I set ICQ up then???????? Any help from people on this matter would be greatly appreciated. You can E-mail me at firest@williams-net.com

Thanks,
Carey

3418. EVEREST!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 00:21:35 UTC
From: firest@williams-net.com
Message-ID: <taissfidji6o18@corp.supernews.com>
Source record: 49144

Anyone,
I have E-mailed the author of EVEREST. Expecting to find out if his address is still the same. If so I will post his address when I find out then everyone can register to the author of EVEREST so they may get that nasty title screen off. So hopefully I will find out soon. His E-mail address is oschmidt@gmx.de or you can e-mail him at oschmidt@math.uni-kiel.de either one should work.

Thanks,
Carey

3419. EVEREST

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 00:23:20 UTC
From: firest@williams-net.com
Message-ID: <taisvogdabrb3e@corp.supernews.com>
Source record: 49145

Anyone,
I have E-mailed the author of EVEREST. Expecting to find out if his address is still the same. If so I will post his address when I find out then everyone can register to the author of EVEREST so they may get that nasty title screen off. So hopefully I will find out soon. His E-mail address is oschmidt@gmx.de or you can e-mail him at oschmidt@math.uni-kiel.de either one should work.

Thanks,
Carey

3420. NEODESK & GENEVA

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 00:33:21 UTC
From: firest@williams-net.com
Message-ID: <taitiho65l12f9@corp.supernews.com>
Source record: 49049

Anyone,
I have been using GENEVA and NEODESK demos for the last 2 months off and on (the sample program). Although it is limited on some of its functions. It has interested me enough to consider buying this great software package. I have all the pertinant information.

Gribnif Software
(413) 247-5620
GENEVA 6.0 and NEODESK 4
p.o. BOX 779
Northampton, MA 01061-0779
USA

They also have a 1-800-284-4742 for technical help.

When purchased you get a detailed manual with everything to install this great software already setup and ready to go. Just install and reboot and your ready. I have seen the desktop and on the demo it is much better than TOS ever was if the full version is even better it is money well spent

Thanks,
Carey

3421. FS: Atari SC1224 Color Monitor $17.50

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 00:35:03 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6CEB6B6.6E0D%amishman@pacbell.net>
Source record: 49050

Good used condition. Works and looks good. Includes power cord, video cable, and I think I even have the user manual too. $17.50 plus freight.

I am in California.

tj

3422. FS: Atari SF354 External Floppy Drive $17.50

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 00:36:12 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6CEB6FB.6E0E%amishman@pacbell.net>
Source record: 49051

Good used condition. Looks and works good. Includes power cord, data cable, and user manual. $17.50 plus freight.

tj

3423. Re: I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 01:08:01 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <R7fq6.257$n07.34231@newsfeed.intelenet.net>
Source record: 49052

> Reason? When was the last time you were reasonable? you're about as
> reasonable as a Zimbabwian general hell-bent on conquering the Soviet
> union!

Perhaps you doubt my sanity. But, contrary to popular belief, I know where to draw the line.

> >If Infogrames denies all possibility of revival, I will have no choice but
> >to give up hope and, yes, then THAT will be the last you see of me.
>
> As though you would let that get in your way.

Do you think I'm doing this out of sheer insanity? If Infogrames says there is no chance in 30 lifetimes that they will bring Atari back, what am I gonna do? Tell them they MUST do it because I want it more than anyone else? Pah! I'd be off my rocker. And I'm not. I'm just VERY driven to revive a company I know was wrongly executed by the very people who saved it in the first place!

Look, if Infogrames says "no", then "no" it is, and "no" it will be. And that will be the end of my efforts. I'm not striving to do this just for the fun of it.

sigh

Jared

3424. Looking for Notator SL with dongle...

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 01:50:47 UTC
From: Duc Luu <ducluu@pdq.net>
Message-ID: <78D8F21740563827.C2C37C615EF2EF04.310032FA3F551C14@lp.airnews.net>
Source record: 49056

Please e-mail me.

3425. Re: Atari SC1224 Color Monitor $17.50

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 01:59:00 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <ETfq6.6533$0N3.44939@news-server.bigpond.net.au>
Source record: 49055

hey, are you anywhere near sunnyvale ?
have you ever seen the old atari building ?

3426. Re: SIT

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 04:13:10 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <905FEA8EDotakuvidiothotSPAMMY@204.0.108.142>
Source record: 49059

Whilst reliving childhood traumas, O_v spied Neil Roughley's 09 Mar 2001 message...

>unSIT is obsolete.

Oh, really?

That's too bad.

FWIW, I found a copy of it!!

http://www.umich.edu/~archive/atari/Archivers/

The file is "unsit.lzh".

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

Visit RETROACTIVE.org's Forums for Retrocomputing/gaming talk!
http://www.retroarchive.org/forums/index.php

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

3427. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 05:41:17 UTC
From: swampfox1@earthlink.net
Message-ID: <18jq6.932$R4.54170@newsread1.prod.itd.earthlink.net>
Source record: 49060

Jared,
Second request for a copy of your letter!!!
John G.

>If no one else raises their voice in this effort, it surely will NEVER
>happen. If we work together, it MAY happen, provided we can convince
>Infogrames of the viability/affordability of it. I will send a copy of my
>letter via Email to anyone interested, if they want to see how I worded my
>message.
>
>

3428. Re: SIT

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 05:45:52 UTC
From: swampfox1@earthlink.net
Message-ID: <kcjq6.955$R4.54170@newsread1.prod.itd.earthlink.net>
Source record: 49061

On 8 Mar 2001 18:18:38 -, "Jim Donovan" wrote:
>I believe there was a .sit expander on the Suzy B CD's
>
>Jim
>
>
Hi Jim,
Found it like you said but it did'nt work! Don't know if I have a bad
SIT file or the program is too out dated.
John G.

3429. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 05:46:14 UTC
From: themroc@aol.com
Message-ID: <20010310004614.01849.00000502@ng-cm1.aol.com>
Source record: 49062

Was Atari user until 1995.There were less than 5 programs,but at least one,which supported the MSTE FPU.The problem is that with a 68000-based system the FPU is accessed differently from a 68030,-040(TT),which had some FPU support by software.

3430. Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 06:14:48 UTC
From: swampfox1@earthlink.net
Message-ID: <sDjq6.1178$R_6.89599@newsread2.prod.itd.earthlink.net>
Source record: 49063

Hi All,
Anyone know if there's a later version than 5.50 of Ghostscript
for the Falcon? (English version would be nice also).
John G.

3431. Fiberglass Pencil

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 06:44:54 UTC
From: swampfox1@earthlink.net
Message-ID: <G3kq6.1212$R_6.101669@newsread2.prod.itd.earthlink.net>
Source record: 49064

Not sure who requested info on a fiberglass pencil but I saw one
in a flyer from MCM electronics. 1-800-543-4330
John G.

3432. Re: Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 08:46:10 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1eq10n7.1oejqa1f70xzuN%roughley@vanc.igs.net.invalid>
Source record: 49067

Bob King <rking@zetnet.co.uk> wrote:

> There's no record of a trade mark having been registered on the PO
> web site. See my reply to Steve. The feeling is that it's too long a
> string and too descriptive.

I poked around the Google search engine and found the U.S Trademark Electronic Search System (http://tess.uspto.gov/). Here's POWER WITHOUT THE PRICE from that database:

Word Mark POWER WITHOUT THE PRICE
Goods and Services (CANCELLED) IC 028. US 022 038. G & S: NON-COIN OPERATED VIDEO GAME MACHINES FOR HOME USE AND COMPUTER GAME PROGRAMS.
FIRST USE: 19840900. FIRST USE IN COMMERCE: 19840900
Mark Drawing Code (1) TYPED DRAWING
Serial Number 73826957
Filing Date September 22, 1989
Published for Opposition October 15, 1991
Registration Number 1671231
Registration Date January 7, 1992
Owner (REGISTRANT) ATARI CORPORATION CORPORATION NEVADA 1196 BORREGAS AVENUE SUNNYVALE CALIFORNIA 94086
Assignment Recorded ASSIGNMENT RECORDED
Attorney of Record MIRIAM E.MAJOFIS
Type of Mark TRADEMARK
Register PRINCIPAL
Live/Dead Indicator DEAD
Cancellation Date July 13, 1998

<< Neil >>

3433. Re: WTB: Milan or Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 09:22:48 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103100921390.82-100000@Hades060>
Source record: 49072

On Fri, 9 Mar 2001, Ryan Collins wrote:

> Ok, there are at least two people in my neck of the woods (Kenton,
> Ohio) that have an interest in Ataris. Anymore in Northwest Ohio?

I'm not far from Kenton. Dan (aka Baldrick) is also in Ohio.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3434. Re: Complaints.

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 10:02:58 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <984221230-799452AEicMi@xs4all.nl>
Source record: 49068

>To this day he is probably still pissed off
>with aixit, whilst I am happy.
I share the same experience: for more then 6
years i am allready using the board without any
problems. It came with good instructions...

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3435. Re: Looking for C-Lab Creator with dongle...

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 11:05:31 UTC
From: "M.Dankowski" <portfolio@atari.org>
Message-ID: <98d1pb$oh3$1@news.tpi.pl>
Source record: 49069

U�ytkownik "Desert Dweller" <ducluu@pdq.net> napisa� w wiadomo�ci news:C13BB7D0390B2961.6C8B05985548C7C7.9C6812872AB8B195@lp.airnews.net...
> Please e-mail.
>
Look at:
http://members.optusnet.com.au/~atari1/download.htm
C-Lab and more..
Regards. Marek
P.S. It's not my site.

--

____
Marek Dankowski
portfolio@atari.org

3436. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 11:39:29 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3987.469T1450T7595167optimus@canit.se>
Source record: 49070

Andy Ball skrev:

> Hello Iggy!

ID>> There's nothing inherently wrong with a command-line,
> > but why name the commands flnr, sdn or dmesg?

> My understanding is that the original commands were terse
> because teletypes were slow. By the time CRT-based terminals
> became the norm, the habit seemed to be well established. I
> found DCL commands in VMS to be more easily understandable,
> especially for the beginner. When I went from Unix to DOS I
> fealt DOS to be 'long winded' by comparison. I guess an
> administrator is supposed to 'just know' what the commands
> mean, and most users should never have to mess with them.

I can understand the operation of programs such as "mail" or "ed" due to the nature of teletypes, but isn't giving commands such terse names puishing it a bit? Still, it's faster to type even on the most modern of terminals.

ID>> A GUI doesn't necessarily mean a lot of processor
> > overhead. The Atari runs a GUI in 8 MHz.

> Good point, I suppose a simple GUI need not be hideously
> inefficient, but still not as efficient as text mode ;-)

Not as efficient, but also a negligible overhead on a CPU running in tens of MHz.

ID>> An apparent benefit from a WIMP would be the windows,
> > so that one could edit several config files at once.
> > =)

> That's pretty tenuous, you can do the same thing with emacs,
> or using virtual consoles, or having multiple sessions into
> the server.

If a GUI is inefficient, what is then emacs? ;-)

ID>> I've never seen that, unless you mean the kind you may
> > only use one at a time.

> It's very common on PC unix. In Linux for example you can
> press alt+F1..F6 (say) to switch (instantly) between
> sessions. I believe it's also possible from normal serial
> terminals and network login sessions, it may be slightly
> slower over a serial link depending on how it's implemented.

But you may only see one of those at a time. It was rather annoying having to switch back and forth between screens when attempting to copy a config file.

ID>> That's exactly my point. That is what has changed in
> > MS-DOS since, save for a lot of 386-specific tools and
> > refinements of commands.

> You're making me think now, I'd guess the major changes to
> MS-DOS would have been support for fixed disks, the V2
> changes (heirarchical directories, I/O redirection), support
> for extended memory (a 286 feature), more than one
> partition, then partitions 32Mb-2Gb, Internationalisation,
> task switching, networking and doubtless other things that I
> have overlooked. I'm not a big fan of DOS, but it did evolve
> slightly during its lifetime (not always for the better).

Increased file system size is hardly a major feature as far as I'm concerned, and since when was networking integrated? Task switching seems interesting, but I've not seen it on any of my DOS boxes, and according to an MS-DOS engineer in another group, it never turned out to work.

AB>> It's not fair to reject unix just because one dislikes
> > command line interpreters, or one shell in particular.

ID>> Actually, I think it's quite fair. It's not a matter
> > of one particular shell, since all UNIX shells are
> > basically alike. And it's not just the shell, it's the
> > commands it is designed to run, and the files which
> > it's controlled by.

> I suppose I can look at unix from two angles. From a server
> -side perspective, it's reasonably efficient and the
> complexity of its administration reflects its great
> flexibility (although I welcome tools that genuinely make
> life easier, like the binary package tool I use in NetBSD).

I don't think it's needed to reflect flexibility through complexity.

> From a client-side point of view, unix probably makes a
> good kernel, but I would choose to hide the detail (and the
> shells) from the user.

See MiNT. =)

--
En ligne avec Thor 2.6.

Computers are not intelligent. They only think they are.

3437. Re: HELP! Find me BBS Express software! BBS almost back online!

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 14:20:22 UTC
From: Starlord <starlord@qnet>
Message-ID: <3aaa3416@news.qnet.com>
Source record: 49071

Let me know too, Once I get my TT's keyboard and a new modem on it,
I'id like to set up the old Black Hole BBS again.

--
All Alone in Space ... The Year is 2259 ... The Place is Babylon 5
www.starlords.org

"RobM" <rmahlert@charter.net> wrote in message
news:tae3ujdorfs112@corp.supernews.com...
> Jeff,
>
> I don't know if you still want it...
>
> But I have the 1.98a version of BBS Express.. When ever I get the
file area
>
> on Atari-users.net working again I will be putting it back up.. if
you want
>
> it.. I can upload it to the server and send you the direct url. Here
is the
>
> text Rich Sanchez put in for the file description back in 1999..
>
> "Complete release of BBS Express! ST version 1.98a. BBS Express! ST
is still
>
> copyrighted by C&R Systems. This this release is for free personal
use.
>
>
>
> Courtesy of: Rich Sanchez"
>
> Rob Mahlert
>
> webmaster@atari-users.net
>
>
>

3438. Re: EVEREST!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 14:54:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984295870-137380AEicMi@cwcom.net>
Source record: 49094

From: firest@williams-net.com (Carey Christenson)
Date: Sat, 10 Mar 2001 00:21:35 -0000

> I have E-mailed the author of EVEREST. Expecting to find out if his
>address is still the same. If so I will post his address when I find
>out then everyone can register to the author of EVEREST so they may
>get that nasty title screen off. So hopefully I will find out soon.

Thanks for taking the trouble. But I wonder if you'd be better off using a more modern editor such as QED or Luna, both of which are still being developed. QED at least does not (AFAIK) suffer from Everest's annoying and destructive habit of lopping off the end of long strings in imported text.

If you're using a text editor for programming, then you might care to look out for Quartz. The resource file for this has been translated into English by DDP, and is currently undergoing final checks.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3439. Re: Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 15:02:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984295872-137880AEicMi@cwcom.net>
Source record: 49093

From: swampfox1@earthlink.net (John Garone)
Date: Sat, 10 Mar 2001 06:14:48 GMT

>Anyone know if there's a later version than 5.50 of Ghostscript
>for the Falcon? (English version would be nice also).

The latest GhostScript has a kernal numbered 6.01, is that what you mean?

If so, the binaries can be downloaded from the Chapelie ftp site.

You'll also be pleased to learn that all the English stuff for that
version (1.3) is available on my web site (MISC section).

Does that help?

--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3440. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 16:25:33 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <1Asq6.280$n07.40649@newsfeed.intelenet.net>
Source record: 49073

I'm a bit busy at the time. I'll try to Email it to you before we go on our trip to CA. Email me at:

luposian@azob.quik.com

I'll try to get it to you soon.

Jared

P.S. Are you genuinely interested in my efforts to accomplish the seemingly impossible or just a doubter that wants to see how crazy I am for trying?

"John Garone" <swampfox1@earthlink.net> wrote in message news:18jq6.932$R4.54170@newsread1.prod.itd.earthlink.net...
> Jared,
> Second request for a copy of your letter!!!
> John G.
>
> >If no one else raises their voice in this effort, it surely will NEVER
> >happen. If we work together, it MAY happen, provided we can convince
> >Infogrames of the viability/affordability of it. I will send a copy of my
> >letter via Email to anyone interested, if they want to see how I worded my
> >message.
> >
> >

3441. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 16:41:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <98dlgebf1@plutonium.compulink.co.uk>
Source record: 49074

In message <pTgp6.1720$oz.187322@newsread1.prod.itd.earthlink.net>,
swampfox1@earthlink.net said:

> What bother's me mostly now is the difference
>between Rx and Tx rate. At 56k, my modem Rx is about 45k and the Tx is
>about 26k. Falcon port hardware problem? Or is this normal? 115k is
>still a disaster!!!

I believe that's normal - TX is usually around half of RX. My last two
blink speeds on a Falcon and unbranded cheapo modem were:
LAST TX rate..... 28800 BPS
HIGHEST TX rate..... 31200 BPS
LAST RX rate..... 49333 BPS
HIGHEST RX rate..... 50667 BPS

Normally I get 28800 to 31200 TX and 50667 or slightly higher RX. This
is on a London C&W/NTL line, split with a phone on the master socket.

Regards, /Peter/

3442. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 17:32:46 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <nkokatg07jndoia7tokjugfc8tcbu43dod@4ax.com>
Source record: 49075

On Tue, 6 Mar 2001 11:03:21 -0500, "Joshua Kaijankoski"
<gaiyan@vianet.ca> drooled an embarassing wet spot in his lap as he
typed:

>What would be the best and easiest programming language/program to make
>simple games on a Falcon? Thanks.
>
>Joshua.

I personally love GFA Basic. It's scalable on a programming level, so
you can program slow and kludgy high-level, or use lower level
functions and techniques to achieve better speed. And when used in
conjunction with the SpriteWorks package, it kicks some serious,
serious butt. I was working on a game in SpriteWorks before I sadly
dropped out of the ST scene, and I was getting some great results.
One example: 8 32x32 sprites bouncing around on-screen with digital
11KHz sound playing in the background at 30 frames per second using
SpriteWorks' sprite engine. Another routine had one giant sprite (I
think it was like 128x64) bouncing around in that "unlimited sprites"
technique (using 3 pages of flipping) with an 11KHz
interrupt-independent sample playing in the background at 20 frames
per second (_without_ SpriteWorks, just pure GFA). Then my main,
in-game routine had as many as 32x32 sprites animating, with a custom
mouse pointer and a 4 channel MOD playing at 11KHz in the background
(using SpriteWorks' interrupt-independent MOD playing routine) while
still maintaining a solid 30 frames per second. In still another
routine I cobbled together a little demo that had palette switching to
achieve simulated 32 colours on screen at once on a 180x100 image,
that moved around the screen with some miscellaneous stuff going on at
the same time, all at 30FPS. Want some good examples of games done in
GFA? Get anything by Dave Munsie (Ms. Munchie, Kid Kong, and numerous
others) or check out the demos for SpriteWorks. I think I still have
the SpriteWorks disks I ordered way back. I should see if I can turn
them into ST disk images (assuming they haven't bit-rotted)

If you do get into GFA (and I really reccommend it highly, far more
than STOS for its flexibility and power) also see if you can get the
GFA Expert documents. They're invaluable in that biblical way for
anyone who programs in GFA and wants to learn the real down-and-dirty
(but still system-legal) tricks and tips for squeezing the last ounce
of performance out of GFA.
--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

3443. Re: NEODESK & GENEVA

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 20:48:48 UTC
From: ebaiz@skyenet.net
Message-ID: <Qqwq6.245$CW1.3577@newsfeed.slurp.net>
Source record: 49076

On 10 Mar 2001 00:33:21 , Carey Christenson wrote:
>Anyone,
> I have been using GENEVA and NEODESK demos for the last 2 months off and
>on (the sample program). Although it is limited on some of its
>functions. It has interested me enough to consider buying this great
>software package. I have all the pertinant information.

Geneva also works great with the EASE desktop.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3444. Re: WTB: Milan or Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 20:48:50 UTC
From: ebaiz@skyenet.net
Message-ID: <Sqwq6.246$CW1.3577@newsfeed.slurp.net>
Source record: 49077

On 9 Mar 2001 16:49:16 -, Ryan Collins wrote:

>Ok, there are at least two people in my neck of the woods (Kenton,
>Ohio) that have an interest in Ataris. Anymore in Northwest Ohio?
>
>--
>Ryan 'Gozar' Collins

I am near you. I live in northern Indiana.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3445. Re: Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 20:48:51 UTC
From: ebaiz@skyenet.net
Message-ID: <Tqwq6.247$CW1.3577@newsfeed.slurp.net>
Source record: 49078

On 10 Mar 2001 06:14:48 , John Garone wrote:
>Hi All,
> Anyone know if there's a later version than 5.50 of Ghostscript
>for the Falcon? (English version would be nice also).
> John G.

I have what I think is the latest version. It is verion 6.01 of Aladdin
Ghostscript dated 3/17/00.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3446. Re: WTB: Milan or Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 20:57:15 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3aaa952b$1_1@athena.netset.com>
Source record: 49079

```
In article <c/Uq6A+8AQ4K092yn@NoSpam.com>,
Ryan Collins <gozarcollins.hotmail@NoSpam.com> wrote:
>In article <Pine.MNT.4.10.10102281728240.87-100000@Hades060>,
>Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>>On 28 Feb 2001, atari wrote:
>>
>>> contact atari@wcoil.com
>>_____________________________________________________________________
>>Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>Ok, there are at least two people in my neck of the woods (Kenton,
>Ohio) that have an interest in Ataris. Anymore in Northwest Ohio?
>
>--
>Ryan 'Gozar' Collins
>

Sorry not north west. Just north Central...

Dan Ackerman
aka baldrick
```

3447. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 21:07:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <98e52n$k0a$1@snipp.uninett.no>
Source record: 49080

```
Ryan Collins <gozarcollins.hotmail@nospam.com> wrote:

>>with line-numbers ;-) There's a games-library for GFA Basic, and Reservoir

> Any more info on this games library for GFA Basic?

Unfortunately not.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3448. RARE VINTAGE ATARI ST AD SLICK L@@K! RARE!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 21:13:10 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3AAA98E6.94361F70@sunflower.com>
Source record: 49081

Check out the auction at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1219957562

3449. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 21:38:40 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <674.469T2000T13585777optimus@canit.se>
Source record: 49084

Oracle skrev:

(He really wrote nothing. You really should have a message body as well.)

As for me, I have a whole slew of STFMs and a 4 MB STE. Not very impressive,
but Ataris really aren't common in Stockholm, it seems. Must have been a
Gothenburg thing.

--
En ligne avec Thor 2.6.

But a graphical client/server model that slices the interface down some
arbitrary middle is like Solomon following through with his child-sharing
strategy. The legs, heart, and left eye end up on the server, the arms and
lungs go to the client, the head is left rolling around on the floor, and
blood spurts everywhere.
Don Hopkins - The Unix hater's handbook; The X-Windows disaster

3450. Re: MagiCMac upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 21:38:58 UTC
From: Steven Kaleita <sakaleita@home.com>
Message-ID: <3AAA9EF2.12333854@home.com>
Source record: 49082

Thanks Derrcck & Robert,

I'll see if I can post the German message for translation.

I'll bet your right Derryck!

SAK :)

Derryck Croker wrote:

> From: Steven Kaleita <sakaleita@home.com>
> Date: Fri, 09 Mar 2001 03:53:23 GMT
>
> >I've tried to 6.01 to 6.04 free software upgrade, but keep getting a
> >German message that I don't understand, and no matter what button I
>
> If you can post the message you're getting I'm sure someone will translate
> it for you.
>
> I'm making a guess that it might be telling you that it's the wrong
> language version though?
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

3451. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-10 21:49:14 UTC
From: Badactress <look@sig2mail.me>
Message-ID: <98e7es$16t$1@neptunium.btinternet.com>
Source record: 49083

"Mindfield" <mindfield@badgers.emulationnet.com> wrote in message news:nkokatg07jndoia7tokjugfc8tcbu43dod@4ax.com...

[snipped GFA info..]

Is GFA basic available to download anywhere? I'm sure I remember an early(ish) version of it being released as freeware in the early 90's? I think it was just the interpreter, not the compiler?

Cheers

Norman.

3452. ST speech

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 00:03:33 UTC
From: d96-jgo@my.nada.kth.se
Message-ID: <98efcl$9d4$1@news.kth.se>
Source record: 49085

HI!

My vocal cords are a bit fucked up right now, and I
can't speak for a while. Where can I find ST speech?
(I belive it was called that)

Thanks in advance.

123techno...

/Jonas

3453. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 00:36:46 UTC
From: tos4ever@pandora.be
Message-ID: <1eq3080.4eleu6w6u7awN@d5e0c7b1.kabel.telenet.be>
Source record: 49086

Iggy Drougge <optimus@canit.se> wrote:

> Oracle skrev:
>
> (He really wrote nothing. You really should have a message body as well.)
>
> As for me, I have a whole slew of STFMs and a 4 MB STE. Not very impressive,
> but Ataris really aren't common in Stockholm, it seems. Must have been a
> Gothenburg thing.
>

Currently I've two TT030 (1 with graphic card) and one Hades 060. Soon
I'll get a megaST4 too.

3454. Re: Power Without the Price

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 00:41:36 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1eq29cf.ej2qy1dzjw0qN%roughley@vanc.igs.net.invalid>
Source record: 49087

I went back to the TESS site and did a search for all entries with the corporate name of ATARI. The database yielded 353 entries, mostly video game titles. But interesting hardware entries are included, like SPARROW, LEOPARD, CHEETAH, and TIGER. Maybe I missed it, but I couldn't find TOS or TT.

Below are two entries for the name ATARI, some products having no affiliation with the computer company (e.g. jogging suits and bibs). The company even had ATARITEL trademarked, part of their telephone business. Other entries come to mind, like TRAK-BALL. The third sample below is ATARI FALCON 030.

The site presents an interesting corporate history of Atari (and other companies).

```
----------------------------------------------------------------
Word Mark ATARI
Translations THE JAPANESE WORD "ATARI," WHEN TRANSLATED INTO
ENGLISH, MEANS "SUCCESS" OR "LUCK."
Goods and Services IC 028. US 022. G & S: ELECTRONIC AMUSEMENT
GAME APPARATUS HAVING A VIDEO OUTPUT DISPLAY. FIRST USE:
19720601. FIRST USE IN COMMERCE: 19720601
Mark Drawing Code (1) TYPED DRAWING
Serial Number 73069560
Filing Date November 19, 1975
Registration Number 1050153
Registration Date October 12, 1976
Owner (REGISTRANT) ATARI, INC. CORPORATION CALIFORNIA 14600
WINCHESTER BLVD. LOS GATOS CALIFORNIA 95030

(LAST LISTED OWNER) JTS CORPORATION CORPORATION BY MERGER WITH
DELAWARE 166 BAYPOINTE PARKWAY SAN JOSE CALIFORNIA 95134
Assignment Recorded ASSIGNMENT RECORDED
Attorney of Record WILLIAM S GALLIANI
Type of Mark TRADEMARK
Register PRINCIPAL
Affidavit Text SECT 15. SECT 8 (6-YR).
Renewal 1ST RENEWAL 19980514
Live/Dead Indicator LIVE
----------------------------------------------------------------

----------------------------------------------------------------
Word Mark ATARI
Goods and Services (CANCELLED) IC 034. US 008. G & S: Non-Electric
Cigarette Lighters. FIRST USE: 19791230. FIRST USE IN COMMERCE:
19800708
```

(CANCELLED) IC 026. US 040. G & S: Buckles. FIRST USE: 19780400. FIRST USE IN COMMERCE: 19800909

IC 025. US 039. G & S: Men's, Women's and Children's Wearing Apparel-Namely, Vests, T-Shirts, Jackets, Caps, Bibs, Shirts, Jogging Suits and Athletic Jerseys. FIRST USE: 19770624. FIRST USE IN COMMERCE: 19781114

IC 024. US 042. G & S: Fabric Dust Covers and Towels. FIRST USE: 19790517. FIRST USE IN COMMERCE: 19790614

IC 021. US 002 033. G & S: Mugs, Coasters, and Glass Beverageware. FIRST USE: 19800113. FIRST USE IN COMMERCE: 19800610

(CANCELLED) IC 020. US 032. G & S: Mirrors. FIRST USE: 19800411. FIRST USE IN COMMERCE: 19800708

IC 018. US 003. G & S: Tote Bags, Backpacks, and General Purpose Sports Bags. FIRST USE: 19790326. FIRST USE IN COMMERCE: 19800317

IC 016. US 011 037 038. G & S: Informational and Educational Newsletters; Printing Ribbon, Paper, and Thermal Printer Paper for Use with Computer Printers; Operator Manuals and Reference Materials Relating to Electronic Products; Pens, Correspondence Folders and Note Paper. FIRST USE: 19800305. FIRST USE IN COMMERCE: 19800610

IC 008. US 023 044. G & S: Nail Files, Pocket Knives with Attached Money Clip, Pocket Knives with Attached Key Ring. FIRST USE: 19780500. FIRST USE IN COMMERCE: 19800610
Mark Drawing Code (1) TYPED DRAWING
Serial Number 73376771
Filing Date July 26, 1982
Published for Opposition March 13, 1984
Change In Registration CHANGE IN REGISTRATION HAS OCCURRED
Registration Number 1280537
Registration Date June 5, 1984
Owner (REGISTRANT) Atari, Inc. CORPORATION DELAWARE 1265 Borregas Ave. Sunnyvale CALIFORNIA 94086

(LAST LISTED OWNER) ATARI CORPORATION CORPORATION BY CHANGE OF NAME FROM NEVADA SUNNYVALE CALIFORNIA
Assignment Recorded ASSIGNMENT RECORDED
Attorney of Record GARY S. WILLIAMS
Prior Registrations 1050153;1221509
Type of Mark TRADEMARK
Register PRINCIPAL
Affidavit Text SECT 15. PARTIAL SECT 8 (6-YR).
Live/Dead Indicator LIVE

Word Mark ATARI FALCON 030
Goods and Services (ABANDONED) IC 009. US 026. G & S: computers

and parts and accessories therefor; namely, computer hardware, central processors, printers, terminals, keyboards, disk drives, and floppy and hard disks. FIRST USE: 19921015. FIRST USE IN COMMERCE: 19930421

(ABANDONED) IC 028. US 022 038. G & S: pre-recorded video game and computer game programs and cartridges, joysticks for video games and video game machines
Mark Drawing Code (1) TYPED DRAWING
Serial Number 74270317
Filing Date April 28, 1992
Filed ITU FILED AS ITU
Published for Opposition March 23, 1993
Owner (APPLICANT) ATARI CORPORATION CORPORATION NEVADA 1196 Borregas Avenue Sunnyvale CALIFORNIA 94089
Attorney of Record Barbara Anderson
Prior Registrations 1050153;1221509;1520637;1672407;AND OTHERS
Type of Mark TRADEMARK
Register PRINCIPAL
Live/Dead Indicator DEAD
Abandonment Date July 5, 1995

3455. Re: There's life in the old bird yet!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 02:50:19 UTC
From: adverts <cocaine@nose.NET>
Message-ID: <iLBq6.20247$Cq.501874@news2-hme0>
Source record: 49088

```
"> My guitarist/composer son has attracted the attention of various bodies
> in the recording and music business with his CD and a professional
> recording engineer has just told him that his four acoustic guitar
> track/ 6 midi track CD, 'is the clearest acoustic guitar CD he has ever
> heard'. When told it was produced on a C-Lab MkX Falcon with Cubase
> Audio, the Engineer got in three of his colleagues to listen. Disbelief
> all round. He told Steven not to change to PC/Apple unless forced to.

like most of the recording industry they were probably deranged, crazed and
talking in a cocaine haze when they said this and felt foolish the next day,
if it was that good they would not only have been astounded but dumped their
PC/Macs and bought a C-Lab MkX Falcon with Cubase Audio and not continued
with a life of sex,drugs, and corruption. If they were to give their heart
over to Jesus they would find more happiness
```

3456. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 05:55:52 UTC
From: Kyle Lavery <klavery@home.com>
Message-ID: <IrEq6.50055$K63.612088@news1.rdc1.ab.home.com>
Source record: 49089

Have a few 520STFMs
1040STFM
520ST
1040STE (4mb ram)
Mega ST2
A megafile 30, and a 52mb supra drive.
Want to get my hands on a TT30 and a Mega4 STE.

All of the 8bit machines (minus prototypes), a few 2600s and a Jaguar.

"Iggy Drougge" <optimus@canit.se> wrote in message
news:674.469T2000T13585777optimus@canit.se...
> Oracle skrev:
>
> (He really wrote nothing. You really should have a message body as well.)
>
> As for me, I have a whole slew of STFMs and a 4 MB STE. Not very
impressive,
> but Ataris really aren't common in Stockholm, it seems. Must have been a
> Gothenburg thing.
>
> --
> En ligne avec Thor 2.6.
>
> But a graphical client/server model that slices the interface down some
> arbitrary middle is like Solomon following through with his child-sharing
> strategy. The legs, heart, and left eye end up on the server, the arms and
> lungs go to the client, the head is left rolling around on the floor, and
> blood spurts everywhere.
> Don Hopkins - The Unix hater's handbook; The X-Windows disaster
>

3457. Re: check this out!

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 07:15:31 UTC
From: sinclap@nospam.net
Message-ID: <110320010116251418%sinclap@nospam.net>
Source record: 49090
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <0BTp6.3782$0N3.27261@news-server.bigpond.net.au>, Mark
Bedingfield <mark@baypc.com.au> wrote:

> <sinclap@nospam.net> wrote in message
> news:080320010222436389%sinclap@nospam.net...
> >
> >
> > A non standard video game console that Jag owners may appreciate.
> > http://www.indrema.com/servlet/site
>
> Looks like a glorified PC? Personally I wouldn't bother. The fact that the
> Dreamcast has CE on it, means I won't buy it either. Who wants the hassle of
> potential hardware failings because it is based around substandard hardware?
> As far as I can see the best successor to the Jag is N64. Ahhhh Goldeneye.

Will be run off of Linux. Supposely you can download the development
software to develop games. You probably can call it an open source
console...

> Mark

sinclap!
somewere in mn

3458. Atari ST upgrade parts and bits wanted

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 07:38:35 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3AAB2B7B.9309C15F@sunflower.com>
Source record: 49091

I have an Atari ST 520 and a 1040STF that I'm looking to upgrade, particularly cartridges, ram expanders and hard drives. Price must be right, cosmetics not importeant. Must work perfectly.

I'm willing to entertain peripherals of just about any kind. Lemmee know what you've got.

--Gil

Please reply by email to gil@sunflower.com

3459. How do I use my CD-rom drive with my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 08:13:48 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3AAB33BC.E9F1B5AF@sunflower.com>
Source record: 49092

I have a SCSI external CD-Rom drive I use for my Amias and Macs, How can I use it with my Atari ST?

--Gil

3460. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 08:15:50 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <984308228-209220AEicMi@xs4all.nl>
Source record: 49000

Hi,

As my 'signature' shows I have a few Atari's too. And working everyday with the TT which still help me running my profession...

One of the TT's has a Nova graphic card, a 64 Mb RAM and a 2.1 Gb HD. One of the other has a Crazy Dots graphic card besides the 'norma' configuration. For several other and also nostalgic reasons the third one is in its 'initial stage' in which is has ever been sold. The Stacy still accompanies the TT's when I have to do some writing or working in for example the Cyber series. The STBook is been used rarely because of its 'value': (there were not many produced).

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3461. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 08:42:14 UTC
From: vdjole@EUnet.yu
Message-ID: <98fdp4oud1@news.EUnet.yu>
Source record: 48996

On 10 Mar 01 00:17:36 +0, "Iggy Drougge" wrote:

>I'll have to try VMS... Whenever I get those ECC modules for the Alpha.
>However, as far as I've seen, UNIX seems to have been rather particular
>compared to other CLIs. According to what I've read, TOPS-20 also had a more
>human language orientated syntax. AmigaDOS is much the same, too, with
>commands and arguments such as "List QUICK SINCE Yesterday". I really hate the
>UNIX way of supplying arguments, with totally nondescript one-letter
>arguments.

By all means do try VMS, if you can. I understand that you can get VMS for
free nowadays (the "hobbyist license"). I have used VMS and programmed on
it for years on a couple of VAXes and hope to do so again on an Alpha
(Compaq says it will support VMS for the next 15 years or so). In all those
years the stability of the system was always superb, in a heavily loaded
multiuser little network. The matter of bugs was practically nonexistant.

Another angle: some time ago I had a chance to run a little floating-point
benchmark (whetstone) on a 266MHz Alphaserver 1000 with OpenVMS6.* and
compare it to the same program running on a 440MHz PII PC by Compaq. On the
Alpha the test executed about three times faster.

>>I once received a spitting e-mail
>>from a certain lady (once posting to this group) just for complaining that a
>>new version of Infozip's Zip/Unzip is not anymore TOS compatible, while
>>the older one had been. The e-mail message amounted to: you ignorant moron,
>>go away and leave us alone.
>
>I can't see why anyone would call you, Djordje, ignorant, though.

To be fair, she did not -explicitely- say so, but the tone of the message did.
Questioned why I looked into the mint folder of a ftp site at all, etc.

3462. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 08:42:18 UTC
From: vdjole@EUnet.yu
Message-ID: <98fdp8oud2@news.EUnet.yu>
Source record: 49095

On 10 Mar 01 00:23:23 +0, "Iggy Drougge" wrote:
>>can i just plug in a normal PC
>>serial mouse or is the Atari one a peculiarity??
>
>In actuality, the PC mouse is a peculiarity, usually using some kind of serial
>protocol and on-board logic as opposed to the raw quadrature data supplied by
>the Atari mouse for processing inside the Atari.

It appears that any serial mouse can be adapted to Atari by a rather severe hack- that info floated into comp.sys.atari.st.tech a while ago. And it looked reasonable and perfectly feasible. It amounted to: rip-off (almost) all electronics from the mouse (leave just the LEDs, photodiodes and power-supply resistor(s)) and squeeze in one TTL-compatible buffer chip for the quadrature signals. Then change the cable, because more wires would be needed. On the other hand, WHY would one do so is questionable- maybe only if someone had an especially nice-looking and mechanically sound serial mouse and he wanted to use it on an Atari.

cu.

3463. Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 09:37:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103111037.a58836@su2.maus.de>
Source record: 49033

Hi Derrick,

I sent the English 'update' to your account. Please have a look at it,
and, if you think it's worth to do so, distribute it to anyone who
likes.

Und TTschï¿½
ps

3464. Re: NEODESK & GENEVA

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 09:55:08 UTC
From: vdjole@EUnet.yu
Message-ID: <98fi1qqfh2@news.EUnet.yu>
Source record: 48997

On 10 Mar 2001 20:48:48 , Edward S. Baiz Jr. wrote:
>On 10 Mar 2001 00:33:21 , Carey Christenson wrote:
>>Anyone,
>> I have been using GENEVA and NEODESK demos for the last 2 months off and
>>on (the sample program). Although it is limited on some of its
>>functions. It has interested me enough to consider buying this great
>>software package. I have all the pertinant information.
>
>Geneva also works great with the EASE desktop.

I wou like to mention that it also works nice with PD desktop Teradesk 1.4a which I found excelent for a system with limited memory (i.e. ST, STE, MegaST, MegaSTE). The desktop program is VERY small (about 100 KB) and at first sight it looks almost like the original TOS 2.06 desktop. In fact, if it only had a few more options I would like, I'd use Geneva+Teradesk as permanent setup. It is a pity this desktop has not been developed more.

cu.

3465. vente Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 10:44:11 UTC
From: Michel FREROTTE <michel.frerotte@village.uunet.be>
Message-ID: <3AAB56FB.57EAAD2@village.uunet.be>
Source record: 48998
Body handling: Binary attachment payload not displayed: michel.frerotte.vcf

Vends FALCON + CT 1, boï¿½tier mï¿½tal (boï¿½tier infï¿½rieur origine, supï¿½rieur mï¿½tal) et clavier sï¿½parï¿½
9000 FB. + software

[One or more binary attachments are retained only in the source text.]

3466. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 10:45:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aab55e216eb8d0@tripnet.se>
Source record: 48999

On Thu 01-01-1970 00:59 (+0100) Iggy Drougge wrote:

>As for me, I have a whole slew of STFMs and a 4 MB STE. Not very impressive,
>but Ataris really aren't common in Stockholm, it seems. Must have been a
>Gothenburg thing.

It seems so. Just checked SAK's (Swedish Atari Club) database and there
are 26 in the Stockholm area (postal code 1), 53 around Gothenburg (4)
and 35 listed in Malmï¿½ (2). Some of these have left the club in 2000 but
most are still active members. The club is based in Gothenburg but it's
interesting that the southern Malmï¿½ area has far more members compared to
Stockholm with its greater population.

Anyway this proves there are still quite a few Atari users left in
Sweden. If anyone wants to advertise Atari products in our quarterly
magazine contact the club through me...

Btw. I run two TT's, a Mega2, Mega4(1280*960mono), MSTe, Stacy and a
Portfolio.

Your newsreader uses a more unusual format for the year:
>Date: 10 Mar 01 22:38:40 +0100

I have seen others with the Amiga newsreader:
>-->En ligne avec Thor 2.6.

who manage to put in the year in 4 figures format. Unfortunately my poor
Okami newsreader can't handle this so your posts tends to get killed. My
newsserver repeats itself with 10 days old messages all the time so I
usually start off with deleting everything old...

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3467. GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 11:52:10 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007cbbb@fmlynet.org>
Source record: 49015

FamilyNet Newsgate

Hello Iggy,

ID> I'll have to try VMS...

I liked it, DCL was friendly and easy to set up for people.

ID> AmigaDOS is much the same, too, with commands and
> arguments such as "List QUICK SINCE Yesterday".

I particularly liked the AmigaDOS command 'why'. AmigaDOS might throw an error, and you could type 'why' and it would give you a more detailed explanation.

IS> I really hate the UNIX way of supplying arguments,
> with totally nondescript one-letter arguments.

I think more commands have longer 'plain English' options these days, maintaining the short form for compatability and for those people who know what they mean, and just want to get the job done quickly.

ID> After all, that is the entire reasoning behind the
> UNIX-centric open source community. Give away the
> software for free, sell support. It's probably a
> lucrative idea if your name is GNU, but it really
> doesn't encourage development of user-friendly
> software.

I disagree, if anything it actively promotes friendly software! Suppose I write a program that is fairly powerful, but hampered by a hideously cryptic syntax. If it's closed-source you would have to re-write it from scratch (which you might choose to do anyway). With open-source software you can rip the engine out and give it a nice GUI front end for use by end users, or a more human command syntax at least. Putting aside our debate regarding user interfaces for a moment, the open source movement is having an important positive effect on the industry as a whole.

ID> Well, at least that is a funny aspect about these
> large, complicated systems; it's so easy to appear as
> a wizard to the lesser knowing.

I see what you're saying Iggy, and sadly I've seen some IT 'professionals' who tried to promote themselves as masters of some secret art. Happily I've found that users respond

in a much more positive way to someone who tries to make life easier for them, enabling them to get the job done without jumping through hoops for the IT department. It's also a good sign if an engineer can explain something in plain language (rather than hiding behind jargon) - it suggests that they have a good understanding of what they are describing.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3468. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 12:15:38 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1652.470T1900T7955493optimus@canit.se>
Source record: 49032

Kenneth Medin skrev:

>On Thu 01-01-1970 00:59 (+0100) Iggy Drougge wrote:

>>As for me, I have a whole slew of STFMs and a 4 MB STE. Not very impressive,
>>but Ataris really aren't common in Stockholm, it seems. Must have been a
>>Gothenburg thing.

>It seems so. Just checked SAK's (Swedish Atari Club) database and there
>are 26 in the Stockholm area (postal code 1), 53 around Gothenburg (4)
>and 35 listed in Malm&#65533; (2). Some of these have left the club in 2000 but
>most are still active members. The club is based in Gothenburg but it's
>interesting that the southern Malm&#65533; area has far more members compared to
>Stockholm with its greater population.

Well, AtariSTen was published from Floda, after all, whereas Datormagazin was
based in Stockholm. =)

>Btw. I run two TT's, a Mega2, Mega4(1280*960mono), MSTe, Stacy and a
>Portfolio.

How do you manage to push the Mega into such a resolution?

>Your newsreader uses a more unusual format for the year:
>>Date: 10 Mar 01 22:38:40 +0100

>I have seen others with the Amiga newsreader:
>>-->En ligne avec Thor 2.6.

>who manage to put in the year in 4 figures format. Unfortunately my poor
>Okami newsreader can't handle this so your posts tends to get killed. My
>newsserver repeats itself with 10 days old messages all the time so I
>usually start off with deleting everything old...

Ah, that's an upgrade which I've postponed into the far future... like the
21st century. ;-)
However, if it strikes Atari readers, I suppose I'll have to prioritise the
2.6a upgrade after all.

--
En ligne avec Thor 2.6.

Alle Verallgemeinerungen sind gef&#65533;hrlich, sogar diese.
--- Alexandre Dumas der &#65533;ltere

3469. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 12:21:29 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1891.470T1450T8014975optimus@canit.se>
Source record: 49030

Djordje Vukovic skrev:

>On 10 Mar 01 00:17:36 +0, "Iggy Drougge" wrote:

>>I'll have to try VMS... Whenever I get those ECC modules for the Alpha.
>>However, as far as I've seen, UNIX seems to have been rather particular
>>compared to other CLIs. According to what I've read, TOPS-20 also had a more
>>human language orientated syntax. AmigaDOS is much the same, too, with
>>commands and arguments such as "List QUICK SINCE Yesterday". I really hate
>>the UNIX way of supplying arguments, with totally nondescript one-letter
>>arguments.

>By all means do try VMS, if you can. I understand that you can get VMS for
>free nowadays (the "hobbyist license"). I have used VMS and programmed on
>it for years on a couple of VAXes and hope to do so again on an Alpha
>(Compaq says it will support VMS for the next 15 years or so). In all those
>years the stability of the system was always superb, in a heavily loaded
>multiuser little network. The matter of bugs was practically nonexistant.

We have three VAXes at the usergroup; one MicroVAX IIGPX which runs NetBSD,
but dies whenever a few packets cross the DEQNA, a MicroVAX II which we still
haven't run, and a MicroVAX 3100 with a hard drive, OS unknown due to lack of
RJ11 serial cables.
I can't seem to find any information about how much it would actually cost,
though. One would have to be a member of DECUS, and then I suppose there are
media costs. I�m discouraged by the Tru64 hobbyist licence, which amount to
50 USD IIRC.

>Another angle: some time ago I had a chance to run a little floating-point
>benchmark (whetstone) on a 266MHz Alphaserver 1000 with OpenVMS6.* and
>compare it to the same program running on a 440MHz PII PC by Compaq. On the
>Alpha the test executed about three times faster.

As one would expect. =)

--
En ligne avec Thor 2.6.

Amiga 4000/040 25MHz/44MB/20GB RetinaBLTZ3/VLab/FastlaneZ3/Ariadne/Toccata

3470. Re: How do I use my CD-rom drive with my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 12:24:26 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <242.470T1300T8045397optimus@canit.se>
Source record: 49031

Gil Bavel skrev:

> I have a SCSI external CD-Rom drive I use for my Amias and Macs, How
>can I use it with my Atari ST?

With a SCSI interface, of course. =)

--
En ligne avec Thor 2.6.

linuxisgood:~$ man woman
No manual entry for woman

3471. Re: ST speech

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 12:39:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984418300-658356AEicMi@madasafish.com>
Source record: 48960

Hi Jonas

>My vocal cords are a bit fucked up right now, and I can't speak for a
>while.

I'm glad of that, if thats the level of your conversation.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3472. Re: Modem Speed/Efficiency

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 12:47:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984418304-659370AEicMi@madasafish.com>
Source record: 48959

Hi Dude

>>>Did you check your email last week? I forwarded two thorough
>treatments
>>>of setting STinG up to you.
>>
>>
>>No dude, ive only this stugg that Harry baby sent me in here.
>

>Check your email again (assuming that C&W get their server problem
>sorted soon).

Ive got 2 bits today dude, dealt with speratly. cheers.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3473. Re: How do I use my CD-rom drive with my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 13:10:59 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <98fth1$t8h$1@nnrp1.phx.gblx.net>
Source record: 49003

Gil Bavel <gil@sunflower.com> writes:

: I have a SCSI external CD-Rom drive I use for my Amias and Macs, How
: can I use it with my Atari ST?

: --Gil

Mostly, plug it in. But you will need a small bit of hardware to convert
the Atari Computer System Interface into the Shughart Computer System
Interface, sold as Link, Link 2, Link 97. These look like cables with
a lump of electronics at one end.
--

---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3474. GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 13:34:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007d137@fmlynet.org>
Source record: 49021

FamilyNet Newsgate

Hello Iggy!

ID> I can understand the operation of programs such as
> "mail" or "ed" due to the nature of teletypes, but
> isn't giving commands such terse names puishing it a
> bit?

That may depend on how frequently you use the command in
question. I'm glad ls is short for example, but wouldn't
claim it was intuitive.

ID> Still, it's faster to type even on the most modern of
> terminals.

Agreed, and it's one of the reasons that 'mail', although
antique, is my own primary email client software.

ID> Not as efficient, but also a negligible overhead on a
> CPU running in tens of MHz.

Depends on the GUI in question <throws Microsoft Windows a
suspicious glance>

ID> If a GUI is inefficient, what is then emacs? ;-)

I really don't want to talk about EMACS.

ID> But you may only see one of those at a time. It was
> rather annoying having to switch back and forth
> between screens when attempting to copy a config file.

There are more efficient ways of copying a config file ;-)

ID> Increased file system size is hardly a major feature
> as far as I'm concerned...

For some applications it's an important feature.

ID> ...and since when was networking integrated?

It wasn't integrated with MS-DOS, but important support for
it was. I have a vague recollection that Novell DOS may have
come with with peer to peer networking capability, but that
was a long time ago and I could be wrong.

ID> Task switching seems interesting, but I've not seen it
> on any of my DOS boxes, and according to an MS-DOS

> engineer in another group, it never turned out to
> work.

Worked for me.

ID> I don't think it's needed to reflect flexibility
> through complexity.

Sometimes complexity is a consequence of flexibility, but
that doesn't necessarily mean usability has to suffer.

AB> From a client-side point of view, unix probably makes
> a good kernel, but I would choose to hide the detail
> (and the shells) from the user.

ID> See MiNT. =)

I've used MiNT before, a few years ago. I would probably be
running it now, but I can't seem to find an early version of
TOSWIN (that doesn't require NAES). What did you mean by
'See MiNT'? It could be interpreted a number of ways.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3475. Locale

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 13:34:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007d138@fmlynet.org>
Source record: 49022

FamilyNet Newsgate

Hello Edward,

EB> I am near you. I live in northern Indiana.

Hey neighbor! I live in East Central Illinois.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3476. Tell 'em where to go!

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 13:34:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007d13a@fmlynet.org>
Source record: 49023

FamilyNet Newsgate

J> That's very good!

S> It was brilliant. :-)

<takes a bow>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3477. SCSI

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 13:34:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007d13b@fmlynet.org>
Source record: 49024

FamilyNet Newsgate

Hello Jim!

JD> But you will need a small bit of hardware to convert the Atari
> Computer System Interface into the Shughart Computer System
> Interface, sold as Link, Link 2, Link 97.

That's Small Computer Systems Interface (SCSI), which I believe may
have evolved from the Shugart Associates System Interface (SASI).
The advice sounded bang-on though. Out of interest, do any of the
'Link' host adaptors avoid the peculiar requirement of disabling
parity on SCSI devices?

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3478. ?!

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 13:34:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007d139@fmlynet.org>
Source record: 49025

FamilyNet Newsgate

Oh dear...

A> like most of the recording industry they were probably deranged,
> crazed and talking in a cocaine haze when they said this...If
> they were to give their heart over to Jesus they would find more
> happiness

I would hope that some familiarity with Jesus' example might make you
less eager to post grossly judgmental generalisations about people
you'd never met :-(

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3479. Re: ST speech

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 14:06:25 UTC
From: bindon@madasafish.com
Message-ID: <tan1j1rk6jteb3@corp.supernews.com>
Source record: 49004

On 11 Mar 2001 00:03:33 , Jonas Godin wrote:
>HI!
>
>
>My vocal cords are a bit fucked up right now, and I
>can't speak for a while. Where can I find ST speech?
>(I belive it was called that)

Umich archive has it as stspeech.tos, I don't have the URL but search
and it'll come up. I cn send it to you if you need it.

BTW it doesn't sound very good.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3480. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 14:06:27 UTC
From: bindon@madasafish.com
Message-ID: <tan1j3nr3l79b4@corp.supernews.com>
Source record: 49005

On 9 Mar 2001 19:31:14 G, Steve Sweet wrote:

Hi Steve

>>I just thought you'd like to know that MyAtari magazine has just
>>launched its fifth issue (March 2001).
>
>There's only one minor problem with this, it aint there..

Err, I've just read it. Huh?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3481. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 14:46:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <98g3ts$3eg$1@newsg3.svr.pol.co.uk>
Source record: 49007

"Badactress" <look@sig2mail.me> wrote in message
news:98e7es$16t$1@neptunium.btinternet.com...
> Is GFA basic available to download anywhere? I'm sure I remember an
> early(ish) version of it being released as freeware in the early 90's? I
> think it was just the interpreter, not the compiler?

There IS a freeware compiler for GFA but I forget its name ATM. From what I
remember it is from Sweden - you just send a postcard to the author and he
will give you the code to unrestrict access. Was it something like
"Lucida"?? Help!

Roger

3482. WTB: Atari TT030 in the UK

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 14:55:26 UTC
From: "news.demon.co.uk" <alanh@fairlite.demon.co.uk>
Message-ID: <984322387.23571.0.nnrp-07.9e9834fc@news.demon.co.uk>
Source record: 49006

Anyone got one for sale ?

Let me know, I'm in the Chester area.

Thanks.

Alan.

3483. Re: How do I use my CD-rom drive with my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 15:21:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984418310-660374AEicMi@madasafish.com>
Source record: 48961

Hi Gil

> I have a SCSI external CD-Rom drive I use for my Amias and Macs, How
>can I use it with my Atari ST?

Firstly you'd need a SCSI adaptor of some sorts, presumably you already have a SCSI hard disk in which case you have that already, if not then you'l not get far without one.

In total you'd need a SCSI adaptor, i suggest the 'Link', a Hard disk driver, i suggest 'HD-Driver', some CD software, that could be got for nowt if you want and thats called 'SPIN'.

You'd need to connect your CD rom into the SCSI chain after any existing Hard Drive, you'l need to make sure any termination is removed from the Hard Drive and if your using a 'LINK', that TermPwr is enabled by either the CD-ROM or the HD, preferably both, you'l then need to change the SCSI ID of the CD-ROM so thats its higher than the HD's ID as HD-driver will try to boot off the lowest ID, you will need to terminate the CD-ROM using its on-board termination or by external means.

Now, install and set up all the software as per the FM's and all should work.

Good luck.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3484. Re: EVEREST!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 15:44:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984418314-661499AEicMi@madasafish.com>
Source record: 48962

Hi Derryck, etc.

>>I will post his address when I find out then everyone can register to
>>the author of EVEREST so they may get that nasty title screen off. So
>>hopefully I will find out soon.

>Thanks for taking the trouble. But I wonder if you'd be better off using
>a more modern editor such as QED or Luna, both of which are still being
>developed.

QED is my choice, but as for its development thats a good question?.
Its not seen any work in a while, it does have formatting bug's.

I found problems with it and Newsie related to the OLGA protocol
resulting in my going back to Everest for News use until i discovered
eMailer, (translated by those marvelous dudes at DDP in case you didnt
know, along with other high profile software such as Fiffi and Jinnee,
give em a raise i say, English resources available at a web-site near you
now <insert URL>).

The last release (4.53) was yonks ago, Christian Felch <sp> has never
answered my emails, i reported some bugs in the resource translation long
ago, and a list of other bugs i could create, no replies..

QED was sponsored by ASH according to show-inf, but no mention was ever
made of it by ASH as far as ive seen?.

So whats its status dudes, is it dead or is it just sleeping, stapled to
its perch.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3485. Re: Atari SC1224 Color Monitor $17.50

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 15:47:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984418320-662398AEicMi@madasafish.com>
Source record: 48963

Hi Oracle

>hey, are you anywhere near sunnyvale ? have you ever seen the old atari
>building ?

Perhaps we should start an annual pilgramage to "The Shrine".

Jarred Falvo could give guided tours around the marketing and R&D dept's,
then we could nip over to the Apple building and give SinCLAP a good
kicking before getting back on the coach.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3486. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 15:59:09 UTC
From: bindon@madasafish.com
Message-ID: <tan86dt9ealkb6@corp.supernews.com>
Source record: 49008

On 11 Mar 2001 13:39:56 , Hallvard Tangeraas wrote:
>I've got a 4 Mbyte STe with TOS 2.06, and a Mega ST 4 which I'm working
>on to add all sorts of extra hardware and hacks, finally puting inside a
>19" rack case etc.
>
>Oh, I also run MagiCMac on my Macintosh Quadra 840av.

Ok, here's my setup.

3 STs in the roof.
1 STE, towered, IDE adaptor various hardware mods, TOS 2.06 etc
1 Falcon, in need of a good accelerator (not this Phantom rubbish)
1.7Gb IDE HD, 48X ATAPI, ZIP 250, GT9500,

Main software is Papyrus, Scooter and soon Magic, NVDI, Scripter and
Jinnee.

The STE and Falcon is of course in a PC tower case, Falcon one spashed
with blue LED's and mental amount of cooling fans. Thermometer
trigged BTW, with LCD readout :)

Pic's will go into my website when film is developed. Website will
also include how to do all this to your Atari and my hardware
list thingy.

Bye

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3487. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 16:01:04 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <984327594.21409.3.pluto.d4ee0f47@news.demon.nl>
Source record: 49009

Hi,

I have hmmm:

1x 16K Atari 400 (NTSC) looking for PAL version.... anyone?
1x 48K Atari 800 (PAL) + 810 diskdrive + 410 cassete recorder + 128KB
axlon memory upgrade
1x 16K Atari 600XL (PAL) + internal 64Kb
1x 16K Atari 600XL (PAL) + 1064 Module
3x 64K Atari 800XL (1 with 65c816)
4x 128K Atari 130XE (1 with 1Mb simm)
2x 64K Atari 65XE (All upgraded to 128K)
3x 64K Atari 800XE (1 with 1MB simm)
1x 64K Atari XEGS + keyboard
1x Atari Portfolio + Parallel port adapter
1x Atari 2600 wood (4-switch)
1x Atari 2600 black (4-switch)
2x Atari 2600 jr
1x Atari 7800
2x Atari Jaguar (No CD-rom player yet....)
1x Atari Lynx I
1x Atari Lynx II
1x Atari ABC 286-30
1x Atari 260ST
2x Atari 520ST (1 with pc-speed & alladin)
1x Atari 1040STFM
1x Atari Mega STe
1x Atari TT030
1x Atari Falcon030 (14Mb/4 Gb/ FPU/Falcon-speed/Screen-blaster)

ehm... I really think I have forgotten about the rest I think on the attick
there are atleast the same number of machines packed in boxes, I don't have
the place right know to use them, but I am thinking of ways to create more
room in my house so I can finally setup all my systems...
I also have very much Atari hardware like 20 different drives/speeder kits
for Atari 8-bit series. I also have lot's of other stuff maybe when
everything is put in my database I can put a complete list online...
My favorite machine for programming and hobby is: Atari 130XE (1Mb) with
Blackbox abd 676Mb SCSI harddisk and CD-ROM. Secondly I have 2x IDE
interfaces for 8-bit a second Black-box a lot's of other things....

The Falcon030 is nice to play with, I like to use it audio and sampling....
due to lack of time the setup isn't completly done... My TT030 has a big TTM
19'' monitor, I gonna use it for internet, I just installed CAB 2.8 and
Iconnect on it...

TXG

3488. Re: ST speech

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 16:45:55 UTC
From: Paul CAILLET <atari.music@club-internet.fr>
Message-ID: <98ga2fjcf1@front4m.grolier.fr>
Source record: 49010

Hello Jonas Godin !

> My vocal cords are a bit fucked up right now, and I
> can't speak for a while. Where can I find ST speech?
> (I belive it was called that)

I've got the URL : http://www.umich.edu/~archive/atari/Sound/Speech/

Regards ...

Paul CAILLET.

3489. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 17:44:37 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <hx7r6.1028$341.3941@nntpserver.swip.net>
Source record: 48956

Hi,
Some of you have really impressive collections of Atari machines... :)
As for myself, I only have one Falcon left now - and for nostalgic reasons,
I'll never part with it.
My current musical PC system works much better than the Falcon ever did
(even though the Falcon was really stable and almost never gave me any
trouble) - but even so, I liked the Falcon so much that I don't have the
heart to sell my last Falcon machine... ;)

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

3490. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 17:56:17 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <5%Oq6.29003$KE1.1226310@zwoll1.home.nl>
Source record: 49011

Owner of:
1040 ST, 1MB (for games, watching and testing demos)
1040 ST, 4MB 20MHz 68000, 1.44 Mb floppy, 2Gb IBM SCSI harddisk, autoswitch overscan (programming machine)

Hans Wessels

--
Remove the computer names from my e-mail adress to reply

3491. CAB.OVL 1.4400 released

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 18:12:35 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3aabc013$1_3@athena.netset.com>
Source record: 49012

CAB.OVL 1.4400 is now available at
http://www.netset.com/~baldrick/

Major changes:

New config variable HTTP1. Allows changing of operation of OVL between
http 1.0 client and http 1.1 client.

ovl: system

Allows display and changing of OVL config variables in real time.

More information in the documentation.

Dan Ackerman
aka baldrick

3492. Re: How do I use my CD-rom drive with my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 18:13:11 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AABC036.4A185122@pcisys.net>
Source record: 49014

Jim,

SCSI is actually - SMALL COMPUTER SYSTEM INTERFACE

SASI is Shugart Associates System Interface - predecessor to SCSI.

Glenn Bruner
brunergs@pcisys.net

Jim DeClercq wrote:

> Gil Bavel <gil@sunflower.com> writes:
>
> : I have a SCSI external CD-Rom drive I use for my Amias and Macs, How
> : can I use it with my Atari ST?
>
> : --Gil
>
> Mostly, plug it in. But you will need a small bit of hardware to convert
> the Atari Computer System Interface into the Shughart Computer System
> Interface, sold as Link, Link 2, Link 97. These look like cables with
> a lump of electronics at one end.
> --
> --_-----------------------
> Jim DeClercq __ __ ____ ___ ___ ____
> jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
> / / \ / / / / /__ / \/ /___ /

3493. STING with CAB 1.5 and aICQ problem!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 18:20:03 UTC
From: firest@williams-net.com
Message-ID: <tangejp6o0tn2f@corp.supernews.com>
Source record: 49013

Anyone,
I am using STING version 1.20 with DIALER version 1.16 and am having problems with CAB 1.5 and aICQ functioning properly. With CAB 1.5 I can type in a URL then it kicks me out of the program and gives me some bombshells on the screen if I try to go back to CAB it locks up. With aICQ it boots up and I try to enter in stuff for new user and it does pretty much the same thing. But I use NEWSIE96 and I have know problems. I would say that if I do not transmit data or recieve data for 10 to 15 minutes I will lose my connection. Do I have something configured wrong in the KONTOLLFELDER at the top when you go to desk and click on this program STING PORT and STING INTERNALS comes up along with my other CPX modules. I guess I am trying to say WHAT AM I DOING WRONG!!!!!!?????!!!!! Have not encountered this problem until about a 2 or 3 weeks ago. I had been able to use my CAB 1.5 just fine. Any help on this matter would be greatly appreciated. I am using a 1040STf with 2.5 megs of RAM and US ROBOTICS 14400 modem if this helps. If a newer version of STING is needed please include it as I cannot go on the web with my ST to grab the newer version. Since CAB 1.5 is also acting up. I would very much like to get my aICQ to work with STING as well as CAB 1.5. Thanks for any help that can be given.

Thanks,
Carey

3494. Re: UK FA: Pre-Commodore Amiga A1000, boxed, and SGI Indy+ monitor

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 18:59:03 UTC
From: cp <christian.baillies@ntlworld.com>
Message-ID: <aRPq6.15886$t1.1421145@news6-win.server.ntlworld.com>
Source record: 49016

This is correct for all US spec machines. All series 2 PAL A1000's came with
C= logo, no daughterboard either.

"DJ T. Croft" <calibracom@madasafish.com> wrote in message
news:taf5ibaof60h73@corp.supernews.com...
> X-No-Archive:Yes
>
>
> Amiga A1000 without any trace of the Commodore Name.
>

3495. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 19:25:09 UTC
From: sinclap@nospam.net
Message-ID: <110320011325584156%sinclap@nospam.net>
Source record: 49017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <razor-B9B383.08552707032001@quark.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> In article <tYhp6.519221$U46.15593688@news1.sttls1.wa.home.com>,
> "Steve Duff" <steveduff3@home.com> wrote:
>
> > <sinclap@nospam.net> wrote in message
> > news:060320011328593678%sinclap@nospam.net...
> > >
> > > I never said that Gore would win in a landslide...He did win the
> > > popular vote but was cheated in Florida..
> > >
> > Erp, were you asleep when the results of an independently-conducted recount
> > revealed that Bush *won* Florida. It was just last week.

Nope...But the Palm Beach Post has reported that Gore won the state if
all the ballots were counted...

>
> actually it also prove sincrap's brain takin' dirt nap. sincrap also
> lie as always - he claim dat al bore would win in landslide. just like
> he say he no say he call jobs "arrogant bonehead" who'd "destroy crapple
> if he ever come back".

You don't listen do you. Danny 'Chunk's Called people like you who
cannot spill idiots, no credibility...

> sincrap an' al bore even match - both liars who' re big crybabys
> when thing don't go dere way. oh, wait, me take back - at least bore
> admit him big liar.

Gore was denied a recount. I would be pissed after all that
campaigning and lose to a tecnicality due to incompetence by the
elected officialis in the affected counties...

by the way you sound like Karmi Communist...

sinclap!
somewere in mn

see my public folder...

3496. wiring diagram for the SF 345 "floppydisk station"

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 20:11:03 UTC
From: isabella.nyren@telia.com
Message-ID: <001801c0aa67$4f2ee280$cda0c6c3@isabelln>
Source record: 49018

Hello !
I need your help.
I wonder if someone have a wiring diagram for the SF 345 "floppydisk station" (to Atari STFM) ?

L. Nyrén.

3497. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 20:24:06 UTC
From: Badactress <look@sig2mail.me>
Message-ID: <98gmrlfdc1@neptunium.btinternet.com>
Source record: 49019

> There IS a freeware compiler for GFA but I forget its name ATM. From what
I
> remember it is from Sweden - you just send a postcard to the author and he
> will give you the code to unrestrict access. Was it something like
> "Lucida"?? Help!

Is that the one mentioned in the GFA FAQ? (I'll check in a minute!).
Looking through Dejanews last night I found references to a freeware
compiler, but this one was a con.. didn't actually compile anything, just
wrapped up the GFA source with the runtime libs to create an executable
program..

However! After literally minutes of searching I've found the magazine
article which gave me the idea that GFA 2 was freeware..

From "Public Domain" magazine, issue 1, November 1991, page 10:
==========

ST users on the lookout for a better version of the BASIC programming
language can pick one up at PD prices. GFA Basic version 2 is available
through selected PD libraries for little more than the price of a disk. The
program is licenseware rather than PD, so must be obtained through official
sources. Users can purchase a compiler and manual for just £20.

==========

Is this at all relevant? Was the offer eventually withdrawn?

"Riverdene" public domain library is one that is mentioned as an official
GFA2 distributor... I don't suppose they still exist?

Sorry... soooo many questions!! :o)

I've just got into using an ST emulator and I'm dying to do more than just
play games on it..

Cheers!

Norman.

3498. Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 20:33:01 UTC
From: Badactress <look@sig2mail.me>
Message-ID: <98gnc1$9ft$1@plutonium.btinternet.com>
Source record: 49020

On the same track as my other post (i.e - getting as much stuff for free as I can!!), I found an article in an old ST World mag announcing that "Aegis Animator" has been released as public domain. I remember having fun playing with this & would love to get hold of it again..

As it is freeware it's perfectly legal to put it on the 'net for download, but I can't find it on any ST websites..

Does anyone know of a site which offers it for download?

Or, if anybody has a copy, would you consider putting it on the web?

Cheers!

Norman.

--
=======================
Norman O'Brien
Badactress@btinternet.com
ICQ #: 66351821
=======================

3499. Re: STING with CAB 1.5 and aICQ problem!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 20:52:47 UTC
From: ebaiz@skyenet.net
Message-ID: <zARq6.661$VG2.2396@newsfeed.slurp.net>
Source record: 49026

On 11 Mar 2001 18:20:03 , Carey Christenson wrote:
>
>Anyone,
> I am using STING version 1.20 with DIALER version 1.16 and am having
>problems with CAB 1.5 and aICQ functioning properly. With CAB 1.5 I
>can type in a URL then it kicks me out of the program and gives me
>some bombshells on the screen if I try to go back to CAB it locks up.
>With aICQ it boots up and I try to enter in stuff for new user and it
>does pretty much the same thing. But I use NEWSIE96 and I have know
>problems. I would say that if I do not transmit data or recieve data
>for 10 to 15 minutes I will lose my connection. Do I have something
>configured wrong in the KONTOLLFELDER at the top when you go to desk
>and click on this program STING PORT and STING INTERNALS comes up
>along with my other CPX modules. I guess I am trying to say WHAT AM I
>DOING WRONG!!!!!!?????!!!!!

You could try re-installing Cab 1.5 or else get the latest version which is
2.8. You could also try installing STiK2. It is much easier to use than
STing.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3500. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 21:26:57 UTC
From: jlog@zetnet.co.uk
Message-ID: <3aabeda1$0$8833@news.zetnet.co.uk>
Source record: 49027

Sorry to have missed the original of this. I have a Hades, TT,
36MHz Mega ST, standard Mega and an old ST with external floppy.
The TT is lent to a society and I am giving their Mega STe house
room.

The Hades is used daily, the TT and accelerated Mega are used every
few days, the standard Mega and Mega STe are used occasionaly, and
the fifth not at all.

--
JI Logan

3501. Re: Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 22:08:04 UTC
From: Badactress <look@sig2mail.me>
Message-ID: <98gsug$ab4$1@uranium.btinternet.com>
Source record: 49028

Ignore me.!

I found what I was looking for on this wonderful site..
http://www.spythis.com/cca/81.html Lots of non-games software... Yayyy! :o)

> ========================
> Norman O'Brien
> Badactress@btinternet.com
> ICQ #: 66351821
> ========================

3502. Magic.C.OS.WHERE??

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 22:23:16 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <p_9r6.18960$t1.1919510@news6-win.server.ntlworld.com>
Source record: 48966

Where will i find a replacement OS like MagicC.The home page seems to be down.
Thank you.

3503. Re: Mint usage

Newsgroup: comp.sys.atari.st
Date: 2001-03-11 22:27:22 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0103111724590.13125-100000@rac1.wam.umd.edu>
Source record: 49029

On Fri, 9 Mar 2001, Lyndon Amsdon wrote:

// On 9 Mar 2001 03:09:46 G, Hallvard Tangeraas wrote:
// >Lyndon Amsdon <bindon@madasafish.com> wrote:
// >
// >> On 28 Feb 2001 02:45:07 , Hallvard Tangeraas wrote:
// >
// >> >
// http://www.ndh.net/home/kehr/atari/MfD/mflii.htm

That would be the english page. The German page is:
http://www.ndh.net/home/kehr/atari/MfD/mfdii.htm

I am an ... um ... student
--------parsonsd@wam.umd.edu----------http://www.wam.umd.edu/~parsonsd------

3504. Re: How do I use my CD-rom drive with my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 00:48:28 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <98h6cr$2kp$1@nnrp2.phx.gblx.net>
Source record: 49034

Glenn Bruner <brunergs@pcisys.net> writes:
: Jim,

: SCSI is actually - SMALL COMPUTER SYSTEM INTERFACE

: SASI is Shugart Associates System Interface - predecessor to SCSI.

: Glenn Bruner
: brunergs@pcisys.net

Probably not worth arguing about, but I was there when it happened, and
using Shugart disk drives, with manuals. Not exactly predecessor, but
renaming by people who had forgotten.

Want to discuss what a VME bus is?

--

---_------------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3505. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 01:10:46 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.c0a26506.32ae3041.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 49037

Here I am again, with my HDDRIVER problem...

>> So, how could I check my Falcon, which I suspect to be faulty ?

>I don't think so. I already answered your e-mail, so I won't repeat
>myself right now.

I had the opportunity to try my 0662-S12 drive on a TT, instead of
the original 52Mb HD. As on my F30, HDDRIVER was unable to detect
it. So, in spite of whatever having been wroten so far, HDDRIVER is
not able to drive all SCSI devices. My 2 IBM 0662-S12 HDs and my
Sony SDT-2000 streamer are such devices. Unfortunately, I can't
find the docs of the streamer anymore (I wasted more than 2 hours
on Sony's site, with no result), but I found information about the
drives on IBM's, and it results in the fact that there's nothing
that could be done that I didn't try.
So, please, would it be possible to have a perfectly working version
of HDDRIVER, that should work with any existing SCSI devices ?

Thanks a lot,

J.-Luc

--
+---+
| F030 + SpeedRez 40 Mhz + 14 MB + SVGA + 2.3 Go Quantum |
| VP32210 SCSI-2 HD + 1.0 Go IBM 0662S12 SCSI-2 HD x2 + |
| IBM 2.0 Go DTNA-22110 IDE HD + Sony SDT 2000 miniDAT |
| SCSI-2 STreamer + Toshiba XM-5201TA3014 SCSI 2x CD-ROM |
| + U.S. Robotics 56K Message Modem + HP LaserJet 4Plus |
| |
| Wensuite 3.30c / aFTP 1.55 / STing 1.26 |
| Didot LineArt Pro / Photoline 2.25 / Calamus SL 2000 |
| Le Rï¿½dacteur 4 / Omikron Basic 3 / SCSITOOL 6.15 |
+---+

3506. Re: ?!

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 02:21:56 UTC
From: bill-singer <bill@yosger.co.uk>
Message-ID: <98hbv7qkt1@news5.svr.pol.co.uk>
Source record: 49044

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:0007d139@fmlynet.org...
> FamilyNet Newsgate
>
> Oh dear...
>
> A> like most of the recording industry they were probably deranged,
> > crazed and talking in a cocaine haze when they said this...If
> > they were to give their heart over to Jesus they would find more
> > happiness
>
> I would hope that some familiarity with Jesus' example might make you
> less eager to post grossly judgmental generalisations about people
> you'd never met :-(
>
> - Andy Ball.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
The Dark Master is the only one to follow

3507. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 02:26:43 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <98hc53jne1@cubacola.tninet.se>
Source record: 49035

```
I have one 520 ST with english TOS, another 520 ST with swedish TOS,
one 1040 STE with swedish TOS 4 Mb and of course my Milan :-)
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3508. web page links

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 04:54:34 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <taol75plsp256e@corp.supernews.com>
Source record: 49036

Hello,

I'm trying to build up our Atari links database.. if you have an
Atari related website.. PLEASE stop by www.Atari-Users.Net and add your
website.

Thanks!
Rob
webmaster@atari-users.net
http://www.atari-users.net

3509. Re: ST speech

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 06:39:36 UTC
From: d96-jgo@my.nada.kth.se
Message-ID: <98hqv8$2a1$1@news.kth.se>
Source record: 49038

Lyndon Amsdon (bindon@madasafish.com) wrote:
: On 11 Mar 2001 00:03:33 , Jonas Godin wrote:
: >HI!
: >
: >
: >My vocal cords are a bit fucked up right now, and I
: >can't speak for a while. Where can I find ST speech?
: >(I belive it was called that)

: Umich archive has it as stspeech.tos, I don't have the URL but search
: and it'll come up. I cn send it to you if you need it.

Thanks. I found it...

: BTW it doesn't sound very good.

I know. It is mostly for irritational purposes.

/Jonas

3510. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 07:35:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007f299@fmlynet.org>
Source record: 48949

FamilyNet Newsgate

Milan, now there's a computer I wouldn't have minded trying. You know, if they used the cute anime picture that MyAtari had as it's cover art (Say Goodbye to Milan issue) I think more Milan's would have sold. ;)

Anyway, as for my setup....

Atari 400/800 48K connected via null modem connection to a....
MegaST/2 (for 80 column translation for BBS'ing/internet) & via SIO2ST to 1040ST 4 mb/AdSpeed for the 800XLDJ virtual drives.

All other variations of the Atari 8-bit or 16 bit are backup machines for this setup. :)

Also have 2600, 5200, 7800, Lynx, and Jaguar.

Favorite Atari hardware to date...

Atari 400/800, Jaguar, and Lynx. In that order.

ST makes a great application machine. (and serves my Atari 800 well) ;)
Spectre (Macintosh emulation) is fun to play with on the ST.
In reverse token, I also have MagicMac (Macintosh emulating a ST) on a 68040 Performa 575.

Take care,

Doctor Clu

@>-->------------------------------

> From: jorgen.nyberg@mailbox.hogia.net (J�rgen Nyberg)
> I have one 520 ST with english TOS, another 520 ST with swedish TOS,
> one 1040 STE with swedish TOS 4 Mb and of course my Milan :-)
> Cheer's J�rgen
> ---
> J�rgen Nyberg
> Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
> ---

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3511. Re: SCSI

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 08:36:24 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AAC8A88.E33E4AD1@ooc.de>
Source record: 49039

Andy Ball wrote:

> That's Small Computer Systems Interface (SCSI), which I believe may
> have evolved from the Shugart Associates System Interface (SASI).
> The advice sounded bang-on though. Out of interest, do any of the
> 'Link' host adaptors avoid the peculiar requirement of disabling
> parity on SCSI devices?

Newer type links like the LINK96/97 support parity, i. e. you don't have
to switch the parity checking off on your device.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3512. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 08:37:56 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AAC8AE4.3DE9BB7A@ooc.de>
Source record: 49040

Jean-Luc CECCOLI wrote:

> So, please, would it be possible to have a perfectly working version
> of HDDRIVER, that should work with any existing SCSI devices ?

I'm sorry, I have no clue why there is a problem. Anybody else with the
same problem/drive around?

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3513. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 10:28:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3541.471T400T6884381optimus@canit.se>
Source record: 49041

Andy Ball skrev:

>FamilyNet Newsgate

> Hello Iggy!

ID>> I can understand the operation of programs such as
> > "mail" or "ed" due to the nature of teletypes, but
> > isn't giving commands such terse names puishing it a
> > bit?

> That may depend on how frequently you use the command in
> question. I'm glad ls is short for example, but wouldn't
> claim it was intuitive.

I use ls all the time as well, but whenever I have to customise the output, I use List, since its arguments are based on human language instead of anonymous single letters.

ID>> Still, it's faster to type even on the most modern of
> > terminals.

> Agreed, and it's one of the reasons that 'mail', although
> antique, is my own primary email client software.

Brr. I use Pine on unices.

ID>> Not as efficient, but also a negligible overhead on a
> > CPU running in tens of MHz.

> Depends on the GUI in question <throws Microsoft Windows a
> suspicious glance>

Exactly! Microsoft have managed to give both the CLI and the GUI a bad reputation.

> I really don't want to talk about EMACS.

=)

ID>> But you may only see one of those at a time. It was
> > rather annoying having to switch back and forth
> > between screens when attempting to copy a config file.

> There are more efficient ways of copying a config file ;-)

I suppose so, but the method is useful in a lot of cases.

ID>> Increased file system size is hardly a major feature
> > as far as I'm concerned...

> For some applications it's an important feature.

Of course it is, but it's an natural evolution, not a feature which justifies
a major version jump.

ID>> ...and since when was networking integrated?

> It wasn't integrated with MS-DOS, but important support for
> it was. I have a vague recollection that Novell DOS may have
> come with with peer to peer networking capability, but that
> was a long time ago and I could be wrong.

Well, but Novell DOS is another business. after all, Novell DOS existed
because there was no networking in MS-DOS or PC-DOS.

ID>> Task switching seems interesting, but I've not seen it
> > on any of my DOS boxes, and according to an MS-DOS
> > engineer in another group, it never turned out to
> > work.

> Worked for me.

What package did you use for task switching?

ID>> I don't think it's needed to reflect flexibility
> > through complexity.

> Sometimes complexity is a consequence of flexibility, but
> that doesn't necessarily mean usability has to suffer.

True.
What makes UNIX such a pain nowadays, though, is that a lot of common people,
who aren't paid to administer minis, have to administer a system which should
have a professional manager. If you're an end user on a multiuser system,
UNIX isn't all that bad, since you don't have to install your own apps or run
compilers and so on.

AB>> From a client-side point of view, unix probably makes
> > a good kernel, but I would choose to hide the detail
> > (and the shells) from the user.

ID>> See MiNT. =)

> I've used MiNT before, a few years ago. I would probably be
> running it now, but I can't seem to find an early version of
> TOSWIN (that doesn't require NAES). What did you mean by
> 'See MiNT'? It could be interpreted a number of ways.

MiNT is exactly that, a UNIX (BSD) kernel, hidden from the user.
Another example is MacOS X.

--
En ligne avec Thor 2.6.

Sagt, ist noch ein Land, au�er Deutschland, wo man die Nase eher r�mpfen lernt
als putzen?
--- Georg Christoph Lichtenberg

3514. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 10:36:47 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2210.471T2350T6966127optimus@canit.se>
Source record: 49042

Andy Ball skrev:

> Hello Iggy,

ID>> AmigaDOS is much the same, too, with commands and
> > arguments such as "List QUICK SINCE Yesterday".

> I particularly liked the AmigaDOS command 'why'. AmigaDOS
> might throw an error, and you could type 'why' and it would
> give you a more detailed explanation.

I've never noticed that command, actually. =)

IS>> I really hate the UNIX way of supplying arguments,
> > with totally nondescript one-letter arguments.

> I think more commands have longer 'plain English' options
> these days, maintaining the short form for compatability and
> for those people who know what they mean, and just want to
> get the job done quickly.

/Some/ do, but then you'd have to precede them with two useless dashes.

ID>> After all, that is the entire reasoning behind the
> > UNIX-centric open source community. Give away the
> > software for free, sell support. It's probably a
> > lucrative idea if your name is GNU, but it really
> > doesn't encourage development of user-friendly
> > software.

> I disagree, if anything it actively promotes friendly
> software! Suppose I write a program that is fairly powerful,
> but hampered by a hideously cryptic syntax. If it's closed-
> source you would have to re-write it from scratch (which you
> might choose to do anyway). With open-source software you
> can rip the engine out and give it a nice GUI front end for
> use by end users, or a more human command syntax at least.
> Putting aside our debate regarding user interfaces for a
> moment, the open source movement is having an important
> positive effect on the industry as a whole.

Open source is not without its merits, but if your idea of business is to sell
support, making a program self-supporting really isn't good business sense.
The most high-profile open source projects are Linux, the BSDs, GNU,
Ghostscript, etc. None of these are particularly easy to use.

--
En ligne avec Thor 2.6.

A Spanish MSX Group "Matra" visited to this Fair. I lent Spanish stand to them. They showed and did Promotion play of SEX BOMB BUNNY. And this Game has tema song of Majingar-Z! Why they know Japanese TV animation?
K. Ikeda, MSX-Print

3515. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 10:56:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <553.471T0T7163293optimus@canit.se>
Source record: 48946

J�rgen Nyberg skrev:

```
>I have one 520 ST with english TOS, another 520 ST with swedish TOS,
>one 1040 STE with swedish TOS 4 Mb and of course my Milan :-)
```

>Cheer's J�rgen
> J�rgen Nyberg

Hey, J�rgen, what character set does your NEWSie output? Your &#65533; doesn't come out correct, and is reported as an ascii 94(?) by Thor.

```
--
En ligne avec Thor 2.6.
```

Georgie beundrade stor�gt sin pappa som med v�ldsamma slag gick l�s p&#65533; det stora tr�det. Han badade i svett, och den muskul�sa kroppen bl�nkte i solskenet. Hon &#65533;lskade honom.
Lady Georgie, TMS 1983

3516. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 10:58:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <879.471T1700T7185273optimus@canit.se>
Source record: 48947

Hallvard Tangeraas skrev:

>I've got a 4 Mbyte STe with TOS 2.06, and a Mega ST 4 which I'm working
>on to add all sorts of extra hardware and hacks, finally puting inside a
>19" rack case etc.

Coo, that sounds like the perfect purpose for that fibre repeater rack thing I found this weekend. I'll expect pictures pronto, Hallvard. ;-)

--
En ligne avec Thor 2.6.

Within several messages, hsc refers to the user as a ``jerk''. This happens if you are using features which are only supported by some special browsers. Some people say they are forced by their employer to use those features, and therefor feel insulted by hsc.
As a solution, you can store the amount of your monthly payment in this variable:
setenv HSCSALARY 1000
After this, hsc will stop calling you a ``jerk''. Instead, it will now use the term ``prostitute''.
-- README for the HTML preprocessor "hsc"

3517. Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 10:59:04 UTC
From: Graham Stoneman <G.J.Stoneman@warwick.ac.uk>
Message-ID: <3AACABF8.60DC5EF8@warwick.ac.uk>
Source record: 49043

Does anybody know if it's possible to use any standard SVGA monitor with an Atari ST? With the correct pin diagrams for both the Atari and the monitor, is it possible to wire up a small converter? Failing that, is it possible to buy a converter from anywhere?

Thanks,

Graham.

3518. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 12:44:21 UTC
From: ^switchblade^ <switchblade@nospam.co.uk>
Message-ID: <rr3r6.10712$g63.1616997@nnrp3.clara.net>
Source record: 49045

ok ok enough of the techiness!

Where (if possible) can I get a replacement mouse, in the UK, anyone know?

Paul

3519. Ultimate Virus Killer 2000 (Atari ST/TT/Falcon virus killer) support site

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 13:33:46 UTC
From: Richard Karsmakers <richard@fortysecond.net>
Message-ID: <1fjpat4f84jlrlvt4bgrdf5nigqqv5goc5@4ax.com>
Source record: 48948
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for well over a decade, and with the latest release (8.1) it's turned shareware.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com (this is a new URL!).
I have this week off and it looks like I am going to release an update...
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me at cronos@atari.org and I will refrain from posting to the newgroup in the future.
Thanks for your time.

3520. Re: SCSI

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 14:35:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984406500-680903AEicMi@cwcom.net>
Source record: 48950

From: "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Date: Sat, 11 Mar 2001 13:34:54

> The advice sounded bang-on though. Out of interest, do any of the
> 'Link' host adaptors avoid the peculiar requirement of disabling
> parity on SCSI devices?

I think that the "Link97" will handle parity (despite the familiar-sounding
name, this isn't made by ICD).

Otherwise a parity generator design was published by Martin Graiter a long
time back, most likely it's on Vazz' hardware tweaks site.

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3521. Re: STING with CAB 1.5 and aICQ problem!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 14:58:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984406502-681359AEicMi@cwcom.net>
Source record: 48951

From: firest@williams-net.com (Carey Christenson)
Date: Sun, 11 Mar 2001 18:20:03 -0000

>DOING WRONG!!!!!!?????!!!!! Have not encountered this problem until
>about a 2 or 3 weeks ago. I had been able to use my CAB 1.5 just
>fine. Any help on this matter would be greatly appreciated. I am

If it had been working fine then you must ask yourself what's changed. Have you been playing around in the auto folder? Perhaps you've got the running order wrong, so that sting.prg no longer runs after the hsmodem stuff as it should.

As for the CPXs, you only need serial.cpx and the internals CPX (the latter isn't needed with the latest STinG BTW).

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3522. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 15:21:44 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <iP5r6.142$Fq3.1582@newsfeed.slurp.net>
Source record: 48952

I have a C-LAB Falcon MKII. Still stock with 4mb ram but all that is about to change. I use it for everything since it's the only computer I own.

Joshua.

3523. Re: Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 16:04:08 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <uu6r6.32$SN4.207@NewsReader>
Source record: 48953

Hello.
> Does anybody know if it's possible to use any standard SVGA monitor with
> an Atari ST?

Any SVGA, no. Most SVGAs, probably, I've tried plenty, depends what quality
of picture you will put up with.

Keychange sell a converter, price £13 plus post. tel 01925 266120.
Buy the cable first, then the monitor.
Barrie at Keychange.

www.keychange.co.uk

3524. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 16:05:18 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Av6r6.34$SN4.880@NewsReader>
Source record: 48954

Hello.
> Where can I get a replacement mouse, in the UK, anyone know?

Keychange Music.

www.keychange.co.uk

3525. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 16:17:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984465466-22757AEicMi@cwcom.net>
Source record: 48978

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Sun, 11 Mar 2001 10:37:00 +0100

>I sent the English 'update' to your account. Please have a look at it,
>and, if you think it's worth to do so, distribute it to anyone who
>likes.

Nothing in my CiX or Cable & Wireless accounts Peter :-(

Could you have another bash please? Send it to:

derryck @ cwcom . net

...removing the spaces to make a valid address.

Cheers!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3526. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 16:26:39 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <AP6r6.18$2P1.1135@NewsReader>
Source record: 48955

Hello.
> > So, please, would it be possible to have a perfectly working version
> > of HDDRIVER, that should work with any existing SCSI devices ?
>
> I'm sorry, I have no clue why there is a problem. Anybody else with the
> same problem/drive around?

Yup, I have ten of the things, 0661-467s, 312mb.
Pretty old, not worth a lot of time to sort.
Some will work on ICD pro, some will work on HDDRIVER v7,
some on the Link 97 / 8 and some on the ICD Link II.
Some won't work at all. None worked in my TT.
The ones that worked were pretty rapid, no activity led or term power
available.
There is a SCSI options pin but the details are missing from the IBM site
printout
The specs are on IBMs site.
Happy hunting.

Barrie at Keychange.

www.keychange.co.uk

3527. Looking for any Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 18:07:09 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <ne8r6.384$Fq3.2416@newsfeed.slurp.net>
Source record: 48957

Like the subject says, I'm looking for pretty much any hardware for the Falcon. Accelerators, memory (over 4mb), graphics cards, expose, screeneye, video digitizers, scanners, anything. I live in Canada. Let me know what you have. Thanks.

3528. Re: ST speech

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 18:18:30 UTC
From: swampfox1@earthlink.net
Message-ID: <Wp8r6.4514$6p5.424078@newsread1.prod.itd.earthlink.net>
Source record: 48958

On 12 Mar 2001 06:39:36 , Jonas Godin wrote:
>Lyndon Amsdon (bindon@madasafish.com) wrote:
>: On 11 Mar 2001 00:03:33 , Jonas Godin wrote:
>: >HI!
>: >
>: >
>: >My vocal cords are a bit fucked up right now, and I
>: >can't speak for a while. Where can I find ST speech?
>: >(I belive it was called that)
>
>: Umich archive has it as stspeech.tos, I don't have the URL but search
>: and it'll come up. I cn send it to you if you need it.
>
>Thanks. I found it...
>
>
>: BTW it doesn't sound very good.
>
>
>I know. It is mostly for irritational purposes.
>
>
>
> /Jonas
>.
Jonas,
"irritational purposes":
may be due to when the program was written (mid '80's?)!
Not exactly state-of-the-art!!!
John G.

3529. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 19:15:13 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aad201a2892aa0@tripnet.se>
Source record: 48964

On Thu 01-01-1970 00:59 (+0100) Iggy Drougge wrote:

>Jï¿½rgen Nyberg skrev:

>>Cheer's Jï¿½rgen
>> Jï¿½rgen Nyberg
>
>Hey, Jï¿½rgen, what character set does your NEWSie output? Your ï¿½ doesn't come
>out correct, and is reported as an ascii 94(?) by Thor.

It's 94 in hexadecimal, yes. Afaik Newsie doesn't care about the
character set at all. It simply outputs whatever you "feed" it with. This
works fine as long as you don't use anything but the standard 7 bit
"international" ASCII A-Z,a-z characters. If yo type ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ etc the
normal Atari ASCII codes for these characters will be used.

Newsie doesn't put any character set info in the header so your
newsreader actually must guess which is used. As iso-8859-1 is common on
the Internet (and Amiga!) this is probably what your newsreader tries. A
better guess would in this case have been cp-850 or MS-DOS ASCII that is
similar to Atari ASCII.

As this problem is (or was) quite common in the Atari world my newsreader
Okami uses a sort of combination of cp-850 and iso-8859-1 where you can
actually use both versions of ï¿½ï¿½ï¿½ in the same letter and they all display
properly. When I reply they get translated to iso as the header indicates.

This also makes it possible to both type and read some of the more
"esotheric" characters that hides within an Atari. The two lines below
are actually a picture showing a man smoking a pipe:

There have been some complaints about pc people who use MS-DOS ASCII in
Swedish newsgroups but this worked completely transparent in Okami!

>
>--
>En ligne avec Thor 2.6.
>

While we are talking newreader issues, your SIG delimiter doesn't work.
There should be a space at the end like "-- ".

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3530. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 19:15:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aad201a2892aa1@tripnet.se>
Source record: 48965

On Thu 01-01-1970 00:59 (+0100) Iggy Drougge wrote:

>Kenneth Medin skrev:

>>Btw. I run two TT's, a Mega2, Mega4(1280*960mono), MSTe, Stacy and a
>>Portfolio.
>
>How do you manage to push the Mega into such a resolution?

It has a built in graphic card and uses a 19" "Moniterm" monochrome
monitor. This resolution is more common in TT:s known as "TT high" and
great for text and b&w DTP as you get the same pixel sharpness as on a
standard SM124 640*400 mono monitor.

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3531. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 19:33:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984508810-457894AEicMi@madasafish.com>
Source record: 48911

Hi Lyndon

>>>I just thought you'd like to know that MyAtari magazine has just
>>>launched its fifth issue (March 2001).

>>There's only one minor problem with this, it aint there..

>Err, I've just read it. Huh?

Ive just come from the site, the March 2001 issue is marked as available
1st April 2001, Shiuming seems to think i'm the only one with this
problem, it seems he's right.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3532. Re: Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 19:38:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984508814-458642AEicMi@madasafish.com>
Source record: 48912

Hi Graham

>Does anybody know if it's possible to use any standard SVGA monitor with
>an Atari ST? With the correct pin diagrams for both the Atari and the
>monitor, is it possible to wire up a small converter? Failing that, is
>it possible to buy a converter from anywhere?

It certainly is, you'd have to get some opinions on what monitor is
suitable.

The details for the adaptor/convertor are freely available on the web,
dont let some unscrouplpous dealer attempt to /sell/ them to you.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3533. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 20:27:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103122127.a60921@su2.maus.de>
Source record: 48929

Hi Jean-Luc,

JLC>HDDRIVER is not able to drive all SCSI devices.
it's not a SCSI driver but a hard disk driver. It will never drive a
streamer...

Until now I haven't encountered a SCSI device not recognized by
HDDRUTIL.

Sorry,

peter

3534. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 20:35:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984508818-459399AEicMi@madasafish.com>
Source record: 48913

Hi Switchblade

>Where (if possible) can I get a replacement mouse, in the UK, anyone
>know?

A reliable source would be Atari Workshop, phone 01344 890 008, of course
there are other less reliable sources.

You take your chances with some dealers, if there's a problem it may not
get resolved.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3535. Re: web page links

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 20:37:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984508822-460105AEicMi@madasafish.com>
Source record: 48914

Hi Rob

> I'm trying to build up our Atari links database.. if you have
>an Atari related website.. PLEASE stop by www.Atari-Users.Net and add
>your website.

I dont have a link to contribute, but i thought i'd remind that a lot of the old .de links are still dead, i'd love to see those peop's return, so please everybody if you know a replacement for an old .de URL please speak up.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3536. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 22:13:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <98jhm8cro1@plutonium.compulink.co.uk>
Source record: 48967

In message <984305700-159073AEicMi@madasafish.com>, steve_sweet@madasafish.com said:

>>I just thought you'd like to know that MyAtari magazine has just
>>launched its fifth issue (March 2001).
>
>There's only one minor problem with this, it aint there..

Yep, I found the same -- only the bare skeleton. But then it does say
that it's available for download from 1 April - What kind of fool are
you? :-)

Regards, /Peter/

3537. Re: Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 23:12:46 UTC
From: swampfox1@earthlink.net
Message-ID: <OJcr6.9036$R_6.900313@newsread2.prod.itd.earthlink.net>
Source record: 48968

On 10 Mar 2001 15:02:16 , Derryck Croker wrote:
>From: swampfox1@earthlink.net (John Garone)
>Date: Sat, 10 Mar 2001 06:14:48 GMT
>
>>Anyone know if there's a later version than 5.50 of Ghostscript
>>for the Falcon? (English version would be nice also).
>
>The latest GhostScript has a kernal numbered 6.01, is that what you mean?
>
>If so, the binaries can be downloaded from the Chapelie ftp site.
>
>You'll also be pleased to learn that all the English stuff for that
>version (1.3) is available on my web site (MISC section).
>
>Does that help?
>
>
Thanks Derryck,
I downloaded a bunch of ZOO files from the FTP site (from your site)
and there ensues another problem: How do you unpack ZOO? I tried a
zoo.ttp that I had but no go. Went to UMICH and got some Zoo files but
still no go!
John G.

3538. Re: Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 23:22:11 UTC
From: ebaiz@skyenet.net
Message-ID: <DScr6.124$mQ4.1228@newsfeed.slurp.net>
Source record: 48970

On 12 Mar 2001 10:59:04 , Graham Stoneman wrote:
>Does anybody know if it's possible to use any standard SVGA monitor with
>an Atari ST? With the correct pin diagrams for both the Atari and the
>monitor, is it possible to wire up a small converter? Failing that, is
>it possible to buy a converter from anywhere?
>
>Thanks,

Your question made me try something that has been in the back of my head for some time. I have a Hades060 and use a SVGA OptiQuest 17 inch monitor. I also have a Video Key. You remember that. It allowed any Atari ST to be hooked up to a TV. It also had a RCA jack for the video out and audio out. I hooked that up to my 1040 STe. I then plugged in a cord to the RCA jack video-out and ran that to a video converter (the VGA-801) and plugged in the other end of the cord to the video-in on the converter. I switched the converter to the AV mode and I got a picture. I admit it was not perfect, it had some waves, but it was good enough to use. I ran some game programs just to see how it looked and I was impressed. It was of course a much bigger picture.

The VGA-801 is a great video converter and I also use it to work with my Atari 800XL and 130XE. I got it from a place in Illinois called Matco. The URL address is: http://www.mat-co.com/

Of course it would be nice to have a cable for the ST that just has the video and audio outs as a RCA jack. This would eliminate the video key. If one is ever made, I would buy it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3539. Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 23:23:23 UTC
From: swampfox1@earthlink.net
Message-ID: <LTcr6.9059$R_6.900313@newsread2.prod.itd.earthlink.net>
Source record: 48969

Hi All,
I'm looking for the schenatic (or even better, the service manual)
for the Alesis 1622 mixer. Alesis corp. won't repair it. The parts dept.
has no files (paper or computer) for that mixer. They've disowned it!!!
Their service companies trashed any records of it and won't service
it either.
I've downloaded the product manual from their website. * 240k PDF type!
Can't tell if there's a schematic in there somewhere (Ghostscript is
good but 240k is a bit too much for it and my stock Falcon!).
Any info is appreciated!
John G.

3540. Re: check this out!

Newsgroup: comp.sys.atari.st
Date: 2001-03-12 23:50:21 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <1hdr6.16279$0N3.98074@news-server.bigpond.net.au>
Source record: 48971
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

<sinclap@nospam.net> wrote in message
news:110320010116251418%sinclap@nospam.net...
> In article <0BTp6.3782$0N3.27261@news-server.bigpond.net.au>, Mark
> Bedingfield <mark@baypc.com.au> wrote:
>
> > <sinclap@nospam.net> wrote in message
> > news:080320010222436389%sinclap@nospam.net...
> > >
> > >
> > > A non standard video game console that Jag owners may appreciate.
> > > http://www.indrema.com/servlet/site
> >
> > Looks like a glorified PC? Personally I wouldn't bother. The fact that
the
> > Dreamcast has CE on it, means I won't buy it either. Who wants the
hassle of
> > potential hardware failings because it is based around substandard
hardware?
> > As far as I can see the best successor to the Jag is N64. Ahhhh
Goldeneye.
>
> Will be run off of Linux. Supposely you can download the development
> software to develop games. You probably can call it an open source
> console...

Nah its a open source PC, already got one. No custom trickery at all, how
boring. Now the Gamecube will have a PPC gecko chip in it, that's a console.

Mark

3541. Re: check this out!

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 01:24:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <oFer6.16453$0N3.98442@news-server.bigpond.net.au>
Source record: 48972

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:taidtgrb1ugt2e@corp.supernews.com...
> On 8 Mar 2001 22:20:44 G, "Mark Bedingfield" wrote:
> >
> ><sinclap@nospam.net> wrote in message
> >news:080320010222436389%sinclap@nospam.net...
> >>
> >>
> >> A non standard video game console that Jag owners may appreciate.
> >> http://www.indrema.com/servlet/site
> >
> >Looks like a glorified PC? Personally I wouldn't bother. The fact that
the
> >Dreamcast has CE on it, means I won't buy it either. Who wants the hassle
of
> >potential hardware failings because it is based around substandard
hardware?
> >As far as I can see the best successor to the Jag is N64. Ahhhh
Goldeneye.
>
> Sorry, but the N4 isn't worthy enough. Goldeye is good, but that's
> about it. I prefer Destruction Derby 2 and Driver 2 (TOCA 2 also) on
> the PS. Must see if I can OC a PSX :)

Lyndon, Lyndon, Lyndon, (shaking head), the PS is RS, it was ancient when it
went into production, it is barely faster than a 386. No high res, crap
graphics in general. I can't stand the chunks. BTW sony used Nintendo
technology to pioneer it anyway.

Mark

3542. Re: Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 01:38:49 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <JSer6.16473$0N3.99327@news-server.bigpond.net.au>
Source record: 48973

"Graham Stoneman" <G.J.Stoneman@warwick.ac.uk> wrote in message
news:3AACABF8.60DC5EF8@warwick.ac.uk...
> Does anybody know if it's possible to use any standard SVGA monitor with
> an Atari ST? With the correct pin diagrams for both the Atari and the
> monitor, is it possible to wire up a small converter? Failing that, is
> it possible to buy a converter from anywhere?

Have a look at http://bales.online.fr/atari/ there is a diagram of how to do
it.

3543. ?!

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 01:48:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000824f1@fmlynet.org>
Source record: 48981

FamilyNet Newsgate

Hello Bill!

B> The Dark Master is the only one to follow

That's fair enough, it's certainly not my place to judge
people on the basis of their faith.

Peace,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3544. GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 01:48:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000824f0@fmlynet.org>
Source record: 48982

FamilyNet Newsgate

Hello Iggy,

ID> I use ls all the time as well, but whenever I have to
> customise the output, I use List, since its arguments
> are based on human language instead of anonymous
> single letters.

That sounds fair, and it's good that we have the choice.

ID> Brr. I use Pine on unices.

There's a campus near here where all the students, staff and
faculty are given unix accounts, and most people use PINE.
It probably makes a lot of sense for the majority of users.

ID> Well, but Novell DOS is another business. after all,
> Novell DOS existed because there was no networking in
> MS-DOS or PC-DOS.

I suspect it was more political than that. Novell had a
server operating system, but no desktop OS to sell along
with it, so Microsoft were getting the extra revenue. I
believe buying DR-DOS was a sensible move for Novell, I
can't comment about what they did with it afterwards.

ID> What package did you use for task switching?

Various, but when I wrote that I was thinking primarily of
MS-DOS 5. I know the MS-DOS shell appeared in MS-DOS 4, I'm
not sure if that had the task switcher though. I believe the
shell and task switcher was also supplied with MS-DOS 6, but
probably wasn't installed by default.

ID> What makes UNIX such a pain nowadays, though, is that
> a lot of common people, who aren't paid to administer
> minis, have to administer a system which should have a
> professional manager.

Agreed, and that's symptomatic of something I see quite a
bit of. Orphaned networks with no administrator - and often
no administration: backups, virus scans, routine maintenance
<shudder>

ID> MiNT is exactly that, a UNIX (BSD) kernel, hidden from
> the user.

It can't have been that when I used it, because it ran on a
68000 that didn't have a paged memory management unit (PMMU)
perhaps was modelled on BSD though.

ID> Another example is MacOS X.

That's an interesting thing. MacOS X has a BSD kernel, but
a friendly graphical shell. I have a friend who uses it on
a G4 server. I believe NeXT may have done something similar
with NeXTstep. Perhaps Jobs is behind it? <grin>

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3545. SCSI

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 01:48:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000824f2@fmlynet.org>
Source record: 48983

FamilyNet Newsgate

Hello,

US> Newer type links like the LINK96/97 support parity,
> i. e. you don't have to switch the parity checking off
> on your device.

Very cool, thanks Uwe! Is there any advantage to the 97
version?

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3546. ASCII

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 01:48:18 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000824f3@fmlynet.org>
Source record: 48984

FamilyNet Newsgate

Hello Kevin,

KM> It's 94 in hexadecimal...

Hmm, I make that 148 decimal, which falls outside the ASCII
character set. Because it's a 7-bit standard, it ranges
from 0 to 127 (decimal).

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3547. Re: Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 02:18:36 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-49D14A.21183512032001@quark.idirect.com>
Source record: 48974

In article <LTcr6.9059$R_6.900313@newsread2.prod.itd.earthlink.net>,
swampfox1@earthlink.net (John Garone) wrote:

> Hi All,
> I'm looking for the schenatic (or even better, the service manual)
> for the Alesis 1622 mixer. Alesis corp. won't repair it. The parts dept.
> has no files (paper or computer) for that mixer. They've disowned it!!!
> Their service companies trashed any records of it and won't service
> it either.
> I've downloaded the product manual from their website. * 240k PDF type!
> Can't tell if there's a schematic in there somewhere (Ghostscript is
> good but 240k is a bit too much for it and my stock Falcon!).
> Any info is appreciated!

hmm. That sounds familiar - by chance, is it that big grey mixer that
uses no audio pots on it, but instead uses wipers pulling along contact
points on the circuit board?

I just downloaded the manual from Alesis' website and looked through
it with Adobe Acrobat. Unfortunately, there are no schematics included
with it.

You might want to try asking in alt.music.4-track , there might be
some users there who have that mixer.

3548. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 02:41:12 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <98k1c8$4vm$1@zingo.tninet.se>
Source record: 48975

On 12 Mar 2001 19:15:13 , "Kenneth Medin" wrote:
>On Thu 01-01-1970 00:59 (+0100) Iggy Drougge wrote:
>
>>J�rgen Nyberg skrev:
>
>>>Cheer's J�rgen
>>> J�rgen Nyberg
>>
>>Hey, J�rgen, what character set does your NEWSie output? Your doesn't come
>>out correct, and is reported as an ascii 94(?) by Thor.
>
>It's 94 in hexadecimal, yes. Afaik Newsie doesn't care about the
>character set at all. It simply outputs whatever you "feed" it with. This
>works fine as long as you don't use anything but the standard 7 bit
>"international" ASCII A-Z,a-z characters. If yo type ������ etc the
>normal Atari ASCII codes for these characters will be used.
>
snip
>
Hi Iggy and Kenneth

```
I think Kenneth is right, Newsie uses Atari's ASCCI codes. But if i'm
not mistaken, Jonh is/was working on support for ISO. So, we can just
wait and see.
```

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3549. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 03:46:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <YJgr6.16620$0N3.100345@news-server.bigpond.net.au>
Source record: 48976

Aside from below, 2 STFMs, 2 800XLs, 1 MegaSTE4, 1 XEGS.
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield
****

3550. Re: Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 07:36:04 UTC
From: swampfox1@earthlink.net
Message-ID: <E5kr6.10151$R_6.1031315@newsread2.prod.itd.earthlink.net>
Source record: 48977

On 13 Mar 2001 02:18:36 , "Daniel L. Dreibelbis" wrote:
>In article <LTcr6.9059$R_6.900313@newsread2.prod.itd.earthlink.net>,
> swampfox1@earthlink.net (John Garone) wrote:
>
>> Hi All,
>> I'm looking for the schenatic (or even better, the service manual)
>> for the Alesis 1622 mixer.

> hmm. That sounds familiar - by chance, is it that big grey mixer that
>uses no audio pots on it, but instead uses wipers pulling along contact
>points on the circuit board?

Hi Daniel,
Yup! That's the mongster! It's easy to see why no one would attempt
servicing it. The first time I opened it up to clean the contacts,
every knob and slider (243) fell out!!! (insert loud profanities here).
So I devised a rig (of 4 bottle caps for the corners) to hold the upside
down front panel off the desk. But the board can't be fired up without the
front panel on! So a signal can't be traced!
An alesis manager told me to build a simple one myself from Radio
Shack parts and it would sound better than their 1622 or trade it in for
one of their newer ones. Sorry man! Only fool me once!!!

Thanks for the NG info,
John G.

3551. Re: ST speech

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 07:42:43 UTC
From: swampfox1@earthlink.net
Message-ID: <Tbkr6.10163$R_6.1031315@newsread2.prod.itd.earthlink.net>
Source record: 48979

On 11 Mar 2001 12:39:28 , Steve Sweet wrote:
>Hi Jonas
>
>>My vocal cords are a bit fucked up right now, and I can't speak for a
>>while.
>
>I'm glad of that, if thats the level of your conversation.
>
>
>--
>
>eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Hey Steve! Maybe you should use Richard's antiprofanity software!
(:->)~
John G.

3552. Re: How do I use my CD-rom drive with my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 08:17:22 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AADD792.DEDEFDB5@ooc.de>
Source record: 48980

Steve Sweet wrote:

> the CD-ROM or the HD, preferably both, you'l then need to change the SCSI
> ID of the CD-ROM so thats its higher than the HD's ID as HD-driver will
> try to boot off the lowest ID, you will need to terminate the CD-ROM

This is not correct. TOS is responsible for selecting the device it will
boot from, not the hard disk driver. And TOS will only boot from
bootable hard disk partitions, not from a CD-ROM. TOS will ignore it and
will try the next device.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3553. Re: Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 08:52:18 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <3AADDFC2.63E9F3E9@siemens.at>
Source record: 48985

"Edward S. Baiz Jr." wrote:
> Your question made me try something that has been in the back of my head
> for some time. I have a Hades060 and use a SVGA OptiQuest 17 inch monitor.
> I also have a Video Key. You remember that. It allowed any Atari ST to be
> hooked up to a TV. It also had a RCA jack for the video out and audio out.
> I hooked that up to my 1040 STe. I then plugged in a cord to the RCA jack
> video-out and ran that to a video converter (the VGA-801) and plugged in
> the other end of the cord to the video-in on the converter. I switched the
> converter to the AV mode and I got a picture. I admit it was not perfect,
> it had some waves, but it was good enough to use. I ran some game programs
> just to see how it looked and I was impressed. It was of course a much
> bigger picture.

I'm using the VGA-801 too to connect my 800XL to a multisync and I'm
very satisfied with the results.
So at the moment I switch the multisync between Falcon and XL and I've
been searching for quite a while for a device to allow me to use the
multisync with the ST too. Only one monitor for all three computers
would be great.
And that brings me to the question of the Video Key. I never heard of
that. Does it really have a composite video output ? Is it still
available somewhere ?

> Of course it would be nice to have a cable for the ST that just has the
> video and audio outs as a RCA jack. This would eliminate the video key.
> If one is ever made, I would buy it.

I would buy it too.

Gerhard

3554. Re: Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 09:37:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aadea40181baf0@tripnet.se>
Source record: 48987

On Mon 12-03-2001 23:23 (GMT) John Garone wrote:

>I'm looking for the schenatic (or even better, the service manual)
>for the Alesis 1622 mixer. Alesis corp. won't repair it. The parts dept.

>I've downloaded the product manual from their website. * 240k PDF type!
>Can't tell if there's a schematic in there somewhere (Ghostscript is
>good but 240k is a bit too much for it and my stock Falcon!).

I'd say you are a little lazy :-) It took me about one minute to have a
textversion displayed in CAB2.5 of the Alesis manual:

http://www.google.com/search?q=cache:www.alesis.com/downloads/manuals/ra100_man.pdf+%2BAle
sis+%2Bmixer+%2B1622+%2Bpdf

[Strange, I thought CAB2.5 had problems with long url's but this one got
pasted right from CAB into QED]

The searchengine Google http://www.google.com/ is a great tool as it both
searches _within_ online pdf documents and converts them to textformat.

Unfortunately I found no schematics mentioned. I also did another quick
search and found a place with lots of manuals of different kinds. The
have "repair manuals" for lots of similar equipment but not a single
Alesis one. They do however have a lot of Alesis owners manuals. To me
this sounds like Alesis have kept there schematics a secret...

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3555. Newsie's åääö (Was: Re: what kind of atari's does e

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 09:38:02 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aadea40181baf1@tripnet.se>
Source record: 48986

On Tue 13-03-2001 02:41 (GMT) Jï¿½rgen Nyberg wrote:

>On 12 Mar 2001 19:15:13 , "Kenneth Medin" wrote:

>>It's 94 in hexadecimal, yes. Afaik Newsie doesn't care about the
>>character set at all. It simply outputs whatever you "feed" it with. This

>I think Kenneth is right, Newsie uses Atari's ASCCI codes. But if i'm
>not mistaken, Jonh is/was working on support for ISO. So, we can just
>wait and see.

Or you may simply use another "keyboard layout" _and_ different "display
font" like with Harlekin-95. I used this method back in the past when I
used Oasis 1.35 and NOS.TTP for news. But, mayby Harlekin does not work
on your setup.

As a simple workaround you could simply use ï¿½ (CHR$(246)) in your name
instead of ï¿½. This will make all Amiga/Unix/Windows fans happy...
[Just wondering what the ï¿½ character will show up as after export?]

Remember the old, elegant but not perfectly clean written KEBSWE7.PRG
that lets you switch between Swedish 7-bit and Atari ASCII on the fly by
just pressing some "magic" keys?

But, as you perhaps can see from my new subject line [I think Okami is
setup for QP in headers. We will see when it is posted...] Newsie really
can't be used for anything but straight English if you want to be the
least RFC compliant.

If you need perfect national charcter handling get Okami. I have been
rather pricky sometimes in some swedish newsgroups about these technical
matters and never gotten any relevant critisism back regarding Okami
message formatting :-)

Anyway, quite fun to use QP (Quoted Printable) in the subject line as
Forte Free Agent could not handle it. When they complained I simply asked
them to try and get a more modern newsreader that supports this feature.
And this off course with the "Produced with 100% Atari" in the signature
:-)

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3556. Re: Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 10:06:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984474790-887587AEicMi@cwcom.net>
Source record: 48988

From: swampfox1@earthlink.net (John Garone)
Date: Mon, 12 Mar 2001 23:12:46 GMT

>I downloaded a bunch of ZOO files from the FTP site (from your site)

I'm very confused because I don't have any links to ZOO format files. Maybe you've found the main GhostScript site which has files for many computer platforms but not (AFAIK) the current Atari version. The link for download on my page is, should be, for the Chapelie ftp site as recommended in my original message. If that's not the case please submit a bug report.

>and there ensues another problem: How do you unpack ZOO? I tried a
>zoo.ttp that I had but no go. Went to UMICH and got some Zoo files but
>still no go!

This is a red herring as far as the current subject is concerned!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3557. Re: Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 10:32:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984551922-55261AEicMi@cwcom.net>
Source record: 48942

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Tue, 13 Mar 2001 09:37:59 GMT

>>I've downloaded the product manual from their website. * 240k PDF type!
>>Can't tell if there's a schematic in there somewhere (Ghostscript is
>>good but 240k is a bit too much for it and my stock Falcon!).
>
>I'd say you are a little lazy :-) It took me about one minute to have a
>_textversion_ displayed in CAB2.5 of the Alesis manual:

It's also worth pointing out that Adobe offers a pdf-to-text convertion
service:

pdf2text@adobe.com with the URL of the PDF file as the subject line
pdf2html@adobe.com -ditto_

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3558. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 11:10:11 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <98kv5b$7gr$00$1@news.t-online.com>
Source record: 48989

```
>
> Is that the one mentioned in the GFA FAQ? (I'll check in a minute!).
> Looking through Dejanews last night I found references to a freeware
> compiler, but this one was a con.. didn't actually compile anything, just
> wrapped up the GFA source with the runtime libs to create an executable
> program..

There is no (real) Freeware compiler. The one mentioned is Manliu Tranqui
(or something like that :-))

>
> However! After literally minutes of searching I've found the magazine
> article which gave me the idea that GFA 2 was freeware..
>

It still is : http://www.bright.net/~atari/

>
> "Riverdene" public domain library is one that is mentioned as an official
> GFA2 distributor... I don't suppose they still exist?
>

Probably not. Gerd Hï¿½ller received rights to distribute newer GFA-Basic
versions (www.hadley.de).
falkemedia in Germany are distributing a GFA CD-ROM.

Greetings,
Matthias
```

3559. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 11:35:57 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984483449.26094.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 48990

1 x Jag (I want another?)
1 x 512ST (broke)
2 x 1040STFM (one with Stereo upgrade which is shit)
3 x 4MBSTE (one with TOS2.06,HD Floppy + Ext, 500MB HD, DAT and CDROM)
1 x MegaSTE(4MB, TOS2.06 and HD Floppy, I want to increase the speed?)
1 x Falcon (Stock 4MB + 64MB HD, will soon have a CT060 when they are ready)
1 x TT (20Mb,1Gb HD, SyQuest 44, CD ROM, + Crazy Dots which I can't work,
soon to have CTT030 or 060 whichever he makes)

Some other bits of hardware such as scanners, Ultimate Ripper, Stereo
Master, Synrco Express, Blitz Turbo (even that dodgy external they did which
is also shit), that 16 Channel card for BAT, Playback, about 3 Atari Mono
monitors, a couple of modems and some other external floppy drives.

I also want some network cards to get the lot working together, probably
that cartridge one but I don't know if I should wait for Mario to finish his
network version of his card for the TT and MegaSTE.
CD Writer (anyone recommend software and were to get it from?)
That PPC upgrade for the Falcon (and maybe the TT) would also be cool.

What happened to the ColdFire computer?

That's my budget gone for a few months at least.

Mark.

3560. Re: ASCII

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 12:07:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aae0d4e337fcc0@tripnet.se>
Source record: 48992

On Tue 13-03-2001 01:48 (GMT) Andy Ball wrote:

>KM> It's 94 in hexadecimal...
>
>Hmm, I make that 148 decimal, which falls outside the ASCII
>character set. Because it's a 7-bit standard, it ranges
>from 0 to 127 (decimal).

The old 7 bit ASCII really is obsolete these days. There were different national variants but they are hardly used att all any more. At least not on the usenet.

At least in western countries it's impossible to write any proper text without letters as:

ï¿½i¿½i¿½ï¿½i¿½ in Swedish, Finnish
ï¿½i¿½ï¿½i¿½ In Danish, Norvegian
ï¿½i¿½i¿½ in German
ï¿½ in English (!)
ï¿½i¿½i¿½ï¿½i¿½ etc, etc in French

Apart from this there are some that come in handy in any language like ï¿½ï¿½i¿½ï¿½i¿½.

I don't know if the Dutch still use ï¿½i¿½.

[This is off course also a little experiment to see if Okami translates correctly. I have written this with standard Atari ASCII and some may actually be missing in the iso charset!]

Anyway the de facto standard in the west is iso-8859-1 and if you want to use the Euro sign iso-8859-15 (I think? not supported on Atari?). These charcters are used all the time in newsgroup messages without any problems.

The use of 8 bit characters in headers might be a little more problematic as some servers might choke on them. That's the reason I have set Okami to use Quoted Printable there. But in Swedish newsgroups 8 bit headers are used all the time, so obviously it works well that way too.

Lately national characters are sometimes also used in URL addresses like: http://bï¿½kiga.bokstï¿½ver.nu/ (not a real URL!) which may be a little more problematic. But in the long run this is imho the only way to go. Whithout ï¿½ï¿½i¿½ etc you get all sorts of funny effects that companies and authorities want to avoid.

--
Kenneth Medin <kennethm@tripnet.se>

Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3561. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 12:11:33 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3aadfa783cb7c0@free.fr>
Source record: 48993

Hello,

in article <3aad201a2892aa0@tripnet.se> (comp.sys.atari.st)
Kenneth Medin wrote on Mon 12-03-2001 19:15 (GMT):

> This also makes it possible to both type and read some of the more
> "esotheric" characters that hides within an Atari. The two lines below
> are actually a picture showing a man smoking a pipe:

Depends of which OS you're actually running. I do no remember for
previous version of Magic but Magic 6.10 replaces the character 0x1F by
one of its own and the face is broken. This character is used by Magic
(with the original windframe) for the gadget used to put a window in the
background.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

3562. FA:Falcon/ST/STFM Items

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 12:14:08 UTC
From: "john.masterman" <john.masterman@ntlworld.com>
Message-ID: <xYnr6.20704$t1.2211459@news6-win.server.ntlworld.com>
Source record: 48991

http://list.auctions.yahoo.com/uk/23343-category-leaf.html?

JLM

3563. Re: Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 12:50:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.30.0103131349160.107-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 48994

Hello!

> >Anyone know if there's a later version than 5.50 of Ghostscript
> >for the Falcon? (English version would be nice also).
>
> The latest GhostScript has a kernal numbered 6.01, is that what you mean?

The current GhosScript version is 6.50 and it's available as Sparemint
rpm package.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3564. Atari 1040 stopped working

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 12:56:16 UTC
From: adrock@xxcwcom.xxnet
Message-ID: <B6D3C970yf@xxcwcom.xxnet>
Source record: 48995

Hey,
My Atari 1040STe does not work anymore.
When I turn it on, the green light comes on, but nothing else; disk drive doesn't spin, nothing displayed on the monitor etc.
Any ideas on what to do? If its something simple I could probably do it myself, otherwise I'll get it repaired from a shop. Any recomendations for a good repair shop? Don't want to spend too much, as I could probably buy another Atari for £50-odd quid.

TIA

Adrock
--
Ya be like - "Hello Nasty, where you been?"

3565. Re: FA:Falcon/ST/STFM Items

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 13:05:38 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <984490540-143977AEicMi@xs4all.nl>
Source record: 48898

Hi,

Does anyone have a working copy and handbook for
Phoenix or Xenomorph II (!) renderer? I allready
have version #1 but on several points II is
better! In spite of also working with NEON
Phoenix has some advantages that can't be
ignored and are very helpful for my work.

Thanks,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3566. Memory Stick

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 13:17:55 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984489568.28507.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 48897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I there any way I can grab files from a memory stick (such as the ones in Digital cameras)?

I imagine I would need a Parallel Stick reader or something but I do not know if there is any software about that will let me do it on the ST (well Falcon or TT).

Mark.

3567. ATRAC3 or OpenMG audio format

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 13:23:14 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984489886.28621.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 48896

Anyone know if there is any code about to convert WAV files to ATRAC3 or OpenMG audio format?

Mark.

3568. Re: Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 14:57:35 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <a7csatsq5k2vncn960reqr7nms8g6lfom3@4ax.com>
Source record: 48899

On Sun, 11 Mar 2001 20:24:06 -0000, "Badactress" <look@sig2mail.me>
drooled an embarassing wet spot in his lap as he typed:

>However! After literally minutes of searching I've found the magazine
>article which gave me the idea that GFA 2 was freeware..

It is... but I highly recommend 3.5e (or higher?). v2 doesn't have
nearly the sort of features and functionality as 3.5e does, and isn't
nearly as fast, either. It's fine for getting the general idea of
what GFA is all about, but 3.5e contains so many more features,
functions and capabilities that it's much better suited for serious
development. I'm not sure if v2 was capable of using inline
functions, but these are utterly essential for keeping data (most
usefully, assembly subroutines) internal and readily accessable in
your program. Also, GFA v2 can't "fold" procedures, which I found
REALLY useful when coding. (Hitting HELP over a procedure "folded" it
up, kinda like a collapsable heirarchial menu in Windoze) Plus, GFA 2
can't compile without a third party compiler. GFA v3 has its own
compiler.

There are a lot of other differences, but these strike me off the top
of my head. Anyway, point is, grab v2 just to get an idea of what GFA
is all about, but if you do plan to do any serious coding, I highly
reccommend 3.5e (or whatever the latest is). All my coding was done
in it, and I really loved the language.

>I've just got into using an ST emulator and I'm dying to do more than just
>play games on it..

To be honest I have never tried GFA under an emulator -- I should,
though. It's been quite a few years since I even laid eyes on GFA,
but I'm sure I could pick it up again relatively quick. I should go
back and start reworking on Mystic Tiles, which was the game I was
working on before I left the ST. (It was based on a game by Hackbear
(Torbjorn Ose) that fit in a whopping 813-byte executable, making it,
I think, the smallest game in ST history that was actually playable
and _fun_ ... mine was to be a full disk with a 4 channel MOD
soundtrack and everything. :)

>
>Cheers!
>
>Norman.
>
>
>

--

T-Minus Really Soon...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

3569. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 14:59:04 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <5Aqr6.134$Zj5.1618@newsfeed.slurp.net>
Source record: 48900

My dear Hallvard,
I work for a local ISP and they require me to use
a Windoze machine. So, yes, the MKII is the only machine I own.

Joshua.

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
news:1eq6xdg.duq6nu4wyagwN%northstar2010@yahoo.no...
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote:
>
> > I have a C-LAB Falcon MKII. Still stock with 4mb ram but all that is
about
> > to change. I use it for everything since it's the only computer I own.
>
> Hmmmm... I didn't know you could run micro$oft outlook express on a
> Falcon ;-) (looking at your news header)
>
> You said it was your only computer! :-)
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

3570. Falcon System disks

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 15:17:21 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <dRqr6.158$Zj5.1229@newsfeed.slurp.net>
Source record: 48901

I did not receive any system disks with my MKII Falcon and was wondering if it is legal to obtain a copy from someone. If it is legal can someone possibly email the contents to me please? email is gaiyan@vianet.ca Thanks.

Joshua.

3571. Re: games programming

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 15:48:58 UTC
From: Badactress <look@sig2mail.me>
Message-ID: <98lff9$3oi$1@neptunium.btinternet.com>
Source record: 48902

"Matthias Jaap" <mjaap@t-online.de> wrote in message
news:98kv5b$7gr$00$1@news.t-online.com...

> > However! After literally minutes of searching I've found the magazine
> > article which gave me the idea that GFA 2 was freeware..
> >
>
> It still is : http://www.bright.net/~atari/

Aha! Thanks.. that's exactly what I've been looking for..

Cheers

Norman.

3572. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 15:57:45 UTC
From: jlog@zetnet.co.uk
Message-ID: <3aae4379$0$8833@news.zetnet.co.uk>
Source record: 48903

On 12 Mar 2001 12:44:21 , "^switchblade^" wrote:

|Where (if possible) can I get a replacement mouse, in the UK, anyone know?

Atari Workshops
--
JI Logan

3573. Re: SCSI

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 16:04:29 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AAE450D.13FDE538@ooc.de>
Source record: 48904

Andy Ball wrote:

> US> Newer type links like the LINK96/97 support parity,
> > i. e. you don't have to switch the parity checking off
> > on your device.
>
> Very cool, thanks Uwe! Is there any advantage to the 97
> version?

Yes, there is: The LINK97 is the only host adapter that does not block
the bus even when it is not using the bus. With other adapters the bus
is blocked for other computers if you have connected more than one
computer (Atari, PC, Mac or whatever) to the same bus.
As far as I know this is also the main difference to the LINK96.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3574. Re: Microtek Scan by DMC

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 17:29:12 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C8A1@FILESERV>
Source record: 48905

Thanks to the people who responded to me about DMC-Microtek Scan software, I now have a copy, adn it works fine....see another request regarding Targa-JPG or TIFF-JPG conversion....

Thanks

chrisc

--
Posted from IDENT:root@mx4.i-way.net.uk [212.49.192.38]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3575. Re: Looking for any Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 17:41:27 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C8A4@FILESERV>
Source record: 48906

I have a colour hand-scanner that I don't need (I've just got a flatbed for my TT) and a couple of the proferssional audio outputs, an SPDIF (digital I/O on phono and optical) and an FA8 (8 analog outputs for CUbase AUdio and similar software)...I'm in the UK but they're small enough to ship if the proce is OK....I don't mind you asking around the newsgroup for references .....

chrisc

--
Posted from IDENT:root@mx4.i-way.net.uk [212.49.192.38]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3576. Re: Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 18:17:54 UTC
From: tos4ever@pandora.be
Message-ID: <1eq82da.reehls13utmkyN@d5e06ab4.kabel.telenet.be>
Source record: 48907

Frank Naumann <fnaumann@cs.uni-magdeburg.de> wrote:

> Hello!
>
> > >Anyone know if there's a later version than 5.50 of Ghostscript
> > >for the Falcon? (English version would be nice also).
> >
> > The latest GhostScript has a kernal numbered 6.01, is that what you mean?
>
> The current GhosScript version is 6.50 and it's available as Sparemint
> rpm package.
>

Hmm, I noticed there was a rpm Ghostscript version but I wasn't aware
that it was a newer version.
Thanks anyway for the tremendous valuable work you (and others) do for
the MiNT community.

CU,
Martin

3577. Re: Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 18:19:27 UTC
From: swampfox1@earthlink.net
Message-ID: <Pwtr6.11293$R_6.1140955@newsread2.prod.itd.earthlink.net>
Source record: 48908

On 13 Mar 2001 09:37:59 , "Kenneth Medin" wrote:
>On Mon 12-03-2001 23:23 (GMT) John Garone wrote:
>
>>I'm looking for the schenatic (or even better, the service manual)
>>for the Alesis 1622 mixer. Alesis corp. won't repair it. The parts dept.
>
>>I've downloaded the product manual from their website. * 240k PDF type!
>>Can't tell if there's a schematic in there somewhere (Ghostscript is
>>good but 240k is a bit too much for it and my stock Falcon!).
>
>I'd say you are a little lazy :-) It took me about one minute to have a
>_textversion_ displayed in CAB2.5 of the Alesis manual:
>
>http://www.google.com/search?q=cache:www.alesis.com/downloads/manuals/ra100_man.pdf+%2BAl
esis+%2Bmi>xer+%2B1622+%2Bpdf
>
>[Strange, I thought CAB2.5 had problems with long url's but this one got
>pasted right from CAB into QED]
>
>The searchengine Google http://www.google.com/ is a great tool as it both
>searches _within_ online pdf documents and converts them to textformat.
>
>Unfortunately I found no schematics mentioned. I also did another quick
>search and found a place with lots of manuals of different kinds. The
>have "repair manuals" for lots of similar equipment but not a single
>Alesis one. They do however have a lot of Alesis owners manuals. To me
>this sounds like Alesis have kept there schematics a secret...
>
>--
>Kenneth Medin <kennethm@tripnet.se>
>Normal homepage: http://www5.tripnet.se/~kennethm/
>Atari TT webserver at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>.
Thanks Kenneth,
Google sounds like a needed item here! Note: "lazy"! hmmmm...maybe...
but PDF and my version of Ghostcript (on a stock Falcon) is an extremely
long and time consuming process with a 240k PDF file!!! Hence, one of
the reasons for my post. Thanks also for checking out the Alesis file.
John G.

3578. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 18:35:10 UTC
From: swampfox1@earthlink.net
Message-ID: <yLtr6.11338$R_6.1140955@newsread2.prod.itd.earthlink.net>
Source record: 48909

On 8 Mar 2001 17:43:49 G, Michael and Nicole Freeman wrote:
>Jared,
>
> I really do admire your enthusiasm. I would hate to see that crushed in
>any way. There's just one problem with having such a gung ho attitude. It
>often overshadows objectivity...
>

Ditto!

Various Snips

>> Of course, deciding if I go with the Northern California address or the
>> Central California address is the tough part. If I had the time/money, I'd
>> send a letter to every branch of Infogrames, but that wouldn't probably
>> accomplish much in a positive way. I think it best if we all simply band
>> together and let them know what we want from "Atari". Just make sure that
>> you ask them to make a statement one way or another, concerning if there is
>> any chance they would consider our proposals.
>
>If you don't have the time to send letters to every branch, you don't have
>the time it would take to handle design, marketting, or any part of the
>deal, as you mentioned.

Ditto again! (I'm still waiting for a copy of his letter!!!)

>> We've already got the people who can build the motherboards (Rudolph Czuba,
>> Milan, etc.), it's a matter of getting Infogrames to see our point of view
>> and go with it... or hand it over to us (as a collective effort for them) to
>> do and help get it done. I speak of "us" as not just myself, but the entire
>> Atari community, provided enough of us can agree on each step done.
>
>So basically, you're saying we have everything we need already? You've been
>saying we as a group have everything we need, Habro/Infogrammes/whoever
>doesn't need to be involved? Then why do we need them at all? It's this
>obsession with the Atari name again, right? Well, if that's so important,
>then lets first get a machine built (which has already been done - Milan,
>Hades, etc.) and get it supported by software (modern software that is at
>least as good, if not better than everything on PC),

Here, Here!
John G.

3579. Re: Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 18:39:18 UTC
From: swampfox1@earthlink.net
Message-ID: <qPtr6.11343$R_6.1140955@newsread2.prod.itd.earthlink.net>
Source record: 48910

On 13 Mar 2001 13:50:00 , Frank Naumann wrote:
>Hello!
>
>> >Anyone know if there's a later version than 5.50 of Ghostscript
>> >for the Falcon? (English version would be nice also).
>>
>> The latest GhostScript has a kernal numbered 6.01, is that what you mean?
>
>The current GhosScript version is 6.50 and it's available as Sparemint
>rpm package.
>
>
>Tschuess
> ...Frank
>
>--
>ATARI FALCON 040 // MILAN 060
>--
>http://www.cs.uni-magdeburg.de/~fnaumann/
>e-Mail: fnaumann@freemint.de
>
>.

Hi Frank,
I assume Mint needs to be running for 6.50! Running stock (TOS 4.04
here).
John G.

3580. Re: How do I use my CD-rom drive with my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 19:51:22 UTC
From: xnokogfzz <cocaine@nose.NET>
Message-ID: <CUur6.21603$Cq.549383@news2-hme0>
Source record: 48915

> Mostly, plug it in. But you will need a small bit of hardware to convert
> the Atari Computer System Interface into the Shughart Computer System
> Interface, sold as Link, Link 2, Link 97. These look like cables with
> a lump of electronics at one end.

also you will need the correct software as it will not be automatically
recognised

3581. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 20:12:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984590278-337261AEicMi@madasafish.com>
Source record: 48854

Hi Peter

>>>I just thought you'd like to know that MyAtari magazine has just
>>>launched its fifth issue (March 2001).

>>There's only one minor problem with this, it aint there..

>Yep, I found the same -- only the bare skeleton. But then it does say
>that it's available for download from 1 April - What kind of fool are
>you? :-)

And Shiuming assures me i'm the only person to suffer probs with MyAtari.

Well Shiuming, Mathew why announce it if it doesnt exist?!!

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3582. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 20:53:54 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <cMvr6.21725$Cq.552566@news2-hme0>
Source record: 48916

Hi Paul,

"^switchblade^" <switchblade@nospam.co.uk> wrote in message
news:rr3r6.10712$g63.1616997@nnrp3.clara.net...
> Where (if possible) can I get a replacement mouse, in the UK, anyone
know?

Not exactly the same thing but you could try contacting Chris Crosskey
at chris.crosskey@metrics.co.uk (Sorry Chris can't remember the other
email address) where I purchased Mario's ST mouse burster (allowing
you to use a PC mouse) and a couple of mice which worked great.
Excellent service.

Regards
Sean

3583. Re: Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 21:13:50 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AAE8D8E.74AA226C@chello.nl>
Source record: 48917

John Garone wrote:

> >
> Thanks Derryck,
> I downloaded a bunch of ZOO files from the FTP site (from your site)
> and there ensues another problem: How do you unpack ZOO?

By running it backwards?

> I tried a
> zoo.ttp that I had but no go. Went to UMICH and got some Zoo files but
> still no go!
> John G.
>

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3584. Re: Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 21:29:09 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <njwr6.190$Lc5.7944@NewsReader>
Source record: 48918

Hello.

Here we go again, seems like there's a bad smell following me.

> The details for the adaptor/convertor are freely available on the web,
> dont let some unscrouplpous

That's unscupulous, don't you have a spell checker.

> dealer attempt to /sell/ them to you.

Details are on the web, I sell working leads, not drawings.

Buying or building, get the lead first then find a monitor you are
happy with.

Barrie at Keychange.

www.keychange.co.uk

3585. SCSI Card Driver for Milan

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 21:49:24 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3AAE95E4.F35D7A64@boeing.com>
Source record: 48920

Does anyone know where I can get driver software for a PCI SCSI card
for a Milan I? I've been trying to order one from Michael Schwingen,
but he seems to have stopped responding to my e-mails. I'd consider
trying to write my own, but I can't find the Milan PCI Library.
The only link I have to the library, http://www.wvnet.at/97021702/,
doesn't work. If I can't get a driver, I'll have a new SYM20810 card
for sale.

Milton Horst
Seattle, WA USA

3586. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 21:50:38 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <wDwr6.655$2P1.19195@NewsReader>
Source record: 48919

Hello.

Here we go again, 2.

> >Where (if possible) can I get a replacement mouse, in the UK, anyone
> >know?
>
> A reliable source would be Atari Workshop, phone 01344 890 008,

Of course, Sweet will guarantee full satisfaction if you take his advice.

>of course there are other less reliable sources.

Name them, you gutless, knowall b*****d.

In fact name anyone else in the UK who has Atari mice for sale.

> You take your chances with some dealers, if there's a problem it may not
> get resolved.

In the UK there are laws that deal very effectively with unresolved
complaints.

As a point of information somebody told me Sweet repairs Atari monitors for
free so anyone in need of his services..........
Never having met him or dealt with him........

Barrie at Keychange. www.keychange.co.uk 01925 266120

Still doing very nicely in spite of Sweet and his band of ragamuffins.

3587. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 22:12:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103132312.a62002@su2.maus.de>
Source record: 48873

Hi Derryck,

DC>Nothing in my CiX or Cable & Wireless accounts Peter :-(
please excuse me writing here in the public, but the mail that was to
inform you about me sending an archive to you was returned with the
error message

MDS>----- The following addresses had permanent fatal errors -----
MDS><derrick@cix.co.uk>

Maybe I was wrong only deleting the word 'nospam' from your address.
So I'm afraid that the archive too wasn't transferred to you. I sent
it from my 't-online' account I use rather seldomly.

Okay, I'm going to try
DC>derryck @ cwcom . net

DC>...removing the spaces to make a valid address.
of course.

I suppose, the English version will do it, or are you interested in
the German one, too?

Please keep in mind that the update is for MiNT users only, all we
others shall not have any profit of it.

Und TTschï¿½
ps

3588. Falcon030 and Philips CDD 2600

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 22:38:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200103132338.a15684@ki.maus.de>
Source record: 48936

Hi,

I have a problem with writing Audio CDs with my Falcon030 and the Philips CDD 2600 CD writer.

First my configuration:

Hardware: Falcon030 with 14 MByte in ddd-BigTower
CD writer Philips CDD 2600 (via SCSI)

Software: MagiC 6.1
HDDriver 8.02
SPIN! 0.34

Software used for writing CDs:

SoundPool CDRecorder Pro 3.1.132
CDLab 0.40

With both programmes I always used the option to create a file on the HD before writing to CD.

CDRecorder Pro works fine for creating Data CDs (but doesn't support long filenames). According to the docs it should also be able to write Audio CDs. Everything seems to be okay when selecting *.WAV files (which are correctly indentified by CDRecorder Pro as Audio Tracks), creating a temporary file on the HD and writing to CD. CDRecorder Pro tells me after burning the Audio CD that everything is okay. But when trying to listen to the CD - on a normal CD player or with PlayMyCD on my Falcon - I only hear some incredible noises, and not the music.

It's the same result with CDLab, which is with the actual version at the moment only able to copy a complete CD (via HD image file) to another CD: After writing the CD, CDLab tells me that everything is okay, but the result when listening to the CD is the same as mentioned above.

The Philips CDD 2600 is able to write 2x, that's what I used with CDRecorder Pro. CDLab is not registered (until it works for me), so it offers to write 1x only.

Any ideas? Thanks! :-)

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

3589. Re: Atari 1040 stopped working

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 22:44:02 UTC
From: bindon@madasafish.com
Message-ID: <tat8li35vitra2@corp.supernews.com>
Source record: 48921

On 13 Mar 2001 12:56:16 , adrock wrote:
Hi

> My Atari 1040STe does not work anymore.
> When I turn it on, the green light comes on, but nothing else; disk
>drive doesn't spin, nothing displayed on the monitor etc.
> Any ideas on what to do? If its something simple I could probably do
>it myself, otherwise I'll get it repaired from a shop. Any
>recomendations for a good repair shop? Don't want to spend too much,
>as I could probably buy another Atari for £50-odd quid.

Take it apart, be careful of the PSU (still contains voltage after
being switched off) and press firmly on all the chips that are
socketed. Clean board by blowing dust off and reassmble.

If it doesn't work then come back and I'll suggest possible repair
places, Where do you live?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3590. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 22:48:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <98m83bfpa1@plutonium.compulink.co.uk>
Source record: 48922

In message <3aad201a2892aa0@tripnet.se>, kennethm@tripnet.se said:

In message <3aad201a2892aa0@tripnet.se>, kennethm@tripnet.se said:

>>Hey, J�rgen, what character set does your NEWSie output? Your ï doesn't come
>>out correct, and is reported as an ascii 94(?) by Thor.

On my Falcon with CixComm/CixRead and Atari Monaco character-set the 94 character appears as the Hebrew Shin, which is ASCII 214 or $D6! This program performs an ISO conversion, but I don't know to/from *which* ISO set.

FWIW, your other high-ASCII characters came out as:

>If yo type ïïïïïï etc the
Daleth (197/$C5), Gimmel (196/$C4), Rho (229/$E5), Sigma (228/$E4) and
Divisor sign (246/$F6).

>are actually a picture showing a man smoking a pipe:
>
>

This was completely blank in CixRead, but showed up 3/4 OK in Everest - the lower right came out as small white square on a black one; I've never understood why the designer kept three of these 'face' characters but not the fourth! BTW, I can use Harlekin to load in the original Atari or the IBM character-set when necessary. Still doens't help with the 'wrong' umlauts, for instance, due to their different positions on the Atari and PC/Mac in the ASCII table. I have a conversion set up for both via Egale when I need it.

Regards, /Peter/

3591. Re: ST speech

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 22:50:24 UTC
From: vdjole@EUnet.yu
Message-ID: <98m87e$2du$2@news.EUnet.yu>
Source record: 48926

On 11 Mar 2001 14:06:25 , Lyndon Amsdon wrote:
>On 11 Mar 2001 00:03:33 , Jonas Godin wrote:
>>HI!
>>
>>
>>My vocal cords are a bit fucked up right now, and I
>>can't speak for a while. Where can I find ST speech?
>>(I belive it was called that)
>
>Umich archive has it as stspeech.tos, I don't have the URL but search
>and it'll come up. I cn send it to you if you need it.

There was also (somewhere) a package of several C-language routines
(I think it was called "C-say") which could be used at will in your programs.

3592. Re: STING with CAB 1.5 and aICQ problem!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 22:50:28 UTC
From: vdjole@EUnet.yu
Message-ID: <98m87h$2du$3@news.EUnet.yu>
Source record: 48924

On 11 Mar 2001 18:20:03 , Carey Christenson wrote:
>I would say that if I do not transmit data or recieve data
>for 10 to 15 minutes I will lose my connection.

It may have nothing to do with you. Maybe your ISP's software is configured to watch for idle connections and break them. Did they make some upgrade recently? Maybe they introduced this then. MY ISP makes a check every 10 seconds! however, STing responds to its queries by itself (I just see modem LEDs blink for a moment) though not quite correctly. If there is, for example, file download in progress, STing seems too busy to respond to a check, and afer 60 seconds of non-responding the ISP hangs up. Luckily only some dial-in nodes of my ISP have been so configured.

Another possible cause, of course, might be STing mis-configuration.
It is very easy to mis-configure :) E.g. too low "delay" in Sting internals CPX may crash the system occasionally.

> I am using STING version 1.20 with DIALER version 1.16 and am having
>problems with CAB 1.5

I suggest you upgrade as soon as you can get to the net. There is STing 1.26 and CAB 2.7 demo is quite usable if you just have patience to wait for the startup/exit delay. And if you search on the net a little more...

3593. Re: GUI Vs Text

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 22:50:32 UTC
From: vdjole@EUnet.yu
Message-ID: <98m87l$2du$4@news.EUnet.yu>
Source record: 48925

On 11 Mar 01 13:21:29 +0, "Iggy Drougge" wrote:
>We have three VAXes at the usergroup; one MicroVAX IIGPX which runs NetBSD,
>but dies whenever a few packets cross the DEQNA

Maybe the hardware is showing its age, after all those years. Often it is
the contacts on the boards. Maybe if you clean with the before-mentioned-here
fibre-glass pencil it will get better for a while. I have no experience with
NetBSD- just VMS. Used DECNet on it and it worked simply and reliably.
There is also some "Fusion" TCP/IP package sitting somewhere on one of our
MicroVAXes but it has never been seriously used.

>OS unknown due to lack of RJ11 serial cables.

Er, I am not anymore very familiar with with hardware-part names- what were
RJ11 serial cables?

Anyway, MicroVAXes (or VAXen?) were nice little machines, I think. Though
quite slow by today's standards. Something like a i386 or i486 speed.

>I can't seem to find any information about how much it would actually cost,
>though. One would have to be a member of DECUS, and then I suppose there are
>media costs. I m discouraged by the Tru64 hobbyist licence, which amount to
>50 USD IIRC.

I think there is a web site dedicated to "hobyist VMS"- maybe there is
some info there.

>>On the Alpha the test executed about three times faster.

>As one would expect. =)

There is a chance we will get an Alpha. As it will have DEC's VMS equivalent
of X installed, a weird thought has crossed my mind- to try to modify and
compile STonX :)

cu.

3594. Re: where can i get

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 23:16:40 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tatahr7pr3vg49@corp.supernews.co.uk>
Source record: 48923

"Lee" <homestudio@btinternet.com> wrote in message
news:9892ji$16l$1@plutonium.btinternet.com...
> I was wondering does anybody know where i can obtain a copy of breakthru 2
> for the atari since i had a copy but lost it and i am not buying it again
>
> cheers for listening
>
> lee

Well,I would've suggested somewhere you could get it from but since it
sounds like you're after a freebie or a pirate copy I won't bother.

Chris.

3595. Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-13 23:50:45 UTC
From: Happy <bizboz@whodunit.fsnet.co.uk>
Message-ID: <98mc05$r2j$1@news5.svr.pol.co.uk>
Source record: 48927

How many of the users of this group are tired of abusive posts?

Should this now stop?

Does anyone else feel the same way?

How do we encourage the instigators to go away?

I thought this group was for the Atari user and not to destroy
the confidence of any potential user visiting this group.

I for one lead a busy life and put mistakes behind me. Some
people seem unable to move on and others lead such a sad
life that they spend time being abusive to others.

Enough is Enough.

Am I alone here or are others fedup downloading pointless
abusive messages?

3596. Standard SVGA monitor

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 00:43:10 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00086225@fmlynet.org>
Source record: 48939

FamilyNet Newsgate

Hello Steve,

G> Does anybody know if it's possible to use any standard
> SVGA monitor with an Atari ST?

S> It certainly is, you'd have to get some opinions on
> what monitor is suitable.

I'm not sure whether Graham wants to use colour or
monochrome modes on his monitor, I imagine this would make a
difference where compatability is concerned. I've wondered
about using a monochrome VGA monitor for ST High res. I
/think/ the video input of the SM125 I used to use may have
been at TTL levels, in which case a resistor might be needed
(I haven't done the math yet ;-) If the sync signals are
compatible (rates, polarity etc.) then it shouldn't be a
hideously expensive prospect. I think I'll search for the
diagram you mentioned.

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3597. Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 00:43:10 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00086227@fmlynet.org>
Source record: 48940

FamilyNet Newsgate

Hello Happy,

H> How many of the users of this group are tired of
> abusive posts?

<Andy raises a hand>

H> Should this now stop?
> Does anyone else feel the same way?

I would like it to stop, or at least decrease.

H> How do we encourage the instigators to go away?

They don't have to go away, but it'd be nice if they could
stop squabbling quite so much.

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3598. Correction Correction

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 00:43:10 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00086226@fmlynet.org>
Source record: 48941

FamilyNet Newsgate

Hello Barrie,

S> dont let some unscrouplpous...

B> That's unscupulous, don't you have a spell checker.

Unscrupulous.

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3599. Re: Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 01:00:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <98mfqk$js5$1@plutonium.compulink.co.uk>
Source record: 48928

In message <LTcr6.9059$R_6.900313@newsread2.prod.itd.earthlink.net>,
swampfox1@earthlink.net said:

> I've downloaded the product manual from their website. * 240k PDF type!
>Can't tell if there's a schematic in there somewhere (Ghostscript is
>good but 240k is a bit too much for it and my stock Falcon!).

Sorry can't help you with your mixer, but as you mention PDF problems:
I just had a problem with a 93 kB PDF on my Falcon - it would only show
and print the first 6 pages for some reason. I asked them to resend it
to me in RTF and it arrived ZIPped at some 300 kB, but when unzipped it
was an unbelievable 14 MB! Of course that was too much for my Falcon too
- Papyrus tried to load it but to no avail and eventually crashed out.
The fact that it had some graphics in it didn't help I guess. But I
still can't get over the compression factor - 97% according to 2 in 1!
And all for a 12 page or so document of mainly text...

Regards, /Peter/

3600. FS: Atari Computing Magazine (issue #10 with floppy disk) $5

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 01:40:38 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6D40C15.71B0%amishman@pacbell.net>
Source record: 48930

Good condition. Includes floppy disk. This nice issue has a great X Files image on the front cover. I no longer own an Atari and found this magazine in my stack. $5 plus postage.

3601. FS: Atari SF354 Floppy Drive $17.50

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 01:41:35 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6D40C4F.71B1%amishman@pacbell.net>
Source record: 48931

Good used condition. External floppy drive for Atari computers. $17.50
plus freight.

3602. FS: Pagestream 2.2b for Atari (great DTP software) only $10

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 01:46:58 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6D40D92.71B2%amishman@pacbell.net>
Source record: 48932

Complete with all disks and manuals and even some extra font disks. Comes in original box and all. $10 plus freight.

3603. FS: Pagestream 3.x for Mac (for those Atarians that moved to Mac)

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 01:48:20 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6D40DE4.71B3%amishman@pacbell.net>
Source record: 48933

Like new an complete. Original manual and disk. For Macintosh. So if you like Pagestream on the Atari and are moving to the Mac, this software is very nice. Make offer.

3604. Re: Latest Ghostscript

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 03:05:46 UTC
From: swampfox1@earthlink.net
Message-ID: <eeBr6.12466$R_6.1248001@newsread2.prod.itd.earthlink.net>
Source record: 48934

On 13 Mar 2001 22:13:50 , Henk Robbers wrote:
>John Garone wrote:
>
>> >
>> Thanks Derryck,
>> I downloaded a bunch of ZOO files from the FTP site (from your site)
>> and there ensues another problem: How do you unpack ZOO?
>
>By running it backwards?
>

Good one there Henk!
I guess leaving the cage doors open might work too!
(:->)~
John G.

3605. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 03:09:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3AAEE0CC.963A1497@qnet.com>
Source record: 48935

Happy,

I dont think you can get anyone to stop being abusive but, thats just my opinion. The best thing to do is set your filters in your newsread to trash the messages from the people that you think are abusive. Theres alot of people in this group that Ive seen people get mad at (myself included) but, I think some of the time a message may come across as abusive but the writer didnt mean for it to come out that way. Were far from being a perfect world.

Cant we all just get along,

Don

Happy wrote:

> How many of the users of this group are tired of abusive posts?
>
> Should this now stop?
>
> Does anyone else feel the same way?
>
> How do we encourage the instigators to go away?
>
> I thought this group was for the Atari user and not to destroy
> the confidence of any potential user visiting this group.
>
> I for one lead a busy life and put mistakes behind me. Some
> people seem unable to move on and others lead such a sad
> life that they spend time being abusive to others.
>
> Enough is Enough.
>
> Am I alone here or are others fedup downloading pointless
> abusive messages?

3606. Re: Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 04:40:22 UTC
From: swampfox1@earthlink.net
Message-ID: <WCCr6.9138$6p5.828013@newsread1.prod.itd.earthlink.net>
Source record: 48937

On 14 Mar 2001 01:00:04 , xlator@cix.compulink.co.uk wrote:
>In message <LTcr6.9059$R_6.900313@newsread2.prod.itd.earthlink.net>,
swampfox1@earthlink.net said:
>
>> I've downloaded the product manual from their website. * 240k PDF type!
>>Can't tell if there's a schematic in there somewhere (Ghostscript is
>>good but 240k is a bit too much for it and my stock Falcon!).
>
>Sorry can't help you with your mixer, but as you mention PDF problems:
>I just had a problem with a 93 kB PDF on my Falcon - it would only show
>and print the first 6 pages for some reason. I asked them to resend it
>to me in RTF and it arrived ZIPped at some 300 kB, but when unzipped it
>was an unbelievable 14 MB! Of course that was too much for my Falcon too
>- Papyrus tried to load it but to no avail and eventually crashed out.
>The fact that it had some graphics in it didn't help I guess. But I
>still can't get over the compression factor - 97% according to 2 in 1!
>And all for a 12 page or so document of mainly text...
>
>Regards, /Peter/
>
>.
Hi Peter,
Yeah, this PDF stuff looks like a tough nut to crack!
John G.

3607. Re: Falcon030 and Philips CDD 2600

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 06:56:09 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <3AAF1609.5B46DA5C@siemens.at>
Source record: 48938

Eick Wagner wrote:
> I have a problem with writing Audio CDs with my Falcon030 and the Philips CDD
> 2600 CD writer.
>
> Software used for writing CDs:
>
> SoundPool CDRecorder Pro 3.1.132
> CDLab 0.40
>
> CDRecorder Pro works fine for creating Data CDs (but doesn't support long
> filenames). According to the docs it should also be able to write Audio CDs.
> Everything seems to be okay when selecting *.WAV files (which are correctly
> indentified by CDRecorder Pro as Audio Tracks), creating a temporary file on
> the HD and writing to CD. CDRecorder Pro tells me after burning the Audio CD
> that everything is okay. But when trying to listen to the CD - on a normal CD
> player or with PlayMyCD on my Falcon - I only hear some incredible noises, and
> not the music.

I think the problem is not your CD writer but to make sure the
software writes audio data and not .wav files. Did you check after
creating the CD whether there were audio data or .wav files on it ?
I only have version 2 of CDRecorder and there it seemed to set the
CD type automatically depending on the type of files to be written.
But since in version 2 only the whole package including the Audio CD
writer program could be bought (which is far better for writing
audio CDs than the Pro program) I never burned audio CDs using Pro
but always using Audio.

Gerhard

3608. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 07:12:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <984557526-449759AEicMi@xs4all.nl>
Source record: 48943

Hi,

I'm with you all the way. It is about being
grown up and conversate in a normal decent way
and not in this childish manner...
I'm here to meet other Atarifellows and exchange
experiences. For another use of language i
switch to Jerry Springer where it is at least
amusing.

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3609. Re: Falcon System disks

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 08:44:49 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <98nav4ggp1@pegasus.csx.cam.ac.uk>
Source record: 48944

Joshua Kaijankoski wrote in message ...
>I did not receive any system disks with my MKII Falcon and was wondering if
>it is legal to obtain a copy from someone. If it is legal can someone
>possibly email the contents to me please? email is gaiyan@vianet.ca Thanks.
>
>Joshua.
>

When I purchased my Falcon form Atari Workshop (System Solutions as they were then) they supplied my with copies of three disks contaning the XControl control panel (with CPX modules), AHDI (the Atari HD driver software) SAM (the Falcons audio software for assigning sound to system functions, with sound samples) and a few odd games and demos.
As far as I know this is all freeware that what was supplied as standard by Atari with all new Falcons, therefore there should be no problem send you a copy.
I don't have the disks on me but if no one else sends you a copy, let me know and I will zip them and e-mail them to you.

Stephen Moss

3610. Useful Link?

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 11:26:20 UTC
From: "john.masterman" <john.masterman@ntlworld.com>
Message-ID: <HIlr6.293$y47.93939@news2-win.server.ntlworld.com>
Source record: 48945

All (nearly) ST Format Mag cover disks for dload.

http://dewey.ecs.soton.ac.uk/stformat/

3611. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 13:14:56 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <d9Kr6.55$w46.643@newsfeed.slurp.net>
Source record: 48846

Just yanking your chain bud :) Have a good one :)

Joshua.

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
news:1eq885l.13ssnwjin9d86N%northstar2010@yahoo.no...
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote:
>
> > My dear Hallvard,
> > I work for a local ISP and they require me to
use
> > a Windoze machine. So, yes, the MKII is the only machine I own.
>
> I hope you understood I was just kidding around with that remark :-)
> Too bad about the computer at work -they really should get something
> better.... something like an Aaaaa..... oh well...
>
> Then again I'm using a Macintosh for writing this message...
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

3612. Chris Crosskey's other activity (not bad!)

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 14:06:56 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <hP2+VyVAs3r6Ew93@lovecraft.demon.co.uk>
Source record: 48847

I don't know if Chris has mentioned it here, but being a generally weird person, I was looking for information on the Sinclair C5 electric car - and found out he's planning to drive one from one end of the UK to the other.

As a former owner of one of these mad things, I know what fun this could be... especially if the chain tensioner is as unreliable as mine was...

It's for charity, so get along to http://www.c5.cybes.org/ and check the form.

Good luck!

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

3613. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 16:24:14 UTC
From: bindon@madasafish.com
Message-ID: <tav6pehfrdtkb7@corp.supernews.com>
Source record: 48848

On 12 Mar 2001 19:33:06 , Steve Sweet wrote:

Hi Steve

>>>>I just thought you'd like to know that MyAtari magazine has just
>>>>launched its fifth issue (March 2001).
>
>>>There's only one minor problem with this, it aint there..
>
>>Err, I've just read it. Huh?
>
>Ive just come from the site, the March 2001 issue is marked as available
>1st April 2001, Shiuming seems to think i'm the only one with this
>problem, it seems he's right.
>

I'm confused, but I just clicked on the link to march 2001 and started
to read the reviews and interviews with Czuba and Songbird etc. Maybe
I'm going to the wrong place?

Who knows? :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3614. Re: Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 17:08:21 UTC
From: bindon@madasafish.com
Message-ID: <tav9c5ogcdp80f@corp.supernews.com>
Source record: 48849

On 13 Mar 2001 10:32:44 , Derryck Croker wrote:
>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Tue, 13 Mar 2001 09:37:59 GMT
>
>>>I've downloaded the product manual from their website. * 240k PDF type!
>>>Can't tell if there's a schematic in there somewhere (Ghostscript is
>>>good but 240k is a bit too much for it and my stock Falcon!).
>>
>>I'd say you are a little lazy :-) It took me about one minute to have a
>>_textversion_ displayed in CAB2.5 of the Alesis manual:
>
>It's also worth pointing out that Adobe offers a pdf-to-text convertion
>service:
>
>pdf2text@adobe.com with the URL of the PDF file as the subject line
>pdf2html@adobe.com -ditto_

Yeah, that's what I use at the moment, but the lack of pictures is
making it useless. Download data sheets for chips is no good if you
can't see the pictures for the scope lines.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3615. WTD: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 17:10:29 UTC
From: Graham Stoneman <G.J.Stoneman@warwick.ac.uk>
Message-ID: <3AAFA605.83DBA02@warwick.ac.uk>
Source record: 48850

I'm after an Atari STe in good condition. I don't care about boxes,
software, extra hardware etc... so long as it works it'll do just fine
(a TOS 2.06 upgrade is preferable but not essential).

Please email me with the details & price if you have one for sale.

Thanks,

Graham.

3616. Re: Falcon System disks

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 17:50:14 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <984591170-922947AEicMi@frisurf.no>
Source record: 48851

Hello!

I did not get any disks with my Falcon either. Please zip one to me too if anyone has got it.

By the way:
Why do we not share all our software?

I have sent a few programs to people asking for special software and my conscience is clear as Norwegian water.
But I am not a thief!
(I even bought a copy of Papyrus when I already had a working copy on my HD. But that was in the days there were dealers for Atari software. No a days I suppose there is no development for Papyrus, so why not let others have it free?
There is no dealer of anything for the Atari here in Norway today.)

Is there any commercial software for Atari beeing developed still?
If so it is not worth announcing a give-away policy, but....?

--
Norvald
e-n-bor@frisurf.no
<Atari Falcon>

3617. Re: Falcon030 and Philips CDD 2600

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 17:52:53 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C8D1@FILESERV>
Source record: 48852

Eric wrote...

>>I have a problem with writing Audio CDs with my Falcon030 and the Philips CDD 2600 CD writer. First my configuration: Hardware: Falcon030 with 14 MByte in ddd-BigTower CD writer Philips CDD 2600 (via SCSI) Software: MagiC 6.1 HDDriver 8.02 SPIN! 0.34 Software used for writing CDs: SoundPool CDRecorder Pro 3.1.132 CDLab 0.40 With both programmes I always used the option to create a file on the HD before writing to CD. CDRecorder Pro works fine for creating Data CDs (but doesn't support long filenames). According to the docs it should also be able to write Audio CDs. Everything seems to be okay when selecting *.WAV files (which are correctly indentified by CDRecorder Pro as Audio Tracks), creating a temporary file on the HD and writing to CD. CDRecorder Pro tells me after burning the Audio CD that everything is okay. But when trying to listen to the CD - on a normal CD player or with PlayMyCD on my Falcon - I only hear some incredible noises, and not the music. It's the same result with CDLab, which is with the actual version at the moment only able to copy a complete CD (via HD image file) to another CD: After writing the CD, CDLab tells me that everything is okay, but the result when listening to the CD is the same as mentioned above. The Philips CDD 2600 is able to write 2x, that's what I used with CDRecorder Pro. CDLab is not registered (until it works for me), so it offers to write 1x only.

>>

Lose Magic for starters, when you're burning CD's get rid of everything that you don't need....I normally reckon on running a system that is clean barring Folder500, in mono hires to run wiht CDRecorder Pro. I have v2 and v3, both data and Audio.....not had a problem yet, though make sure you aren't trying to burn the wav's into an illegal session (ie anythign but the first) and make sure that it is turning them into an audio track rather than a data one...plus I think you're better off using .AVR if it is an option, it's how I've always done it from Audiotracker.....
chirsc

--
Posted from mx3.i-way.net.uk [212.49.192.3]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3618. FS UK: FA8 Falcon audio interface

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 17:57:11 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C8D2@FILESERV>
Source record: 48853

Hi Folks, I've got an FA8 that's surplus to my requirements, it gives you seperated 8-channel output for use with Audiotracker or Cubase Audio Falcon (and probably with things like Quincy and DevilStudio too)...It retaisl at nearly 350 UKP, so I guess I'm looking for 175 for it...

chrisc

--
Posted from IDENT:root@mx4.i-way.net.uk [212.49.192.38]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3619. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 18:37:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <98odpg$is6$1@snipp.uninett.no>
Source record: 48855

Oracle <NoSpam!@getlost.com> wrote:

o Falcon with Afterburner and Eclipse, 68Mb RAM, IDE CD-ROM, Genius
ethernet adapter, PC AT maxitower.
o TT, 52Mb RAM, Crazy Dots II graphics card, SCSI CD-ROM and internal SCSI
Zip-drive, Genius ethernet adapter, PC ATX miditower.
o Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.
o STE, 4Mb.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3620. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 20:20:49 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103142020120.96-100000@Hades060>
Source record: 48872

My Atari setups are listed here:

http://www.bright.net/~atari/html/about_me.htm

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3621. Re: Looking for any Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 20:59:56 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AAFDBCC.9C83E760@hotmail.com>
Source record: 48856

Joshua Kaijankoski wrote:
>
> Like the subject says, I'm looking for pretty much any hardware for the
> Falcon. Accelerators, memory (over 4mb), graphics cards, expose, screeneye,
> video digitizers, scanners, anything. I live in Canada. Let me know what you
> have. Thanks.

I have the following, please send offers to
rustynutt@hotmail.com
Not letting anything go cheap, so offer like you really want it.

Mighty Sonic accelerator, 68030 w/32mb alternate ram for Falcon.
Runs at 32Mhz,
and works with Nemesis at 40Mhz. This card looks like an
Afterburner. Recasing
your Falcon is necessary. Only slightly slower than a CT2, but
it has pass through
connectors. $595.00 new.

NOVA Graphics adapter and ATI Mach 64 video card.
Shit load of money new.

Expose, PAL version. Works perfect. Can be modified to work with
NTSC.
Paid $270.00 used

CLAB Mark-X case.
What are these new from Titan, $250.00 ?---------------/
Will only
let one of these go.
Wizztronics Falcon Rack/complete kit/power supply------/
New $450.00

Atari Sparow
Priceless, must want this very bad.

Atari STacy 4, must want this bad as well

Thanks for humoring me,

Mike

3622. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 21:15:17 UTC
From: jlog@zetnet.co.uk
Message-ID: <3aafdf65$0$8833@news.zetnet.co.uk>
Source record: 48857

On 13 Mar 2001 23:50:45 , "Happy" wrote:

|How many of the users of this group are tired of abusive posts?
|
|Should this now stop?

I would guess most are fed up but the problem is that people who
post such messages haven't enough sense to stop and there is no
mechanism to make them stop. Even such comments as these sometimes
seem to attract replies.
--
JI Logan

3623. Re: vente Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 21:40:09 UTC
From: Wouters Michel <michel.wouters1@pandora.be>
Message-ID: <ZyRr6.227$tk.53356@afrodite.telenet-ops.be>
Source record: 48858

```
Je te offre 3000 FB pour l'ordinateur et le soft
```

wouters.michel@skynet.be
Michel FREROTTE <michel.frerotte@village.uunet.be> schreef in berichtnieuws
3AAB56FB.57EAAD2@village.uunet.be...
>
> Vends FALCON + CT 1, bo�tier m�tal (bo�tier inf�rieur origine, sup�rieur
> m�tal) et clavier s�par�
> 9000 FB. + software

3624. Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 21:48:36 UTC
From: jba4@po.cwru.edu
Message-ID: <3aafe4f3.2874126@news.cwru.edu>
Source record: 48859

Hey everyone. As much as I would like to say I use my Atari TT for almost all computing tasks, I cannot. I can't find an accpetable spreadsheet for this computer!

What I really need is a good graphing package. It has to be able to graph a whole bunch of different types ideally. I need this for some scietific plots. I'm not really concerned with the spreadsheet functions. Right now I have AtariWorks and Firstgraph. AtariWorks is pretty horrible when it comes to graphing. And Firstgraph can't seem to write metafiles and print to GDOS correctly.

Any spreadsheet I use would need to be able to use GDOS for graphing and printing. As I don't speak anything but english (and some spanish) well and don't have NVDI (ruling out GemGraph), I have few choices.

Now I did download the Texel demo and it seems very professional. But it's in German. And I can't seem to find a dealer with the English version of Texel. I'm not sure how the graphing works as I get some sort of dialog every time I try.

I also downloaded the XXL demo from OXO. This spreadsheet is a little odd, as I've heard in the past. But it's only available in French, so I can't really figure out what's going on in the program. It looks very promising, though!

SO have I missed some spreadsheets? I've also tried LDW Power, but that was not very good in my opinion. I really would like a professional spreadsheet for my TT. Does anyone have any input?

Or maybe could someone translate XXL for me ;-)

Just kidding...

Thanks!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3625. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 22:04:42 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3aafeafa$0$8830@news.zetnet.co.uk>
Source record: 48863

On 12 Mar 2001 10:21:44 , "Joshua Kaijankoski" wrote:
>I have a C-LAB Falcon MKII. Still stock with 4mb ram but all that is about
>to change. I use it for everything since it's the only computer I own.

I only have 2 STe's a standard 1040 with TOS 1.62 and the one I use which
is a 4 MB ATARI with 2Mb TT RAM using the Veloce+2, switchable
68000/68020, TOS 2.06 and upgraded serial port. It's the only computer
I've needed.

I do also have a Jaguar games console.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

3626. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 22:04:46 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3aafeafe$0$8830@news.zetnet.co.uk>
Source record: 48862

On 26 Feb 2001 23:04:54 , Pairman wrote:
>In article <t9l8tjp7hllia8@corp.supernews.com>, ricortes@netmagic.net
>says...
>> I kind of liked the theory one computer wag put out; "Any computer that
>> could use a cassette for storage, and that includes the original IBM PC".
>>
>> That was almost a valid argument. Modern age of computers didn't come about
>> until the Amiga, Mac, PC/AT, ST.
>>
>Don't know many people back then that could afford a 5 meg HD and about 5
>grand each. and anybody remember how much the 810 and 1050 cost when they
>first came out? Cassettes sure beat having to retype programs every time
>you wanted to do something.

I remember when I got my 1040STe in 1992, the same month that ST Review
was launched. I looked for a hard drive and the 40MB ones were around 500
pounds, twice what I paid for the computer.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

3627. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 22:08:56 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <YZRr6.17$992.360@news-server.bigpond.net.au>
Source record: 48860

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:984590278-337261AEicMi@madasafish.com...
> Hi Peter
>
> >>>I just thought you'd like to know that MyAtari magazine has just
> >>>launched its fifth issue (March 2001).
>
> >>There's only one minor problem with this, it aint there..
>
> >Yep, I found the same -- only the bare skeleton. But then it does say
> >that it's available for download from 1 April - What kind of fool are
> >you? :-)
>
> And Shiuming assures me i'm the only person to suffer probs with MyAtari.
>
> Well Shiuming, Mathew why announce it if it doesnt exist?!!

I have checked again today, still there:-). What is the URL you are using?

Mark

3628. Re: Looking for any Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 22:12:06 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <W0Sr6.20$992.413@news-server.bigpond.net.au>
Source record: 48861

"rustynutt" <rustynutt@hotmail.com> wrote in message
news:3AAFDBCC.9C83E760@hotmail.com...
> Joshua Kaijankoski wrote:
> >
> > Like the subject says, I'm looking for pretty much any hardware for the
> > Falcon. Accelerators, memory (over 4mb), graphics cards, expose,
screeneye,
> > video digitizers, scanners, anything. I live in Canada. Let me know what
you
> > have. Thanks.
>
> I have the following, please send offers to
> rustynutt@hotmail.com
> Not letting anything go cheap, so offer like you really want it.
>
> Mighty Sonic accelerator, 68030 w/32mb alternate ram for Falcon.
> Runs at 32Mhz,
> and works with Nemesis at 40Mhz. This card looks like an
> Afterburner. Recasing
> your Falcon is necessary. Only slightly slower than a CT2, but
> it has pass through
> connectors. $595.00 new.
>
> NOVA Graphics adapter and ATI Mach 64 video card.
> Shit load of money new.
>
> Expose, PAL version. Works perfect. Can be modified to work with
> NTSC.
> Paid $270.00 used
>
> CLAB Mark-X case.
> What are these new from Titan, $250.00 ?---------------/
> Will only
> let one of these go.
> Wizztronics Falcon Rack/complete kit/power supply------/
> New $450.00
>
> Atari Sparow
> Priceless, must want this very bad.
>
> Atari STacy 4, must want this bad as well
>
> Thanks for humoring me,

Evil, evil man;-) How did you get the sparrow?

Mark

3629. Re: Falcon System disks

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 22:14:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <i3Sr6.21$992.508@news-server.bigpond.net.au>
Source record: 48864

"E Norvald Bordal" <e-n-bor@frisurf.no> wrote in message
news:984591170-922947AEicMi@frisurf.no...
> Hello!
>
> I did not get any disks with my Falcon either. Please zip one to me too if
anyone has got it.
>
> By the way:
> Why do we not share all our software?
>
> I have sent a few programs to people asking for special software and my
conscience is clear as Norwegian water.
> But I am not a thief!
> (I even bought a copy of Papyrus when I already had a working copy on my
HD. But that was in the days there were dealers for Atari software. No a
days I suppose there is no development for Papyrus, so why not let others
have it free?
> There is no dealer of anything for the Atari here in Norway today.)
>
> Is there any commercial software for Atari beeing developed still?
> If so it is not worth announcing a give-away policy, but....?

Very scatty ground my friend. Papyrus is still in development, but it does
pose interesting questions re Speedo and AtariWorks etc. As Atari is NFG.

Mark

3630. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 22:24:13 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aafef6a17d2780@tripnet.se>
Source record: 48865

On Tue 13-03-2001 22:48 (GMT) xlator@cix.compulink.co.uk wrote:

>FWIW, your other high-ASCII characters came out as:
>
>>If yo type ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ etc the
>Daleth (197/$C5), Gimmel (196/$C4), Rho (229/$E5), Sigma (228/$E4) and
>Divisor sign (246/$F6).

Which are the correct iso-8859-1 ASCII codes like they left my reader, so
obviosly no convertion was done. This is of course not important if you
stick to English, but for me an A vith a ring or two dots above are
compleatly different letters that actually appear at the end of the
alphabet (after Z).

>>are actually a picture showing a man smoking a pipe:
>>
>>

He survived unaltered on my screen.

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3631. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 23:08:54 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.cddd6879.32363c01.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 48867

>Yup, I have ten of the things, 0661-467s, 312mb.
0662-S12 made in '94 and '96, 1.05 Gb, 5400 Rpm.
>Pretty old, not worth a lot of time to sort.
>Some will work on ICD pro, some will work on HDDRIVER v7,
>some on the Link 97 / 8 and some on the ICD Link II.
>Some won't work at all. None worked in my TT.
They do work on my falcon now, since Mr. Seimet sent me v7.9.
I'm going to try it on the TT next days. One of the reasons for
which they could not work on TTs, is the spin up jumper...

--
+---+
| F030 + SpeedRez 40 Mhz + 14 MB + SVGA + 2.3 Go Quantum |
| VP32210 SCSI-2 HD + 1.0 Go IBM 0662S12 SCSI-2 HD x2 + |
| IBM 2.0 Go DTNA-22110 IDE HD + Sony SDT 2000 miniDAT |
| SCSI-2 STreamer + Toshiba XM-5201TA3014 SCSI 2x CD-ROM |
| + U.S. Robotics 56K Message Modem + HP LaserJet 4Plus |
| |
| Wensuite 3.30c / aFTP 1.55 / STing 1.26 |
| Didot LineArt Pro / Photoline 2.25 / Calamus SL 2000 |
| Le Rï¿½dacteur 4 / Omikron Basic 3 / SCSITOOL 6.15 |
+---+

3632. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-14 23:30:42 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.d3a57601.37aa3c01.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 48866

>JLC>HDDRIVER is not able to drive all SCSI devices.
>it's not a SCSI driver but a hard disk driver. It will never drive a
>streamer...
Well, it's just a way of speaking : the important is, that SCSITOOL
recognized all the devices, including the streamer, but HDDRIVER,
though seeing it, has problems dealing with it.

>Until now I haven't encountered a SCSI device not recognized by
>HDDRUTIL.
There must always be a first time. But it's over, now : since U. S.
sent me v7.94, all my drives are recognized again. And, for the
streamer, I'm going to try in a couple of days.

J.-Luc

--
+---+
| F030 + SpeedRez 40 Mhz + 14 MB + SVGA + 2.3 Go Quantum |
| VP32210 SCSI-2 HD + 1.0 Go IBM 0662S12 SCSI-2 HD x2 + |
| IBM 2.0 Go DTNA-22110 IDE HD + Sony SDT 2000 miniDAT |
| SCSI-2 STreamer + Toshiba XM-5201TA3014 SCSI 2x CD-ROM |
| + U.S. Robotics 56K Message Modem + HP LaserJet 4Plus |
| |
| Wensuite 3.30c / aFTP 1.55 / STing 1.26 |
| Didot LineArt Pro / Photoline 2.25 / Calamus SL 2000 |
| Le Ri¿½dacteur 4 / Omikron Basic 3 / SCSITOOL 6.15 |
+---+

3633. Re: Chris Crosskey's other activity (not bad!)

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 00:01:40 UTC
From: gabarda <howzat@risp.co.uk>
Message-ID: <tFTr6.22613$Cq.591350@news2-hme0>
Source record: 48868

> It's for charity, so get along to http://www.c5.cybes.org/ and check the

shame about the hosting

3634. Re: Chris Crosskey's other activity (not bad!)

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 00:28:14 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <YYmAQuXeyAs6EwzX@lovecraft.demon.co.uk>
Source record: 48869

Once upon a time <tFTr6.22613$Cq.591350@news2-hme0>, gabarda
<howzat@risp.co.uk> grabbed chalk and scrawled:
>
>> It's for charity, so get along to http://www.c5.cybes.org/ and check the
>
> shame about the hosting

There's a problem? It loaded fine on my machine...

Richard

--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

3635. For Auction - Atari 1040ST(e) with 4mb ram

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 01:03:04 UTC
From: Tom <thenortherner99@yahoo.ca>
Message-ID: <cxUr6.449262$JT5.13383503@news20.bellglobal.com>
Source record: 48870

Atari 1040 STE being auctioned at Ebay. Current bid is $10.

Check it out for a great deal on a fine computer.

http://cgi.ca.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222146584

Tom

3636. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 01:09:15 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.30.0103150202090.128-100000@mail.online.no>
Source record: 48871

On 14 Mar 2001, Jo Even Skarstein wrote:

> Oracle <NoSpam!@getlost.com> wrote:
>
> o Falcon with Afterburner and Eclipse, 68Mb RAM, IDE CD-ROM, Genius
> ethernet adapter, PC AT maxitower.
> o TT, 52Mb RAM, Crazy Dots II graphics card, SCSI CD-ROM and internal SCSI
> Zip-drive, Genius ethernet adapter, PC ATX miditower.
> o Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.
> o STE, 4Mb.

1. Hades060, 60Mhz , ET6000, 128Mb RAM, SoundBlaster AudioPCI 128,
SyQuest 44Mb

2. TT030, Galaxy, 10/32Mb ST/TT ram

3. TT030 4/16Mb TT ram, PSU/FPU less (PSU dead, Falcon borrows FPU)

4. Falcon030, plain standard one awaiting CT60

5. 1040ST, The very first Atari I owned, one of the very first 1040's
that appeared in Norway, back in 1886 :) Still working!

6. 520ST, bought it back in 1993/4

7. 2x800XL

8. 130XE

9. Jaguar, no CD-ROM, but with JagServer .. wish I had time to code for
it.. I love it's risc-like GPU.

>
>

--
Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

3637. Re: Unrecognized drives

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 01:52:44 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <MfVr6.445$992.1910@news-server.bigpond.net.au>
Source record: 48874

"Jean-Luc CECCOLI" <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:WS3.cddd6879.32363c01.Jean-Luc.Ceccoli@wanadoo.fr...
> >Yup, I have ten of the things, 0661-467s, 312mb.
> 0662-S12 made in '94 and '96, 1.05 Gb, 5400 Rpm.
> >Pretty old, not worth a lot of time to sort.
> >Some will work on ICD pro, some will work on HDDRIVER v7,
> >some on the Link 97 / 8 and some on the ICD Link II.
> >Some won't work at all. None worked in my TT.
> They do work on my falcon now, since Mr. Seimet sent me v7.9.
> I'm going to try it on the TT next days. One of the reasons for
> which they could not work on TTs, is the spin up jumper...

I had the same problem with my dcs UW scsi drive, I had forgotten about
that. These drives are pretty fussy re termination as well.

Mark

3638. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 02:38:08 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <98p9ug$8gg$1@cubacola.tninet.se>
Source record: 48875

On 13 Mar 2001 20:12:50 , Steve Sweet wrote:

>
>And Shiuming assures me i'm the only person to suffer probs with MyAtari.
>
>Well Shiuming, Mathew why announce it if it doesnt exist?!!
>
Hi Steve

Can't really understand your prob. I found it the same day he
announced it, using http://www.myatari.net
Are you using some mirror?

Cheer's J�rgen

—

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3639. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 09:10:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984677042-592773AEicMi@cwcom.net>
Source record: 48757

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Tue, 13 Mar 2001 23:12:00 +0100

>please excuse me writing here in the public, but the mail that was to
>inform you about me sending an archive to you was returned with the
>error message
>
>MDS>----- The following addresses had permanent fatal errors -----
>MDS><derrick@cix.co.uk>

Ah, that's because you've misspelt my name :-)

>I suppose, the English version will do it, or are you interested in
>the German one, too?

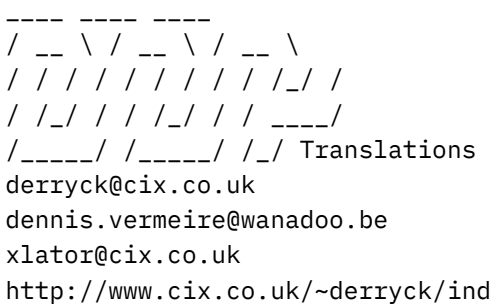
I'm happy to have both English and German versions Peter :-)

>Please keep in mind that the update is for MiNT users only, all we
>others shall not have any profit of it.

That's OK, I'm not proud ;-)

Look forward to receiving it, I'll announce in here once it's ready for
download.

--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3640. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 09:19:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984677046-593404AEicMi@cwcom.net>
Source record: 48760

From: jba4@po.cwru.edu (Jeff Armstrong)
Date: Wed, 14 Mar 2001 21:48:36 GMT

>Now I did download the Texel demo and it seems very professional. But
>it's in German. And I can't seem to find a dealer with the English
>version of Texel. I'm not sure how the graphing works as I get some
>sort of dialog every time I try.

English resource and data files for Texel V2.00 are available for download
from my web site, DDP section, URL in sig.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3641. attools soft

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 11:46:51 UTC
From: berthuit <fra.berthuit@worldonline.fr>
Message-ID: <3AB0ABAB.587CF5D4@worldonline.fr>
Source record: 48755

if you are interested by a program which allow you to make things like
pctools on you atari machine contact me
i will give you more informations about it

3642. Re: Falcon030 and Philips CDD 2600

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 14:12:53 UTC
From: Frank Szymanski <f.szymanski@dmt.de>
Message-ID: <3AB0CDE5.5F8BB59@dmt.de>
Source record: 48756

> Lose Magic for starters, when you're burning CD's get rid of everything that
> you don't need....

Well, I am burning CDs with MiNT/N.AES 2.0 on a modified falcon
(afterburner, nova) and no problems at all but I am using CD Writer
plus/ExtenDOS Gold instead of CD Recorder or CD Lab. The last two
programs are aeons away from Anodyne's reference software product.

Regards,

Frank

3643. Low End Mac has page on Atari ST/Magic Sac/Spectre GCR!

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 14:35:54 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-91DA57.09355315032001@quark.idirect.com>
Source record: 48754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Good grief, an unlikely web site has written up nice things about the ST!

Low End Mac, a well-known and respected source of information and daily news for Mac users of all stripes from the original 128K models to the current Cube and iMac models, has dedicated a page to the Atari ST and related models, giving specs and even some links to Atari resources like Hallvard's Quick FAQ.

Why? Because of the fact that during its heyday the ST could, with the help of David Small's Magic Sac and Spectre plug-in modules and software, do a more than adequate job of emulating a Macintosh, and for less than what a real Mac cost at that time. :)

Check it out and see what you think - it's at http://lowendmac.com/clones/atari.html . Might not be a bad idea to contact Dan Knight, the owner/maintainer of the site, and give him some positive feedback as well as any suggestions to improve the info on the page.

One can't help but thinking that The iDiot Forever Known As Sinclap will need a change of underwear after taking a look at this site - especially as it defeats his one-man campaign to denigrate the ST, as well as all 68K Macs still being happily and productively used daily by their owners, as "junk". There's a lot of great links there on software, hardware, upgrades, etc, that'll keep those Macs running long into the next few decades. Will TiFKAS now start a disinformation campaign (complete with character assassination, long rambling diatribes against imaginary "jihads" who are "out to get him", and poor spelling) against LEM now and shoot more holes in the foot which isn't in his mouth ? :)

3644. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 15:10:38 UTC
From: Martin-Éric Racine <q-funk@pp.fishpool.fi>
Message-ID: <Pine.LNX.4.21.0103151709400.993-100000@hal.pp.fishpool.fi>
Source record: 48759

On Wed, 14 Mar 2001, Hallvard Tangeraas wrote:

> Then again I'm using a Macintosh for writing this message...

Oh dear, so shamefull! Mary Wells must be signing out of tune!

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

3645. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 15:13:38 UTC
From: Martin-Éric Racine <q-funk@pp.fishpool.fi>
Message-ID: <Pine.LNX.4.21.0103151712140.993-100000@hal.pp.fishpool.fi>
Source record: 48765

On Thu, 15 Mar 2001, Odd Skancke wrote:

> 5. 1040ST, The very first Atari I owned, one of the very first 1040's
> that appeared in Norway, back in 1886 :) Still working!
^^^^

You mean your ST actually predecesses the ENIAC? *grin*

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

3646. Re: NEODESK & GENEVA

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 15:39:32 UTC
From: Dan Wilga <gribnif@pair.com>
Message-ID: <gribnif-791961.10393515032001@nap.mtholyoke.edu>
Source record: 48762

In article <taitiho65l12f9@corp.supernews.com>,
firest@williams-net.com (Carey Christenson) wrote:

> Anyone,
> I have been using GENEVA and NEODESK demos for the last 2 months off and
> on (the sample program). Although it is limited on some of its
> functions. It has interested me enough to consider buying this great
> software package. I have all the pertinant information.

Just to clarify a bit, our current phone number is 413-532-2434. We no longer
maintain an 800 number.

You can reach us by email at gribnif@pair.com, and our web site is
http://www.pair.com/gribnif .

--
Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

3647. Ethernet solution for Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 16:23:44 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103151619430.87-100000@Hades060>
Source record: 48766

Does anyone have an ethernet card in their Hades?
I've tried one dealer in germany and my mail goes unanswered.
It appears to be a PCI card for a mac or pc. If someone has
such a card I'd be very interested in knowing the make/model
and where I might find one.

I know need an ne2000 card for the driver to work.

Thanks...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3648. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 18:53:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984762572-445018AEicMi@madasafish.com>
Source record: 48884

Hi Jorgen

>>And Shiuming assures me i'm the only person to suffer probs with
>>MyAtari. Well Shiuming, Mathew why announce it if it doesnt exist?!!

>Can't really understand your prob. I found it the same day he announced
>it, using http://www.myatari.net

It seems i misunderstood what was meant by available. I was trying to
download what i thought was a complete version, i didnt realise they were
just refering to the incomplete online version which is of course there
as announced.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3649. Ethernet solution needed

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 19:28:26 UTC
From: "Terrence R. Redding, Ph.D." <terry@oltraining.com>
Message-ID: <B6D681BE.EF15%terry@oltraining.com>
Source record: 48758

Hi guys. Its been a long time.

I still have my old Atari STe and would like to place it on my office ethernet. Can anyone here tell me if that is possible? And if it is, how to do it?

Terry

3650. Re: I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 19:31:35 UTC
From: swampfox1@earthlink.net
Message-ID: <rM8s6.16716$R_6.1772653@newsread2.prod.itd.earthlink.net>
Source record: 48761

On 8 Mar 2001 15:46:34 G, "Jared Falvo" wrote:
>Now it's just a matter of waiting for a reply.
>
>Let's hope it's something in a positive light.
>
>Jared
>
>
>
>.
Jared,
Post it!
John G.

3651. Re: I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 19:40:26 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <FU8s6.289$5R6.2842@newsfeed.slurp.net>
Source record: 48763

Yeah, Jared, post it!

Joshua

"John Garone" <swampfox1@earthlink.net> wrote in message
news:rM8s6.16716$R_6.1772653@newsread2.prod.itd.earthlink.net...
> On 8 Mar 2001 15:46:34 G, "Jared Falvo" wrote:
> >Now it's just a matter of waiting for a reply.
> >
> >Let's hope it's something in a positive light.
> >
> >Jared
> >
> >
> >
> >.
> Jared,
> Post it!
> John G.

3652. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 20:23:01 UTC
From: prunus@post3.tele.dk
Message-ID: <3ab123f5.14218615@news.inet.tele.dk>
Source record: 48764

On Wed, 14 Mar 2001 21:48:36 GMT, jba4@po.cwru.edu (Jeff Armstrong)
wrote:

>Hey everyone. As much as I would like to say I use my Atari TT for
>almost all computing tasks, I cannot. I can't find an accpetable
>spreadsheet for this computer!

Have you ever had a look at OPUS v2.3 spreadsheet ?

Mvh

J�rgen Bak

http://home3.inet.tele.dk/prunus/

3653. Atari Magazines and Disks

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 21:02:00 UTC
From: Patrick Pavey <patrick@paveyp.freeserve.co.uk>
Message-ID: <98re07bau1@newsg1.svr.pol.co.uk>
Source record: 48769

All the following magazines are taking up space but I just can't put them in the recycling bin if someone wants them. Most also have cover disks.

Atari ST review from July 1992 issues 3 4 6 7 8 9 10 14 16 20 21 23 24 27 30 33

Atari World Dec 85 Jan 96 May 95 Jun 95

Atari ST user from April 1991 issues 62 64 65 66 68 70 72 74 75 77 82 83 87 90 92 98

Atari ST Format from April 1991 issues 21 25 26 27 28 29 30 31 32 33 34 35 35 37 38 40 41 44 45 50 52 59 65 66 67

Would prefer to dispose of whole lot - also assortment of Atari software originally in 1040STE "Family Curriculum" pack
and various classic games, eg Lemmings, Monkey Island

Any enthusiasts in easy travelling distance of Hampshire UK?

Patrick Pavey e-mail patrick@paveyp.freeserve.co.uk

3654. Re: SCSI Card Driver for Milan

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 21:10:04 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <98rb3cksd1@draco.stochastik.rwth-aachen.de>
Source record: 48767

In article <3AAE95E4.F35D7A64@boeing.com>,
Milton Horst <milton.a.horst@boeing.com> wrote:
>Does anyone know where I can get driver software for a PCI SCSI card
>for a Milan I? I've been trying to order one from Michael Schwingen,
>but he seems to have stopped responding to my e-mails. I'd consider

Sorry - I am a bit busy right now due to heavy work in my current job. I
hope to have more time after the Cebit fair.

>trying to write my own, but I can't find the Milan PCI Library.
>The only link I have to the library, http://www.wvnet.at/97021702/,

I can send you a copy by mail.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

3655. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 22:10:35 UTC
From: bindon@madasafish.com
Message-ID: <tb2fert5t1cr59@corp.supernews.com>
Source record: 48784

On 14 Mar 2001 19:41:10 , Steve Sweet wrote:

Hi Steve

>Your in the right place its only available for on-line perusal, the
>downloadable version will only be available once its complete.

Ahh, never knew that you could d/l issues.

>I personaly wouldnt want to read it online, there's nowt to look forward
>to then is there.

Good point. One less penny for the phone bill.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3656. OK!?

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 22:23:56 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <984691540-954511AEicMi@frisurf.no>
Source record: 48777

Hello!

> No a days I suppose there is no development for Papyrus, so why not let
>others have it free?

There is development, and giving it away for free would be theft..
--

OK! Then I will keep my Payrus for myself!

But what else is worth keeping in my own pocket?

The Atarians is a dying group and keeping our computers working for our dayly purpose means getting software that is good enough.
So let us share what we can to avoid buying a damned IBM-clone for half a year more!

--
Norvald
e-n-bor@frisurf.no
<Atari Falcon>

3657. What is the problem?

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 22:31:00 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <984692112-069043AEicMi@frisurf.no>
Source record: 48776

Hello "gayian@vianet.ca"!

I tried to mail you what you wanted but it is not possible to get through!
But I suppose you are able to read this news-group, so please give me another adress and I will try again!

This is what i got:
[130.67.161.80]

----- The following addresses had permanent fatal errors -----
<gaiyan@vianet.ca>

----- Transcript of session follows -----
... while talking to mail.vianet.ca.:
>>> MAIL From:<e-n-bor@frisurf.no>
<<< 550 Mail denied due to recent SPAM from your domain.
554 <gaiyan@vianet.ca>... Service unavailable

--
Norvald
e-n-bor@frisurf.no
<Atari Falcon>

3658. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 22:47:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <eEbs6.3028$992.16888@news-server.bigpond.net.au>
Source record: 48783

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:984677046-593404AEicMi@cwcom.net...
> From: jba4@po.cwru.edu (Jeff Armstrong)
> Date: Wed, 14 Mar 2001 21:48:36 GMT
>
> >Now I did download the Texel demo and it seems very professional. But
> >it's in German. And I can't seem to find a dealer with the English
> >version of Texel. I'm not sure how the graphing works as I get some
> >sort of dialog every time I try.
>
> English resource and data files for Texel V2.00 are available for download
> from my web site, DDP section, URL in sig.

Can that be used with the demo, Derryck?

Mark

3659. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 22:54:34 UTC
From: Happy <bizboz@whodunit.fsnet.co.uk>
Message-ID: <98rhf2ard1@news8.svr.pol.co.uk>
Source record: 48781

Hi Andy,

Well, it's good to see that I am not alone.

It is so disappointing to see such abusive remarks being posted again.

I really should not need to block certain users as they may have a valid
point in the future. But to be honest, I probably don't have much choice.
I do not wish to read such posts as the one posted 14/03/2001 @ 18:49.

Sir,
If you have such a strong point to make please "SHOUT" in capital
letters. You do not have to show your ignorance of the English language
by using four letter words that are not required.

Please, before any abusive posters make a comment, I already
know that Usenet rules allow such things but my point is that
this is a computer group and not an adolescent one.

Many thanks.

"HAPPY"
Smile at the world and the world will smile back.

BTW. I have meant to ask for a while where is a good place
to obtain a new Floppy drive for my TT. I tried one from a
PC shop but it didn't work. I was afraid to ask the group as
I would not like to be the instigator of round 76 but the noise
is really bad. Only reasonable responses please.

Thank you.

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:00086227@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Happy,
>
> H> How many of the users of this group are tired of
> > abusive posts?
>
> <Andy raises a hand>
>
> H> Should this now stop?
> > Does anyone else feel the same way?
>
> I would like it to stop, or at least decrease.

>
> H> How do we encourage the instigators to go away?
>
> They don't have to go away, but it'd be nice if they could
> stop squabbling quite so much.
>
> - Andy Ball.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

3660. Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 23:03:50 UTC
From: Happy <bizboz@whodunit.fsnet.co.uk>
Message-ID: <98ri0b$er5$1@news7.svr.pol.co.uk>
Source record: 48782

Mr Sweet,

May I ask you to stop using such language on this group. It really
is not required and if you read my posting "Garbage" you will see
that I am not alone.

This is a user group. Please allow others the freedom to use it in the
manner it was set up for.

I am sure it will not take you long to find another group that will
welcome your language, so please, feel free to start looking.

"Happy"

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:984677204-918399AEicMi@madasafish.com...
> Hi 'honest' Barrie
>
> >> The details for the adaptor/convertor are freely available on the web,
> >> dont let some unscrouplpous
>
> >That's unscupulous, don't you have a spell checker.
>
> Hey shit for brains!!, have you missed an 'r' somewhere or are you using
> the same spell checker i use, didnt buy it from KeyChange did you??.
>
> Your attempt to have a dig at me has left you looking an areshole, again,
> still at least your used to that.
>
> Unscrupulous is the spelling according to Papyrus.
>
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

3661. TT floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 23:32:20 UTC
From: Martin-Éric Racine <q-funk@pp.fishpool.fi>
Message-ID: <Pine.LNX.4.21.0103160130030.6334-100000@hal.pp.fishpool.fi>
Source record: 48785

On Thu, 15 Mar 2001, Happy wrote:

> BTW. I have meant to ask for a while where is a good place
> to obtain a new Floppy drive for my TT. I tried one from a
> PC shop but it didn't work.

Most PC floppies are hard-wired to work as Floppy B. There is a
way to modify those, as explained in The Quick ST FAQ (or was
that on Hallvard's Launchpad?).

http://quickfaq.atari.org/

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

3662. MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-15 23:48:12 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0103111845530.13125-100000@rac1.wam.umd.edu>
Source record: 48788

I am minting my falcon, and am experiencing problems (no joke!)

To start out, I grabbed the freemint binary and the ext2fs and figured I could unpack the rest of the tools (which require long filenames) once I had my linux partitions available I could unpack the rest of the MiNT files.

Well, #1: if someone could explain why I need to purchase HDDRIVER7+ instead of using ICD 6.5.5... I would appreciate it. The docs say the driver needs to be XHDI 1.2 compat... ICD website says it is <shrug> MiNT does say that it ISN'T XHDI compat. What gives? How do I tell it to look at the ext2fs partitions?

Then we goto the other issue. I got it (following the MfL instructions, comments inthe mint.cnf and some guesswork) to boot so long as I told it to boot normal ROM GEM. (Ie., don't replace the AES, &c).

The neat thing is: the applications I had pasted to the desktop (in Newdesk.inf) run just nicely. I cannot run any programs in any desktop windows! They all look and act just as if they were inf or txt or nothing important.

As far as I can tell, I am folowing the docs. I'm not running any of the patches normally loaded under TOS (fpatch2)... Any ideas?

I am an ... um ... student
--------parsonsd@wam.umd.edu----------http://www.wam.umd.edu/~parsonsd------

3663. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 00:01:32 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <Ilus6.140$DX5.683@news1-hme0>
Source record: 48886

Hi,

I use 2 machines:

1. Ste Veloce+4 (4MB ST_RAM 4MB_TTRAM, TOS 2.06, 68020 and 68000 processors with RSVE serial modification. Used for general computing.
4.5GB IBM DDRS - 34560 SCSI Hard disk, External Floppy drive, iOmega Zip 100, Epson Stylus Color 740 SM124 mono-monitor.

2. STfm (4MBST RAM, TOS 2.06) RSVE Serial Modification. Mainly used for Sequencing & synth programming.
4.5GB IBM DDRS-34560 SCSI Hard disk.

Regards
Sean

3664. Re: Emagic "Log-3" (TT-version) also for ST?

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 00:28:58 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-0F3AE7.19285815032001@quark.idirect.com>
Source record: 48780

In article <1eqbvh8.zb2pzu189zejkN%northstar2010@yahoo.no>,
northstar2010@yahoo.no (Hallvard Tangeraas) wrote:

> I've gotten hold of an Emagic "LOG-3" MIDI hardware unit (dongle for
> Notator Logic/Notator SL and 3 MIDI OUT ports) which comes with Notator
> Logic. It's an Atari TT version.
>
> I've tried it with my STe, and it worked fine, but I'm afraid that I
> might damage it and the computer in the long run if it's designed to
> work ONLY with the TT.
> Does anyone know if the only difference between this and the regular ST
> version that it works with the TT *in addition* to the ST, as opposed to
> the ST model with *only* works with the ST (and Falcon I believe)?
> Can I safely use the TT version with an ST?
>
> The TT version looks just the same from the outside as the ST version of
> the LOG-3.

I'm actually surprised that there was a special TT version of the
dongle. One of our former TAF presidents used to use Logic on his TT
with the LOG3, and it worked OK except for the fact that he had to wedge
something under the dongle to insure it stayed in. Perhaps the TT
version may be designed so it would fit in a bit more snug?

3665. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 01:41:57 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6D6BD82.DE3D%nameerf@flash.net>
Source record: 48778

in article Pine.GSO.4.21.0103111845530.13125-100000@rac1.wam.umd.edu, Dave Parsons at parsonsd@wam.umd.edu wrote on 3/15/01 3:48 PM:

> I am minting my falcon, and am experiencing problems (no joke!)
>
> To start out, I grabbed the freemint binary and the ext2fs and figured I
> could unpack the rest of the tools (which require long filenames) once I
> had my linux partitions available I could unpack the rest of the MiNT
> files.
>
> Well, #1: if someone could explain why I need to purchase HDDRIVER7+
> instead of using ICD 6.5.5... I would appreciate it. The docs say the
> driver needs to be XHDI 1.2 compat... ICD website says it is <shrug> MiNT
> does say that it ISN'T XHDI compat. What gives? How do I tell it to look
> at the ext2fs partitions?

Well, first get rid of ICD. It has some minor trouble with Mint. I personally use CBHD, which is free, fast, and is fully XHDI-compatible. Works great on my Mint setup. Second, you now shouldn't need to set up a Minix partition anymore. In fact, here's what I did to set up my Mint system (very basic):

1. Get the newest Mint binary release.
2. Put it in the AUTO folder, named as MINTNP.PRG.
3. Create a C:/MINT/ folder.
4. Put in a very basic MINT.CNF file which is taken from the binary release, and editted down to only the basic things I need. This includes setting up the VFAT partition variables as described in the file itself, and setting the AES path. That's it.
5. Reboot.

If I can get my Falcon fixed, I could even get the MINT.CNF file and send it to you to make this as plug-n-play as possible.

> Then we goto the other issue. I got it (following the MfL
> instructions, comments inthe mint.cnf and some guesswork) to boot so long
> as I told it to boot normal ROM GEM. (Ie., don't replace the AES, &c).

This won't do much for you, as you then loose most of the functionality of Mint. Use AES 4.0 or 4.1 if you want to use a GEM environment (put SHELL=C:/path/to/aes/NAME.PRG for your AES at the end of the MINT.CNF file).

> The neat thing is: the applications I had pasted to the desktop (in
> Newdesk.inf) run just nicely. I cannot run any programs in any desktop
> windows! They all look and act just as if they were inf or txt or
> nothing important.

The GEM in ROM doesn't recognize lower-case filenames. You probably noticed the lower-case in the window? Your custom desktop icons have the names stored as upper-case, which is why they work. Try renaming the lower case file names to upper-case and they might work. Using an AES (AES 4.0/4.1, Geneva, NAES, XaAES, or oAESis) that can recognize the lower-case filenames fixes this.

> As far as I can tell, I am folowing the docs. I'm not running any of the
> patches normally loaded under TOS (fpatch2)... Any ideas?

First, what are your goals? If you just want a Multitasking OS with long filename support (my goal), most Mint distributions make it way too complicated. Like I said, I just have Mint in the AUTO folder, an AES (I use both AES 4.1 and Geneva) in its own folder, and a MINT.CNF file about 5 or 6 lines long in the Mint folder. Really easy. No special partitions (TOS partitions are automatically converted to long filenames without losing any data or software), no long install process, nothing. The most complicated thing I had to do, was to figure out which programs needed to run before and after Mint.

Hope this helps!

Mike Freeman
nameerf@flash.net

3666. Re: Low End Mac has page on Atari ST/Magic Sac/Spectre GCR!

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 01:51:23 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-23CB9B.20512415032001@quark.idirect.com>
Source record: 48786
Cross-posted to: comp.sys.atari.st,comp.sys.mac.advocacy

In article <1eqcb8b.17g83reriunf5N%northstar2010@yahoo.no>,
northstar2010@yahoo.no (Hallvard Tangeraas) wrote:

> Thanks for that compliment, but I can't very well take credit for
> something I haven't done. The Atari ST Quick-FAQ is by Nicholas Bales. I
> have links to it from my "Atari launchpad" (see my signature for URL),
> and keep a copy for downloading from my pages' file download sections.
> I guess that's where the confusion arose.

duly noted - but at least you maintain at least a depository for it.
>
> > Check it out and see what you think - it's at
> > http://lowendmac.com/clones/atari.html .
>
> Looking good! Would never have imagined any mention of our beloved
> machine in any Mac related forum!

I was just as amazed that Dan Knight did that - I just happened to be
on this morning and saw he had it up as "clone of the day". He has had a
small page on the STacy on his page for at least a year. He's a class
act, and his site was instrumental in making my decisions what to buy
Mac-wise - lots of great information, and the contributors to his site
are a great read.

I wouldn't mind maybe suggesting adding some system specs to his
page, like the Mega ST, Mega STe and TT (could the TT run Spectre GCR?)

>
>
> > One can't help but thinking that The iDiot Forever Known As Sinclap
> > will need a change of underwear after taking a look at this site
>
> Hehe.... won't that brain-dead looser get a life soon than babbling with
> his one-man campaign? This guy (girl?) must really have some deep,
> underlying problems to hang around here for years, trying to pester us
> with his crap.
> But for me, the looser doesn't even exist any more. He's nobody.

talk about it - even some of the guys in comp.sys.mac.advocacy
realize that he's a weiner and an embarrassment to the Mac community,
after he tried to pick a fight with me in that forum last year a couple
of times. The resident satirist there, Dr. Robert Fovell, has even gone
as far to say that c.s.m.a should set up a donation to buy sinclap a
WinTel PC and a pair of mirrored glasses with the mirror side inward so
he can just get on with what he really is - a Wintroll using the wrong

platform :)

3667. FS/T: Atari ST items and more... [03/15/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 02:21:05 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <a4u2btogklsj8h8alonm74cescnu0ctrl9@4ax.com>
Source record: 48773

```
Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple ][ computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3668. Re: Wanted: C-Lab "Export" (trade against LOG-3?)

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 04:43:02 UTC
From: ag352@chebucto.ns.ca
Message-ID: <98s5km$3nk$1@News.Dal.Ca>
Source record: 48775

What is the current going price for a NOTATOR dongle these days?

Just curious.

JG

3669. Re: Low End Mac has page on Atari ST/Magic Sac/Spectre GCR!

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 07:00:06 UTC
From: sinclap@nospam.net
Message-ID: <160320010100548858%sinclap@nospam.net>
Source record: 48752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-91DA57.09355315032001@quark.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> Good grief, an unlikely web site has written up nice things about the
> ST!

A pity thing?

> Low End Mac, a well-known and respected source of information and
> daily news for Mac users of all stripes from the original 128K models to
> the current Cube and iMac models, has dedicated a page to the Atari ST
> and related models, giving specs and even some links to Atari resources
> like Hallvard's Quick FAQ.

Must be attempt to increase new users to the web site to increase adv..rates...-)

> Why? Because of the fact that during its heyday the ST could, with
> the help of David Small's Magic Sac and Spectre plug-in modules and
> software, do a more than adequate job of emulating a Macintosh, and for
> less than what a real Mac cost at that time. :)

Yea..But who is still here? At the time, I was an Amigan...

> Check it out and see what you think - it's at
> http://lowendmac.com/clones/atari.html . Might not be a bad idea to
> contact Dan Knight, the owner/maintainer of the site, and give him some
> positive feedback as well as any suggestions to improve the info on the
> page.

Very underwhelming. At least the Atari historical web sites have graphics and pictures to show...

> One can't help but thinking that The iDiot Forever Known As Sinclap
> will need a change of underwear after taking a look at this site -
> especially as it defeats his one-man campaign to denigrate the ST, as
> well as all 68K Macs still being happily and productively used daily by
> their owners, as "junk". There's a lot of great links there on software,
> hardware, upgrades, etc, that'll keep those Macs running long into the
> next few decades. Will TiFKAS now start a disinformation campaign
> (complete with character assassination, long rambling diatribes against
> imaginary "jihads" who are "out to get him", and poor spelling) against
> LEM now and shoot more holes in the foot which isn't in his mouth ? :)

In your imagination...I am to busy with preparing for the roll out of X..

By the way you sound like KarmiCommunist....
---

http://ragingbull.lycos.com/mboard/boards.cgi?board=AAPL&read=82059

By: KarmiCommunist
Reply To: 78230 by KarmiCommunist

Thursday, 15 Mar 2001 at 7:08 PM EST

Post # of 82097

TiPBG4's *PROBLEMS*...

Seems that more than enough ï¿½Potential *PROBLEMS*ï¿½ have now become actual *PROBLEMS*, and its time for a ï¿½Subject Changeï¿½ï¿½so to speak of this Thread:
http://ragingbull.lycos.com/mboard/boards.cgi?board=AAPL&read=78230

This *NEW* update and 'Thread Change' can been be viewed at:
http://boards.fool.com/Message.asp?mid=14558657

Also check out these links:
http://www.macintouch.com/pbg4reader3.html#mar15
http://www.macworld.co.uk/news/main_news.cfm?NewsID=2613

Think *LOOK*, but DO NOT *TOUCH*!!!

KarmiCommunist
Karmic SLAUGHTERER

---

sinclap!
somewere in mn

see my public folder

3670. Re: Low End Mac has page on Atari ST/Magic Sac/Spectre GCR!

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 07:03:45 UTC
From: sinclap@nospam.net
Message-ID: <160320010104402449%sinclap@nospam.net>
Source record: 48753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1eqcb8b.17g83reriunf5N%northstar2010@yahoo.no>, Hallvard Tangeraas <northstar2010@yahoo.no> wrote:

> > Check it out and see what you think - it's at
> > http://lowendmac.com/clones/atari.html .
>
> Looking good! Would never have imagined any mention of our beloved
> machine in any Mac related forum!

A pity tit for tad....

>
> > One can't help but thinking that The iDiot Forever Known As Sinclap
> > will need a change of underwear after taking a look at this site
>
> Hehe.... won't that brain-dead looser get a life soon than babbling with
> his one-man campaign? This guy (girl?) must really have some deep,
> underlying problems to hang around here for years, trying to pester us
> with his crap.
> But for me, the looser doesn't even exist any more. He's nobody.

Meaning you! Your ma ma wears army boots!

>
> Hallvard

sinclap!
somewere in mn

see my public folder

3671. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 07:40:12 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3AB1C35C.80F9E3EC@ndh.net>
Source record: 48774

Hi,

> 1. Get the newest Mint binary release.
> 2. Put it in the AUTO folder, named as MINTNP.PRG.
If you use newest binary, you will run into trouble when only renaming
MINT.PRG to MINTNP.PRG. In new kernel versions memory protection is
switched off by using the boot menu, which you can get by holding down
the left SHIFT key, when MiNT starts.

Bye

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

3672. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 07:50:04 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103152340320.29126-100000@shell.pacifier.com>
Source record: 48751
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

Lately I've added more Atari inventory so checkout my Catalogs. Even my 8 Bit Atari Software grew by 25%! And I'm offering a 20% Discount to my regular customers! E-Mail for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. And if you have'nt bought from Bravo, Give Ben a Chance! I can be quite Beneficial. And remember, if you can't come see me today? Come see me tomorrow! E-Mail or call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3673. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 08:36:35 UTC
From: Martin-Éric Racine <q-funk@pp.fishpool.fi>
Message-ID: <Pine.LNX.4.21.0103161035410.15699-100000@hal.pp.fishpool.fi>
Source record: 48771

On Fri, 16 Mar 2001, Marc-Antï¿½n Kehr wrote:

> If you use newest binary, you will run into trouble when only
> renaming MINT.PRG to MINTNP.PRG. In new kernel versions
> memory protection is switched off by using the boot menu,
> which you can get by holding down the left SHIFT key, when
> MiNT starts.

Indeed, and that was a _very_ stupid thing to do, given how many
documents refer to renaming the binary to change the protection.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

3674. Crazy Dots problems resolved (nearly)

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 10:43:20 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984739488.3649.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 48770

As some may know I have been having numerous problems with my Cray Dots card in my TT, well I have for the first time got it working.

The other day I received my software updates from Atari Workshop (NVDI 5, HDDriver 8 and Magic 6), I installed NVDI and with a few simple steps it worked fine, 800x600x32K - no problems.

Magic 6 frames finally worked (no one said the colour depth could be the problem) and in general the desktop looked much more colourful and impressive, Doom using the VDI actually work and was slightly quicker, although still unplayable (really need a TT upgrade).

Anyway, I still have some questions;

1) The Redirect program does not appear to do anything, I get no redirection and have to guess may way around SELTRES (or whatever it is), should I not get all of the boot sequence after the Redirect prog has run (it is the first in the AUTO)?

2) Viewing documents in TOS just produces funny graphics on the screen, is this related to the above?

3) Why did the program select 62Hz when I told it the monitor worked from 65-75?

4) I selected a Crazy Dots VME card but it said the hardware was not responding, is this normal? Could I have a CD II card? How do I identify it (I know it has a 15Bit extension)?

Mark.

(before anyone says I know I was using Magic6 before I had bought it, my brother and I have been buying Falcons, TTs, Megas, etc and have accumulated software, this included M4, 5 and HDDriver 6 there was also what looked like an illegal version of HDD7 and M6 - we have purchased them now)

3675. Re: Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 10:56:54 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <YYms6.3336$KL5.24428@NewsReader>
Source record: 48772

Hello.

"Brian Becroft" <brian@gem.win.co.nz> wrote in message
news:GA6KMs.4E@gem.win.co.nz...
> Graham Stoneman (G.J.Stoneman@warwick.ac.uk) wrote:
> : Does anybody know if it's possible to use any standard SVGA monitor with
> : an Atari ST?
> [snip]
>
> Yes, eg. 21" monitor and Notator? Looks great:-)

Yup, so does Cubase, in fact both look pretty good on most, but not all, 15"
and up SVGAs.

> This is good only for ST Hi-rez and no sound

If you need sound, for the pings and dings, when ordering an adaptor cable
from
Keychange, 01925 266120, for STFM users I will add a sound out lead.

STE users can take the sound from the stereo outs under the ON / OFF switch.

Barrie at Keychange.

www.keychange.co.uk

3676. Re: PC Mainboard

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 10:57:24 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984740330.3965.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 48768

Well close but the other way round,

I want to see if I can upgrade the AT Speed card I have in my Falcon to a 386 so that I can run Workgroups, NT or 95 on it.

It has a Siemans 286 chip which looks to be the same size as all other 286 chips (i.e. I imagine it is pin for pin compatible), it is not in a socket. I do remember some years back installing 486 chips in 386 PCs, these simply "piggybacked" on top of the 386 chip (not really secure but worked) and then a small program would switch them on, does such a thing exist for the 286?

Mark.

Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message news:0007436e@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Mark,
>
> MA> I want to put a 386 or better into a 286 - any
> > ideas? (sad I know)
>
> This isn't really the place to ask, but I'm going to assume
> you plan to emulate an ST on it... :-/ If it's a standard
> form-factor mainboard (probably AT or 'baby AT'), just
> replace the mainboard with one that has a 386DX or 486
> microprocessor.
>
> - Andy Ball.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

3677. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 13:24:00 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984749133.7594.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 48787

My Supra 32MB cost £899 new.

Mark.

Trevor Spencer <tcjspencer@zetnet.co.uk> wrote in message
news:3aafeafe$0$8830@news.zetnet.co.uk...
> On 26 Feb 2001 23:04:54 , Pairman wrote:
> >In article <t9l8tjp7hllia8@corp.supernews.com>, ricortes@netmagic.net
> >says...
> >> I kind of liked the theory one computer wag put out; "Any computer that
> >> could use a cassette for storage, and that includes the original IBM
PC".
> >>
> >> That was almost a valid argument. Modern age of computers didn't come
about
> >> until the Amiga, Mac, PC/AT, ST.
> >>
> >Don't know many people back then that could afford a 5 meg HD and about 5
> >grand each. and anybody remember how much the 810 and 1050 cost when they
> >first came out? Cassettes sure beat having to retype programs every time
> >you wanted to do something.
>
> I remember when I got my 1040STe in 1992, the same month that ST Review
> was launched. I looked for a hard drive and the 40MB ones were around 500
> pounds, twice what I paid for the computer.
>
> --
> Trevor
>
> 6 MB ATARI STe / Veloce+2 / TOS 2.06
>
>
>
>

3678. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 14:10:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984815970-59772AEicMi@cwcom.net>
Source record: 48749

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Thu, 15 Mar 2001 22:47:38 GMT

>> English resource and data files for Texel V2.00 are available for
download
>> from my web site, DDP section, URL in sig.
>
>Can that be used with the demo, Derryck?

I'm guessing that the demo is V2.20, so I think you'll be unlucky?

Unfortunately DDP Translations spent a lot of time preparing a "proper"
English release of the to-be-forthcoming Texel 2.30, only to find that the
author had dropped support for it after agreeing to compile this version.
The issue being that there is a lot of text compiled into the binary.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3679. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 14:10:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984815974-60293AEicMi@cwcom.net>
Source record: 48750

From: "Happy" <bizboz@whodunit.fsnet.co.uk>
Date: Thu, 15 Mar 2001 22:54:34 -0000

>BTW. I have meant to ask for a while where is a good place
>to obtain a new Floppy drive for my TT. I tried one from a
>PC shop but it didn't work. I was afraid to ask the group as

I've successfully used the excellent diagrams and text in Hallvard's
article on adapting a Sony drive to replace both drives in my (Tower'd)
STFM. Grab it from his web site, you'll find the URL at the foot of all
of his messages :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3680. WTB MegaST UK PSU?

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 14:41:16 UTC
From: Ian <info@dotqr.com>
Message-ID: <984753788.6769.0.nnrp-13.9e98e6ee@news.demon.co.uk>
Source record: 48779

Anyone out there with a spare/defunct MegaST PSU
for sale? UK spec only.

Ian.

3681. Apex Media or...

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 15:18:38 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <984756124-367356AEicMi@xs4all.nl>
Source record: 48790

Does anyone know where to get Apex media from
and if a FPU is needed for running it? Same
question about NEON? Does the Falcon version ned
a FPU. AFAIK it does but I'm not sure.

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3682. Re: WTB MegaST UK PSU?

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 15:37:01 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <irqs6.1612$nt6.23343@NewsReader>
Source record: 48789

Hello.

"Ian" <info@dotqr.com> wrote in message
news:984753788.6769.0.nnrp-13.9e98e6ee@news.demon.co.uk...
> Anyone out there with a spare/defunct MegaST PSU
> for sale? UK spec only.

Working ones only.

Keychange Music. 01925 266120

www.keychange.co.uk

3683. Re: Ethernet solution for Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 16:38:03 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103161636480.92-100000@Hades060>
Source record: 48879

On Fri, 16 Mar 2001, Martin Byttebier wrote:

> I do have one. It's a NE2000 card.
> The box says SN3200 and supports window$.
> It's 10BASE-T and 10BASE2 card with RJ-45 and BNC connectors.

Thanks! That is far more info than I had.
We have cable modems coming soon to my area, and an ethernet card
is required.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3684. ASCII

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 17:25:00 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0008fe25@fmlynet.org>
Source record: 48890

FamilyNet Newsgate

Hello Kenneth,

> Daleth (197/$C5), Gimmel (196/$C4), Rho (229/$E5), Sigma
> 228/$E4) and Divisor sign (246/$F6).

KM> Which are the correct iso-8859-1 ASCII codes...

They're above 127 (decimal), and are not part of the ASCII
character set.

- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3685. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 17:35:30 UTC
From: bindon@madasafish.com
Message-ID: <tb4jn23kfuro1b@corp.supernews.com>
Source record: 48876

On 15 Mar 2001 22:54:34 , "Happy" wrote:
Hi

>BTW. I have meant to ask for a while where is a good place
>to obtain a new Floppy drive for my TT. I tried one from a
>PC shop but it didn't work. I was afraid to ask the group as
>I would not like to be the instigator of round 76 but the noise
>is really bad. Only reasonable responses please.

What's the problem? If the activity light on the drive then chances
are you have the plug around the wrong way, as the original drives in
the TT are different to PC ones. You'll need to change it to ID0 as
well, sometimes a jumper, sometimes a solder pad. Also called DS0 on
many drives. PCs require DS1 you see.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3686. Re: PC Mainboard

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 17:35:31 UTC
From: bindon@madasafish.com
Message-ID: <tb4jn3qtgn8t1d@corp.supernews.com>
Source record: 48877

On 16 Mar 2001 10:57:24 , "Mark" wrote:

Hi Mark,

>I want to see if I can upgrade the AT Speed card I have in my Falcon to a
>386 so that I can run Workgroups, NT or 95 on it.
^^
Huh? How will that work. I'd be supprised as Windows 95 will chuck
up errors when it try's to detect hardware. Anyway don't bother on a
386, not even a 486. Use 3.1, helluva lot better (and stable).

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3687. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 17:44:18 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984764751.12293.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 48878

There was an OS that plugged into the Cartridge port of the ST/TT, etc it
was Multitasking and was written 100% in assembly. It was NOT TOS/GEM
compatible and it had its own set of programs, the cartridge also meant that
it could boot directly just as TOS does.

Sorry I forget the name.

Mark.

Jared Falvo <luposian@mailcity.com> wrote in message
news:OmPo6.200$lY1.47677@newsfeed.intelenet.net...
> GEM was the original OS for the Atari ST. But then lots came down in
later
> years. I'm not including Unix-dirivatives like MiNT, because they
basically
> "patched" GEM with multitasking, especially after Atari got a hold of it.
>
> I'm talking completely separate OS's, not requiring or used in GEM at all.
>
> If a new Atari computer was built by the Infogrames-Atari, which OS would
> you want it to run? What CPU would you want? How much and what type of
> RAM, Classic Atari case or PC-style tower with slots (for the very first
> model; do you think it would be worthwhile to make a really powerful
> all-in-one integrated system like the old 1040/Falcon030 to help bring
> recognition back with the new system, or going with a totally different
> minitower w/ slots type design to keep "expansion users" happy, regardless
> if it meant development headaches for driver programmers because anyone
> could have any hardware and thus no one would know who had what hardware)?
>
> I still believe the first new system should bring familiarity along with
it,
> as well as power/performance. And an integrated system can do that. Just
> look at some of the PC's Radio Shack sells. No bigger than the base of a
15"
> monitor! Tiny, man! And, I bet they have intgrated audio and video that
is
> nowhere NEAR the power that an nVidia GeForce 2 chipset nor Yamaha or
> SoundBlaster Live carries.
>
> But, of course, all of this is meaningless drivel if Infogrames does
> nothing, just as Hasbro did nothing...
>
> Jared
>
>

>

3688. Re: How many Atari OS types are there?

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 17:54:56 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <98tk03$b3q$01$1@news.t-online.com>
Source record: 48880

> There was an OS that plugged into the Cartridge port of the ST/TT, etc it
> was Multitasking and was written 100% in assembly. It was NOT TOS/GEM
> compatible and it had its own set of programs, the cartridge also meant
that
> it could boot directly just as TOS does.
>
> Sorry I forget the name.

I think you mean SMS2. It's still available by Jochen Merz Software.

Greetings,
Matthias

3689. Re: Ethernet solution for Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 18:08:44 UTC
From: tos4ever@pandora.be
Message-ID: <1eqdk0o.1eieclifavrswN@d5e06bd5.kabel.telenet.be>
Source record: 48881

Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> Does anyone have an ethernet card in their Hades?
> I've tried one dealer in germany and my mail goes unanswered.
> It appears to be a PCI card for a mac or pc. If someone has
> such a card I'd be very interested in knowing the make/model
> and where I might find one.

I do have one. It's a NE2000 card.
The box says SN3200 and supports window$.
It's 10BASE-T and 10BASE2 card with RJ-45 and BNC connectors.
>
> I know need an ne2000 card for the driver to work.
>

Getting such a card is maybe easy, getting the Hades drivers for it is another story.
The driver is written by Torsten Lang.
http://www.TorstenLang.de
email: tlang@dialup.becom.net (I don't know if this address is still good)

To get the driver you need to send him the Hades TOS serial number.

The only person I know who sells these cards is Axel Gehringer of AG Computertechnik (Memmingen Germany). Unfortunately it's almost impossible to contact him.

HTH,
Martin

3690. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 18:08:44 UTC
From: tos4ever@pandora.be
Message-ID: <1eqdld9.bap3mo1bf6z5gN@d5e06bd5.kabel.telenet.be>
Source record: 48883

Dave Parsons <parsonsd@wam.umd.edu> wrote:

>
> The neat thing is: the applications I had pasted to the desktop (in
> Newdesk.inf) run just nicely. I cannot run any programs in any desktop
> windows! They all look and act just as if they were inf or txt or
> nothing important.

Sorry I can't help you with the other questions.
You can get around you're last problem by using a replacement desktop
such as Thing. I don't know the reason for this behaviour. Anyway using
MiNT without a good replacement desktop is like driving a Ferrari with a
2 CV engine.
CU,
Martin

3691. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 18:08:45 UTC
From: tos4ever@pandora.be
Message-ID: <1eqdm2m.1b7zeyxtvgijnN@d5e06bd5.kabel.telenet.be>
Source record: 48882

Martin-ï¿½ric Racine <q-funk@pp.fishpool.fi> wrote:

> On Fri, 16 Mar 2001, Marc-Antï¿½n Kehr wrote:
>
> > If you use newest binary, you will run into trouble when only
> > renaming MINT.PRG to MINTNP.PRG. In new kernel versions
> > memory protection is switched off by using the boot menu,
> > which you can get by holding down the left SHIFT key, when
> > MiNT starts.
>
> Indeed, and that was a _very_ stupid thing to do, given how many
> documents refer to renaming the binary to change the protection.

It's maybe stupid but IMHO it's far more stupier using such a OS
without reading the docs. It's all explained.

TTFN,
Martin.

3692. IS THE STAFFORD SHOW ON TOMORROW

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 18:43:26 UTC
From: john nicholas oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.efc64a62.3ada4240.doyene@zetnet.co.uk>
Source record: 48885

HELLO ALL.
IS THERE ANY SHOW AT STAFFORD FOR ATARI TOMORROW.

--
-
with kindest regards.

John Nicholas Oakes
Manchester
England

email: doyene@zetnet.co.uk

3693. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 18:46:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984825868-46782AEicMi@madasafish.com>
Source record: 48794

Hi happy

>BTW. I have meant to ask for a while where is a good place to obtain a
>new Floppy drive for my TT. I tried one from a PC shop but it didn't
>work. I was afraid to ask the group as I would not like to be the
>instigator of round 76 but the noise is really bad.

You should ensure that the ID is changed from ID1 to ID0 (or it may be
vice-versa), but PC drives are the opposite of what is required for
Atari's.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3694. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 18:54:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984825870-47380AEicMi@madasafish.com>
Source record: 48795

Hi there

>May I ask you to stop using such language on this group. It really is
>not required and if you read my posting "Garbage" you will see that I am
>not alone.

Why use the name 'Happy' when youre one of the most miserable gits on the planet, has anyone suggested anti-depresants, in large amounts!!.

You've appeared out of no-where and decided things dont suit you, the simple answer to that is sod off again.

Ref your thread on garbage, i only see you discussing this so far. As its not Atari-relevant, perhaps you'd like to take it to somewhere where it is.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3695. Re: Crazy Dots problems resolved (nearly)

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 20:14:57 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3AB27433.3EC8EC09@wanadoo.be>
Source record: 48887

Mark wrote:

> As some may know I have been having numerous problems with my Cray Dots card
> in my TT, well I have for the first time got it working.
>
> The other day I received my software updates from Atari Workshop (NVDI 5,
> HDDriver 8 and Magic 6), I installed NVDI and with a few simple steps it
> worked fine, 800x600x32K - no problems.
>
> Magic 6 frames finally worked (no one said the colour depth could be the
> problem) and in general the desktop looked much more colourful and
> impressive, Doom using the VDI actually work and was slightly quicker,
> although still unplayable (really need a TT upgrade).
>
> Anyway, I still have some questions;
>
> 1) The Redirect program does not appear to do anything, I get no redirection
> and have to guess may way around SELTRES (or whatever it is), should I not
> get all of the boot sequence after the Redirect prog has run (it is the
> first in the AUTO)?
>
> 2) Viewing documents in TOS just produces funny graphics on the screen, is
> this related to the above?
>
> 3) Why did the program select 62Hz when I told it the monitor worked from
> 65-75?
>
> 4) I selected a Crazy Dots VME card but it said the hardware was not
> responding, is this normal? Could I have a CD II card? How do I identify it
> (I know it has a 15Bit extension)?
>
> Mark.
>
> (before anyone says I know I was using Magic6 before I had bought it, my
> brother and I have been buying Falcons, TTs, Megas, etc and have accumulated
> software, this included M4, 5 and HDDriver 6 there was also what looked like
> an illegal version of HDD7 and M6 - we have purchased them now)

You may find some help on my pages:
http://home.tiscalinet.be/dipching_drulkhor/CRAZYD-E.HTM

Yours

jo

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3696. Re: Ethernet solution for Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 22:30:07 UTC
From: tos4ever@pandora.be
Message-ID: <1eqdxwx.6151gbst4hxiN@d5e06bd5.kabel.telenet.be>
Source record: 48888

Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> On Fri, 16 Mar 2001, Martin Byttebier wrote:
>
> > I do have one. It's a NE2000 card.
> > The box says SN3200 and supports window$.
> > It's 10BASE-T and 10BASE2 card with RJ-45 and BNC connectors.
>
> Thanks! That is far more info than I had.
> We have cable modems coming soon to my area, and an ethernet card
> is required.

I do have cable network right now but as Telenet (the Belgium company
who offers cable network) works with dynamic IP addresses and AFAIK
there is no driver for it on the Atari I've bought me a second hand Mac
G3. Now I'm trying to share the connection. I'm been told that this can
be done by means of Network Address Translation (NAT). So far no luck to
get my Hades back online.
I hope I'll be able to do so very soon as I'm getting sick and tired of
working on the Mac.
So if any of you have some info please let me know.
On the Mac side I'm (trying) using IPNetrouter. The cable Network is
connected to the internal ethernet card. On the second ethernet card
hangs the Hades. On the Hades I'm running MiNT-net.

TTFN,
Martin

3697. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-16 22:51:58 UTC
From: publish@welshnet.co.uk
Message-ID: <3ab29815.33557313@news.cis.dfn.de>
Source record: 48889

On 14 Mar 2001 22:04:42 GMT, tcjspencer@zetnet.co.uk (Trevor Spencer)
wrote:

>I only have 2 STe's a standard 1040 with TOS 1.62 and the one I use which
>is a 4 MB ATARI with 2Mb TT RAM using the Veloce+2, switchable
>68000/68020, TOS 2.06 and upgraded serial port. It's the only computer
>I've needed.

I only have a 14Mb Falcon with Nemesis & FPU nowadays. It shares a
SVGA monitor, Cherry keyboard, HP printers (2) and modem with a P133
Wintel machine.

Unfortunately I need the Wintel for online stuff and file
exchange/work with non-Atari owners.

It's a change from when I had 4 complete Atari systems in the house!

Still much prefer using the Falcon for DTP and WP!

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

3698. FS: It all needs a good home....

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 00:00:56 UTC
From: BlackSwan <fgrumble@hotmail.com>
Message-ID: <YOxs6.427551$ge4.150751801@news2.rdc2.tx.home.com>
Source record: 48891

I am getting rid of all of it. It s taking up space and I'm not using it L
I want it to go to a good home not somewhere it might get dumped.

I will take offers for everything. You pay shipping.

Keep in mind that this is in the U.S. but I'm willing to ship ANYWHERE. And
you're check or money order must clear BEFORE I ship it. I can also take
credit cards.

Games:

Sleepwalker - (GREAT GAME) requires 1 meg or more

Clown-O-Mania

No Second Prize - motorcycle racing

Lotus III

Fantastic Worlds - includes Populace, Mega-Lo-Mania, Piratez, Realms and
Wonderland

Sim City

Falcon Flight Sim

Battle Chess

Falcon

Apps:

Twist 2 - database

Stalker 3/ Steno - telecommunications

Timeworks Desktop Publisher 1 and 2

GFA Draft Plus

Studio Photo - image editor

Genus - font editor

Calamus SL publishing with Oultine Art and Font editor

Neodesk 3

Image Copy 3

Cyber Studio CAD 3D, Cyber Texture and Cyber Sculpt

Maxi File 3

Multi Desk Deluxe

Ultimate Virus Killer

Warp 9

Fontverter- TYPE 1 Converter

Kobold File Copier

Hot Wire

Universal Item Selector

Edhak

Diamond Back 3

Diamond Edge 2

Gem-View

NVDI 4

OutburST 3

ExtenDOS

Programming:

The GP_EDIT Library - for GFA Basic

HiSoft Basic 1

Hisoft C Interpreter

STOS Basic and Compiler

GFA Basic 3.5

Personal Pascal

Hardware

Blow-Up 030 - screen expander for Falcon

Pyramid monochrome hand scanner

MultiSync/RGB monitor switch

Mega Ste - 4 megs RAM / no hard drive

Atari SC1435 - 14 inch color monitor

Atari SM124 - 12 inch monochrome monitor

Atari SC1224 - 12 inch color monitor

Quantum 250 meg internal HD for Falcon

Books

Software Development with GFA Basic 3

Modern Atari System Software

GEM Programmer's Reference Guide

The Atari Compendium

ST Basic to C

Atari ST Tips and Tricks

GFA Basic Programmer's Reference Guide Volume 1

ST Assembly Language Workshop (with Disk)

Your ST Comes Alive

St Applications Guide - Programming in C

Concepts in Programming with GFA Basic

68000 Assembly Language Programming - Second Edition

GEM Programmers reference Guide

Magazines:

ST FORMAT: issues 22-82 with disks

ST REVIEW: May 92-Nov 94

ST USER: 1-34

ST ACTION: 26, 34, 35, 37, 40

Also I will give way disks of shareware to the first bunch of sales. It will be a grab bag of goodies along the lines of the items you bought. The more you buy, the more you get free!

3699. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 00:48:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <98uc8i$4lj$1@plutonium.compulink.co.uk>
Source record: 48892

In message <984590278-337261AEicMi@madasafish.com>, steve_sweet@madasafish.com said:

>And Shiuming assures me i'm the only person to suffer probs with MyAtari.
>
>Well Shiuming, Mathew why announce it if it doesnt exist?!!

Hi Steve!

I wonder if we are going about it the wrong way somehow? Certainly I
got DOWNLOAD.HTM dated 10-03-01 but that didn't have a downlod link
for the current edition, only older ones. On checking, the HTM files I
have downloaded by clicking in that for what should be the March
edition are: OFFERS, STARTED, SUBS, SUPPORT and USERADS plus quite a
lot of images but nothing else. No INDEX or HOME.HTM Is there another
'Front page'?

3700. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 05:33:06 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0103170000230.5583-100000@rac3.wam.umd.edu>
Source record: 48893

On Fri, 16 Mar 2001, Michael and Nicole Freeman wrote:

// in article Pine.GSO.4.21.0103111845530.13125-100000@rac1.wam.umd.edu, Dave
// Parsons at parsonsd@wam.umd.edu wrote on 3/15/01 3:48 PM:
//
// > I am minting my falcon, and am experiencing problems (no joke!)
// >
// Well, first get rid of ICD. It has some minor trouble with Mint. I
// personally use CBHD, which is free, fast, and is fully XHDI-compatible.
// Works great on my Mint setup. Second, you now shouldn't need to set up a
// Minix partition anymore. In fact, here's what I did to set up my Mint system
// (very basic):
//
I'll give cbhd a shot, then. Kinda disspointed that MiNT isn't compatible
with ICD.... Says it is! Shoot the people that said so! <grin>

I found the latest stable (or so they said) from the sparemint page
(wh-58-508.st.uni-magdeburg ....), which would be 1.15.5. I can mess with
getting a new version once I get the ball rolling--and understand what teh
he11 is going on.

As for the mintnp.prg,the sparemint dist had a mintnp.prg & a mint.prg
(which they said rename to 030, if you wanted to take advantage of the 030
routines, but didn't say about making it *np.prg to do
not-protected.) I tried my last minting last weekend, but I just dropped
the *np.prg in instead of using the *030.prg just to get the machine
started.

I may have had the paths set wrong..... I'm not at all clear on which
variables go where, and had 1 hell of a time figuring out (and so I left
it commented out) how to deal with the newfatfs var. It didn't seem
appliciable since the notes in the conf file seemed to mean to not include
boot partition, and i figured that I could do long-filename stuff in my
mostly unused linux/68k partitions.

//
// This won't do much for you, as you then loose most of the functionality of
// Mint. Use AES 4.0 or 4.1 if you want to use a GEM environment (put
// SHELL=C:/path/to/aes/NAME.PRG for your AES at the end of the MINT.CNF file).
//
At some point i found aes 4.1 and tried it.... damn thing barfed. I'm
glad I have kept my linux partitions bootable--I'd have never been able to
boot again! (Not quite true, cos I did have boot disk with HD driver
software ... but linux was easier)

I'll try it again with modified shell variable.

// The GEM in ROM doesn't recognize lower-case filenames. You probably noticed
// the lower-case in the window? Your custom desktop icons have the names
// stored as upper-case, which is why they work. Try renaming the lower case
// file names to upper-case and they might work. Using an AES (AES 4.0/4.1,
// Geneva, NAES, XaAES, or oAESis) that can recognize the lower-case filenames
// fixes this.
//
I did notice the lower-case filenames! I liked it, but Im surprised that
TOS/GEM/&c would be case-sensitive about it! Very strange....

// First, what are your goals? If you just want a Multitasking OS with long
// filename support (my goal), most Mint distributions make it way too
// complicated. Like I said, I just have Mint in the AUTO folder, an AES (I use
// both AES 4.1 and Geneva) in its own folder, and a MINT.CNF file about 5 or 6
// lines long in the Mint folder. Really easy. No special partitions (TOS
// partitions are automatically converted to long filenames without losing any
// data or software), no long install process, nothing. The most complicated
// thing I had to do, was to figure out which programs needed to run before and
// after Mint.

Well, it isn't just multi-tasking that I want. I have Magix, but have
always been a bit dissapointed. Maybe it it that all the serious/fatal
error dialogs are still German, or the file icon supprt feels clunky, or
something, (hey, it might be that I am just one of those wierdos that
actually like the TOS desktop, and mgxdsk doesn't feel enought like
it!!) but its something....

Well, that and MiNT can do recompiles of linux-ware and still be TOS-prg
compatible. I like linux, but i have to reboot to use phasar, and since i
figure linux 0.97pl3 is a little old, i'd do better with a better than
clab mk2 standard HD.

Variety of reasons, but the ability to run many linux recompiles and run
the nicer atari prgs (without the mag!x -erm, issues) is the best reason I
can vocalise.

//
// Hope this helps!

YES!

Thanx.

A bend in the road is not the end of the road...
...unless you fail to make the turn.
------parsonsd@wam.umd.edu-----http://www.wam.umd.edu/~parsonsd----------

3701. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 05:37:20 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0103170033400.5583-100000@rac3.wam.umd.edu>
Source record: 48894

On Fri, 16 Mar 2001, Martin Byttebier wrote:

// You can get around you're last problem by using a replacement desktop
// such as Thing. I don't know the reason for this behaviour. Anyway using
// MiNT without a good replacement desktop is like driving a Ferrari with a
// 2 CV engine.

point taken. I'll move up to that when I can just make it go...

or to extend the Ferrari anaolgy:
Until I figure out how to get the clutch out and into 1st (and thus
rolling), I don't care much about how many hp the engine puts out!

A bend in the road is not the end of the road...
...unless you fail to make the turn.
------parsonsd@wam.umd.edu-----http://www.wam.umd.edu/~parsonsd----------

3702. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 05:40:28 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0103170038050.5583-100000@rac3.wam.umd.edu>
Source record: 48895

On Fri, 16 Mar 2001, Martin Byttebier wrote:

// Martin-Éric Racine <q-funk@pp.fishpool.fi> wrote:
//
// > Indeed, and that was a _very_ stupid thing to do, given how many
// > documents refer to renaming the binary to change the protection.
//
// It's maybe stupid but IMHO it's far more stupier using such a OS
// without reading the docs. It's all explained.
//
//

Would that be one of the docs that get over-written when one doesn't have MiNT already running on a long-filename system, and still tries to untar the docs?

A bend in the road is not the end of the road...
...unless you fail to make the turn.
------parsonsd@wam.umd.edu-----http://www.wam.umd.edu/~parsonsd----------

3703. Re: Ethernet solution needed

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 08:30:25 UTC
From: rsmac@t-online.de
Message-ID: <1eqeoqf.ktipu91s7m4waN%rsmac@t-online.de>
Source record: 48746

Terrence R. Redding, Ph.D. <terry@oltraining.com> wrote:

> I still have my old Atari STe and would like to place it on my office
> ethernet. Can anyone here tell me if that is possible? And if it is, how
> to do it?

Best way is (was) the Ethernet Romport Interface from Elmar Hilgart.
Iï¿½m not sure he had someting left.

I use this interface by me self. My falcon is connected to an home LAN
and via hardware router to internet also. Works fine. Filtransfer from
one to another machine is done by FTP server/client software.

All URLs can be found on my link site on hardware and/or communication
part. http://www.doitarchive.de/link.htm

DOITST contain all what i know about how to connect an atari to LAN.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3704. Re: Apex Media or...

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 08:30:27 UTC
From: rsmac@t-online.de
Message-ID: <1eqeoz9.idxvk12wr2gwN%rsmac@t-online.de>
Source record: 48747

Raoul Teulings <rt@xs4all.nl> wrote:

> Does anyone know where to get Apex media from

Last offer is seen was from german atari dealer "seidel"

> and if a FPU is needed for running it? Same

Yes, needs an FPU and an DSP. The point why APEX is falcon only.

> question about NEON? Does the Falcon version ned
> a FPU. AFAIK it does but I'm not sure.

Last german sale point for NeoN was Falke Verlag.
NeoN also use the FPU.
Watch the different falcon and TT releases of NeoN!!
Maybee the falcon release woni¿½t work on TT.
TT release woni¿½t run on falcon.

My NeoN falcon needs an dongle for the lan port.

I doni¿½t know about any other info. That the last i know.

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3705. Re: WTB MegaST UK PSU?

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 08:38:28 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <8oFs6.6269$992.37920@news-server.bigpond.net.au>
Source record: 48748

switch mode power supplys are pritty easy to repair. its usualy the same problem all the time too. any electronics repair shop will be able to fix the one you have

3706. how to connect 15' on a STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 09:51:00 UTC
From: FREDNATHA <FREDNATHA@wanadoo.fr>
Message-ID: <98vc14$b74$1@wanadoo.fr>
Source record: 48791

hello,
I try to find a connector/adapter to have the mono high res on my svga
monitor ?

thanks
fred

http://perso.wanadoo.fr/atarijaguar

3707. Re: I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 10:16:23 UTC
From: swampfox1@earthlink.net
Message-ID: <XPGs6.3275$lm6.457297@newsread1.prod.itd.earthlink.net>
Source record: 48792

On 8 Mar 2001 15:46:34 G, "Jared Falvo" wrote:
>Now it's just a matter of waiting for a reply.
>
>Let's hope it's something in a positive light.
>
>Jared
>
>
>
>.
Hmmmm....What letter??? The one you promised to send me via E-mail
but you were to busy to send? The same one you were asked to post
for all to view and be inspired by? Again I say: Hmmmm....
John G.

3708. Re: Wanted: C-Lab "Export" (trade against LOG-3?)

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 10:53:08 UTC
From: Paul CAILLET <atari.music@club-internet.fr>
Message-ID: <98vfod$9ps$1@front3.grolier.fr>
Source record: 48793

Hello Hallvard Tangeraas !

> Anyone have an C-Lab/Emagic "Export" MIDI expander for sale?

Mario Becroft's Atari Hardware Products
http://gem.win.co.nz/mario/hardware/midi3.html

MIDI-3: The 3 MIDI output expander for Atari ST

MIDI-3 is a 3 MIDI output expander for use with music sequencer programs
such as Notator and Cubase on Atari ST computers. It is completely
compatible with the C-LAB EXPORT (which is no longer available) and connects
to the computer's serial (modem) port.

Features:

Provides 3 exra MIDI outputs on an Atari ST or compatible computer.
Connects to the serial (modem) port.
Fully compatible with C-LAB EXPORT.
"Plug and play" operation.
Requires no external power supply or other connections.
Available cased for external use, or uncased for mounting inside a recased
Atari ST.

MIDI-3 NZ$ 110 (Price in New Zealand dollars)

Contact me at the following address
Mario Becroft
PO Box 332
Kumeu
Auckland 1250
New Zealand
Email: mb@gem.win.co.nz
Telephone or fax: (09) 412 9700

or

Noboxe 48
http://www.padworld.demon.co.uk/dnarm.html#Noboxe 48

Three MIDI port expander KIT for the Atari ST/STE (not Falcon)

When the original MIDI specification came out in 1982, 16 MIDI channels must
have seemed like
a lot. Especially when synths were the price of a house or car.
However, these days, even a £100 GM module can utilise all 16 MIDI channels
(whether you
want it to or not) and there's also a plethora of MIDI controlled devices

too. Like MIDI controlled audio
and lighting mixers, effects processors, and other MIDI controllable
gadgets. Quite simply, 16 channels is
no longer enough, even for a modest two synth system.
Enter Noboxe 48, which means you can hang each (or more) 16 channel device on one of it's
ports (and the original Atari port too) and not have to worry about turning channels off, or sounds
layering when you don't want them to. Also reduces MIDI delays due to daisy chaining.

Three MIDI port expander KIT for the Atari ST/STE (not Falcon).
Connects to the Atari's serial Modem port.
Steinberg Cubase MROS driver provided (emulates Export for Clab/Emagic)
KIT FORM (requires soldering) for incorporation in to your own RACK case or preffered housing.
Reduces MIDI time delays through daisy chaining.
Provides up to 64 MIDI channels (including original Atari port)
MIDI activity LEDS per port
Powered off a PP3 battery or a DC 9V mains adaptor (option for joystick port powering also available)
Kit only £39 inc. VAT (plus £2 Europe carriage £3 ROW)
See above for ordering contact details (including CardCrypt for Net payment).

I hope this informations interesting you ...

Regards ...

Paul.
paulcaillet@altern.org
http://musique.atari.org

3709. FS: Atari 1040ST, SC1224 & PC Ditto (Dallas,TX)

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 11:09:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00091de8@fmlynet.org>
Source record: 48805

FamilyNet Newsgate

Have a former Atari user here in the Dallas area trying to sell some
equipment. Thought the PC-Ditto part of it all was kind cool. If interested,
write Rick and make an offer!

Doctor Clu - One of the co-ordinators for Dallas /Atari activity

@>-->-------------------------

I have a 1040 ST with an SC 1224 monitor. I cannot classify myself as
an Atari user anymore. I have long since surrendered to Bill Gates, et all.
After years (10?) of inactivity, I fired it up before Christmas when my kids
returned home. It worked like the day I took it out of the box. My wife was
doing some spring cleaning/rearranging/throwing away and I thought it would be
much better to get this Atari to someone who would appreciate it and use it.

In addition to the basic stuff, I have a few games such as:

Micro league baseball, Indiana Jones and the Last Crusade, Zany Golf,
Flight Simulator, PC Ditto, Mean 18 Golf, The Pawn, Mavis Bacon Teaches Touch
Typing.

$100 for the bundle.

If interested contact "Rich Kernan" <richkernan@home.com>

Rich

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3710. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 12:27:59 UTC
From: ebaiz@skyenet.net
Message-ID: <jLIs6.50$Mh1.1258@newsfeed.slurp.net>
Source record: 48796

On 13 Mar 2001 23:50:45 , "Happy" wrote:
>How many of the users of this group are tired of abusive posts?
>
>Should this now stop?
>
>Does anyone else feel the same way?

I never really liked abusive posts and usually ignor them...

>How do we encourage the instigators to go away?

Just do not answer the posts and hope they go away. These kinds of are
usually started just to get people mad. Ig noring them is the best bet.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3711. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 12:34:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984915652-308830AEicMi@madasafish.com>
Source record: 48819

Hi Pete

>>And Shiuming assures me i'm the only person to suffer probs with
>>MyAtari.

>>Well Shiuming, Mathew why announce it if it doesnt exist?!!

>Hi Steve!

Not at the moment

>I wonder if we are going about it the wrong way somehow?

/I/ was, it was the 'OnLine' version that was being announced, not the
'OffLine' version/

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3712. FS (UK) Falcon, hardware, software, zines

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 13:18:19 UTC
From: Ashley Seabrook <aseabrook@madasafish.com>
Message-ID: <aseabrook-3C2D6C.13181817032001@corp.supernews.com>
Source record: 48797

NEW LOWER PRICES ON MOST ITEMS!

Here's the latest list of items that haven't yet been sold. Some items are reserved awaiting payment, but are listed in case the deal isn't completed.

For full details and prices, take a look at the following web page:

http://members.madasafish.com/~aseabrook/for_sale/atari.htm

Mail me if you have problems accessing the page and I can mail you a copy.

Offers or enquiries to aseabrook@madasafish.com

best wishes,

Ash

Atari Falcon, Cased SCSI Hard Drive & CDR, Cubase Audio Falcon 2, CD-Recorder Pro v2.0, GFA BASIC v3.5 and Face Value v1 Suite, Diamond 56kbps Modem, Wangtek Tape Streamer, Papyrus v5, Lattice C v5.6, ST Format and Amiga/ST Format Magazines and Disks, Toshiba CD-ROM Drive, Wavemaster, MagiC v5.11, ST Applications Magazines, Devpac 3, Tabby Graphics Tablet, Pagestream v2.2, Calligrapher Professional, Floppyshop Collection CD-ROM, Devpac DSP, MegaST Keyboard, Atari World Magazines and Disks, Home Accounts 2, Virtual Wave, GFA BASIC v3.5 Interpreter, Programming the M68000, Superbase Personal 2, VIP Professional, Falcon030 4MB Memory Board, MIDIQuest, Debian linux/m68k CD-ROMs, Ishar and Ishar 2, Flight Simulator II, Imagecopy v4.0CD, Floppyshop DTP+ CD-ROM, Just Call Me Internet CD-ROM, Textstyle, ST Review Cover Disks, Premier Manager 2, Jimmy White's Snooker, Borodino, Oxford Chess, Chuck Yeager's Advanced Flight Simulator, Imperium, Blue Max, GFA BASIC v3 Interpreter, Bird Of Prey CD-ROM, Floppyshop Gold Volume 6 CD-ROM, Floppyshop Select CD-ROM, An Introduction To Programming Utilities, Quick ST v3.0, Universal Item Selector III, EdHak, StraTOS/Centek CD-ROM/Paper Zine, StraTOS CD-ROM Zine, ST BASIC Sourcebook & Tutorial, An Introduction to 68000 Assembly Language, Chaos Strikes Back, Falcon Mission Disks Vol.1, Forget-Me-Clock II

3713. AMS 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 13:49:12 UTC
From: tvanns@cix.compulink.co.uk
Message-ID: <98vq0o$o8b$1@plutonium.compulink.co.uk>
Source record: 48798

To anyone preparing to go to the AMS computer show this April in Stafford,
DON'T.
It has been cancelled.
The November show is still on though.

Tim

3714. DI Mega Images are coming ....

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 14:53:59 UTC
From: ebaiz@skyenet.net
Message-ID: <bUKs6.92$Mh1.2053@newsfeed.slurp.net>
Source record: 48799

Hello all,

The Mega DI images will be coming soon. I have all the files extracted
from the ATR mega images which can be found at: http://atari.webjump.com/atari0.html.
I used a program for Windows (had to use my wife's PC) which can be found
at: http://home.columbus.rr.com/ksiders/atari.htm. Now all I have to do is
to put them together. I need to have a DI image of MyDos 4.5. I have to
make it A friend of mine is bringing over a copy of it on an 8-bit disk.
I just need to load it into the 8-bit computer and then hook up the 8-bit
to my Hades and then tell MyDos to format a disk and put the DOS files on
it. Then the image will be made.

Having the MyDos DI disk, I can then format some big disk images and put the
file into the them. If this does not work I can always to a regular format in
high density using 800XLDJ. I will have to create two disks for each ATR
mega image file. There are 22 ATR mega images and all but the last 2 or 3
have lists that can with them.

I have already tested things out and everything seems to work. You need to
remove the basic in the XE in order to get some games to work. You really need
MyDos to load some of them because of the length of some names. There is also
a program where the ATR mega images can be found that is some sort of a
disk directory loading program. I could not extract the files from this atr
file, so if anyone has an 8-bit program that will bring up the directory of
an 8-bit disk and load the programs on it, please let me know. I could create
a DI image file of it and include it in the Mega DI images I am creating. Of
course I would just need theraw 8-bit files.

That's it so far. Any questions, comments, please email me or leave a message
on this User's Net...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3715. DI Mega Images are coming ....

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 14:57:56 UTC
From: ebaiz@skyenet.net
Message-ID: <UXKs6.95$Mh1.2044@newsfeed.slurp.net>
Source record: 48800

Hello all,

The Mega DI images will be coming soon. I have all the files extracted
from the ATR mega images which can be found at: http://atari.webjump.com/atari0.html.
I used a program for Windows (had to use my wife's PC) which can be found
at: http://home.columbus.rr.com/ksiders/atari.htm. Now all I have to do is
to put them together. I need to have a DI image of MyDos 4.5. I have to
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remove the basic in the XE in order to get some games to work. You really need
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a program where the ATR mega images can be found that is some sort of a
disk directory loading program. I could not extract the files from this atr
file, so if anyone has an 8-bit program that will bring up the directory of
an 8-bit disk and load the programs on it, please let me know. I could create
a DI image file of it and include it in the Mega DI images I am creating. Of
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That's it so far. Any questions, comments, please email me or leave a message
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Edward S. Baiz Jr.
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HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
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Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
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HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz

Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3716. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 15:07:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103171607.a64643@su2.maus.de>
Source record: 48812

hi Derryck,

DC>Ah, that's because you've misspelt my name :-)
oh sorry! Now I've seen it too... :-((

DC>I'm happy to have both English and German versions Peter :-)
Ok, have a look at the English one and get the German one a bit
later...

DC>Look forward to receiving it, I'll announce in here once it's ready
DC>for download.
I hope you are familiar with UUDecode and LHARC...

Und TTschï¿½
ps

3717. What Is Important In An Atari Clone?

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 16:23:58 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tb73fbft9hdf78@corp.supernews.com>
Source record: 48801

Visit www.AtariNews.org and answer the poll question... What Is Important In An Atari Clone?

Rob
rob@atarinews.org

3718. Re: how to connect 15' on a STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 17:30:49 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <%bNs6.2270$nt6.30173@NewsReader>
Source record: 48803

Hello.

"FREDNATHA" <FREDNATHA@wanadoo.fr> wrote in message
news:98vc14$b74$1@wanadoo.fr...
> hello,
> I try to find a connector/adapter to have the mono high res on my svga
> monitor ?

Try Keychange Music.

www.keychange.co.uk

3719. Re: question about 520ST mouse

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 17:35:12 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <5gNs6.2271$nt6.30390@NewsReader>
Source record: 48804

Hello.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:984677208-919189AEicMi@madasafish.com...
> >Name them, you gutless, knowall b*****d.
>
> That's a name my mother refers to me by often, consider it reserved.

That's (well) deserved, matey.

Barrie

www.keychange.co.uk

3720. gaian how can I reach you?

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 17:58:10 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <984848340-315812AEicMi@frisurf.no>
Source record: 48802

Hello Joshua Kaijankoski and some others!

I have twice sent you some PD Atari-stuff you asked for, but both your adresses caused returned mail!
I now will wait untill you asure me to have a working adress. It is a limit for my helpfulness too!
Fortunatly I have got Popwatch so I can delete returned mail on the server without having to download it.
But then I have to use Sting instead of Iconnect for dialing.

Why is it quite impossible to use Atariicq, Popwatch, Nwatch etc. when you get a connection throug Iconnect?

By the way: Cab is working best for me when I am using the original .ovl and Iconnect!
Anyone had the same expierience?

--
Norvald
e-n-bor@frisurf.no
<Atari Falcon>

3721. Re: Wanted: C-Lab "Export" (trade against LOG-3?)

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 18:19:16 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <sVNs6.7038$KL5.38104@NewsReader>
Source record: 48806

Hello.

"Paul CAILLET" <atari.music@club-internet.fr> wrote in message
news:98vfod$9ps$1@front3.grolier.fr...
> Hello Hallvard Tangeraas !
>
> > Anyone have an C-Lab/Emagic "Export" MIDI expander for sale?

I will not give any of the modem port MULTI out midi expanders floor space,
never mind attach them to my Atari.
The single output cables may be OK for data that is not timing specific,
e.g. effects unit prog changes and pads but the problems with midi timing
customers using the MULTI out boxes have described to me are on a par with
PC midi timing.....

> Mario Becroft's Atari Hardware Products
> http://gem.win.co.nz/mario/hardware/midi3.html
>
> MIDI-3: The 3 MIDI output expander for Atari ST

I have not tested this box so will not comment, reports please when using
all three ports at the same time with a heavy data flow / multi channel use.

> Noboxe 48
> http://www.padworld.demon.co.uk/dnarm.html#Noboxe
>
> Three MIDI port expander KIT for the Atari ST/STE (not Falcon)

I supplied a few of these as kits and built up.
None worked satisfactorily for my customers, I ended up binning them.
Poor timing, hanging notes, miss triggering of samples. In my opinion pretty
useless.
Again, reports please.

The dongle port expanders are my preferred option, the timing accuracy is
well worth the extra expense.

Comments?

Barrie at Keychange.

www.keychange.co.uk

3722. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 19:14:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103172014.a65058@su2.maus.de>
Source record: 48821

Hi "Happy",

H>May I ask you to stop using such language on this group.
please know I'm om your side.

H>It really is not required and if you read my posting "Garbage" you will
H>see that I am not alone.
Of course, you aren't.

A couple of weeks ago, he attacked me with words like
SS>and it makes you look such an arse when your dictating to others and
SS>get it wrong yourself.
and did not even answer to a personal mail I had written to him...

Und TTschï¿½
ps

3723. Re: Ethernet solution for Hades

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 19:19:28 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ab3b86a19d2bd0@tripnet.se>
Source record: 48807

On Fri 16-03-2001 22:30 (GMT) Martin Byttebier wrote:

>I do have cable network right now but as Telenet (the Belgium company
>who offers cable network) works with dynamic IP addresses and AFAIK
>there is no driver for it on the Atari I've bought me a second hand Mac
>G3. Now I'm trying to share the connection. I'm been told that this can
>be done by means of Network Address Translation (NAT). So far no luck to
>get my Hades back online.

My ADSL provider also only give me one dynamic ip-address through DHCP
and also requires a non standard login procedure via a javascript
webpage. If there is no traffic for some time (1 hour?) I get logged of.

I first solved this with an old Win-95 pc with Ethernet to the ADSL
modem, NAT software on the pc and a nullmodem connection to the rest of
my (Ataris with STinG) network. This worked fine and by simply have
Popwatch check for mail every 1/2 hour I almost never got logged off. A
minor problem was (and still is) that STinG becomes unstable on the
computer running Popwatch ater a couple of days due to "STinG internal
memory" fragmentation.

When I got the Ethernet adaptor for the Atari ROM port I bought a Netgear
RT314 "broadband router" with built in switch, NAT and DHCP client and
server. Works perfectly and was almost "plug&play" on the Atari side.

The Netgear is fully compatible with STinG and Atari in general except
for some javascript in the "web interface". But this is really no problem
as it works fine to configure it via the telnet client Telstar.

For simple use (one pc and one Atari) I did not have to change anything
in the Netgear router = true plug&play. The router acts as a DHCP client
and fetches the ip-address from my isp. It then acts as a DHCP server on
the local 192.168.n.n network and the pc gets its local address
automatically.

I have assigned the Atari a static address outside of the router DHCP
range (192.168.0.129) and this worked without any settings inside the
router.

I am also using another Atari TT on a nullmodem subnet network with the
first Atari (with Ethernet) acting as router. For this to work I had to
add static routes in the routing tables of both the pc and the Netgear.
So now all three computers can talk to each other and the Internet. The
first Atari runs the webserver and I use the second one for mail/news/web.

Whenever I get logged off (has happend a few times when the pop3 server
was down) I simply power up my pc, run MSIE5 and login again. The rest of

the time only the Netgear router and the Atari running the webserver is powered on.

>I hope I'll be able to do so very soon as I'm getting sick and tired of
>working on the Mac.

Unfortunately I think Mac is inferior to pc handling networks?

>So if any of you have some info please let me know.
>On the Mac side I'm (trying) using IPNetrouter. The cable Network is
>connected to the internal ethernet card. On the second ethernet card
>hangs the Hades. On the Hades I'm running MiNT-net.

My recomendation would be to get a hardware "broadband router" if it's compatible with your isp equipment (it really should be!). Everything gets much simplier and you also get a much more secure (against hackers) setup. With a setup like that you don't have to run the poor Mac all the time and could retard it to be a simple (javascript!) webbrowser :-)

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3724. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 19:29:21 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6D90933.E21A%nameerf@flash.net>
Source record: 48808

in article Pine.GSO.4.21.0103170000230.5583-100000@rac3.wam.umd.edu, Dave Parsons at parsonsd@wam.umd.edu wrote on 3/16/01 9:33 PM:

> I may have had the paths set wrong..... I'm not at all clear on which
> variables go where, and had 1 hell of a time figuring out (and so I left
> it commented out) how to deal with the newfatfs var. It didn't seem
> appliciable since the notes in the conf file seemed to mean to not include
> boot partition, and i figured that I could do long-filename stuff in my
> mostly unused linux/68k partitions.

To get this variable to work all you need to do is add this to your mint.cnf file:

VFAT = A,B,D,F,G
NEWFATFS = A,B,D,F,G

where A, B, D, F, and G are the drives/partitions you want to use the VFAT file system.

You *may* need to run the TTP program that creates a vfat filesystem. I don't remember off hand, but I don't remember running, personally.

You can then easily turn any TOS filesystem (except the C drive) into a long-filename compatible filesystem. This way, even if you don't use it for your hard drive, you can let your floppy drive read PC-compatible long filenames on floppies.

> // This won't do much for you, as you then loose most of the functionality of
> // Mint. Use AES 4.0 or 4.1 if you want to use a GEM environment (put
> // SHELL=C:/path/to/aes/NAME.PRG for your AES at the end of the MINT.CNF
> file).
> //
> At some point i found aes 4.1 and tried it.... damn thing barfed. I'm
> glad I have kept my linux partitions bootable--I'd have never been able to
> boot again! (Not quite true, cos I did have boot disk with HD driver
> software ... but linux was easier)

That's odd. AES 4.1 runs fairly stable, but slow, on my Falcon. What's your AUTO folder order? This was a pain in the butt to get right. When mine was out of order, no AES would run properly.

> // The GEM in ROM doesn't recognize lower-case filenames. You probably noticed
> // the lower-case in the window? Your custom desktop icons have the names
> // stored as upper-case, which is why they work. Try renaming the lower case
> // file names to upper-case and they might work. Using an AES (AES 4.0/4.1,
> // Geneva, NAES, XaAES, or oAESis) that can recognize the lower-case filenames
> // fixes this.

> //
> I did notice the lower-case filenames! I liked it, but Im surprised that
> TOS/GEM/&c would be case-sensitive about it! Very strange....

Well, when GEM was put into your Falcon, long and lower-case filenames
didn't exist, so they wouldn't have taken this into account.

> // First, what are your goals? If you just want a Multitasking OS with long
> // filename support (my goal), most Mint distributions make it way too
> // complicated. Like I said, I just have Mint in the AUTO folder, an AES (I
> use
> // both AES 4.1 and Geneva) in its own folder, and a MINT.CNF file about 5 or
> 6
> // lines long in the Mint folder. Really easy. No special partitions (TOS
> // partitions are automatically converted to long filenames without losing any
> // data or software), no long install process, nothing. The most complicated
> // thing I had to do, was to figure out which programs needed to run before
> and
> // after Mint.
>
> Well, it isn't just multi-tasking that I want. I have Magix, but have
> always been a bit dissapointed. Maybe it it that all the serious/fatal
> error dialogs are still German, or the file icon supprt feels clunky, or
> something, (hey, it might be that I am just one of those wierdos that
> actually like the TOS desktop, and mgxdsk doesn't feel enought like
> it!!) but its something....

Part of your problem is Magxdesk. I have Magic as well. Magxdesk really
stinks if you're looking for something comfortable and full featured. Thing
and Jinnee are *MUCH* better. Getting one of these will fix many of these
problems.

> Well, that and MiNT can do recompiles of linux-ware and still be TOS-prg
> compatible. I like linux, but i have to reboot to use phasar, and since i
> figure linux 0.97pl3 is a little old, i'd do better with a better than
> clab mk2 standard HD.
>
> Variety of reasons, but the ability to run many linux recompiles and run
> the nicer atari prgs (without the mag!x -erm, issues) is the best reason I
> can vocalise.

These are very good reasons for using Mint. With XGEM, you can also run
X-Window programs, which opens up a lot more possibilities. If you can,
though, try the VFAT filesystem. You may or may not like it better than your
Linux filesystem. Another advantage of the VFAT filesystem is that it can
still be read when using GEM without Mint and long filenames. The long
filenames are changed from "Long Filename.ext.prg" and "Long File Name
Also.prg" to "LONG_FI~1.PRG" and "LONG_FI~2.PRG".

Mike Freeman
nameerf@flash.net

3725. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 19:34:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103172034.a65059@su2.maus.de>
Source record: 48820

Hi Happy,

H>I tried one from a PC shop but it didn't work.
but it should do so! I think it's only a matter of setting the jumpers
correctly.

Und TTschï¿½
ps

3726. Re: Garbage

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 19:36:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103172036.a65060@su2.maus.de>
Source record: 48822

Hi Edward,

ESBJ>Just do not answer the posts and hope they go away.
the best (maybe the only) solution to the problem.

Und TTschï¿½
ps

3727. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 20:14:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <990gjn$66a$1@plutonium.compulink.co.uk>
Source record: 48809

In message <YZRr6.17$992.360@news-server.bigpond.net.au>, mark@baypc.com.au said:

>> >Yep, I found the same -- only the bare skeleton. But then it does say
>> >that it's available for download from 1 April - What kind of fool are
>> >you? :-)
>>
>> And Shiuming assures me i'm the only person to suffer probs with MyAtari.
>>
>> Well Shiuming, Mathew why announce it if it doesnt exist?!!
>
>I have checked again today, still there:-). What is the URL you are using?

In my case it was: http://www.myatari.net/
I wonder if the problem is the trailing slash?
What files did you download for March, or did you read it on-line? I
didn't get a home or index page as such though managed to get to the
download.htm and got a few files from there. But these were extras,
similar to those found in earlier editions. :-(

Regards, /Peter/

3728. Safe Skin

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 22:49:49 UTC
From: swampfox1@earthlink.net
Message-ID: <hSRs6.4392$lm6.604796@newsread1.prod.itd.earthlink.net>
Source record: 48810

Looking for Safe Skin (New) for Falcon (UK) and MegaST4 keyboards.
John G.

3729. Re: Alesis Schematic

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 23:04:43 UTC
From: swampfax@atlantic.net
Message-ID: <f4Ss6.64$mT4.146519@news1.atlantic.net>
Source record: 48811

On 13 Mar 2001 10:32:44 , Derryck Croker wrote:
>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Tue, 13 Mar 2001 09:37:59 GMT
>
>>>I've downloaded the product manual from their website. * 240k PDF type!
>>>Can't tell if there's a schematic in there somewhere (Ghostscript is
>>>good but 240k is a bit too much for it and my stock Falcon!).
>>
>>I'd say you are a little lazy :-) It took me about one minute to have a
>>_textversion_ displayed in CAB2.5 of the Alesis manual:
>
>It's also worth pointing out that Adobe offers a pdf-to-text convertion
>service:
>
>pdf2text@adobe.com with the URL of the PDF file as the subject line
>pdf2html@adobe.com -ditto_
>
>--
Thanks Derryck,
Looks like a handy item although a pic of the schematic is needed
and (as pointed out here) text would'nt do any good in this situation.
May come in handy for something else though.
John G.

3730. Re: What Is Important In An Atari Clone?

Newsgroup: comp.sys.atari.st
Date: 2001-03-17 23:18:50 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103172317440.78-100000@Hades060>
Source record: 48815

On Sat, 17 Mar 2001, RobM wrote:

> Visit www.AtariNews.org and answer the poll question... What Is Important In
> An Atari Clone?

I would say the #1 thing would be the ability to actually purchase
the said clone. :o)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3731. Telnet to BBS Express!

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 02:06:46 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <WKUs6.11124$TW.42816@tor-nn1.netcom.ca>
Source record: 48813

Just trying to increase usership :)

Check out http://www.skeleton.org/bbsindex.html, or telnet right into the bbs by telnetting to "shadow.skeleton.org", login "bbs".

Most of your favourite BBS games, and the localized feel of bbs community brewing there..

jeff

3732. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 03:56:34 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3AB431F0.EC963A8C@ihug.co.nz>
Source record: 48814

Hi there,

TXG wrote:
>
> <snip>

Goodness! Might be easier to list what you DON'T have! ;^)

That would make the list much shorter!! Hehe...

As for me...

One Atari Falcon030, 14MB RAM, 1.2GB Quantum Fireball IDE disc,
1.8GB Seagate ST42100 SCSI disc, PowerUp2 (32MHz '030) accelerator,
FPU, a dead SCSI CD-ROM, 14" VGA and 13" Atari screens, 14k4 modem,
a Roland SC-7 sound-module.

One Atari 520STe, 1MB RAM, just the 720k floppy disc...

...and thats all folks...

I will have a faster FPU soon (64MHz?)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3733. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 09:46:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000948ac@fmlynet.org>
Source record: 48824

FamilyNet Newsgate

> From: Jo Even Skarstein <joska@nvg.ntnu.no>
> Oracle <NoSpam!@getlost.com> wrote:
> o Falcon with Afterburner and Eclipse, 68Mb RAM, IDE CD-ROM, Genius
> ethernet adapter, PC AT maxitower.

So thinking of adding a Tempest also when/if it comes out?

> o TT, 52Mb RAM, Crazy Dots II graphics card, SCSI CD-ROM and internal SCSI
> Zip-drive, Genius ethernet adapter, PC ATX miditower.

Sigh... what I wanted the TT I used to have to be like. :)

> o Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.

Up there with my premier 1040ST. I bet it makes for a nice laptop, though
of course, making it more of a lugable than before.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3734. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 09:47:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984984512-71355AEicMi@cwcom.net>
Source record: 48841

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Sat, 17 Mar 2001 16:07:00 +0100

>DC>Look forward to receiving it, I'll announce in here once it's ready
>DC>for download.
>I hope you are familiar with UUDecode and LHARC...

No problem - if you send it to the address I specified earlier in this
thread, then Emailer will show me a nice paperclip icon for the attachment.

Otherwise, no worries, I can easily decode and extract from a UUE file :-)
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3735. Re: gaian how can I reach you?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 09:52:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984984516-71826AEicMi@cwcom.net>
Source record: 48842

From: E Norvald Bordal <e-n-bor@frisurf.no>
Date: Sat, 17 Mar 2001 17:58:10 GMT

>Fortunatly I have got Popwatch so I can delete returned mail on the server
>without having to download it.

You do know that you can get Emailer to show you the list of emails on your
server, from which dialog you can select which to download??

>Why is it quite impossible to use Atariicq, Popwatch, Nwatch etc. when you
>get a connection throug Iconnect?

It would be good to be able to use aICQ and IConnect together, but that
doesn't seem to be possible. Otherwise you can use IFusion, which lets you
use many STinG/STiK clients. I don't know if you can use Newswatch with it,
if you can, you won't be able to use Emailer (easily, at least).

>By the way: Cab is working best for me when I am using the original .ovl
>and Iconnect!
>Anyone had the same expierience?

Yes, I've found the same.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3736. Low End Mac has page on Atari ST/Magic Sac/Spectre GCR!

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 10:05:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000948ad@fmlynet.org>
Source record: 48823

FamilyNet Newsgate

That is a cool site. I am a member of the Low-end-mac club and the
classic mac club for the simple reason that I used a Macintosh Plus for about
seven years, and the fact that I'm trying to find out all the Spectre GCR can
do within the System 6.08 confinds that I have found it has.
Still, the Spectre is a wonderful add on to the ST!

I need to get Dan Knight to add my Spectre resource page (which I add to
every so often...)

http://www.geocities.com/clu-da-bard/spectre.html

Check it out. Let me know what you think.

Talk soon,

Doctor Clu

> From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
> Good grief, an unlikely web site has written up nice things about the
> ST!
> Low End Mac, a well-known and respected source of information and
> daily news for Mac users of all stripes from the original 128K models to
> the current Cube and iMac models, has dedicated a page to the Atari ST
> and related models, giving specs and even some links to Atari resources
> like Hallvard's Quick FAQ.
> Why? Because of the fact that during its heyday the ST could, with
> the help of David Small's Magic Sac and Spectre plug-in modules and
> software, do a more than adequate job of emulating a Macintosh, and for
> less than what a real Mac cost at that time. :)
> Check it out and see what you think - it's at
> http://lowendmac.com/clones/atari.html . Might not be a bad idea to
> contact Dan Knight, the owner/maintainer of the site, and give him some
> positive feedback as well as any suggestions to improve the info on the
> page.
> One can't help but thinking that The iDiot Forever Known As Sinclap
> will need a change of underwear after taking a look at this site -
> especially as it defeats his one-man campaign to denigrate the ST, as
> well as all 68K Macs still being happily and productively used daily by
> their owners, as "junk". There's a lot of great links there on software,
> hardware, upgrades, etc, that'll keep those Macs running long into the
> next few decades. Will TiFKAS now start a disinformation campaign
> (complete with character assassination, long rambling diatribes against
> imaginary "jihads" who are "out to get him", and poor spelling) against
> LEM now and shoot more holes in the foot which isn't in his mouth ? :)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3737. DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 10:42:23 UTC
From: bindon@madasafish.com
Message-ID: <tb948f4huj139e@corp.supernews.com>
Source record: 48816

Hi

I haven't seen this question asked so I thought I will :)

Is it possible to use DVDs on any Atari or TOS clone?

I don't have a clue what format they are in so I can't see if any
software would work with them.

It's the films I'm interested in, not CDs with programs on.

Surely a Hades/Milan can do this?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3738. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 10:44:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00094b3e@fmlynet.org>
Source record: 48826

FamilyNet Newsgate

> From: =?iso-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@pp.fishpool.fi>
> On Thu, 15 Mar 2001, Odd Skancke wrote:
>> 5. 1040ST, The very first Atari I owned, one of the very first 1040's
>> that appeared in Norway, back in 1886 :) Still working!
> ^^^^
> You mean your ST actually predecesses the ENIAC? *grin*

Would that also proceed the mechanical loom as well? ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3739. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 10:48:54 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab48d1a@dnews.tpgi.com.au>
Source record: 48817

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:984120362-29197AEicMi@cwcom.net...
> From: "Mark Bedingfield" <mark@baypc.com.au>
> Date: Wed, 07 Mar 2001 22:18:03 GMT
>
> >Yup, I was even going to build a GAL programmer, but they are bloody
> >expensive even to build. Besides my Bro-outlaw has one at his work. Does
> >anybody know if there are pic programmer schems for the ST/TT/etc?
>
> I should think that you could adapt one of the many serial port designs,
the
> only issue might be that you'd probably have to adapt the design so that
you
> could manually switch the 12V on that the PIC needs as a signal that it is
> about to be programmed.
>
> So you should be asking "is there a compiler for the Atari". I think I saw
> something on a German site, but I don't have a URL.

Yeah, I found hepas for the WC. No Atari tho.

Mark

3740. Re: NEODESK & GENEVA

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 10:49:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00094b3f@fmlynet.org>
Source record: 48827

FamilyNet Newsgate

Dan,

Great to hear from you!! I know that back when I was in AUNT (about a year
or so ago) all I ever heard about was Geneva this and that. Been using a copy
of Neodesk and like it. May have to give Geneva a try in the future. :)
Heard its a pretty good multitasking environment that should work well on a 4
meg 1040ST.

Anyway, I've spread this message to the JYBOLAC and fido.ST areas as well.

Doctor Clu

> From: Dan Wilga <gribnif@pair.com>
> In article <taitiho65l12f9@corp.supernews.com>,
> firest@williams-net.com (Carey Christenson) wrote:
>> Anyone,
>> I have been using GENEVA and NEODESK demos for the last 2 months off and
>> on (the sample program). Although it is limited on some of its
>> functions. It has interested me enough to consider buying this great
>> software package. I have all the pertinant information.
> Just to clarify a bit, our current phone number is 413-532-2434. We no longer
> maintain an 800 number.
> You can reach us by email at gribnif@pair.com, and our web site is
> http://www.pair.com/gribnif .
> --
> Dan Wilga Tel/Fax: (413) 532-2434
> Gribnif Software Web: www.pair.com/gribnif
> PO Box 779 email: gribnif@pair.com
> Northampton, MA 01061-0779

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3741. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 11:12:53 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <VK0t6.9163$992.52901@news-server.bigpond.net.au>
Source record: 48818

```
you need serious cpu power to decompress dvd video.
its impossible any atari computer would be able to do it at a satisfactory
rate
```

3742. Re: Low End Mac has page on Atari ST/Magic Sac/Spectre GCR!

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 11:47:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00094ddb@fmlynet.org>
Source record: 48829

FamilyNet Newsgate

> From: "Daniel L. Dreibelbis" <dreibel@idirect.com>

> I wouldn't mind maybe suggesting adding some system specs to his
> page, like the Mega ST, Mega STe and TT (could the TT run Spectre GCR?)

Well I can say from experience that Spectre GCR 3.0 runs wells on the TT. I really exjoyed it. It was like having a super fast Macintosh Plus. I guess it would have been a Mac II maybe in equivalent. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3743. Re: Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 13:57:46 UTC
From: Lawrence Walker <lgwalker@look.ca>
Message-ID: <sr89btsr8hve3fqrhp3pcs811n3d9bb60h@4ax.com>
Source record: 48839

On Mon, 12 Mar 2001 23:22:11 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>On 12 Mar 2001 10:59:04 , Graham Stoneman wrote:
>>Does anybody know if it's possible to use any standard SVGA monitor with
>>an Atari ST? With the correct pin diagrams for both the Atari and the
>>monitor, is it possible to wire up a small converter? Failing that, is
>>it possible to buy a converter from anywhere?
>>
>>Thanks,
>
>Your question made me try something that has been in the back of my head
>for some time. I have a Hades060 and use a SVGA OptiQuest 17 inch monitor.
>I also have a Video Key. You remember that. It allowed any Atari ST to be
>hooked up to a TV. It also had a RCA jack for the video out and audio out.
>I hooked that up to my 1040 STe. I then plugged in a cord to the RCA jack
>video-out and ran that to a video converter (the VGA-801) and plugged in
>the other end of the cord to the video-in on the converter. I switched the
>converter to the AV mode and I got a picture. I admit it was not perfect,
>it had some waves, but it was good enough to use. I ran some game programs
>just to see how it looked and I was impressed. It was of course a much
>bigger picture.
>
>The VGA-801 is a great video converter and I also use it to work with my
>Atari 800XL and 130XE. I got it from a place in Illinois called Matco. The
>URL address is: http://www.mat-co.com/
>
>Of course it would be nice to have a cable for the ST that just has the
>video and audio outs as a RCA jack. This would eliminate the video key.
>If one is ever made, I would buy it.
>
>
>
>Edward S. Baiz Jr.
> (Gamer)

EUREKA !! he cried, jumping out of the bath naked !
The missing piece of the puzzle !

I'm a big fan of multifunctionality. I presently use an ABCD switch -
box and one multisync monitor to run an AV Power Mac, an Amiga and 2
PCs. I have to use 3 keyboards and 3 mice unfortunately.

I have a VGA/TV box called a JDH Videomate which is also hooked up to
a Sony VCR. The Videomate will switch between computer input or its

own tuner/video control so I also use the SVGA monitor to watch TV or videos. The output from the ABCD plugs into the Videomate and inputs the selected computer signal.

The Videomate has RF inputs of either threaded cable connector or RCA audio and video. I feed the cable service thru the Sony VCR to it.

I've also used a Commodore 1702 and a VCR to double as an excellent TV or 8-bit monitor, so I know that a VCR works with them.

I have a Videokey and Monitor-Master which I've used mainly to switch between Atari Color and Hi-rez monitors.

It now occurs to me that I could input the Video-key output to either the VCR or Audio/Video RCA jacks on the Videomate as well as 8-bitters should I wish using a multi-video switch box.

Now that would justify the expense of a large Multisync monitor !!

Wunderbar !!

Thanks Larry

3744. Re: Standard SVGA monitor with an ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 13:57:47 UTC
From: Lawrence Walker <lgwalker@look.ca>
Message-ID: <eee9btc4debaqlosln1hp8bm9u1tmg00er@4ax.com>
Source record: 48840

On Fri, 16 Mar 2001 10:56:54 -0000, "Barrie at Atarispares"
<barrie@keychange.co.uk> wrote:

>Hello.
>
>"Brian Becroft" <brian@gem.win.co.nz> wrote in message
>news:GA6KMs.4E@gem.win.co.nz...
>> Graham Stoneman (G.J.Stoneman@warwick.ac.uk) wrote:
>> : Does anybody know if it's possible to use any standard SVGA monitor with
>> : an Atari ST?
>> [snip]
>>
>> Yes, eg. 21" monitor and Notator? Looks great:-)
>
>Yup, so does Cubase, in fact both look pretty good on most, but not all, 15"
>and up SVGAs.
>
>> This is good only for ST Hi-rez and no sound
>
>If you need sound, for the pings and dings, when ordering an adaptor cable
>from
>Keychange, 01925 266120, for STFM users I will add a sound out lead.
>
>STE users can take the sound from the stereo outs under the ON / OFF switch.
>
>Barrie at Keychange.
>
>www.keychange.co.uk
>
>
There was an adaptor cable years back (mine is buried among my Atari
stuff somewhere) called Monster Stereo or some such, which split out
the audio to 2 RCA leads from the composite signal to the monitor. It
had a program to combine the RF signal IIRC to produce L-R channels.

larry

3745. [ANN] DGEM 0.12

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 17:19:14 UTC
From: ptonthat@club-internet.fr
Message-ID: <992qmi$7ji$2@front5m.grolier.fr>
Source record: 48825

Bonjour :)

Rajah Lone, Daroou and Mateo invite you all to discover the new
release of DGEM 0.12, product of the french group Renaissance.

News since the first 0.10 version:
- new labyrinth
- Falcon XBIOS compatible sound routines.
- first wall and floor items (mostly ornementation)
- invisible pits, second wall texture
- iconification, desk background, bugfixes...

You can download it at http://www.multimania.com/nef or directly at
http://www.multimania.com/nef/files/dgem012.zip (300Kb).

Coming next: doors, wall inscriptions, switches and maybe teleporters.

Hope you'll enjoy our work :)

A bientot

Pierre

3746. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 17:53:21 UTC
From: bindon@madasafish.com
Message-ID: <tb9tgh7pjk9ic3@corp.supernews.com>
Source record: 48828

On 18 Mar 2001 11:12:53 , "Oracle" wrote:
>you need serious cpu power to decompress dvd video.
>its impossible any atari computer would be able to do it at a satisfactory
>rate

Surely an 060 (CT60?/Hades/Milan) could do it, maybe not as good a PC,
but if we had a program that did do it, then this would force poeple to
make faster hardware to keep up with the pressure the software is
putting on the computer.

Or am I wrong? This is the way PCs move on.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3747. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 19:39:45 UTC
From: vdjole@EUnet.yu
Message-ID: <9932ts$t32$3@news.EUnet.yu>
Source record: 48832

On 18 Mar 2001 21:48:54 , "Mark Bedingfield" wrote:

>> >Yup, I was even going to build a GAL programmer, but they are bloody
>> >expensive even to build. Besides my Bro-outlaw has one at his work. Does
>> >anybody know if there are pic programmer schems for the ST/TT/etc?
>>
>> I should think that you could adapt one of the many serial port designs, the
>> only issue might be that you'd probably have to adapt the design so that you
>> could manually switch the 12V on that the PIC needs as a signal that it is
>> about to be programmed.

I think it has been Pera Putnik who posted in c.s.a.st.tech an URL for some
GAL/PAL docs quite some time ago. On that site (seems I don't have the
address anymore) I picked up a document describing how to build a simple
parallel-port GAL programmer (not that I did made one):

> This document descibes how GALs 16V8/A/B/C/D/Z/ZD, 18V10/B, 20V8/A/B/Z,
> 20RA10/B, 20XV10/B, 22V10/B/C/Z, 26CV12/B, 6001/B, and 6002B from Lattice,
> National, and SGS-Thomson can be progammed with minimal effort.
>
> You can find all the data sheets, GAL assemblers easyABEL (DOS) and ISP
> Synario (Windows), PALtoGAL.EXE and a crossref galcross.pdf at
> http://www.latticesemi.com, just NO PROGRAMMING SPECS!
>
> (look at http://www.paranoia.com/~filipg/HTML/LINK/F_pal_gal.html).
>
> You need
> - socket matching GAL
> - some 10k resistors
> - 4k7 resistor
> - 100nF capacitor
> - SubD25 connector
> - some 4" short wires
> - laboratory power supply 5V and 12-16.5V
>
etc. etc. including instructions how to code one's own "programming program".

There may be slight problems with and Atari as the procedure requires some
data to be read from the GAL (programming voltage and pulse duration), so a
proper bi-directional parallel port may be needed.

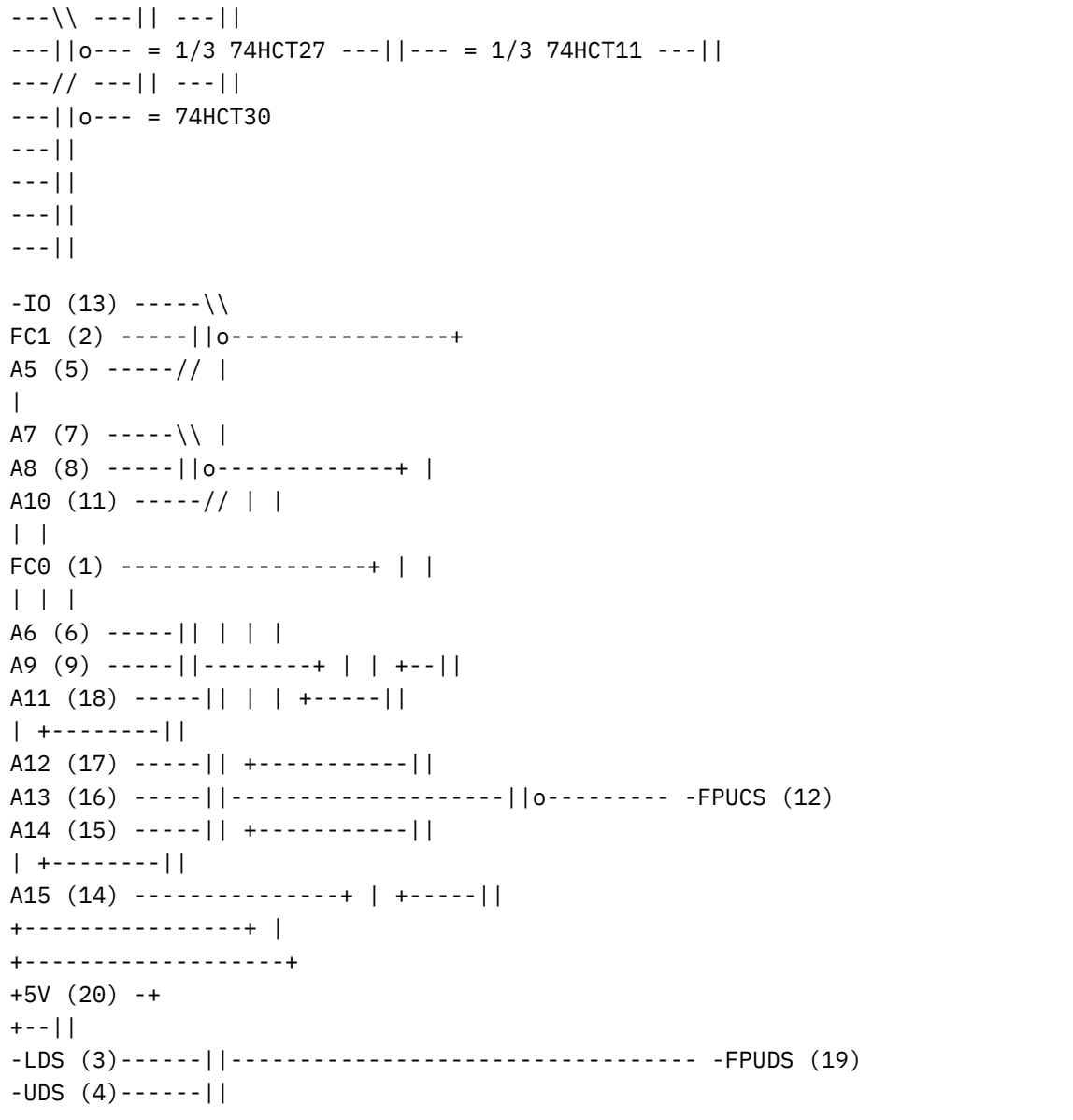
>> So you should be asking "is there a compiler for the Atari". I think I saw
>> something on a German site, but I don't have a URL.

Probably on ftp.cs.tu-berlin.de; look for JEDI, there may be further info
in that archive.

On the other hand, the FPU-related programmable logic device in a MegaSTE (in fact it was a PAL) has to perform two relatively simple functions:

- decode address $FFFA40 for FPU "chip select"
- create -UDS .AND. -LDS for FPU "data strobe"

Apparently it may be simulated by three standard logic chips (74HCT27, 74HCT11 and 74HCT30), arranged on a little board to be plugged-in instead of a GAL. The logic below would probably do the trick (numbers in parentheses below should correspond to PAL pins):



I sketched the above schematics by adapting the one I used for putting a FPU in a MegaST. On a MegaST more address lines need to be decoded (A16-A23) which are, apparently, taken care of in a MegaST by the -IO signal.

cu.

3748. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 19:59:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <99342fijs1@snipp.uninett.no>
Source record: 48830

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>> o Falcon with Afterburner and Eclipse, 68Mb RAM, IDE CD-ROM, Genius
>> ethernet adapter, PC AT maxitower.

> So thinking of adding a Tempest also when/if it comes out?

Yes, to my TT or perhaps another Falcon.

>> o Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.

> Up there with my premier 1040ST. I bet it makes for a nice laptop, though
> of course, making it more of a lugable than before.

Thanks to a 2.% IDE disk it's lighter and more quiet than an original
Stacy. Not that it matter though, I don't intend to move this any further
than between the desk and the couch...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3749. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 20:07:33 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9934i5ijs2@snipp.uninett.no>
Source record: 48831

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>you need serious cpu power to decompress dvd video.
>>its impossible any atari computer would be able to do it at a satisfactory
>>rate

> Surely an 060 (CT60?/Hades/Milan) could do it, maybe not as good a PC,

There's no way a 060 can do this. Even the fastest (most optimized)
decoders on PC's needs atleast a 266Mhz PII or similar. A PPC-based clone
shouldn't have any problems though, as long as it has a fast bus.

However, a PCI decoder card that can talk directly to a PCI graphics card
should work fine on a Hades or Milan.

The problem is drivers. DVD-movies are encrypted and keys have to be
licensed. This is *very* expensive.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3750. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 20:30:52 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9935tsdmt1@plutonium.compulink.co.uk>
Source record: 48833

In message <98uc8i$4lj$1@plutonium.compulink.co.uk>, I said:

[Re: My Atari downloads]
>I wonder if we are going about it the wrong way somehow?

I've found the problem! I am still using my mono VGA most of
the time. Even in 256 greyscale, the My Atari menu bar is completely
black and you can't see the entries on it - at least not in the March
issue. I have now gone back with my RGB monitor in 256 colour mode,
and managed to download all. But I still think it would be easier if
the whole mag could be downloaded, preferably by email as that is
about twice as fast as using CAB and the internet. No doubt I am
slowed down as I can't use Nemesis on the RGB, so I only get 4500
bytes/sec download. On the mono monitor and with Nemesis on Cix I get
10000 chars/sec regularly.

Regards, /Peter/

3751. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 20:58:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103182158.a516@su2.maus.de>
Source record: 48706

Hi Lyndon,

LA>It's the films I'm interested in,
that will be the problem.

LA>not CDs with programs on.
and that would be no problem.

Sorry

Und TTschï¿½
ps

3752. BBS express! for ST...

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 21:12:57 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <984951124.21524.1.pluto.d4ee0f47@news.demon.nl>
Source record: 48834

Hi,

I found out that the BBS Express! 1.98 has an option to convert msg's from the 8-bit express! to ST. Is there anybody who has an utility that converts them from 16-bit to the 8-bit version?

TXG

3753. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 21:43:38 UTC
From: swampfox1@earthlink.net
Message-ID: <e_9t6.7553$lm6.885849@newsread1.prod.itd.earthlink.net>
Source record: 48835

On 17 Mar 2001 10:16:23 , John Garone wrote:
>On 8 Mar 2001 15:46:34 G, "Jared Falvo" wrote:
>>Now it's just a matter of waiting for a reply.
>>
>>Let's hope it's something in a positive light.
>>
>>Jared
>>
>>
>>
>>.
>Hmmmm....What letter??? The one you promised to send me via E-mail
>but you were to busy to send? The same one you were asked to post
>for all to view and be inspired by? Again I say: Hmmmm....
> John G.
>
>.
I'm still waiting for your E-mail or post of this letter!!! (phantom
letter until you make it public!!!). You've made plenty of accusations
in your posts in the past here. Are you for real or a joke??? As far as
I'm concerned, it's time to back up all your hyp with something
substantial or be deemed as a joker!!! Do you want some support or not???
John G.

3754. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 22:00:07 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ab52fe7$0$8832@news.zetnet.co.uk>
Source record: 48836

```
On 11 Mar 2001 17:01:04 , "TXG" wrote:
>Hi,
>
>I have hmmm:
>
>1x 16K Atari 400 (NTSC) looking for PAL version.... anyone?
and 23+ other lines.

I guess you don't have a SWMBO ?
```

3755. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-18 23:06:31 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ab53eb685e2c0@free.fr>
Source record: 48837

Hello,

in article <9934i5ijs2@snipp.uninett.no> (comp.sys.atari.st)
Jo Even Skarstein wrote on Sun 18-03-2001 20:07 (GMT):

> The problem is drivers. DVD-movies are encrypted and keys have to be
> licensed. This is *very* expensive.

Ok for the movies point of view. But DVD is not just for movies, even if
it looks to be the most popular. It would be great to have a support at
least for data, I mean for "plain" DVD-Rom. DVD is "just" an extended CD
or did I missed anything ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

3756. Re: BBS express! for ST...

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 04:17:55 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <TLft6.11444$TW.44767@tor-nn1.netcom.ca>
Source record: 48838

In article <984951124.21524.1.pluto.d4ee0f47@news.demon.nl>,
TXG <Txg@underground.demon.nl> wrote:
>I found out that the BBS Express! 1.98 has an option to convert msg's from
>the 8-bit express! to ST. Is there anybody who has an utility that converts
>them from 16-bit to the 8-bit version?

I didn't know Express ST coudl do that :)

Why would you wish to go from ST to 8bit version? (curiousity)

I don't know of any tool to do that..

jeff

3757. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 08:53:36 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AB5C910.C94C29BD@ooc.de>
Source record: 48843

Lyndon Amsdon wrote:

> Is it possible to use DVDs on any Atari or TOS clone?

No, because even for non-encrypted DVDs there are no drivers. You can
only use DVDs with filesystems like you find them on CDs, e. g. ISO9660.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

3758. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 09:14:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200103191014.a22622@du3.maus.de>
Source record: 48845

Hi Jo-Even

JES>o Falcon with Afterburner and Eclipse, 68Mb RAM, IDE CD-ROM, Genius
JES>ethernet adapter, PC AT maxitower.

1) Falcon with afterburner and NOVA graphics card (2 meg only), 68Mb RAM, IDE CD-ROM, Elmar Hilgart's ethernet adapter, PC AT maxitower :-)
YAMAHA CDRW8424S (SCSI), 20 gigabytes IDE hard disc, Mustek Paragon 1200SP scanner, Soundpool's SP/DIF, Logitech's Cordless Desktop
running N.AES and Linux/m68k on it
2) ATARI 800XL, 1meg RAM (1088K to be exactly), stereo extension (2. POKEY), ~300meg hard disc, Tandon desktop case, floppy 1050

Tschuess,

Frank

3759. Re: MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 11:01:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985071262-98275AEicMi@cwcom.net>
Source record: 48716

From: xlator@cix.compulink.co.uk
Date: 18 Mar 2001 20:30:52 GMT

>I've found the problem! I am still using my mono VGA most of
>the time. Even in 256 greyscale, the My Atari menu bar is completely
>black and you can't see the entries on it - at least not in the March

Worth switching CAB to Text mode?

>slowed down as I can't use Nemesis on the RGB,

There was a patch for using RGB in the Nemesis manual.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3760. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 12:16:03 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <tbbu2ubah4gp04@corp.supernews.com>
Source record: 48844

>Ok for the movies point of view. But DVD is not just for movies, even if
>it looks to be the most popular. It would be great to have a support at
>least for data, I mean for "plain" DVD-Rom. DVD is "just" an extended CD
>or did I missed anything ?

DVD's use the UDF file format...The same format that is used for CDR/CDRW's
that have been written to using packet software like DirectCD. If the
ST/TT/Falcon line has a UDF File System driver then it will be able to see
the files on DVD-ROM/DVD-Video discs (still wont play the video though)

3761. Re: What Is Important In An Atari Clone

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 16:31:53 UTC
From: bindon@madasafish.com
Message-ID: <tbcd3pdnnk54fa@corp.supernews.com>
Source record: 48696

On 18 Mar 2001 19:24:30 , Hallvard Tangeraas wrote:

Hi

>> On Sat, 17 Mar 2001, RobM wrote:
>>
>> > Visit www.AtariNews.org and answer the poll question... What Is Important In
>> > An Atari Clone?
>>
>> I would say the #1 thing would be the ability to actually purchase
>> the said clone. :o)
>
>Hehe.. well said!
>Atari software compatibility would be nice too ;-))))

My opinion is to not spend too long trying to get ST software to work
on it. I personally think that the best option is a TT clone, but
with a DSP. I would have to be able to run Falcon programs that use
the DSP, but have the stability of a TT, along with a VME for the
Galaxy. Built in midi expander too, as it's so easy to implement in
the design, you'd be stupid leaving it out.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3762. Re: Looking for any Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 17:36:03 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AB64383.CB0DCAAE@hotmail.com>
Source record: 48701

Hi Mark,

Purchased it from another local user. He had it listed in
this newsgroup a couple of years ago, and it was a short drive:)

I was going to experiment with it, but decided that being one of
few, it didn't deserve the fate of an unskilled soldering iron.

Mike

Mark Bedingfield wrote:

>
> Evil, evil man;-) How did you get the sparrow?
>
> Mark

3763. Re: SCSI

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 17:39:49 UTC
From: anodyne@cyberus.ca
Message-ID: <3ab640e2.3485375@news.cyberus.ca>
Source record: 48699

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
>
> JD> But you will need a small bit of hardware to convert the Atari
> > Computer System Interface into the Shughart Computer System
> > Interface, sold as Link, Link 2, Link 97.
>
> That's Small Computer Systems Interface (SCSI), which I believe may
> have evolved from the Shugart Associates System Interface (SASI).
> The advice sounded bang-on though. Out of interest, do any of the
> 'Link' host adaptors avoid the peculiar requirement of disabling
> parity on SCSI devices?
>

I believe the Link2 and the Link97 both generate parity correctly.
The Link97 also supports arbitration.

Roger Burrows

Roger Burrows, Ottawa, Canada anodyne@cyberus.ca
Anodyne Software http://www.cyberus.ca/~anodyne

3764. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 17:43:07 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <995gfb$53s$1@snipp.uninett.no>
Source record: 48700

Pascal Ricard <paricard@free.fr> wrote:

> Ok for the movies point of view. But DVD is not just for movies, even if
> it looks to be the most popular. It would be great to have a support at
> least for data, I mean for "plain" DVD-Rom. DVD is "just" an extended CD
> or did I missed anything ?

HD-Driver supports DVD AFAIK, but I'm not sure if there's any support for
the DVD filesystem on our platform. It shouldn't be a problem to support
this under MiNT and MagiC though.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3765. CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 17:55:44 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <985021014-545609AEicMi@frisurf.no>
Source record: 48697

Hello!

Thank you
><derryck@NOSPAMcix.co.uk>
for answering me!

>mailer to show you the list of emails on your
>server, from which dialog you can select which to >download??
Yes, I use it to show mails bigger than 500kB, but it does not show where the mails come from?

>you can use IFusion, which lets you
>use many STinG/STiK clients.
I have read about it, but not found it anywhere?

>Cab is working best for me when I am using the >original .ovl
>>and Iconnect!
>>Anyone had the same expierience?
>
>Yes, I've found the same.

Thanks!
I was beginning to think something was quite wrong with me by prefering the original one.
I have for some time been reading in the news-groops about those new releases of new and better .ovls for CAB.
Now I am beginning to think that my computer perhaps acts normally.

By the way:
Is it possible to get Emailer make a normally mime-compressed attachment?
I have to zip files if it is to be recovered as an attachment by the receiver.

--
Norvald
e-n-bor@frisurf.no
<Atari Falcon>

3766. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 18:49:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103191949.a528@su2.maus.de>
Source record: 48705

Hello Derryck,

DC>No problem - if you send it to the address I specified earlier in this
DC>thread,
so did I.

DC>then Emailer will show me a nice paperclip icon for the attachment.
It won't be an attachment but the contents of 10 mails. I'm sorry but
for me it's more comfortable to use CAT (newsreader to the Mausnetz).

Unfortunately CAT will split my message into parts of 16k... So you
will have to paste them together keeping the right order omitting
the headers of each mail (maybe by a macro?) and then UUDecode it...
:-((

Und TTschï¿½
ps

3767. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 18:53:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985111998-370841AEicMi@madasafish.com>
Source record: 48736

Hi Norvald

>>mailer to show you the list of emails on your
>>server, from which dialog you can select which to >download??

>Yes, I use it to show mails bigger than 500kB, but it does not show
>where the mails come from?

As i recall, clicking on the I button allows you to view the header.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3768. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 19:17:18 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AB65B3D.517C4642@ev1.net>
Source record: 48698

```
Uwe Seimet wrote:
>
> Lyndon Amsdon wrote:
>
> > Is it possible to use DVDs on any Atari or TOS clone?
>
> No, because even for non-encrypted DVDs there are no drivers. You can
> only use DVDs with filesystems like you find them on CDs, e. g. ISO9660.
>
You do *not* need the CPU power to decode the DVD's...if you have a
hardware decoder MPEG2 board with the DVD drive...with some arrangement
like this, the '060 on a Hades should be able to play DVD movies...

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

3769. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 21:48:54 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ab67ec6$0$8834@news.zetnet.co.uk>
Source record: 48702

Hi Jeff!

On 14 Mar 2001 21:48:36 , Jeff Armstrong wrote:
>Hey everyone. As much as I would like to say I use my Atari TT for
>almost all computing tasks, I cannot. I can't find an accpetable
>spreadsheet for this computer!
>
>What I really need is a good graphing package.

I haven't tested it's graphing abilities, but try 3D-Calc+ which was
recently made freeware. I can't remember the original URL but I have it on
my website.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

3770. WTB: Mach64 PCI video card

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 21:56:02 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103192153390.90-100000@Hades060>
Source record: 48707

Anyone have a Mach64 PCI video card they wish to unload?

Or possibly know where I might find one?

Thanks...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3771. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-19 21:59:53 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3ab68159$1_3@athena.netset.com>
Source record: 48703

In article <3AB5C910.C94C29BD@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
>Lyndon Amsdon wrote:
>
>> Is it possible to use DVDs on any Atari or TOS clone?
>
>No, because even for non-encrypted DVDs there are no drivers. You can
>only use DVDs with filesystems like you find them on CDs, e. g. ISO9660.
>

As to the encryption, thats just about 6 lines of PERL though ;)

There is a program for Linux that allows you to view DVDs across a network. Similar to an X server I believe. All the work is done on another machine and the local machine just displays the video. At least this was my impression of how it was supposed to work from the 30 seconds I glanced across the page out of curiousity.

Dan Ackerman
aka baldrick

3772. Re: Ultimate Virus Killer 2000 (Atari ST/TT

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 00:30:21 UTC
From: swampfox1@earthlink.net
Message-ID: <xwxt6.12225$227.1176951@newsread2.prod.itd.earthlink.net>
Source record: 48704

On 12 Mar 2001 14:33:46 , Richard Karsmakers wrote:
> The "Ultimate Virus Killer 2000" is the industry standard virus killer for
>the Atari ST/TT/Falcon platform. The program has been around for well over a
>decade, and with the latest release (8.1) it's turned shareware.
> There is now an official "UVK 2000" support site where you can download the
>program, find descriptions of all Atari TOS-platform computer viruses (and
>their symptoms) and more. It's located at http://www.uvk2000.com (this is a
>new URL!).
> I have this week off and it looks like I am going to release an update...

Long time commin'! Thanks in advance!
John G.

3773. Re: Ethernet solution needed

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 03:40:23 UTC
From: bredroll <someone@microsoft.com>
Message-ID: <TAAt6.614$Ph.33805@stones>
Source record: 48708

take a trip to ethernet.atari.org on there is my guide to linking in a atari
to a pc network

bredroll

"Terrence R. Redding, Ph.D." <terry@oltraining.com> wrote in message
news:B6D681BE.EF15%terry@oltraining.com...
> Hi guys. Its been a long time.
>
> I still have my old Atari STe and would like to place it on my office
> ethernet. Can anyone here tell me if that is possible? And if it is, how
> to do it?
>
> Terry
>

3774. connecting an ste to a ega screen

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 03:44:31 UTC
From: bredroll <someone@microsoft.com>
Message-ID: <TAAt6.615$Ph.33805@stones>
Source record: 48709

oki folks heres one, how do i connect my ste to a EGA monitor, i have plugs etc. wiring diags would be cool :-)

bredroll@atari.org

3775. Re: Looking for any Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 04:14:35 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab6d375@dnews.tpgi.com.au>
Source record: 48710

rustynutt <rustynutt@hotmail.com> wrote in message
news:3AB64383.CB0DCAAE@hotmail.com...
> Hi Mark,
>
> Purchased it from another local user. He had it listed in
> this newsgroup a couple of years ago, and it was a short drive:)
>
> I was going to experiment with it, but decided that being one of
> few, it didn't deserve the fate of an unskilled soldering iron.

or even a skilled one. I have two of every ST type I own. One for
experimenting and one for staying pristine and looking nice.

Mark

3776. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 04:23:01 UTC
From: jba4@po.cwru.edu
Message-ID: <3ab6daa1.415348@news.cwru.edu>
Source record: 48711

On 19 Mar 2001 21:48:54 GMT, jfhaslam@zetnet.co.uk (James Haslam)
wrote:

>Hi Jeff!
>
>On 14 Mar 2001 21:48:36 , Jeff Armstrong wrote:
>>Hey everyone. As much as I would like to say I use my Atari TT for
>>almost all computing tasks, I cannot. I can't find an accpetable
>>spreadsheet for this computer!
>>
>>What I really need is a good graphing package.
>
>I haven't tested it's graphing abilities, but try 3D-Calc+ which was
>recently made freeware. I can't remember the original URL but I have it on
>my website.
>

I did try 3D-Calc+ and it was pretty good. I could deal with the lack
of GDOS support. But it didn't have enough graphing capabilities. It
could only draw a couple types, if I remember correctly. Not too
shabby as a free offering, though!

>
>Cheers!
>
>
>
>James

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3777. Re: WTB: Mach64 PCI video card

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 04:24:04 UTC
From: Don <dons@qnet.com>
Message-ID: <3AB6DB64.C9D7051F@qnet.com>
Source record: 48712

Lonny,

Ebay has over 20 of them for about 10.00 plus shipping.

Don

3778. WTB: C-Lab Creator or Notator dongle (ATARI)

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 06:30:14 UTC
From: Desert Dweller <ducluu@pdq.net>
Message-ID: <0515E40EB0D5BBAB.EF6063F270D4D373.656BD297A4F0ABA3@lp.airnews.net>
Source record: 48713

Please e-mail. Thanks.

DL

3779. Where can I find a 1040ST clone?

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 06:31:53 UTC
From: Desert Dweller <ducluu@pdq.net>
Message-ID: <CDFB8CF4C9A3AC46.C46F29DC5A1130E7.296252E12BED492A@lp.airnews.net>
Source record: 48714

My computer is getting old and icky. I've searched for clones, but I haven't found any. Please e-mail me. Thanks.

DL

3780. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 07:37:10 UTC
From: Frank <poily2001@yahoo.com>
Message-ID: <9971cf$mk9$1@inf6serv.rug.ac.be>
Source record: 48715

The 3D-Calc URL is:

http://3d-calc.atari.org

Frank.

3781. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 09:37:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985158144-68054AEicMi@cwcom.net>
Source record: 48648

From: E Norvald Bordal <e-n-bor@frisurf.no>
Date: Mon, 19 Mar 2001 17:55:44 GMT

>Thank you
>><derryck@NOSPAMcix.co.uk>
>for answering me!

No worries! ;-)

>>mailer to show you the list of emails on your
>>server, from which dialog you can select which to >download??
>Yes, I use it to show mails bigger than 500kB, but it does not show where
>the mails come from?

I don't use this option myself TBH, but I don't think that that is possible.

>>you can use IFusion, which lets you
>>use many STinG/STiK clients.
>I have read about it, but not found it anywhere?

It's included with the latest version of fiffi, from ASH.

>>Cab is working best for me when I am using the >original .ovl
>>>and Iconnect!
>>>Anyone had the same expierience?
>>
>>Yes, I've found the same.
>
>Thanks!
>I was beginning to think something was quite wrong with me by prefering the
>original one.

I meant to mention that you only have the choice of the original overlay or
Olivier Booklage's, Dan's one will not work with an IConnect connection
(unless you've installed Ifusion).

>Now I am beginning to think that my computer perhaps acts normally.

I prefer the original overlay because it quickly identifies on- or off- line
mode, and allows me to browse cached files without irritating dialog boxes
and timeouts! :-)

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3782. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 09:39:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985158146-68550AEicMi@cwcom.net>
Source record: 48649

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Mon, 19 Mar 2001 19:49:00 +0100

>DC>No problem - if you send it to the address I specified earlier in this
>DC>thread,
>so did I.

Hasn't arrived here yet! :-(

>DC>then Emailer will show me a nice paperclip icon for the attachment.
>It won't be an attachment but the contents of 10 mails. I'm sorry but
>for me it's more comfortable to use CAT (newsreader to the Mausnetz).

OK, that's no problem.

Hope your emails didn't get bounced again...

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3783. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 10:07:17 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ab71ec05e5f60@free.fr>
Source record: 48717

Hello,

in article <200103191949.a528@su2.maus.de> (comp.sys.atari.st)
Peter Schneider wrote on Mon 19-03-2001 19:49 (+0100):

> Unfortunately CAT will split my message into parts of 16k... So you
> will have to paste them together keeping the right order omitting
> the headers of each mail (maybe by a macro?) and then UUDecode it...
> :-((

Afaik, Okami can handle this kind of splitted attachments. What about
Emailer ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

3784. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 12:19:00 UTC
From: gokmase@hem.passagen.se
Message-ID: <997hrk$1s$1@cubacola.tninet.se>
Source record: 48718

On 16 Mar 2001 18:54:14 , Steve Sweet wrote:
>Hi there
>
>>May I ask you to stop using such language on this group. It really is
>>not required and if you read my posting "Garbage" you will see that I am
>>not alone.
>
>Why use the name 'Happy' when youre one of the most miserable gits on the
>planet, has anyone suggested anti-depresants, in large amounts!!.

I can see why he is complaining.. Seriously, I think noone
appreciates being threated without respect. One thing is for sure,
this forum will not benefit from it in any way. Let's all just at
least pretend we are adults here..

>You've appeared out of no-where and decided things dont suit you, the
>simple answer to that is sod off again.

The fact he is new to the group doesn't mean his posts should be
ignored IMO. If you ask me he has a point. Since I have been
reading and posting to this forum for some time perhaps it is okay for
me to give my 2 cents? I think "Happy" indeed has a point.

>Ref your thread on garbage, i only see you discussing this so far. As its
>not Atari-relevant, perhaps you'd like to take it to somewhere where it
>is.

It is about this forum and thus should be okay to post here. There are
however a lot of really far fetched threads going on every once in a
while that has absolutely nothing to do with even computers.

Regards,

Joakim

3785. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 13:54:52 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AB7612C.716F30D6@ooc.de>
Source record: 48719

Jo Even Skarstein wrote:

> HD-Driver supports DVD AFAIK, but I'm not sure if there's any support for
> the DVD filesystem on our platform. It shouldn't be a problem to support
> this under MiNT and MagiC though.

So go ahead and write the filesystem driver .-). The specification is
public.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

3786. Re: SCSI

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 13:55:45 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AB76161.EDE1F702@ooc.de>
Source record: 48720

Roger Burrows wrote:

> I believe the Link2 and the Link97 both generate parity correctly.
> The Link97 also supports arbitration.

Not arbitration, only initiator identification.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

3787. attools

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 15:34:50 UTC
From: BERTHUIT FRANCK <f.berthuit@worldonline.fr>
Message-ID: <997t2h$p2k$1@vega.worldonline.fr>
Source record: 48721

```
if you want i can send you by email attools a soft which do as pctools on pc
if you are interested just email me at fra.berthuit@worldonline.fr
```

3788. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 15:35:20 UTC
From: bindon@madasafish.com
Message-ID: <tbeu5ohdaevm72@corp.supernews.com>
Source record: 48722

On 18 Mar 2001 19:39:45 , Djordje Vukovic wrote:

Hi

>etc. etc. including instructions how to code one's own "programming program".
>
>There may be slight problems with and Atari as the procedure requires some
>data to be read from the GAL (programming voltage and pulse duration), so a
>proper bi-directional parallel port may be needed.

An ST is all that is required for mine.

>>> So you should be asking "is there a compiler for the Atari". I think I saw
>>> something on a German site, but I don't have a URL.
>
>Probably on ftp.cs.tu-berlin.de; look for JEDI, there may be further info
>in that archive.

Jedi is the Boolean-Jedec file compiler, Gabi (made by the same team)
is thesoftware that drives the hardware and burns the Jedec file into
a GAL.

I've yet to use mine, due to switching to the Falcon, and the fact
that I never found any good documents on how to program boolean. the
actual expressions I can work out, but it's the cryptic parts at the
top which baffle me. Seems to set out what pin is for what. And I
can't see how to design a flip-flop in one either, just by using NOT
and AND.

Anyone help? I'd like to use it for an upcoming project. Djordje, do
you have a Falcon?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3789. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 15:35:25 UTC
From: bindon@madasafish.com
Message-ID: <tbeu5t2pchvc9c@corp.supernews.com>
Source record: 48723

On 18 Mar 2001 20:30:52 , xlator@cix.compulink.co.uk wrote:

Hi Peter

>I've found the problem! I am still using my mono VGA most of
>the time. Even in 256 greyscale, the My Atari menu bar is completely
>black and you can't see the entries on it - at least not in the March
>issue. I have now gone back with my RGB monitor in 256 colour mode,
>and managed to download all. But I still think it would be easier if
>the whole mag could be downloaded, preferably by email as that is
>about twice as fast as using CAB and the internet. No doubt I am
>slowed down as I can't use Nemesis on the RGB, so I only get 4500
>bytes/sec download. On the mono monitor and with Nemesis on Cix I get
>10000 chars/sec regularly.

Hey?!

Are you using a 56k modem? The best I can get is 3600 bps in CAB, and
probably just 4000 via GapFTP. This is with accelerator as well.
Whenever I move my mouse or especially if the screensaver kicks in,
the Rx/Tx lights conk out and most of the time they never pick up.
Resulting in a corrupted, half download. This is on a Falcon BTW.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3790. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 15:35:28 UTC
From: bindon@madasafish.com
Message-ID: <tbeu60c4uujob5@corp.supernews.com>
Source record: 48724

```
On 18 Mar 2001 21:43:38 , John Garone wrote:
>
> I'm still waiting for your E-mail or post of this letter!!! (phantom
>letter until you make it public!!!). You've made plenty of accusations
>in your posts in the past here. Are you for real or a joke??? As far as
>I'm concerned, it's time to back up all your hyp with something
>substantial or be deemed as a joker!!! Do you want some support or not???

I have the audio file if you want it. Quite a laugh really.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

3791. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 15:35:30 UTC
From: bindon@madasafish.com
Message-ID: <tbeu62e42tsbc8@corp.supernews.com>
Source record: 48725

On 19 Mar 2001 07:16:03 , "Christopher Friend" wrote:

>DVD's use the UDF file format...The same format that is used for CDR/CDRW's
>that have been written to using packet software like DirectCD. If the
>ST/TT/Falcon line has a UDF File System driver then it will be able to see
>the files on DVD-ROM/DVD-Video discs (still wont play the video though)

So what format is the video in? Some sort of MPEG format with
encryption? Does it appear as just one big file?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3792. Seagate SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 17:04:56 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <Y4Mt6.298$5V3.1943@newsfeed.slurp.net>
Source record: 48726

Hi, I just purchased a Seagate Barracuda ST32272N 2.25Gb Ultra-SCSI drive for my Falcon. It works great but how does the Ultra SCSI work on a Falcon SCSI bus? What's the max transfer speed? Thanks.

Joshua.

3793. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 17:26:10 UTC
From: vdjole@EUnet.yu
Message-ID: <9983rh$4qm$1@news.EUnet.yu>
Source record: 48727

On 18 Mar 2001 19:59:11 , Jo Even Skarstein wrote:
> Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.

Did you succeed then in making both the 12MHz hack and the ADSpeed
work simultaneously in the STacy?
Btw. beside accelerating the CPU, ADSpeed is supposed to also have
a FPU chip, isnt'it?

3794. Re: PC Mainboard

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 17:34:15 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985109811.18667.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 48728

I may try Newdeal to see if that works.

http://www.newdealinc.com/

Mark.

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tb4jn3qtgn8t1d@corp.supernews.com...
> On 16 Mar 2001 10:57:24 , "Mark" wrote:
>
> Hi Mark,
>
> >I want to see if I can upgrade the AT Speed card I have in my Falcon to a
> >386 so that I can run Workgroups, NT or 95 on it.
> ^^
> Huh? How will that work. I'd be supprised as Windows 95 will chuck
> up errors when it try's to detect hardware. Anyway don't bother on a
> 386, not even a 486. Use 3.1, helluva lot better (and stable).
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

3795. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 17:58:01 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ab79920193b250@pandora.be>
Source record: 48729

on Tue 20-03-2001 10:07 Pascal Ricard wrote:

>Hello,
>
>in article <200103191949.a528@su2.maus.de> (comp.sys.atari.st)
>Peter Schneider wrote on Mon 19-03-2001 19:49 (+0100):
>
>> Unfortunately CAT will split my message into parts of 16k... So you
>> will have to paste them together keeping the right order omitting
>> the headers of each mail (maybe by a macro?) and then UUDecode it...
>> :-((
>
>Afaik, Okami can handle this kind of splitted attachments. What about
>Emailer ?

AFAIK not directly. Emailer doesn't know about UUencode so the must use
an external program for this task. I wonder why?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3796. Re: WTB: Mach64 PCI video card

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 17:58:01 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ab79920193b251@pandora.be>
Source record: 48730

on Mon 19-03-2001 21:56 Lonny Pursell wrote:

>Anyone have a Mach64 PCI video card they wish to unload?

Please make sure it's a 4 MB card. 2 MB isn't enough for the Hades.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3797. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 18:01:17 UTC
From: bindon@madasafish.com
Message-ID: <tbf6nd5nel407a@corp.supernews.com>
Source record: 48731

On 19 Mar 2001 11:01:16 , Derryck Croker wrote:
>From: xlator@cix.compulink.co.uk
>Date: 18 Mar 2001 20:30:52 GMT
>
>>I've found the problem! I am still using my mono VGA most of
>>the time. Even in 256 greyscale, the My Atari menu bar is completely
>>black and you can't see the entries on it - at least not in the March
>
>Worth switching CAB to Text mode?

Sometimes I use the option in CAB 2.7 to switch off document settings
and use my own black on white setting, for difficult to read sites.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3798. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 18:04:42 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0103201214100.23981-100000@rac2.wam.umd.edu>
Source record: 48732

On Sat, 17 Mar 2001, Michael and Nicole Freeman wrote:

// To get this variable to work all you need to do is add this to your mint.cnf
// file:
//
// VFAT = A,B,D,F,G
// NEWFATFS = A,B,D,F,G
//
After this (and running through thing), it seems to find longer
filenames. I did note that a long w95 filename wasn't findable in the
standard GEM window... Upon some thought, that doesn't seem so
surprising.

//
//
// > // SHELL=C:/path/to/aes/NAME.PRG for your AES at the end of the MINT.CNF
// > file).
// > //
// > At some point i found aes 4.1 and tried it.... damn thing barfed. I'm
//
// That's odd. AES 4.1 runs fairly stable, but slow, on my Falcon. What's your
// AUTO folder order? This was a pain in the butt to get right. When mine was
// out of order, no AES would run properly.
//
I should point out -how- MiNT panic'd:
It qould be fine with reading the script, but when came to loading things,
the machine would get to trying to use
GEM=u:/boot/mint/aes/gem.sys
would cause the machine to reboot. There was an error messag, but it
dissapeared into the reboot that I can only say, "I Think it was error
222."
Similary, when I found XaAES, and placed it into my aes directory, it MiNT
would panic the same way. Think that error was 223. Again, it would
reboot. I am sure of the directory structure.

When I tried using SHELL as the var you had in the example above, in the
message (again brief, as it immediatly changed the screen to load in GEM),
MiNT complained about SHELL not being a var it understood, and would
therefore ignore it.

Couple of questions then:
= Should I be using / or \ between directories?

= I finally guessed right about getting MiNT to preload thing: instead of
making it load from [u:/boot/thing/thingrun.prg], I had it load from
[u:/c/thing/thingrun.prg] (I -am- getting confused about these fw and bw

slashes now! :)) Whats the difference? I thought [u:/boot/] was by
default the same as [u:/c/]? Should I say, "What the hell" and try to
get MiNT to load the AES the same way I got thing to run? (Well, I might
say that over the weekend if I get all my work done over the week so that
i can play, but you understand....)

= Is there a place in the mint.conf script to tell MiNT to log boot
messages? Can I get MiNT to just halt when it panics so I can see the
error messages instead of it doing an automatic reboot? (Is that a common
problem?)

= Though thing was loaded, and I typed it into the script in lowercase,
should I be worried about case-sensitivty?

You asked about the autoloaded prgs from the auto folder....
Well, it does run icdboot.sys from the c: drive first, but from auto:
-alilo.tos
-nvdi.prg (prg? maybe tos... whatever it is, its nvdi 4.1...)
-mintnp.tos (v 1.15.5)
in that order. I trimmed a lot out of the auto folder when I realised I
was having probs.... *sigh* so much for powersave or maccel. In any
case, that folder goes back to auto.mnt when I need to run other prgs,
then out comes auto.tos or auto.mgx to auto...

// The GEM in ROM doesn't recognize lower-case filenames. You probably noticed
// the lower-case in the window? Your custom desktop icons have the names
// stored as upper-case, which is why they work. Try renaming the lower case
// file names to upper-case and they might work. Using an AES (AES 4.0/4.1,
// Geneva, NAES, XaAES, or oAESis) that can recognize the lower-case filenames
// fixes this.
// > //
//
Interestingly, though maybe not surprisingly, renaming doesn't do
anything. Thing recognizes them (and will load them), but GEM rename
doesn't help, so I am forced to run thing. Iguess that means I need to
figure out the regitration for it. (ooh, that and some other things...),
so I don't have to look at "This is Shareware!" splattered all over the
backdrop.

//
// These are very good reasons for using Mint. With XGEM, you can also run
// X-Window programs, which opens up a lot more possibilities. If you can,
// though, try the VFAT filesystem. You may or may not like it better than your
// Linux filesystem. Another advantage of the VFAT filesystem is that it can
// still be read when using GEM without Mint and long filenames. The long
// filenames are changed from "Long Filename.ext.prg" and "Long File Name
// Also.prg" to "LONG_FI~1.PRG" and "LONG_FI~2.PRG".
//

XGEM.... I remmber seeing something about this, I think. Sounded
interesting, and your description makes it just about required
material. I will need to search on this a while, creo.

When I get there, I still want an ext2fs on a few partitions, but VFAT
will be required for a:. Maybe for my BGM partition, too. But I need to
get things working reliably 1st, before I worry about d:.

"Sell `crazy' somewhere else. We're all stocked up here."
---------parsonsd@wam.umd.edu-----------http://www.wam.umd.edu/~parsonsd-----

3799. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 18:16:31 UTC
From: Daniel Rojo <drojo1@yahoo.com>
Message-ID: <9986n7$875$1@news.cwomnes.net>
Source record: 48733

Hi Jeff. The best application for scientific graphs is (was) Off-axis that was sold in Germany although they had an english version. The bad part is that I haven't been able to find a copy in any language :(. The second best is Gemgraph that is extremely versatile generating very professional-looking graphs (better than any spreadsheet) with the possibility to export metafiles, and JPGs in the next version. This program is still supported by the author who has been very helpful when I have had some questions. My advice is to get this program and invest in NVDI, that should be easier to find than Texel in addition to be a great addition to your computer.

Daniel.

University of Texas Medical Branch
Galveston, TX.

"Jeff Armstrong" <jba4@po.cwru.edu> wrote in message
news:3aafe4f3.2874126@news.cwru.edu...
> Hey everyone. As much as I would like to say I use my Atari TT for
> almost all computing tasks, I cannot. I can't find an accpetable
> spreadsheet for this computer!
>
> What I really need is a good graphing package. It has to be able to
> graph a whole bunch of different types ideally. I need this for some
> scietific plots. I'm not really concerned with the spreadsheet
> functions. Right now I have AtariWorks and Firstgraph. AtariWorks is
> pretty horrible when it comes to graphing. And Firstgraph can't seem
> to write metafiles and print to GDOS correctly.
>

3800. Re: Seagate SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 18:16:46 UTC
From: rsmac@t-online.de
Message-ID: <1eql0v7.11qfoqh16cx1yyN%rsmac@t-online.de>
Source record: 48734

Joshua Kaijankoski <gaiyan@vianet.ca> wrote:

> Hi, I just purchased a Seagate Barracuda ST32272N 2.25Gb Ultra-SCSI drive
> for my Falcon. It works great but how does the Ultra SCSI work on a Falcon
> SCSI bus? What's the max transfer speed? Thanks.

U-SCSI works fine on falcon. Transferrate is 1.8Mb maximum. Thatï¿½s one
of the falcon problems..

Regards, Robert

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3801. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 18:40:21 UTC
From: vdjole@EUnet.yu
Message-ID: <99886h$6ot$2@news.EUnet.yu>
Source record: 48737

On 20 Mar 2001 15:35:20 , Lyndon Amsdon wrote:
>>etc. etc. including instructions how to code one's own "programming program".
>>
>>There may be slight problems with and Atari as the procedure requires some
>>data to be read from the GAL (programming voltage and pulse duration), so a
>>proper bi-directional parallel port may be needed.
>
>An ST is all that is required for mine.

So did you make the programmer as per those instructions or did you get
some other type?

>Jedi is the Boolean-Jedec file compiler, Gabi (made by the same team)
>is thesoftware that drives the hardware and burns the Jedec file into
>a GAL.

Thanks for the info. Now, where one finds Gabi?

>I've yet to use mine, due to switching to the Falcon, and the fact
>that I never found any good documents on how to program boolean. the
>actual expressions I can work out, but it's the cryptic parts at the
>top which baffle me. Seems to set out what pin is for what.

>And I can't see how to design a flip-flop in one either, just by using NOT
>and AND.

You can find logic design for flip-flops in most books on basic digital
electronics, I suppose. Two two-inputs NAND gates can make a RS flip-flop
(feed the output of each NAND to one of the inputs of another NAND; use the
remaninig inputs to Set/Reset). I think that four or five NANDs can make a
D-type latch. etc.

Btw. when I bought my present compter several years ago, I got with it a nice
little program, called DIGITAL, (V2.3, by one Erich Eder) for designing and
simulating logic circuits. Quite useful for finding the not-so-obvious
glitches in your designs, etc. (even though it seems I never succeeded in
using the program completely- no docs available). Anyone knows the fate of
that software? Available anywhere, last version, English version, freeware
or not, etc?

> Djordje, do you have a Falcon?

No. Just a MegaST4, a little boosted by a GEsoft SCSI-2 adaptor, a home-made
FPU board and a Lacescan circuit. Falcons were too rare and too expensive
here. And, in fact, I have never programmed a GAL in my life. Never got round
to making the programmer adaptor (the days get shorter as the time flows by),
or to finding the specs for the GALs (e.g. what is the standard delay time

through its gate?). Besides, electronics is not my profession- I'm an aerodynamics engineer.

cu.

3802. Re: Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 19:08:17 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C93F@FILESERV>
Source record: 48735

Regarding the possibility of MPEG2 card, it shoudl be possible to get an Eclipse kitted Falcon to do this too, you'll need the dual board mod and someone has to write the drivers, but I've seen a fairly lowly 486 doing DVD via a decoder card and therefore if someone was willing to code it up for the Eclipse it would be possible...potential EU sales...about a couple of dozen I guess.....though I would be one of them...I expect that it would have to be tightly written to possibly a specific drive and board combination, and it would have to output via the Eclipse's Rage card....

chrisc

--
Posted from IDENT:root@mx4.i-way.net.uk [212.49.192.38]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3803. Re: BBS express! for ST...

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 19:37:11 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985118294.450.0.pluto.d4ee0f47@news.demon.nl>
Source record: 48738

"Jeff Mitchell" <jeffm@nbc.netcom.ca> wrote in message
news:TLft6.11444$TW.44767@tor-nn1.netcom.ca...
> In article <984951124.21524.1.pluto.d4ee0f47@news.demon.nl>,
> TXG <Txg@underground.demon.nl> wrote:
> >I found out that the BBS Express! 1.98 has an option to convert msg's
from
> >the 8-bit express! to ST. Is there anybody who has an utility that
converts
> >them from 16-bit to the 8-bit version?
>
> I didn't know Express ST coudl do that :)
>
> Why would you wish to go from ST to 8bit version? (curiousity)
>
> I don't know of any tool to do that..

I run a BBS on the 8-bit and I like to put an 16-bit BBS on-line soon, by converting the e-mail I like to network with the two boards and after that I like to put them both on the internet with telnet access...

TXG

3804. Re: Apex Media or...

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 19:50:32 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <985117832_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 48743

Robert Schaffner wrote:-
>Raoul Teulings <rt@xs4all.nl> wrote:
>> Does anyone know where to get Apex media from
>> and if a FPU is needed for running it? Same
>Yes, needs an FPU and an DSP. The point why APEX is falcon only.

DSP yes. FPU no.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

3805. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 19:56:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985196958-978962AEicMi@madasafish.com>
Source record: 48667

Hi Gokmase

>>You've appeared out of no-where and decided things dont suit you, the
>>simple answer to that is sod off again.

>The fact he is new to the group doesn't mean his posts should be ignored
>IMO. If you ask me he has a point.

OK, but before he starts singleing people out, namely and only me, he
should follow the thread to the point where he discovered i was reacting
to something equally as bad, there he'd have discovered that it was
someone else who started the slanging match.

>Since I have been reading and posting to this forum for some time
>perhaps it is okay for me to give my 2 cents?

Sure, much respect to you, ive seen you about for a long time, i'l yell
at you now but we'l shake before we leave..

>I think "Happy" indeed has a point.

He does, but he should direct his crusade at the people who 'start' the
offensive threads, not the peop's who react to them.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3806. Re: attools

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 20:01:04 UTC
From: sf0218@aol.com
Message-ID: <20010320150104.20307.00000069@ng-mq1.aol.com>
Source record: 48739

I would be interested in this as well, so long as that software will work on a C-Lab Falcon.
Thanks,
Sam

3807. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 20:05:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985196962-979882AEicMi@madasafish.com>
Source record: 48668

Hi Jimmzzzz

>>What I really need is a good graphing package.

>I haven't tested it's graphing abilities,

Where have you been dude.

Someone's been missing you...

....i'm sure of it!!.

8-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3808. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 20:16:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985196964-980465AEicMi@madasafish.com>
Source record: 48669

Hi Lyndon

>Are you for real or a joke??? As far as I'm concerned, it's time to back
>up all your hyp with something substantial or be deemed as a joker!!! Do
>you want some support or not???

>I have the audio file if you want it. Quite a laugh really.

Is he as big a plonker as he sounds??. How big is this file?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3809. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 20:18:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985196968-981242AEicMi@madasafish.com>
Source record: 48670

Hi Tony

>>welcome your language, so please, feel free to start looking.

>Bout time someone got rid of him . Been nowt but trouble for donkeys
>years.

How are you, do you see much of Harry nowadays?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3810. Re: OK!?

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 20:28:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985196972-981949AEicMi@madasafish.com>
Source record: 48666

Hi Norvald

>>>There is development, and giving it away for free would be theft..

>>OK! Then I will keep my Payrus for myself!

>But what else is worth keeping in my own pocket?
>
>The Atarians is a dying group and keeping our computers working for our
>dayly purpose means getting software that is good enough.

>So let us share what we can to avoid buying a damned IBM-clone for half
>a year more!

Dont you ever wonder where the PC platform would be if it wasnt for
piracy?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3811. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 21:30:04 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <998i4s$p5d$1@snipp.uninett.no>
Source record: 48740

Uwe Seimet <us@ooc.de> wrote:

>> HD-Driver supports DVD AFAIK, but I'm not sure if there's any support for
>> the DVD filesystem on our platform. It shouldn't be a problem to support
>> this under MiNT and MagiC though.

> So go ahead and write the filesystem driver .-). The specification is
> public.

Why would I do something like that? My PC reads DVDs just fine ;-) It
plays movies too (in fact, that - and syncing my Palm - is the only thing
my PC *can* do.).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3812. Re: BBS express! for ST...

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 21:33:26 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <G0Qt6.11888$TW.46996@tor-nn1.netcom.ca>
Source record: 48741

In article <985118294.450.0.pluto.d4ee0f47@news.demon.nl>,
>I run a BBS on the 8-bit and I like to put an 16-bit BBS on-line soon, by
>converting the e-mail I like to network with the two boards and after that I
>like to put them both on the internet with telnet access...

Slick; it'd be cool to network between them :)

Any idea how your'e going to get the 16bit online? I think I'm the
only one whose ever done it, so I'm curious how you'd do it. I'll be
releasing my sources for my emulator soon.

jeff

3813. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 21:40:44 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <998ios$p5d$2@snipp.uninett.no>
Source record: 48742

Chris Crosskey <chris.crosskey@metrics.co.uk> wrote:
> Regarding the possibility of MPEG2 card, it shoudl be possible to get an
> Eclipse kitted Falcon to do this too, you'll need the dual board mod and

Actually, I don't think this would be possible...

1. The Eclipse in it's current incarnation doesn't know about bus
arbitration, hence all traffic between PCI-cards must be done by the CPU
(or perhaps blitter).
2. According to Sven Karlson the Eclipse isn't any faster than the
Falcon-bus, so even if bus arbitration *was* supported, it would still be
much too slow to move uncompressed images to the graphics card 25/30
frames per second.

I don't know how fast the PCI-bus on the Milan and Hades is, but I believe
it should be fast enough for this if decryption is performed in hardware
too (is it? I don't have a clue.).

> someone has to write the drivers, but I've seen a fairly lowly 486 doing DVD
> via a decoder card and therefore if someone was willing to code it up for

If this is true then decryption is almost certainly done in hardware, and
if not the 060 should be fast enough to do it. But the problem is still
the same - licensing the keys is expensive.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3814. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 22:45:07 UTC
From: swampfox1@earthlink.net
Message-ID: <T3Rt6.14256$Im6.1485875@newsread1.prod.itd.earthlink.net>
Source record: 48744

On 20 Mar 2001 15:35:28 , Lyndon Amsdon wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Newsgroups: comp.sys.atari.st
>Subject: Re: I've sent the letter to Infogrames.
>Date: Tue, 20 Mar 2001 15:35:28 -0000
>Message-ID: <tbeu60c4uujob5@corp.supernews.com>
>References: <uPNp6.128$n07.17413@newsfeed.intelenet.net>
<XPGs6.3275$Im6.457297@newsread1.prod.itd.>earthlink.net>
<e_9t6.7553$Im6.885849@newsread1.prod.itd.earthli
>X-Newsreader: NEWSie Version 0.94 (Atari)
>X-Complaints-To: newsabuse@supernews.com
>Lines: 15
>Xref: newsmaster1.prod.itd.earthlink.net comp.sys.atari.st:138652
>
>On 18 Mar 2001 21:43:38 , John Garone wrote:
>>
>> I'm still waiting for your E-mail or post of this letter!!! (phantom
>>letter until you make it public!!!). You've made plenty of accusations
>>in your posts in the past here. Are you for real or a joke??? As far as
>>I'm concerned, it's time to back up all your hyp with something
>>substantial or be deemed as a joker!!! Do you want some support or not???
>
>I have the audio file if you want it. Quite a laugh really.
>
>Lyndon Amsdon
Thanks Lyndon but that's Jared's responsibility considering the
amount of promises, proposals and pushing he's done!!! He needs to back
himself up (as far as I'm concerned)!!!
John G.

3815. MULTITOS.Where can i get a copy for Multitasking?

Newsgroup: comp.sys.atari.st
Date: 2001-03-20 23:33:03 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <ua8u6.16613$Q4.3133297@news2-win.server.ntlworld.com>
Source record: 48675

I have a 4mb STe and i want to run two programmes at the same time.Will
Multitos allow me to do this and where will i find a copy?
Thank you.

3816. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 02:20:29 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab80a1e@dnews.tpgi.com.au>
Source record: 48745

TonyG <tony@webscripts.org> wrote in message
news:m2kebt8kbjcanlvhbphvra75qgo6nlee6a@pne.com...
> Hey! "Happy" <bizboz@whodunit.fsnet.co.uk>
> >Mr Sweet,
>
> >welcome your language, so please, feel free to start looking.
>
>
> Bout time someone got rid of him . Been nowt but trouble for donkeys
> years.

Time to give my 2 cents I feel. I hope the above was a joke. As much of a smart &$$ (edited as not to offend), steve sweet is, he does have a point from time to time. Some people are overly critical and don't respond well to correction. As for being an adult, as far as I am concerned "never argue with a fool, people might not know the difference". I don't care if he attacks somebody, hell we all get it eh peter;-). But to continue the argument is futile. Let what needs to be said, said, and leave it. No more argument. The net is the last vestige of free speech (even if it is sometimes unsubstantiated). I think Steve has a right to be heard, yes marpet most certainly did use card to cover PCBs, as did actionsoft too. I don't completely agree with all of everybody's comments and I never expect to. But steve is intelligent and he is Atari aware, so zip it and let him help the odd chap with a response. Don't flame him and expect that to be the end of it, as obviously that won't happen. Steve is not the only person guilty of this is he? So I reckon let it go and get on with our lives. That is all I will say.

Mark

3817. Re: connecting an ste to a ega screen

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 02:26:31 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab80b86@dnews.tpgi.com.au>
Source record: 48646

bredroll <someone@microsoft.com> wrote in message
news:TAAt6.615$Ph.33805@stones...
> oki folks heres one, how do i connect my ste to a EGA monitor, i have
plugs
> etc. wiring diags would be cool :-)

Can't be done without serious hacking as EGA isn't anywhere near RGB
standards. I think it is digital from memory? RGB is analogue:-(Could be
wrong tho.

Mark

3818. STew

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 04:51:55 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.1521d342e6735caf989697@news>
Source record: 48647

Is STew still being worked on?

--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

3819. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 09:54:58 UTC
From: timothy anderson <tanderson@tanderson23.freeserve.co.uk>
Message-ID: <999ti9$6fu$1@news7.svr.pol.co.uk>
Source record: 48655

Just thought I would add my 2p's worth,

My old HW DVD decoder used an external pass through cable a bit like the voodoo 1/2 cards had.

This means that there is only data going to the card. The graphics card is bypassed. (Your monitor plugs into the decoder card).
When you are not using the decoder card the graphics card works as normal.

There would be no need to send any uncompressed data to the graphics card at all.

Hence I do strongly beleive that the Falcon should be able to do it. My 486 DX 33 can, and it does a perfect job. Dolby digital and everything.

Oh and I can't remeber the website of the top of my head, I think it was http://tucows.cableinet.net they have a section about DVD stuff.
In there they have a FREE programm for playing DVD movies on hardware controllers so if the keys are so expensive how can they produce such a programm as freeware.

i'm not saying your wrong, I would just like to know how they have done it.

Tim

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message news:998ios$p5d$2@snipp.uninett.no...
> Chris Crosskey <chris.crosskey@metrics.co.uk> wrote:
> > Regarding the possibility of MPEG2 card, it shoudl be possible to get an
> > Eclipse kitted Falcon to do this too, you'll need the dual board mod and
>
> Actually, I don't think this would be possible...
>
> 1. The Eclipse in it's current incarnation doesn't know about bus
> arbitration, hence all traffic between PCI-cards must be done by the CPU
> (or perhaps blitter).
> 2. According to Sven Karlson the Eclipse isn't any faster than the
> Falcon-bus, so even if bus arbitration *was* supported, it would still be
> much too slow to move uncompressed images to the graphics card 25/30
> frames per second.
>
> I don't know how fast the PCI-bus on the Milan and Hades is, but I believe
> it should be fast enough for this if decryption is performed in hardware
> too (is it? I don't have a clue.).
>
> > someone has to write the drivers, but I've seen a fairly lowly 486 doing DVD

```
> > via a decoder card and therefore if someone was willing to code it up
for
>
> If this is true then decryption is almost certainly done in hardware, and
> if not the 060 should be fast enough to do it. But the problem is still
> the same - licensing the keys is expensive.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */
```

3820. Re: Seagate SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 10:28:17 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AB88241.AD937D53@ooc.de>
Source record: 48650

Joshua Kaijankoski wrote:
>
> Hi, I just purchased a Seagate Barracuda ST32272N 2.25Gb Ultra-SCSI drive
> for my Falcon. It works great but how does the Ultra SCSI work on a Falcon
> SCSI bus? What's the max transfer speed? Thanks.

The maximum transfer speed is the same as for any other SCSI drive
connected to the Falcon, appr. 1.8 MB/s. You cannot get higher speeds
with Falcon SCSI, regardless of the drive that is connected.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

3821. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 10:38:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985179880-102080AEicMi@cwcom.net>
Source record: 48654

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Tue, 20 Mar 2001 18:01:17 -0000

>>Worth switching CAB to Text mode?
>
>Sometimes I use the option in CAB 2.7 to switch off document settings
>and use my own black on white setting, for difficult to read sites.

Switching background pics off and using the "greyscale" display option also
helps muchly, most especially in the 16 colour mode that I habitually use.

BTW, re the download speeds/mouse movement/corruption problem you
mentioned. I often see speeds of around 5000 cps reported, and I can use
other progs in the background etc etc with no problems at all. Rodolphe's
CT2B accelerator is all that it's cracked up to be IME.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3822. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 11:00:29 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0103211159170.147-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 48651

Hello!

> I don't know how fast the PCI-bus on the Milan and Hades is, but I believe
> it should be fast enough for this if decryption is performed in hardware
> too (is it? I don't have a clue.).

It's fast enough for the TV card. The TV card write directly into the
graphic card without CPU usage.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3823. Re: what kind of atari's does everyone (12 meg upgrade)

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 12:46:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0009f95c@fmlynet.org>
Source record: 48672

FamilyNet Newsgate

> From: vdjole@EUnet.yu (Djordje Vukovic)
> On 18 Mar 2001 19:59:11 , Jo Even Skarstein wrote:
>> Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.
> Did you succeed then in making both the 12MHz hack and the ADSpeed
> work simultaneously in the STacy?
> Btw. beside accelerating the CPU, ADSpeed is supposed to also have
> a FPU chip, isnt'it?

How was that 12 meg upgrade done anyway?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3824. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 12:48:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0009f95d@fmlynet.org>
Source record: 48673

FamilyNet Newsgate

> From: vdjole@EUnet.yu (Djordje Vukovic)
> On 18 Mar 2001 19:59:11 , Jo Even Skarstein wrote:
>> Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.
> Did you succeed then in making both the 12MHz hack and the ADSpeed
> work simultaneously in the STacy?
> Btw. beside accelerating the CPU, ADSpeed is supposed to also have
> a FPU chip, isnt'it?

Ooopss... didn't see that correctly. Nevermind! I have heard of 6 meg upgrades being done, and of course the add on Dave Small did (with the 68030 upgrade) but all and all... I remain curious of ways to pass the 4 meg barrier on the ST.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3825. Re: MiNT and running prgs

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 13:01:01 UTC
From: Konrad Kokoszkiewicz <draco@piwo.bl.pg.gda.pl>
Message-ID: <3AB8A60D.30849F18@piwo.bl.pg.gda.pl>
Source record: 48652

Martin-ï¿½ric Racine wrote:
>
> On Fri, 16 Mar 2001, Marc-Antï¿½n Kehr wrote:
>
> > If you use newest binary, you will run into trouble when only
> > renaming MINT.PRG to MINTNP.PRG. In new kernel versions
> > memory protection is switched off by using the boot menu,
> > which you can get by holding down the left SHIFT key, when
> > MiNT starts.
>
> Indeed, and that was a _very_ stupid thing to do, given how many
> documents refer to renaming the binary to change the protection.

Can you point out these "many" documents which say anything about
renaming? Please refer to the title, chapter, page, passage, of
at least three ones. Don't forget to include an information, who
wrote the
document you would mention, the publisher's name and the date
of publication.

K.

3826. 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 13:06:01 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <_G1u6.70$SK4.1240@newsfeed.slurp.net>
Source record: 48653

1. When I partition the 2.2 gig HD into two 1.1gig partitions it works fine under TOS 4.04. However when I load Magic it gives an error when I try to access it. Only when I partition the drive into five 430Mb chunks does Magic read them. What's going on? I use HDDRIVER 7.80. I tried AHDI with the same results.

2. The CD-ROM that I have will browse the cd's but will not run/read anything from it. In other words, I can see the contents but can't read. I tried different cables etc with the same results.

Please, if anyone has some ideas I'd appreciate some help. Thanks.

Joshua.

3827. WTT: Mac for Atari SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 14:55:21 UTC
From: Thomas Main <main@appstate.edu>
Message-ID: <Pine.PMDF.4.21L.0103211050460.673350065-100000@appstate.edu>
Source record: 48657

I have a Mac SE with two 800K floppy drives, built-in monochrome monitor
and a 45 MB external SCSI hard drive that I would like to trade for an
SC 1224 color Atari monitor. I do not have the manuals or system disks
(although System 6.0.7 is on the HD, also MS Word 4.0) but the system is
in good working condition and in good cosmetic shape (there may be some
yellowing of the plastic, but no major scatches or markings).

Because of the weight of the computer, U.S. only trades, please.

If you are interested, please send me an e-mail at main@appstate.edu

--
Thomas Main
main@appstate.edu

3828. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 15:27:44 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <XK3u6.138$SK4.480@newsfeed.slurp.net>
Source record: 48656

BTW, I have a MK-II Falcon. It has an internal 500Mb SCSI, then it goes to the 2.2gig ext SCSI, then the CD-ROM...

Joshua.

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message news:_G1u6.70$SK4.1240@newsfeed.slurp.net...
> 1. When I partition the 2.2 gig HD into two 1.1gig partitions it works fine
> under TOS 4.04. However when I load Magic it gives an error when I try to
> access it. Only when I partition the drive into five 430Mb chunks does Magic
> read them. What's going on? I use HDDRIVER 7.80. I tried AHDI with the same
> results.
>
> 2. The CD-ROM that I have will browse the cd's but will not run/read
> anything from it. In other words, I can see the contents but can't read. I
> tried different cables etc with the same results.
>
> Please, if anyone has some ideas I'd appreciate some help. Thanks.
>
> Joshua.
>
>

3829. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 16:07:30 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AB8D1C2.4FAF5C41@hotmail.com>
Source record: 48658

I've ran Decess and FlaskMPEG on my PII450. While DVD plays back
nice, the
time to extract video to harddisk (something that an Atari user
might want
to do) takes several hours on that machine.

Mike

Jo Even Skarstein wrote:

> If this is true then decryption is almost certainly done in hardware, and
> if not the 060 should be fast enough to do it. But the problem is still
> the same - licensing the keys is expensive.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

3830. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 16:33:39 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985192572.26364.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 48660

Hi Joshua,

The CD-ROM sounds like termination, check it and check it again as this is exactly what happened to me, I could see all directories and files but when I copied them they were corrupt.

It may also be the media (I assume you have tried a different CD) or its format (i.e. what CD software do you use)?

Mark.

Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message news:_G1u6.70$SK4.1240@newsfeed.slurp.net...
> 1. When I partition the 2.2 gig HD into two 1.1gig partitions it works fine
> under TOS 4.04. However when I load Magic it gives an error when I try to
> access it. Only when I partition the drive into five 430Mb chunks does Magic
> read them. What's going on? I use HDDRIVER 7.80. I tried AHDI with the same
> results.
>
> 2. The CD-ROM that I have will browse the cd's but will not run/read
> anything from it. In other words, I can see the contents but can't read. I
> tried different cables etc with the same results.
>
> Please, if anyone has some ideas I'd appreciate some help. Thanks.
>
> Joshua.
>
>

3831. Re: FPU in a MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 16:34:11 UTC
From: bindon@madasafish.com
Message-ID: <tbhm036j5ojab0@corp.supernews.com>
Source record: 48659

On 20 Mar 2001 18:40:21 , Djordje Vukovic wrote:

Hi

>>An ST is all that is required for mine.
>
>So did you make the programmer as per those instructions or did you get
>some other type?

I think it may be a copy of a Maxim, sold by WRS in Germany. Got it
imported in specially. Kit form, just bought the PCB and docs.

>>Jedi is the Boolean-Jedec file compiler, Gabi (made by the same team)
>>is thesoftware that drives the hardware and burns the Jedec file into
>>a GAL.
>
>Thanks for the info. Now, where one finds Gabi?

I think it's http://www.wrsonline.de or http://www.wrsdesign.de

>You can find logic design for flip-flops in most books on basic digital
>electronics, I suppose. Two two-inputs NAND gates can make a RS flip-flop

Yeah, I suppose. I really need some software that is graphical that
lets you create logic designs and test them. Maybe even output the
file as a Boolean type file would be great.

>Btw. when I bought my present compter several years ago, I got with it a nice
>little program, called DIGITAL, (V2.3, by one Erich Eder) for designing and
>simulating logic circuits.

I'll see what a search brings up.

> Anyone knows the fate of
>that software? Available anywhere, last version, English version, freeware
>or not, etc?

Never heard of it, sorry.

>> Djordje, do you have a Falcon?
>
>No. Just a MegaST4,

Pity, I going about designing an o/c'ing board, Falcon only that
complements the CT60 :)

>(e.g. what is the standard delay time
>through its gate?).

It's better than using a few 74 logic as it's all on one chip. That's
all I know.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3832. Re: IS THE STAFFORD SHOW ON TOMORROW

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 16:57:16 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985193992.27029.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 48661

I believe it has been cancelled, the November one is still on, even if it
was tomorrow I would have missed it by now.

Mark.

john nicholas oakes <doyene@zetnet.co.uk> wrote in message
news:WS3.efc64a62.3ada4240.doyene@zetnet.co.uk...
> HELLO ALL.
> IS THERE ANY SHOW AT STAFFORD FOR ATARI TOMORROW.
>
>
> --
> -
> with kindest regards.
>
> John Nicholas Oakes
> Manchester
> England
>
> email: doyene@zetnet.co.uk

3833. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 17:05:29 UTC
From: bindon@madasafish.com
Message-ID: <tbhnqp91r705d4@corp.supernews.com>
Source record: 48662

```
On 21 Mar 2001 12:00:29 , Frank Naumann wrote:
>Hello!
>
>> I don't know how fast the PCI-bus on the Milan and Hades is, but I believe
>> it should be fast enough for this if decryption is performed in hardware
>> too (is it? I don't have a clue.).
>
>It's fast enough for the TV card. The TV card write directly into the
>graphic card without CPU usage.

The Milan uses EDO simms which are 70/60ns. That would seem to be
like the memory is 16Mhz, but I'd hate to see the PCI running at this
speed too. Are there any doc's on the Milan? Anyone tried to
overclock it at all, I suppose it's quite fast as it is compared to
most Falcons/TTs! :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

3834. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 17:05:31 UTC
From: bindon@madasafish.com
Message-ID: <tbhnqr68r7d4d6@corp.supernews.com>
Source record: 48663

On 21 Mar 2001 10:38:32 , Derryck Croker wrote:

Hi

>BTW, re the download speeds/mouse movement/corruption problem you
>mentioned. I often see speeds of around 5000 cps reported, and I can use
>other progs in the background etc etc with no problems at all. Rodolphe's
>CT2B accelerator is all that it's cracked up to be IME.

Sounds like I need to get a CT60 then...

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3835. Re: STew

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 17:19:32 UTC
From: Maarten Martens <maarten.martens@freebel.net>
Message-ID: <1sohbt0v3vfk7cvr34lrf1bioavptuplmv@4ax.com>
Source record: 48664

Yes, I recently asked Darren and he said he's working on it regularly, but he has a lot of work in school...

I'm also anxiously awaiting the next release...Hope it runs STe games like obsession and substation...

Greetz,
Maarten

>Is STew still being worked on?

3836. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 18:00:47 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <99aq8f$d25$1@snipp.uninett.no>
Source record: 48665

timothy anderson <tanderson@tanderson23.freeserve.co.uk> wrote:

> My old HW DVD decoder used an external pass through cable a bit like the
> voodoo 1/2 cards had.

Yes, I've seen these, and if the decoder-card does both decryption and
decoding, this could work on a Falcon with Eclipse if the Falcon's
IDE-controller is fast enough.

> This means that there is only data going to the card. The graphics card is
> bypassed. (Your monitor plugs into the decoder card).
> When you are not using the decoder card the graphics card works as normal.

...except that image quality suffers due to the extra cable and circuitry.
But if the decoder card supports S-video or composite there's no need to
connect the monitor to it.

> http://tucows.cableinet.net they have a section about DVD stuff.
> In there they have a FREE programm for playing DVD movies on hardware
> controllers so if the keys are so expensive how can they produce such a
> programm as freeware.

The only *legal* free DVD-players I've seen are made by the
hardware-manufacturers themselves, purely to boost sales to Linux-geeks.
The extra cost is covered by increasing the price on the hardware.

The keys are not free, neither is the source AFAIK (I've never seen a open
source DVD-player, correct me if I'm wrong), so the only chance to get a
legal DVD-player for our platform would be to persuade one of the
hardware-manufacturers to support it. Good luck to anyone who would
attempt this ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3837. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 18:45:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103211945.a2693@su2.maus.de>
Source record: 48683

Hi Derryck,

DC>Hasn't arrived here yet! :-(
astonishing! As the mails weren't 'returned to sender' they should
arrive safely...

The day before yesterday I sent to you the german version, too.

DC>Hope your emails didn't get bounced again...
Neither arrived nor bounced... What happened to them? Now I know, I
again mistyped your name (i instead of y). I'm so sorry, but the third
attempt should do it...

Und TTschï¿½
ps

3838. Re: BBS express! for ST...

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 18:50:06 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985201600.5613.0.pluto.d4ee0f47@news.demon.nl>
Source record: 48671

"Jeff Mitchell" <jeffm@nbc.netcom.ca> wrote in message
news:G0Qt6.11888$TW.46996@tor-nn1.netcom.ca...
> In article <985118294.450.0.pluto.d4ee0f47@news.demon.nl>,
> >I run a BBS on the 8-bit and I like to put an 16-bit BBS on-line soon, by
> >converting the e-mail I like to network with the two boards and after
that I
> >like to put them both on the internet with telnet access...
>
> Slick; it'd be cool to network between them :)

Yep!

>
> Any idea how your'e going to get the 16bit online? I think I'm the
> only one whose ever done it, so I'm curious how you'd do it. I'll be
> releasing my sources for my emulator soon.

I haven't tryed it yet to connect it to telnet, because I have to get my
24hr/7days internet connection, I will get it in a few weeks so then I can
try it, because I may run my own servers, web/ftp/proxy ,dns and i would
have a fixed IP adres...
I like to have the source for the 8to16 convertor from BBS Express! that
would make it much easier to make an convertor or I need to have detailed
information about the 16-bit BBS Express! e-mail bases structure and how to
extract/import messages into the message bases...

TXG

3839. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 19:23:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985281380-69062AEicMi@madasafish.com>
Source record: 48694

Hi Mark

>> Bout time someone got rid of him . Been nowt but trouble for donkeys >
>>years.

>Time to give my 2 cents I feel. I hope the above was a joke. As much of
>a smart &$$ (edited as not to offend), steve sweet is,

Its difficult to offend me, i respect your right to post an e-smack in
the nose if you think its justified, but if i dont agree you'l get one
back, i'l always carefully consider your/anyones input, not just dismiss
it if you dont agree with me, and if i'm convinced i'm wrong i'l
apologise where neccesary.

>he does have a point from time to time. Some people are overly critical
>and don't respond well to correction.

Thanks for your input Mark.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3840. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 19:37:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985281384-69761AEicMi@madasafish.com>
Source record: 48695

Hi Joshua

>1. When I partition the 2.2 gig HD into two 1.1gig partitions it works
>fine under TOS 4.04. However when I load Magic it gives an error when I
>try to access it. Only when I partition the drive into five 430Mb chunks
>does Magic read them.

I believe the Partition limit under MAGIC is 1GIG, so try with exactly 1
GIG partitions, use the odd .2 gig as a boot partition whilst you
experiment. This will give you C:,D:,E:.

I'm sure that Uwe will be along shortly to put us straight on this issue.

>What's going on? I use HDDRIVER 7.80.

Good choice.

>I tried AHDI with the same results.

AHDI is only of use for scrapping ice off your windscreen in the morning.
<Flame-bait> :-)

>2. The CD-ROM that I have will browse the cd's but will not run/read
>anything from it. In other words, I can see the contents but can't read.

What software are you using to drive the CD-ROM.
In general, software wont run off of a CD as it will need to write
something to its source such as default inf files, i always copy stuff to
disk if i want to play with it.

>I tried different cables etc with the same results.

It might be as a result of mis-configuration of your CD driver.
Perhaps you could be more specific of what you have and what you are
doing with it?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3841. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 19:39:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985281388-70594AEicMi@madasafish.com>
Source record: 48596

Hi Derryck

>>Now I am beginning to think that my computer perhaps acts normally.

>I prefer the original overlay because it quickly identifies on- or off-
>line mode, and allows me to browse cached files without irritating
>dialog boxes and timeouts! :-)

You'l have to demostrate this to me one day, ive never experienced this.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3842. gcc compiler problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 19:49:10 UTC
From: jba4@po.cwru.edu
Message-ID: <3ab90408.142091995@news.cwru.edu>
Source record: 48674

Hey everyone! I'm trying to use the gcc compiler on my TT runnning MiNT 1.15.5 without memory protection. I have used rpms to install gcc-2.95.2 with all the bells and whistles. Now when I try to compile a program on the Atari in a GEM shell window, I get a BUS ERROR when the compiler tries to run ld (which I believe is the linker). It gives a "fatal signal 10."

I onmly installed the gcc rpm and some supporting languages on top of my KGMD install (with updated mintbin and binutils, which are required for the gcc rpms to install) Should I have installed another rpm containing ld or something? Any ideas?

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3843. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 21:14:53 UTC
From: bindon@madasafish.com
Message-ID: <tbi6edp6j9vr88@corp.supernews.com>
Source record: 48676

On 20 Mar 2001 20:16:44 , Steve Sweet wrote:

Hi

>>Are you for real or a joke??? As far as I'm concerned, it's time to back
>>up all your hyp with something substantial or be deemed as a joker!!! Do
>>you want some support or not???
>
>>I have the audio file if you want it. Quite a laugh really.
>
>Is he as big a plonker as he sounds??. How big is this file?.

I'll let you decide that so I'll send it to you. Only 400k or so.

I'll pop it over tonight if I have the time.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3844. Re: gcc compiler problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 21:18:27 UTC
From: Ove Peter <opeter@bigfoot.com>
Message-ID: <3AB91AA1.6E8C3C82@bigfoot.com>
Source record: 48677

Jeff Armstrong schrieb:
>
> Hey everyone! I'm trying to use the gcc compiler on my TT runnning
> MiNT 1.15.5 without memory protection. I have used rpms to install
> gcc-2.95.2 with all the bells and whistles. Now when I try to compile
> a program on the Atari in a GEM shell window, I get a BUS ERROR when
> the compiler tries to run ld (which I believe is the linker). It
> gives a "fatal signal 10."
>
> I onmly installed the gcc rpm and some supporting languages on top of
> my KGMD install (with updated mintbin and binutils, which are required
> for the gcc rpms to install) Should I have installed another rpm
> containing ld or something? Any ideas?
>
> Jeffrey Armstrong (jba4@po.cwru.edu)
> Case Western Reserve University

I had the same problems when trying to install gcc 2.95.2 on KGMD just two days ago, and got it solved by 2 things:

- You have to install new mintlib package also for 2.95.2 (besides mintbin & binutils). The problem here is likely that the linker ld does not have new libraries, for startup exe code for example, like the file /usr/lib/crt0.o. These libraries are in mintlib package along with new includes etc. That solved my problem with ld, anyway.

- *Probably* there is also a memory problem when gcc executes. I have an Atari STE 4MB here, so this was the first problem I encountered when upgrading... gcc 2.95.2 is alot more memory hungry than the old gcc included in KGMD- I got "out of memory" errors and bus errors. It still does not work good at all (probably it really only runs on TTs and Falcons?),but I solved the biggest probs by changing the stack size of the gcc,cc1,cpp, etc... programs with the program "stack" included in mintbin. Be careful with that, though, read the docs before you try anything with that program (it is all documented, somewhere in the readmes..") and write down the original stack sizes if you change sth. That might be an option if everything else fails...

BTW, did you install a new kernel also on top of the KGMD installation? I am wondering how to do, and if there are any benefits memory-wise?

Regards,
Ove

3845. Re: BBS express! for ST...

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 23:00:38 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <qoau6.12193$TW.48210@tor-nn1.netcom.ca>
Source record: 48678

>I haven't tryed it yet to connect it to telnet, because I have to get my
>24hr/7days internet connection, I will get it in a few weeks so then I can
>try it, because I may run my own servers, web/ftp/proxy ,dns and i would
>have a fixed IP adres...

You want to have a BBS Pro as well as a BBS Express ST online? For
BBS Pro there is an emulator and some way of hooking it up to telnet
already, so that shouldn't be too hard. For Express, I think I'm the only
one whose done it. If youre goal is to just keep an ST running, you'll
still need some software to server as a telnet daemon, and have it talk to
the ST serial port from your PC serial port. Does anythign like that
already exist? I bet theres somethignlike that for windows or dos..

One static IP, and then have a box on it. That box can feed people
over to one of the two bbses?

Lots of work my man :)

>I like to have the source for the 8to16 convertor from BBS Express! that
>would make it much easier to make an convertor or I need to have detailed
>information about the 16-bit BBS Express! e-mail bases structure and how to
>extract/import messages into the message bases...

The source to that tool isn't public. The structs for the message
bases were published years ago.. I'm pretty sure I have them around
somewhere, if you get desparate. Most of my floppies have gone bad over
the years though.. so its a pot luck draw :P

jeff

3846. Fidonet? YES! On my telnet bbs..

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 23:02:00 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <Ipau6.12194$TW.48542@tor-nn1.netcom.ca>
Source record: 48679

Just an attention grabber..

Fidonet started flowing to my bbs just today. I'm keeping it
private for another day or two to test things out, but it looks like Fido
should be available from my telnet Atari ST BBS within just a few days...

jeff

telnet to "shadow.skeleton.org", login "bbs"

3847. Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 23:20:07 UTC
From: the_dark_intruder@NOSPAMyahoo.com
Message-ID: <Xns906BB064B7AEFthedarkintruderNOSPA@24.14.77.6>
Source record: 48680

Greetings, fellow Atarians,

Having owned two 1040STFMs over many years, and having quite a bundle of software for it, these days it mostly occupies space in a closet. So, I dug it out last year, and I started digging up tech documents, thinking that I would tinker with it until I broke it completely. I put in a HD/DD switch, changed the mouse to a BUS Mouse, now I'm trying to figure out how to rig a keyboard to it without buying hardware.

I found Vezz's excellent Hardware Hacks site, and was immediately intrigued by what I could (and could not do) with this old hardware. My list of projects began:

1) Upgrade the color to 32K colors
2) Upgrade the RAM to at 4 megs (a 16 meg project was available as well)
3) Build an ethernet controller and run it as a "net station"
4) Build the IDE controller interface, and add a big fat IDE harddrive and CDROM
5) Increase the speed
6) Upgrade the TOS to 2.06

After looking at all that I would have to do to finish this total hack, I stopped and thought about it. What was I trying to do? I was trying to get this machine up to some kind of usable condition, so that I could use it along side of my IBM PC (an Athlon 500 with all the bells and whistles).

Is it worth it? Or should I just restrain myself, and play with emulators?

Your opinion is valuable, so give it.

David

3848. FS/T: Atari ST items and more... [03/21/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-03-21 23:50:43 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <bdfibt858841cm20tej5pgp2lqdapkru6o@4ax.com>
Source record: 48681

Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple][computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3849. EGA

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 00:54:32 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000a2651@fmlynet.org>
Source record: 48686

FamilyNet Newsgate

Hello Mark!

b> ...how do i connect my ste to a EGA monitor...

MB> Can't be done without serious hacking as EGA isn't
> anywhere near RGB standards. I think it is digital
> from memory? RGB is analogue:-(Could be wrong tho.

You're right, it uses TTL voltage levels, and two wires
for each of R, G & B - yielding a palette of 64 colours
(although only 16 could be displayed at once). EGA is
officially very odd.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3850. Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 01:34:30 UTC
From: Kyle Lavery <klavery@home.com>
Message-ID: <GEcu6.31385$5P1.389136@news1.rdc1.ab.home.com>
Source record: 48682

I didn't know where else to post this, I figured someone on one of the 3 Atari newsgroups I read would have an answer to my problem!
I just got my hands on a Lynx 2 system (it came in a whole lot of Atari things I bought today). The system looks to be in very nice shape, was complete with its box/manual (even had the registration card still!)
The person who I got everything from told me the Lynx didn't work, he had no clue what was wrong with it. I tried a fresh pair of batteries, and it didn't work for me either. I was wondering if anyone would have an idea what could be wrong, or is there anywhere I can send it to be repaired (or would that just be to costly, and should I just get a whole new one?) A dumb question: do you have to have a game in the unit for it to turn on? I don't have any Lynx games here, and I've never used one so I figured id ask =)

Thanks in advance!

3851. Re: OK!?

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 03:15:01 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab96847$1@dnews.tpgi.com.au>
Source record: 48684

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:985196972-981949AEicMi@madasafish.com...
> Hi Norvald
>
> >>>There is development, and giving it away for free would be theft..
>
> >>OK! Then I will keep my Payrus for myself!
>
> >But what else is worth keeping in my own pocket?
> >
> >The Atarians is a dying group and keeping our computers working for our
> >dayly purpose means getting software that is good enough.
>
> >So let us share what we can to avoid buying a damned IBM-clone for half
> >a year more!
>
> Dont you ever wonder where the PC platform would be if it wasnt for
> piracy?.

That is bill gates secret weapon. Somebody buys a PC, then it goes pear
shaped. Then I get it to repair and I say "give us you win9x disk and
liscence". Then thaey are forced to buy it anyway......

Mark

3852. Re: Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 03:23:48 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab96a56@dnews.tpgi.com.au>
Source record: 48685

John Lydon <the_dark_intruder@NOSPAMyahoo.com> wrote in message
news:Xns906BB064B7AEFthedarkintruderNOSPA@24.14.77.6...
>
>
> Greetings, fellow Atarians,
>
> Having owned two 1040STFMs over many years, and having quite a bundle of
> software for it, these days it mostly occupies space in a closet. So, I
> dug it out last year, and I started digging up tech documents, thinking
> that I would tinker with it until I broke it completely. I put in a HD/DD
> switch, changed the mouse to a BUS Mouse, now I'm trying to figure out how
> to rig a keyboard to it without buying hardware.
>
> I found Vezz's excellent Hardware Hacks site, and was immediately
intrigued
> by what I could (and could not do) with this old hardware. My list of
> projects began:
>
> 1) Upgrade the color to 32K colors
> 2) Upgrade the RAM to at 4 megs (a 16 meg project was available as well)
> 3) Build an ethernet controller and run it as a "net station"
> 4) Build the IDE controller interface, and add a big fat IDE harddrive and
> CDROM
> 5) Increase the speed
> 6) Upgrade the TOS to 2.06
>
> After looking at all that I would have to do to finish this total hack, I
> stopped and thought about it. What was I trying to do? I was trying to
> get this machine up to some kind of usable condition, so that I could use
> it along side of my IBM PC (an Athlon 500 with all the bells and
whistles).
>
> Is it worth it? Or should I just restrain myself, and play with
emulators?

emulator's PAH, the real thing is much more satisfying;-). I have 3 STFMs, 1
is seriously hacked. Overscan, TOS 2.06, HD floppy (auto switching), high
speed serial 2.5 meg (soon 4). I still have more to do, but god its fun if
you can afford the bits.....

Mark

3853. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 10:09:04 UTC
From: rsmac@t-online.de
Message-ID: <1eqo3jk.i50gu210965c0N%rsmac@t-online.de>
Source record: 48687

Kyle Lavery <klavery@home.com> wrote:

> The person who I got everything from told me the Lynx didn't work, he had no
> clue what was wrong with it. I tried a fresh pair of batteries, and it
> didn't work for me either. I was wondering if anyone would have an idea what

Sounds like the power managment circuit is broken.
I described the "how to repair" the power in circuit in DOITLYNX.
But thati¿½s all in german. Nobody translate it, i doasnï¿½t can do that.

Regards, Robert

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3854. Re: gcc compiler problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 11:01:45 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0103221155381.147-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 48688

Hello!

> Hey everyone! I'm trying to use the gcc compiler on my TT runnning
> MiNT 1.15.5 without memory protection. I have used rpms to install
> gcc-2.95.2 with all the bells and whistles. Now when I try to compile
> a program on the Atari in a GEM shell window, I get a BUS ERROR when
> the compiler tries to run ld (which I believe is the linker). It
> gives a "fatal signal 10."

You cannot simply overinstall the new gcc on a KGMD setup. You strictly must remove all of the old things (old binutils, old mintbin tools, old gcc, and, very important, all old header files and libs).

You must strictly install new mintlib-devel rpms too. New gcc only work with new mintlib.

If you want to use an old library that you created with the old binutils you must first *convert* the library into the new library format (the library format has changed to be compatible with the current binutils, see arconv in the mintbin rpm). Due to the libformat changes the new ld crashes if he got old style libs as input.

But there are almost all libraries as rpm packages available too. If you miss a lib tell it me and I look that I can do.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3855. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 15:19:40 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Fqou6.38$gv6.8690@nsw.nnrp.telstra.net>
Source record: 48689

Kyle Lavery wrote in message ...
>I didn't know where else to post this, I figured someone on one of the 3
>Atari newsgroups I read would have an answer to my problem!
>I just got my hands on a Lynx 2 system (it came in a whole lot of Atari
>things I bought today). The system looks to be in very nice shape, was
>complete with its box/manual (even had the registration card still!)
>The person who I got everything from told me the Lynx didn't work, he had
no
>clue what was wrong with it. I tried a fresh pair of batteries, and it
>didn't work for me either. I was wondering if anyone would have an idea
what
>could be wrong, or is there anywhere I can send it to be repaired (or would
>that just be to costly, and should I just get a whole new one?) A dumb
>question: do you have to have a game in the unit for it to turn on? I don't
>have any Lynx games here, and I've never used one so I figured id ask =)
>

Without a game cartridge the Lynx won't power up, and I paid $1 for mine
with a game so getting it repaired isn't a viable option I don't think.

Regards,

Clockmeister.

*** www.tnet.com.au/~gerryvdb ***

3856. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 16:10:15 UTC
From: bindon@madasafish.com
Message-ID: <tbk8v79mdb5359@corp.supernews.com>
Source record: 48690

On 21 Mar 2001 12:48:06 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
>> From: vdjole@EUnet.yu (Djordje Vukovic)
>> On 18 Mar 2001 19:59:11 , Jo Even Skarstein wrote:
>>> Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.
>> Did you succeed then in making both the 12MHz hack and the ADSpeed
>> work simultaneously in the STacy?
>> Btw. beside accelerating the CPU, ADSpeed is supposed to also have
>> a FPU chip, isnt'it?
>
> Ooopss... didn't see that correctly. Nevermind! I have heard of 6 meg
>upgrades being done, and of course the add on Dave Small did (with the 68030
>upgrade) but all and all... I remain curious of ways to pass the 4 meg barrier
>on the ST.

Branko did it but not sure of his success entirely. He said he had
one that worked which he whipped up, but it may be a big buggy.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3857. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 17:12:27 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <99dbpr$qe9$1@plutonium.compulink.co.uk>
Source record: 48692

In message <200103191949.a528@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>Unfortunately CAT will split my message into parts of 16k... So you
>will have to paste them together keeping the right order omitting
>the headers of each mail (maybe by a macro?) and then UUDecode it...

I think Derryck has ESS-Code, which will do this automatically provided
the files are given suitable extenders in order: UUA, UUB, UUC ... UUZ.

Regards, /Peter/

3858. Re:MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 17:12:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <99dbptqea1@plutonium.compulink.co.uk>
Source record: 48691

For some reason CixRead crashes when I try a straight reply so I am
putting this as a 'say'.

In message <985071262-98275AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>There was a patch for using RGB in the Nemesis manual.

Can't find mine at present. :-(In any case, I think the problem is that
the CM8852 monitor will only accept frame rates between 50 and 60 Hz.
Or am I wrong/can Nemesis be forced to used only 50 to 60 Hz?

Regards, /Peter/

3859. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 17:12:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <99dbpuqeb1@plutonium.compulink.co.uk>
Source record: 48693

In message <tbeu5t2pchvc9c@corp.supernews.com>, bindon@madasafish.com said:

>>about twice as fast as using CAB and the internet. No doubt I am
>>slowed down as I can't use Nemesis on the RGB, so I only get 4500
>>bytes/sec download. On the mono monitor and with Nemesis on Cix I get
>>10000 chars/sec regularly.
>
>Hey?!
>
>Are you using a 56k modem? The best I can get is 3600 bps in CAB, and
>probably just 4000 via GapFTP. This is with accelerator as well.
>Whenever I move my mouse or especially if the screensaver kicks in,
>the Rx/Tx lights conk out and most of the time they never pick up.
>Resulting in a corrupted, half download. This is on a Falcon BTW.

Yes, a cheap, unbranded 56k modem and CAB 2.7 on a Nemesised Falcon in mono! Good phone line (from NTL) helps. The 10000+cps on Cix I only started getting when I changed to GSZRZ from XYZ.TTP. With archived binaries it is down to some 6500 so it seems my modem is doing a go0d job at compression/decompression!

I suggest you move the mouse as little as possible -- only for selecting links -- and switch off the screensaver when online.

Regards, /Peter/

3860. Re: Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 18:44:29 UTC
From: bindon@madasafish.com
Message-ID: <tbki0djjav5p8d@corp.supernews.com>
Source record: 48597

On 21 Mar 2001 23:20:07 , John Lydon wrote:

Hi

>I found Vezz's excellent Hardware Hacks site, and was immediately intrigued
>by what I could (and could not do) with this old hardware. My list of
>projects began:

Good site.

>1) Upgrade the color to 32K colors

Never attemped this although I did look at it.

>2) Upgrade the RAM to at 4 megs (a 16 meg project was available as well)

4meg is easy enough. 16meg schematics are incomplete. It is possible
though. I'll have to get on to Branko about this (and some other
stuff too)

>3) Build an ethernet controller and run it as a "net station"

Never seen this at Vezz's but I know there is an adpator for the ACSI
port to ISA for an NE2000 type card.

>4) Build the IDE controller interface, and add a big fat IDE harddrive and
>CDROM

Yep, it's good. what about building the SCSI controller too then?

>5) Increase the speed

Difficult. Putting cache on and 16Mhz is still slow. Get NVDI
(software) to speed things up!

>6) Upgrade the TOS to 2.06

Illegal. Install mint/Magic instead.

>Is it worth it? Or should I just restrain myself, and play with emulators?

It's good fun. It would make it alot better than an emulator.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3861. Re: Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 18:49:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985286030-999283AEicMi@madasafish.com>
Source record: 48602

Hi John

>After looking at all that I would have to do to finish this total hack,
>I stopped and thought about it.

Dont do that for crying out loud!!!...

>What was I trying to do?

Have some fun dude!!!!.

>I was trying to get this machine up to some kind of usable condition, so
>that I could use it along side of my IBM PC (an Athlon 500 with all the
>bells and whistles).

There's your problem, your trying to use it /alongside/, toss the Athlon
poxed box in the bin..

>Is it worth it?

HELL YES!!!!!!!!!!!!!!!! :-)

>Or should I just restrain myself, and play with emulators?

Watch your mouth!!. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3862. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 18:51:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985286032-999910AEicMi@madasafish.com>
Source record: 48603

Hi Lyndon

>>Is he as big a plonker as he sounds??. How big is this file?.

>I'll let you decide that so I'll send it to you. Only 400k or so.

OK dude, at least i'l know why i'm abusing him them, as if i dint
already. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3863. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 18:53:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985286036-000471AEicMi@madasafish.com>
Source record: 48604

Hi Peter

>DC>Hope your emails didn't get bounced again...

>Neither arrived nor bounced... What happened to them? Now I know, I
>again mistyped your name (i instead of y). I'm so sorry, but the third
>attempt should do it...

It might be an idea if Derryck were to eMail you from his selected
address, and you then reply with an attach, that way you'l not get any
errors and Deryck can choose his cheap account.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3864. Re: MULTITOS.Where can i get a copy for Multitasking?

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 18:55:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985286038-001106AEicMi@madasafish.com>
Source record: 48605

Hi Dolan

>I have a 4mb STe and i want to run two programmes at the same time. Will
>Multitos allow me to do this and where will i find a copy?

MultiTOS is a pretty old hack, you'd do better in my opinion to source a
second hand copy of MAGIC. Loads more advantages. IMO

< flamebait :-) >

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3865. Re: MyAtari magazine launch March 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 18:55:50 UTC
From: bindon@madasafish.com
Message-ID: <tbkilm1l957805@corp.supernews.com>
Source record: 48598

Hi

>I suggest you move the mouse as little as possible -- only for selecting
>links -- and switch off the screensaver when online.

I'm just about to download a 25Mb file, so I'm switching off
Centscreen and Twilight. I just hope the phone line doesn't drop out
after an hour.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3866. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 18:55:52 UTC
From: bindon@madasafish.com
Message-ID: <tbkiloq77saj08@corp.supernews.com>
Source record: 48599

On 21 Mar 2001 19:37:20 , Steve Sweet wrote:

Hi

>>I tried AHDI with the same results.
>
>AHDI is only of use for scrapping ice off your windscreen in the morning.
><Flame-bait> :-)

It sure is flame bait.

Get this, I always used HDDriver and I have v7.8. An old IDE Conner 80Mb
failed badly on my STe so I tried repartitioning it using HDDriver but
the corrupted contents were left on there. I tried formatting it
which only made it worse! I know, you shouldnt format IDE's but I was
desperate and it was ancient anyway.

It would now hang on a partition. So I dug out AHDI and did a format
and it did it perfectly and marked out all the hundreds of bad
sectors :)

So, why did AHDI do it, when HDDriver couldn't?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3867. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 18:55:55 UTC
From: bindon@madasafish.com
Message-ID: <tbkilr5t3fr90a@corp.supernews.com>
Source record: 48600

On 21 Mar 2001 19:39:06 , Steve Sweet wrote:
>Hi Derryck
>
>>>Now I am beginning to think that my computer perhaps acts normally.
>
>>I prefer the original overlay because it quickly identifies on- or off-
>>line mode, and allows me to browse cached files without irritating
>>dialog boxes and timeouts! :-)
>
>You'l have to demostrate this to me one day, ive never experienced this.

This is something I found annoying when I switched from my ST with CAB
1.5 to the Falcon with 2.7. So it's my OVL is it? It was one of
Dan's recent ones.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3868. Re: BBS express! for ST...

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 19:08:38 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985289076.18512.3.pluto.d4ee0f47@news.demon.nl>
Source record: 48601

"Jeff Mitchell" <jeffm@nbc.netcom.ca> wrote in message
news:qoau6.12193$TW.48210@tor-nn1.netcom.ca...
> >I haven't tryed it yet to connect it to telnet, because I have to get my
> >24hr/7days internet connection, I will get it in a few weeks so then I
can
> >try it, because I may run my own servers, web/ftp/proxy ,dns and i would
> >have a fixed IP adres...
>
> You want to have a BBS Pro as well as a BBS Express ST online? For
> BBS Pro there is an emulator and some way of hooking it up to telnet
> already, so that shouldn't be too hard.

I run my board now on a normal telephone line 24hr/7days, when I get ADSL
permanent internet soon, I will put it on the internet by telnet. There is a
proxy server in Win APE... Secondly I have a mux so I can network 4 8-bit
BBS computers together, 3 on tel-net and 1 telephone-line...

>For Express, I think I'm the only
> one whose done it. If youre goal is to just keep an ST running, you'll
> still need some software to server as a telnet daemon, and have it talk to
> the ST serial port from your PC serial port. Does anythign like that
> already exist? I bet theres somethignlike that for windows or dos..

I have to setup my TT030 or ST for this, is it possible to make an telephone
AND telnet connection to 1 machine? I have a second line and number for a
BBS laying around here that's unused...

> One static IP, and then have a box on it. That box can feed people
> over to one of the two bbses?
>

I know I can setup a LINUX box or WINDOWS gateway for this...

> Lots of work my man :)
>
> >I like to have the source for the 8to16 convertor from BBS Express! that
> >would make it much easier to make an convertor or I need to have detailed
> >information about the 16-bit BBS Express! e-mail bases structure and how
to
> >extract/import messages into the message bases...
>
> The source to that tool isn't public. The structs for the message
> bases were published years ago.. I'm pretty sure I have them around
> somewhere, if you get desparate. Most of my floppies have gone bad over
> the years though.. so its a pot luck draw :P

Thanx, I downloaded the STRUCTURE file so I can take a good look at it...

TXG

3869. Question about "magic_pc.os" and Gemulator98

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 19:59:55 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <99dljrcci1@freenet9.carleton.ca>
Source record: 48606

I'm trying to install Gemulator 98 with a TOS image file renamed
"magic_pc.os". All I get is garbage on the screen.

This setup worked fine under the DOS version of Gemulator (3.x).

Any ideas?

Randy Kwak

P.S. I *DO* have a Gemulator card with official TOS ROMs in it. I also
have a few extra Ataris I could plunder for extra ROMs if required.
Newer PC motherboards have fewer or no ISA slots, however, and I want
to be prepared.

Thanks

3870. Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 20:20:38 UTC
From: taj16@dreamscape.com
Message-ID: <tbknkm4jsh82d4@corp.supernews.com>
Source record: 48607

A friend gave me this Mega STE nearly six months ago. I have been using it with a Toadfile 44 with an ICD ADSCSI+ host adapter, the one with the clock. However, I'm now using The Link with an external Syquest 200Mb removable HD. Changing to this revealed that the battery for the Mega STE's clock is gone, removed altogether. I've looked inside, but see nothing to indicate where the battery goes or what battery is needed.

Does anybody know? Even if I couldn't get the proper battery, information on the voltage and polarity at the connector might allow me to cobble up something that would work.

Thanks in advance for any help. Doing without a clock is getting to be very annoying.

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

3871. Sting and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 20:20:55 UTC
From: taj16@dreamscape.com
Message-ID: <tbknl7qnfpnve1@corp.supernews.com>
Source record: 48608

I've been having an increasing amount of trouble lately (at least it *seems* to be increasing) with the CAB 2.7 demo. When loading pages it often seems to get stuck with a "waiting for data" message. If I leave it there it just seems to wait until it times out. If I hit the 'stop' button and reload the page, sometimes it will go through the spot where it got stuck before and sometimes not. The more complicated the page, the more often it gets stuck. Some pages absolutely refuse to even start to load, no matter how many times I try.

I'm currently using CAB.OVL 1.44 and Sting 1.26 on a Mega STE using the Modem1 port at 19200bps. When I first started using CAB I was using a Mega ST4 with TOS 2.06 at 14400bps, Sting 1.22, and CAB.OVL 1.3-something.(I forget what now.) The way I remember it, I had less trouble with the old setup.

A friend suggested that the 'delay' setting in Sting could be the problem. The first version of Sting had been configured for me, but I did the latest version myself by following the included instructions for 'novices'. Nowhere in those instructions did they mention the delay setting, so I left it as it was when I got it, at 50. Later, I read up on this delay and found the provided default is at the slowest for 'slow machines like the ST'. The recommendation for ST's is 25-50. For TT's it's 10.

Could this be the cause of my problem? If so, where should I set it? 20? The Mega STE is faster than the ST but slower than the TT, I think, so it seems like 15 or 20 would be correct. If it isn't the delay setting, what else might it be? Increased Internet traffic? Intermittant line noise?

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

3872. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 20:33:28 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <985346376-87284AEicMi@xs4all.nl>
Source record: 48618

>I again mistyped your name (i instead of y).
You can't be blamed for that: I've seen a lot of
Derrick episodes also, Herr Kommissar! Wasn't it
the longlasted series ever?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3873. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 22:42:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985374642-64785AEicMi@madasafish.com>
Source record: 48636

Hi Lyndon

>So, why did AHDI do it, when HDDriver couldn't?

Perhaps you forgot to tell HD-d to ignore current bad cluster table,
maybe it was a HD-d bug, perhaps you should have mentioned it to UWE.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3874. Re: Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 22:44:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985374646-65538AEicMi@madasafish.com>
Source record: 48637

Hi Dudes

>My list of projects began:

>Good site.

Is there a URL for this Vezz;s site?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3875. Re: gcc compiler problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 23:02:34 UTC
From: jba4@po.cwru.edu
Message-ID: <3aba83b3.1597229@news.cwru.edu>
Source record: 48609

Ok, I must have missed the mintlib rpm. But I now have it installed
along with mintbin-devel. So I have fulfilled all dependecies for the
gcc rpm. Including the mintlib ones, which were not listed,
apparently. Now the c compiler works like a dream. But g77, the
FORTRAN compiler, which is what I really need, still has the same
error. I did install the new g77 rpm along with gcc. So the versions
match. But I still get a fatal signal 10 when compiling. This error
is gone when I use the c compiler. Any thoughts?

On Wed, 21 Mar 2001 22:18:27 +0100, Ove Peter <opeter@bigfoot.com>
wrote:

>I had the same problems when trying to install gcc 2.95.2 on KGMD just
>two days ago, and got it solved by 2 things:
>
>- You have to install new mintlib package also for 2.95.2 (besides
>mintbin & binutils). The problem here is likely that the linker ld does
>not have new libraries, for startup exe code for example, like the file
>/usr/lib/crt0.o. These libraries are in mintlib package along with new
>includes etc. That solved my problem with ld, anyway.
>
>- *Probably* there is also a memory problem when gcc executes. I have an
>Atari STE 4MB here, so this was the first problem I encountered when
>upgrading... gcc 2.95.2 is alot more memory hungry than the old gcc
>included in KGMD- I got "out of memory" errors and bus errors. It still
>does not work good at all (probably it really only runs on TTs and
>Falcons?),but I solved the biggest probs by changing the stack size of
>the gcc,cc1,cpp, etc... programs with the program "stack" included in
>mintbin. Be careful with that, though, read the docs before you try
>anything with that program (it is all documented, somewhere in the
>readmes..") and write down the original stack sizes if you change sth.
>That might be an option if everything else fails...
>
>BTW, did you install a new kernel also on top of the KGMD installation?
>I am wondering how to do, and if there are any benefits memory-wise?
>
>Regards,
>Ove

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3876. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-22 23:21:58 UTC
From: spencer@NOSPAMmaelstrom.freeserve.co.uk
Message-ID: <3aba84b9.8250914@news.freeserve.net>
Source record: 48610

On Thu, 22 Mar 2001 18:53:38 GMT, Steve Sweet
<steve_sweet@madasafish.com> wrote:

>It might be an idea if Derryck were to eMail you from his selected
>address, and you then reply with an attach, that way you'l not get any
>errors and Deryck can choose his cheap account.
Well I could always give Derryck an "exclusive" email address if he
wanted one? ;-)

What do you say Derryck?

Spencer

Remember, if replying REMOVE the NOSPAM part from my email address.

spencer@maelstromNOSPAM.freeserve.co.uk

3877. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 02:28:02 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <99ecbigib1@zingo.tninet.se>
Source record: 48611

On 22 Mar 2001 18:55:55 , Lyndon Amsdon wrote:
>On 21 Mar 2001 19:39:06 , Steve Sweet wrote:
>>Hi Derryck
>>
>>>>Now I am beginning to think that my computer perhaps acts normally.
>>
>>>I prefer the original overlay because it quickly identifies on- or off-
>>>line mode, and allows me to browse cached files without irritating
>>>dialog boxes and timeouts! :-)
>>
>>You'l have to demostrate this to me one day, ive never experienced this.
>
>This is something I found annoying when I switched from my ST with CAB
>1.5 to the Falcon with 2.7. So it's my OVL is it? It was one of
>Dan's recent ones.
>
>Lyndon Amsdon

Hi all

I have always used Dans latest OVL, and I haven't experienced this
for years. Never have to wait for any timeout, and never seen any
dialog box. There must be some configuration that make's the
difference, but don't ask me what it is :-)
Hey, just got an idea, are you guys loading Sting as an ACC? I have
always loaded it as a prog. Could that be the difference?

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3878. AHDI question

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 04:09:25 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3abacc76$0$18887$272ea4a1@news.execpc.com>
Source record: 48612

Hello,

I have a Mega ST4 (TOS 1.04) - Megafile 30 - SH204

The Megafile 30 is connected to the SH204.
Dip switches are adjusted accordingly in the SH204.

Right now I am using AHDI v.5
This is working quite well.

When I got my Falcon it had v6.xx
I think I picked up the very last AHDI (6.06c - I think)
But it was only AHDI.PRG and not AHDI.SYS
and no HINSTALL program.
What does one do? Change the .PRG extension to .SYS
Then copy it to the boot partition?

Would this very last version (6.06c) work on an ST4 or is
this just for Falcon only?

My reasoning is that I would like to put the most current driver
that I can on it.
Hopefully avoiding the 100 extra folders business.
But I don't know if this is possible.

thank you

ken

3879. WTB Atari Computing Back Issues

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 07:46:06 UTC
From: Ian <info@dotqr.com>
Message-ID: <985333677.20459.0.nnrp-09.9e98e6ee@news.demon.co.uk>
Source record: 48613

Looking for back issues of Atari Computing, particularly
'2' and 4 to 10. Anyone got any?

3880. FA: Falcons

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 07:54:49 UTC
From: Dr John The Night Tripper <quinbus_flestrin@privacyx.com>
Message-ID: <hjDu6.20741$Q4.3897107@news2-win.server.ntlworld.com>
Source record: 48614

http://page.auctions.yahoo.com/uk/auction/50311161

http://page.auctions.yahoo.com/uk/auction/50047393

3881. Re: MULTITOS.Where can i get a copy for Multitasking?

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 10:11:19 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3ABB2147.5A82D28D@nospam.no.no>
Source record: 48616

It depends upon which programs they are, unfortunately.
If they are both relying on the same hardware, eg MIDI ports, then it is unlikely that you'll find an operating system that'll run both at the same time.
If, on the other hand, they are 2 GEM applications that run in self-contained windows, multitos may work. It'll run too slowly on an STe to be of great use however. With geneva or magic you may be able to switch between applications.
Personally, I'd find an equivalent to one of your programs that'll run as a desk accessory, there are quite a few progs that'll do this.
Then you'd have switching between the two programs with none of the other hassles, one being run from desktop, other called from accs menu.
And you'll stay in TOS/GEM which gives you guaranteed compatibility with your other software. (Which the alternatives cannot provide).

dolan morrison wrote:
>
> I have a 4mb STe and i want to run two programmes at the same time.Will
> Multitos allow me to do this and where will i find a copy?
> Thank you.

3882. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 10:13:39 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abb1bbe$1@dnews.tpgi.com.au>
Source record: 48615

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tbkiloq77saj08@corp.supernews.com...
> On 21 Mar 2001 19:37:20 , Steve Sweet wrote:
>
> Hi
>
> >>I tried AHDI with the same results.
> >
> >AHDI is only of use for scrapping ice off your windscreen in the morning.
> ><Flame-bait> :-)
>
> It sure is flame bait.
>
> Get this, I always used HDDriver and I have v7.8. An old IDE Conner 80Mb
> failed badly on my STe so I tried repartitioning it using HDDriver but
> the corrupted contents were left on there. I tried formatting it
> which only made it worse! I know, you shouldnt format IDE's but I was
> desperate and it was ancient anyway.
>
> It would now hang on a partition. So I dug out AHDI and did a format
> and it did it perfectly and marked out all the hundreds of bad
> sectors :)
>
> So, why did AHDI do it, when HDDriver couldn't?

Horses of courses Lyndon. I found HDdriver great on the most part, but have found a couple of drives that it disagrees with. In the PC world occasionally I find a drive with a stuffed partition that FDISK won't like, so I use Linux. Usually works. I do the same on all my Atari's. Occasionally I find that you need to repartition with different software (AHDI or ICD etc), to stop the old partion being read by the driver. It just happens for some reason. I only came across 1 drive Hddriver doesn't like, and my Falcons have seen plenty;-).

mark

3883. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 10:19:36 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abb1d23$1@dnews.tpgi.com.au>
Source record: 48617

Thomas J. Andrews <taj16@dreamscape.com> wrote in message
news:tbknkm4jsh82d4@corp.supernews.com...
> A friend gave me this Mega STE nearly six months ago. I have been using it
> with a Toadfile 44 with an ICD ADSCSI+ host adapter, the one with the
> clock. However, I'm now using The Link with an external Syquest 200Mb
> removable HD. Changing to this revealed that the battery for the Mega
> STE's clock is gone, removed altogether. I've looked inside, but see
> nothing to indicate where the battery goes or what battery is needed.
>
> Does anybody know? Even if I couldn't get the proper battery, information
> on the voltage and polarity at the connector might allow me to cobble up
> something that would work.

Ahh, been doing simillar, looking at a half gutted mega as we speak. on the right hand side of the mainboard, under the row of jumpers, you will see a 3 pin socket, labeled j401. That is it. You plug in a 3.6 volt battery, obtainable from most PC shops, and plug it in. Ground is to the front of the board and positive is to the top;-)

Mark

3884. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 12:39:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440826-67841AEicMi@cwcom.net>
Source record: 48574

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Wed, 21 Mar 2001 19:37:20 GMT

>>1. When I partition the 2.2 gig HD into two 1.1gig partitions it works
>>fine under TOS 4.04. However when I load Magic it gives an error when I
>>try to access it. Only when I partition the drive into five 430Mb chunks
>>does Magic read them.
>
>I believe the Partition limit under MAGIC is 1GIG, so try with exactly 1
>GIG partitions, use the odd .2 gig as a boot partition whilst you
>experiment. This will give you C:,D:,E:.

My 4Gig (I don't know the exact size) SCSI drive is recognized if I
partition it into two equal sized partitions, so the max partion size is
2Gigs, as was thrashed out a few months ago?

Nothing to do with the version of MagiC used? (Mine is 6.01).

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3885. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 12:43:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440828-68357AEicMi@cwcom.net>
Source record: 48579

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Wed, 21 Mar 2001 19:39:06 GMT

>>I prefer the original overlay because it quickly identifies on- or off-
>>line mode, and allows me to browse cached files without irritating
>>dialog boxes and timeouts! :-)
>
>You'l have to demostrate this to me one day, ive never experienced this.

If you use the IConnect overlay you won't, and if you use one of the STinG
overlays and have the Dialer in memory (or have previously run it and exited
from it) you won't either.

There's an overlay available which is strictly for use for offline reading,
but there's no need for this if the above points are borne in mind.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3886. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 12:52:20 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103230446470.8302-100000@shell.pacifier.com>
Source record: 48622
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

Lately I've added more Atari inventory so checkout my Catalogs. Even my 8 Bit Atari Software grew by 25%! And I'm offering a 20% Discount to my regular customers! E-Mail for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. And if you have'nt bought from Bravo, Give Ben a Chance! I can be quite Beneficial. And remember, if you can't come see me today? Come see me tomorrow! E-Mail or call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3887. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:12:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440838-70270AEicMi@cwcom.net>
Source record: 48580

From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Date: Tue, 21 Mar 2001 12:48:06

>I remain curious of ways to pass the 4 meg barrier on the ST.

Already done, the Magnum ST card did this (from Aixit, no longer available I believe?) Up to nearly 12MB.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3888. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:18:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440832-68837AEicMi@cwcom.net>
Source record: 48576

Hi Peter,

>DC>Hope your emails didn't get bounced again...
>Neither arrived nor bounced... What happened to them? Now I know, I
>again mistyped your name (i instead of y). I'm so sorry, but the third
>attempt should do it...

Just in case you don't get my email, both German and English versions
arrived safely, and are ready to be posted to the web site. There's a typo
at the end of the English text "corected" which I have ;-)

Thanks for this - I'll announce it when it's ready for download! :-)
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3889. Re: Fidonet? YES! On my telnet bbs..

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:24:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440840-70794AEicMi@cwcom.net>
Source record: 48578

From: jeffm@nbc.netcom.ca (Jeff Mitchell)
Date: Wed, 21 Mar 2001 23:02:00 GMT

> Fidonet started flowing to my bbs just today. I'm keeping it
>private for another day or two to test things out, but it looks like Fido
>should be available from my telnet Atari ST BBS within just a few days...

Best of luck, the BBS scene in the UK disappeared a long way back. I've
still got my Point setup on my hard drive, Semper, Jetmail and LED, but I
only run LED now and again to refer to some messages that are archived
there.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3890. Re: Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:28:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440844-71269AEicMi@cwcom.net>
Source record: 48577

From: the_dark_intruder@NOSPAMyahoo.com (John Lydon)
Date: Wed, 21 Mar 2001 23:20:07 GMT

>After looking at all that I would have to do to finish this total hack, I
>stopped and thought about it. What was I trying to do? I was trying to
>get this machine up to some kind of usable condition, so that I could use
>it along side of my IBM PC (an Athlon 500 with all the bells and whistles).
>
>
>Is it worth it? Or should I just restrain myself, and play with emulators?

If you're looking at it as an intellectual exercise then go to it, but if
you want to use the result as a serious DTP or graphics machine then I'd
think more in the direction of using that PC with an emulator. You'd get a
decent screen resolution and colour depth, that 32K colour mod. won't really
be of much use AIUI.

Just my tuppence worth! :-)
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3891. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:36:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440850-72545AEicMi@cwcom.net>
Source record: 48575

From: "Kyle Lavery" <klavery@home.com>
Date: Thu, 22 Mar 2001 01:34:30 GMT

>that just be to costly, and should I just get a whole new one?) A dumb
>question: do you have to have a game in the unit for it to turn on? I don't
>have any Lynx games here, and I've never used one so I figured id ask =)

My Lynx 1 powers up with a "Please insert cartridge" on the screen if one
isn't found.

In the UK, Telegames in the past have turned up at the computer fairs in
Stafford with Lynx 2's at very low prices, so you might be better looking
out for something similar.

It's a decent machine IMHO.
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3892. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:40:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440852-73010AEicMi@cwcom.net>
Source record: 48582

From: rsmac@t-online.de (Robert Schaffner)
Date: Thu, 22 Mar 2001 11:09:04 +0100

>I described the "how to repair" the power in circuit in DOITLYNX.
>But that`s all in german. Nobody translate it, i doasn`t can do that.

Have you considered putting the DOIT archives up as HTML on your web site
Robert? I know that that goes against your policy of checking who has copies
of your work, but it would let people use an online translation engine like
Systran or Babelfish to translate the bits they wanted?

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3893. Re: Derrick: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:46:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440854-73596AEicMi@cwcom.net>
Source record: 48584

From: xlator@cix.compulink.co.uk
Date: 22 Mar 2001 17:12:27 GMT

>>Unfortunately CAT will split my message into parts of 16k... So you
>>will have to paste them together keeping the right order omitting
>>the headers of each mail (maybe by a macro?) and then UUDecode it...
>
>I think Derryck has ESS-Code, which will do this automatically provided
>the files are given suitable extenders in order: UUA, UUB, UUC ... UUZ.

I didn't think of that :-)

I just merged each section in and deleted the headers, only took a few
moments, but if I'd had just saved the files with those extenders...

BTW, anyone know a good TTP, like Munpack, but one which knows LFN's?
Munpack gives a "file not found" error if the source isn't the standard DOS
format.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3894. Wtb: Unitior for Atari running C-Lab Creator

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:47:58 UTC
From: Mike Usiskin <misha.dreams@virgin.net>
Message-ID: <B6E1048E.1AED%misha.dreams@virgin.net>
Source record: 48619

```
Please E-mail
Ta
```

3895. Re:MyAtari magazine launch March 2001 issue!

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:48:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440858-74159AEicMi@cwcom.net>
Source record: 48581

From: xlator@cix.compulink.co.uk
Date: 22 Mar 2001 17:12:29 GMT

>>There was a patch for using RGB in the Nemesis manual.
>
>Can't find mine at present. :-(In any case, I think the problem is that

Mine went to the person who bought the board from me.

>the CM8852 monitor will only accept frame rates between 50 and 60 Hz.
>Or am I wrong/can Nemesis be forced to used only 50 to 60 Hz?

I'm afraid that I ignored this section as I was using an SVGA monitor.

Anyone?
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3896. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 13:51:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440860-74645AEicMi@cwcom.net>
Source record: 48583

From: "Clockmeister" <gerryvdb@tnet.com.au>
Date: Thu, 22 Mar 2001 23:19:40 +0800

>Without a game cartridge the Lynx won't power up, and I paid $1 for mine
>with a game so getting it repaired isn't a viable option I don't think.

As I said, my Lynx 1 has sufficient "nous" built-in to ask for a cart. if
there isn't one plugged in. I doubt if Atari would have removed this
function from the ROM for the Lynx 2.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3897. Re: FA: Falcons

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 14:16:47 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <B5wW4vHPr1u6EwSD@lovecraft.demon.co.uk>
Source record: 48620

Once upon a time <hjDu6.20741$Q4.3897107@news2-win.server.ntlworld.com>,
Dr John The Night Tripper <quinbus_flestrin@privacyx.com> grabbed chalk
and scrawled:
>http://page.auctions.yahoo.com/uk/auction/50311161
>
>http://page.auctions.yahoo.com/uk/auction/50047393

stops laughing

ï¿½225 start bid for a 4Mb system with no system disks... and it's on
Yahoo, which IME is the worst auction system ever.

Richard

--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

3898. Re: Unitior for Atari running C-Lab Creator

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 14:32:28 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Q8Ju6.30586$Bs4.39004@NewsReader>
Source record: 48621

Hello.

"Mike Usiskin" <misha.dreams@virgin.net> wrote in message
news:B6E1048E.1AED%misha.dreams@virgin.net...
> Please E-mail
> Ta

Try Keychange Music., 01925 266120.

3899. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 16:36:46 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <xYKu6.4237$n07.162997@newsfeed.intelenet.net>
Source record: 48623

Do I care if you believe me that I've sent the letter to Infogrames or not? NO. I have. Now, as far as following through with actually sending you or anyone else the letter, I simply have been too busy to do so. My wife is online most of the time with her business, so I don't get many chances to get online myself, except at night sometimes for a short time (30 minutes or so).

But, to update everyone on the progress thus far, no reply has been received yet, in any fashion, from Infogrames. Do I expect one? Not really, but I refuse to give up hope until I hear something more definate from Infogrames one way or another.

Jared

"John Garone" <swampfox1@earthlink.net> wrote in message
news:e_9t6.7553$Im6.885849@newsread1.prod.itd.earthlink.net...
> On 17 Mar 2001 10:16:23 , John Garone wrote:
> >On 8 Mar 2001 15:46:34 G, "Jared Falvo" wrote:
> >>Now it's just a matter of waiting for a reply.
> >>
> >>Let's hope it's something in a positive light.
> >>
> >>Jared
> >>
> >>
> >>
> >>.
> >Hmmmm....What letter??? The one you promised to send me via E-mail
> >but you were to busy to send? The same one you were asked to post
> >for all to view and be inspired by? Again I say: Hmmmm....
> > John G.
> >
> >.
> I'm still waiting for your E-mail or post of this letter!!! (phantom
> letter until you make it public!!!). You've made plenty of accusations
> in your posts in the past here. Are you for real or a joke??? As far as
> I'm concerned, it's time to back up all your hyp with something
> substantial or be deemed as a joker!!! Do you want some support or not???
> John G.

3900. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 16:41:13 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <J0Lu6.4238$n07.163523@newsfeed.intelenet.net>
Source record: 48624

Oh, I see... instead of seeing the value it has as a morale booster, you decide to use it as a joke point. Yeah... some supporter you are. Why don't you go stick your head in the Sands of Atari's Death until Atari returns or you suffocate from lack of oxygen... whichever comes first.

Now THAT'S quite a laugh, really.

Jared

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:tbeu60c4uujob5@corp.supernews.com...
> On 18 Mar 2001 21:43:38 , John Garone wrote:
> >
> > I'm still waiting for your E-mail or post of this letter!!! (phantom
> >letter until you make it public!!!). You've made plenty of accusations
> >in your posts in the past here. Are you for real or a joke??? As far as
> >I'm concerned, it's time to back up all your hyp with something
> >substantial or be deemed as a joker!!! Do you want some support or not???
>
> I have the audio file if you want it. Quite a laugh really.
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

3901. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 17:02:04 UTC
From: bindon@madasafish.com
Message-ID: <tbn0ccrabl9f14@corp.supernews.com>
Source record: 48625

On 23 Mar 2001 02:28:02 , J�rgen Nyberg wrote:

Hi

>I have always used Dans latest OVL, and I haven't experienced this
>for years. Never have to wait for any timeout, and never seen any
>dialog box. There must be some configuration that make's the
>difference, but don't ask me what it is :-)
>Hey, just got an idea, are you guys loading Sting as an ACC? I have
>always loaded it as a prog. Could that be the difference?

Mine's loaded as a prog but it is removed from memory when I click on
the exit button.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3902. Re: FA: Falcons

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 17:02:08 UTC
From: bindon@madasafish.com
Message-ID: <tbn0cg95gdpp17@corp.supernews.com>
Source record: 48627

On 23 Mar 2001 14:16:47 , Richard Kilpatrick wrote:

Hi Richard

>>http://page.auctions.yahoo.com/uk/auction/50311161
>>
>>http://page.auctions.yahoo.com/uk/auction/50047393
>
>*stops laughing*
>
>�225 start bid for a 4Mb system with no system disks... and it's on
>Yahoo, which IME is the worst auction system ever.

Why are you so interested. Trying to by one again, realised the PC
is useless? :P

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3903. Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 17:02:10 UTC
From: bindon@madasafish.com
Message-ID: <tbn0cii8nj8g1c@corp.supernews.com>
Source record: 48626

Hi everyone,

Atari Workshop just sent me my lovely new software which is Magic ,
NVDI 5, Jinne 2.5 and Scripter.

Main problem is which order to install. I'm thinking,

Magic
NVDI
Jinnee
Scripter

Or should NVDI go first?

I'm gonna have to get started with Scripter but don't seem to have a
manual sent to me. I suppose it's online then? Came in a strange CD
case with a plastic insert for floppys. Never seen this type of
packaging before!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3904. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 17:06:54 UTC
From: bindon@madasafish.com
Message-ID: <tbn0le6hrlobce@corp.supernews.com>
Source record: 48628

On 23 Mar 2001 16:41:13 , "Jared Falvo" wrote:
>Oh, I see... instead of seeing the value it has as a morale booster, you
>decide to use it as a joke point. Yeah... some supporter you are. Why
>don't you go stick your head in the Sands of Atari's Death until Atari
>returns or you suffocate from lack of oxygen... whichever comes first.
>
>Now THAT'S quite a laugh, really.

I'm laughing because you're advertising not only one prduct, but two
products that don't exist. If you want to help us all and bring Atari
back, get yourself GCC and program us a Java web browser. I can't see
how that advert can help anything. At least draw up some rough
schematics, or find out about good chip sets to use.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3905. help please read atari formatted discs

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 17:13:54 UTC
From: selsong <selsong@ntlworld.com>
Message-ID: <guMu6.22121$Q4.4074764@news2-win.server.ntlworld.com>
Source record: 48631

HI

Does anyone know a way for a pc to read discs formatted on an atari st? Does any software exist that can do this

Would you be kind enough to send any reply to me personaly

Thanks for your help

Sel

3906. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 17:31:50 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <tLLu6.200$Mi4.1270@newsfeed.slurp.net>
Source record: 48629

I just installed:

1st Magic 6.1
2nd Jinnee 2.5
3rd NVDI 5.01

works great.

Joshua.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tbn0cii8nj8g1c@corp.supernews.com...
> Hi everyone,
>
> Atari Workshop just sent me my lovely new software which is Magic ,
> NVDI 5, Jinne 2.5 and Scripter.
>
> Main problem is which order to install. I'm thinking,
>
> Magic
> NVDI
> Jinnee
> Scripter
>
> Or should NVDI go first?
>
> I'm gonna have to get started with Scripter but don't seem to have a
> manual sent to me. I suppose it's online then? Came in a strange CD
> case with a plastic insert for floppys. Never seen this type of
> packaging before!
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

3907. *NEW E-MAIL ADDRESS*

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 18:13:51 UTC
From: phantomm@bellsouth.net
Message-ID: <znMu6.1773$j32.118250@news1.atl>
Source record: 48630

BOOOOO!!!

Yep I'm Back, Like it or Not! :)

For now my E-mail address is phantomm@bellsouth.net.
UpDate your Address File if you need too.

This Address will be valid for at least 2 weeks in case you need to contact me. This will give me some time to decide if I will keep this address for awhile.

phantomm@bellsouth.net

3908. VIDI ST and VIDI ST 12

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 18:38:57 UTC
From: phantomm@bellsouth.net
Message-ID: <5LMu6.101$X_.8524@news2.atl>
Source record: 48632

I have VIDI ST and the VIDI RGB Splitter for the Atari ST/STE.
Does anyone know what the last versions of VIDI CHROME and VIDI ST
are?

I also have G-Base that makes use of VIDI ST. Does anyone know if there
are any other software programs made for VIDI ST?

The VIDI RGB SPLITTER has an interesting 25 PIN I/O connector that one
can tinker with. Did anyone make anything useful or interesting for this
connection?

Also, I'm looking to purchase or trade for, VIDI 12 hardware and software
that is the Atari Falcon Version. I think this was the only Falcon version?
Someone correct me if I'm wrong on this, as I am looking for the best
VIDI hardware system for the Falcon that was made.

If you have 'em for sale or trade then contact me by e-mail at...
phantomm@bellsouth.net

And if you have 'em but don't want to part with them, could you e-mail
me some details about the hardware and software?
I'd like to know the last versions of any software that came with it and
what the hardware/software can achieve on a Atari Falcon.

Atari Video Digitisers and Animation are a hobby of mine, so if anyone
else has the same interest maybe we can exchange e-mail, info and etc. :)

And as always, still looking for working or non-working Expose's and
ScreenEyes. And any Atari ST-Falcon Video Genlocks and software.

Thanks,
phantomm@bellsouth.net

3909. CenTurbo II B Latest English Flash and Software

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 18:53:35 UTC
From: phantomm@bellsouth.net
Message-ID: <PYMu6.106$X_.8524@news2.atl>
Source record: 48633

Hi,

Does anyone have the English Version of Flash 1.41 for the CenTurbo II B version?

I downloaded the French version along with all other CT2B related software from CENTEK's Web Site, but it's all in French and I see no English Links.

If there is a English URL for English Versions of the lastest Flash and related software, then do e-mail the URL to me or post it please.

Also on my original CT2B Disk I received French Versions of the CPX's. Can someone e-mail me the English versions?

Also on my original disk I received an ACC called CECILAUD.ACC with a RSC file with the same name. I've installed it and looked at it but never tried to use it. It looks like a CD Player, Did anyone else get this program and is it any good? Any details is much appreciated as there were no English Docs with it.

Thanks,
phantomm@bellsouth.net

3910. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 20:04:24 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6E0FA64.F2AC%nameerf@flash.net>
Source record: 48635

in article xYKu6.4237$n07.162997@newsfeed.intelenet.net, Jared Falvo at luposian@mailcity.com wrote on 3/23/01 8:36 AM:

> Do I care if you believe me that I've sent the letter to Infogrames or not?
> NO.

There's the way to gain our support!

> I have. Now, as far as following through with actually sending you or
> anyone else the letter, I simply have been too busy to do so.

Wow! When do you even find the time to compose these long treatises about the holiness of the Atari name and how everyone else is just blind or insensitive to the fact that a PC games company would obviously care about old computer hardware, supported by a relatively small group of people, who most likely have nothing to do with their product?

> My wife is
> online most of the time with her business, so I don't get many chances to
> get online myself, except at night sometimes for a short time (30 minutes or
> so).

30 minutes? I'd guess it'd take about 30 seconds to convert the word processing document to an ASCII text file and post it. As far as time, I'm a full-time student working 2 (sometimes 3) jobs, and I seem to have more time than you apparently do. How do you expect to make any kind of progress in this venture you're proposing with so little time?

> But, to update everyone on the progress thus far, no reply has been received
> yet, in any fashion, from Infogrames. Do I expect one? Not really, but I
> refuse to give up hope until I hear something more definate from Infogrames
> one way or another.

I guess you'll never give up then, because my guess is, they just had a good laugh and threw your letter and audio file in the trash.

As I keep saying, don't waste your (and our) time on this. If you really want to see the Atari platform grow, support the companies that actually exist. Maybe someday we'll get really (really, really, ...) lucky, and some multi-billionaire who has a thing for obscure technologies will donate the money to help put our platform in the limelight. Then and only then would whatever company that holds the rights to "Atari" at the time take any notice of us. But even then we'd still need good software to make people take interest. Without that, the hardware side's pretty useless. So unless something amazingly unlikely happens, I don't think any venture like yours will be taken seriously. So focus your attention in more effective areas, like promoting new hardware and software that actually has a chance of

existing from companies and people that really do exist (Tempest, CT60, Pegasus, Milan III, etc.). This way, we can at least have advancement instead of false hopes in companies that won't give us the time of day. When/if we are ever caught up to the rest of the world, then maybe we'll have a minute chance of grabbing part of the computer market.

Mike Freeman
nameerf@flash.net

3911. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 20:06:18 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6E0FAFA.F2AD%nameerf@flash.net>
Source record: 48634

in article J0Lu6.4238$n07.163523@newsfeed.intelenet.net, Jared Falvo at luposian@mailcity.com wrote on 3/23/01 8:41 AM:

> Oh, I see... instead of seeing the value it has as a morale booster, you
> decide to use it as a joke point. Yeah... some supporter you are. Why
> don't you go stick your head in the Sands of Atari's Death until Atari
> returns or you suffocate from lack of oxygen... whichever comes first.
>
> Now THAT'S quite a laugh, really.

Ummm... no. It's not.

Mike Freeman
nameerf@flash.net

3912. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 20:16:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3abbae9a5d0fdb3@pandora.be>
Source record: 48638
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/anim0200.zip (159.162 bytes)
(New video player (AVI, MOV, FLI, FLC, and WAV) French/English docs)

**docs**
ftp://chapelie.rma.ac.be/atari/docs/doitf031.zip (1.429.160 bytes)
ftp://chapelie.rma.ac.be/atari/docs/doitf032.zip (1.445.164 bytes)
ftp://chapelie.rma.ac.be/atari/docs/doitf033.zip (1.457.928 bytes)
ftp://chapelie.rma.ac.be/atari/docs/doitf034.zip (1.412.903 bytes)
ftp://chapelie.rma.ac.be/atari/docs/doitf035.zip (1.443.573 bytes)
ftp://chapelie.rma.ac.be/atari/docs/doitf036.zip (1.459.487 bytes)
ftp://chapelie.rma.ac.be/atari/docs/doitf037.zip (1.413.810 bytes)
ftp://chapelie.rma.ac.be/atari/docs/doitf038.zip (1.390.053 bytes)

(Huge html package dealing with the ins and out of the Falcon.
German/English version. Every Falcon owner should have this)

**game**
ftp://chapelie.rma.ac.be/atari/game/fanwor-112.zip (500.532 bytes)
(Fanwor - The legend of Gemda" is a game running on Atari ST/STE/TT/Falcon
(and compatibles) and since version 1.11 it also runs on Linux and other
Unixes that are supported by the SDL Library.)

ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.26.zip (273.426 bytes)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/cabovl/cab_ovl-14400.zip (76.660 bytes)
(Cab overlay for STik/Sting/Gluestik)

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0150.zip (107>617 bytes)
(Nice GEM-based ICQ client for STik/STing/Gluestik)
```

mint
ftp://chapelie.rma.ac.be/atari/mint/gem/ginit097.tgz (616.623 bytes)
(GEM-init is an init/getty/login/sh suite for single- and multi-AES.
MiNT-compatible OS required, MinixFS-compatible FS recommended.
For further documention see .../doc/*.txt.)

network
ftp://chapelie.rma.ac.be/atari/network/other/magxnet.zip (232.321 bytes)
(Port of MiNT-net to MagiC)

ftp://chapelie.rma.ac.be/atari/network/servers/ftp_serv-108.zip (43.687 bytes)
(ftp server for STik/STing/Gluestik)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/disktools/hp_opt29x.lzh (104.303 bytes)
(Harddisk Optimizer v 2.9x. English version)

ftp://chapelie.rma.ac.be/atari/utilities/modicou6.zip (9.928 bytes)
(allow to change the cookies. French version
C'est un modificateur de couquis.)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3913. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 20:23:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985379274-489479AEicMi@madasafish.com>
Source record: 48642

Hi Thomas

> Changing to this revealed that the battery for the Mega STE's clock is
>gone, removed altogether. I've looked inside, but see nothing to
>indicate where the battery goes or what battery is needed.

So if you cant see where it goes how do you know its gone. Its supposed
to live at the back of the HD bay, and may be snuggled up under the
floppy cable, or even hidden under the ACSI interface board.

Atari workshop can supply you with a new battery, phone 01344 890 008.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3914. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 20:28:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985379278-490095AEicMi@madasafish.com>
Source record: 48643

Hi Spencer,

Derryck said you were about, i understand we are neighbours now, i
wondered about the property price dive!!

>>It might be an idea if Derryck were to eMail you from his selected
>>address,

>Well I could always give Derryck an "exclusive" email address if he
>wanted one? ;-) What do you say Derryck?

I'l have one if it comes with an 0800 number access.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3915. Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 20:28:35 UTC
From: Goober <g.price11@ntlworld.com>
Message-ID: <DtOu6.32624$bL.2954589@news6-win.server.ntlworld.com>
Source record: 48639

My PC will not read my Atari ST 1040STe floppys, no matter how I format
them.
I can format on the pc to 720k or 1.4. Neither works.
Is there any prog or util that can help.
Many thanx

3916. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 20:30:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985379280-490711AEicMi@madasafish.com>
Source record: 48644

Hi Mark

>I only came across 1 drive Hddriver doesn't like, and my Falcons have
>seen plenty;-).

Your falc sound like my ex-wife, doesnt mind whats plugged in it!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3917. Re: AHDI question

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 20:34:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985379284-491293AEicMi@madasafish.com>
Source record: 48645

Hi Ken

>I think I picked up the very last AHDI (6.06c - I think) But it was only
>AHDI.PRG and not AHDI.SYS and no HINSTALL program.

I have the entire arcive if required, but its freely available on't web.
I also have the AHDICONF prg as well.

>What does one do? Change the .PRG extension to .SYS Then copy it to the
>boot partition?

That is exactly what you do.

>Would this very last version (6.06c) work on an ST4 or is this just for
>Falcon only?

Its the latest version i know off, it will work with all ataris, but was
actually the version released that cured the falcons disk spill over bug.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3918. Re: Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 20:47:39 UTC
From: Hans Wessels <h.wessels.atari@atari.home.nl>
Message-ID: <LDOu6.21117$Z44.455820@zwoll1.home.nl>
Source record: 48640

John Lydon <the_dark_intruder@NOSPAMyahoo.com> schreef in berichtnieuws
Xns906BB064B7AEFthedarkintruderNOSPA@24.14.77.6...

> 1) Upgrade the color to 32K colors

Apart from the hacking value I see no use in this. Software support will be
very low.

> 2) Upgrade the RAM to at 4 megs (a 16 meg project was available as well)

Well this is realy worth it.

> 3) Build an ethernet controller and run it as a "net station"

Yes, would be nice.

> 4) Build the IDE controller interface, and add a big fat IDE harddrive and
> CDROM

Big fat is not necesarry 2Gb is an incridible amount for ST's.

> 5) Increase the speed

Yes, good idea.

> 6) Upgrade the TOS to 2.06

Have a look at KAOS TOS. I am still using it. It is nice compact and fast.
You need a decent desktop replacement though.

> Is it worth it? Or should I just restrain myself, and play with
emulators?

I think a decent emulator is needed. One to toy with. Spare parts are
becomming rare. I heve to get a fully functional alternative before I run
out of spareparts.

Bye, Hans

--
Remove the computer names from my e-mail adress to reply

3919. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 21:26:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985379286-491907AEicMi@madasafish.com>
Source record: 48641

Hi Lyndon.

>Atari Workshop just sent me my lovely new software which is Magic ,
>NVDI 5, Jinne 2.5 and Scripter.

>Main problem is which order to install. I'm thinking,

>Magic
>NVDI
>Jinnee
>Scripter

I'd upgrade Magic, then reboot, just to make sure all is OK.
Now install NVDI and reboot, again just in case.

Now you can install Jinnee, adding, edited to suit your system...

#_SHL C:\Jinnee\JINNEE.APP
#_ENV AVSERVER=JINNEE
#_ENV JINNEE=C:\JINNEE\JINNEE.APP
#_ENV GEMSCRIPT=C:\GEMSYS\MAGIC\START\SCRIPTER.PRG
#_ENV HOME=C:\System\
#_ENV PATH=.\;C:\;D:\;E:\;F:\;G:\;H:\;I:\;J:\;K:\;L:\;M:\;N:\
;O:\;P:\;Q:\R:\ ;S:\;T:\;U:\;V:\;W:\;X:\;Y:\Z:\

to MAGX.INF. For now you can just click JINNEE.APP to check it is
functioning, if it dont winge reboot again and you'l come up with
Jinnee as your desktop.

Now install scripter, putting it in C:\GEMSYS\MAGIC\START\
also put here the folders and contents of

\BIN
\PLUGIN
\SCRIPTS
\LIBS

Now, when i first installed Jinnee on my system the context popups
didnt work properly, so make sure you have the folder structure

C:\Jinnee\Jplugins\context\

and put all Jinnee's .SIC in here, probably found in a folder caled
zusast.

A hold right click will now give you a popup with the entry PLUGINS
at the bottom, the content of this will depend on what was selected
when you hold R-click, all will be revealed later.

When youve done this and al seems to work, get back to me, some of the included scripts are poxed, some are duplicated. I'l send you some corrected/modified scripts.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3920. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 21:39:46 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <99gfr2$pb5$1@snipp.uninett.no>
Source record: 48546

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Main problem is which order to install. I'm thinking,

This isn't Windows you know ;-) It really doesn't matter which order you
install it in, but for convenience I'd suggest to install and boot MagiC
first, then install the rest of the stuff.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3921. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 22:37:46 UTC
From: swampfox1@earthlink.net
Message-ID: <_eQu6.5226$P4.378759@newsread1.prod.itd.earthlink.net>
Source record: 48547

```
On 23 Mar 2001 16:41:13 , "Jared Falvo" wrote:
>Oh, I see... instead of seeing the value it has as a morale booster, you
>decide to use it as a joke point. Yeah... some supporter you are. Why
>don't you go stick your head in the Sands of Atari's Death until Atari
>returns or you suffocate from lack of oxygen... whichever comes first.
>
>Now THAT'S quite a laugh, really.
>
>Jared
>---------
>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:tbeu60c4uujob5@corp.supernews.com...
>> On 18 Mar 2001 21:43:38 , John Garone wrote:
>> >
>> > I'm still waiting for your E-mail or post of this letter!!! (phantom
>> >letter until you make it public!!!). You've made plenty of accusations
>> >in your posts in the past here. Are you for real or a joke??? As far as
>> >I'm concerned, it's time to back up all your hyp with something
>> >substantial or be deemed as a joker!!! Do you want some support or not???
>>
>> I have the audio file if you want it. Quite a laugh really.
>>
>> Lyndon Amsdon
>> --
>> +---------------------------+
>> | bindon@madasafish.com |
>> +---------------------------+
>
>
>.

Jared,
I see you have time to defend yourself and chastise others but no
time to post your letter or accept constructive critism!!!
....my letter above still stands!!! READ IT!!!
John G.
```

3922. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 23:00:30 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <99gkr9$4r$1@news.comnet.co.nz>
Source record: 48548

Jo Even Skarstein" <joska@nvg.ntnu.no> wrote ...
> Lyndon Amsdon <bindon@madasafish.com> wrote:
> > Main problem is which order to install. I'm thinking,
>
> This isn't Windows you know ;-)

What's Windows?

I've heard some people talk about it, but I've never seen a machine running it.

I guess it's just too obscure for any of the shops to bother stocking it...

Ahh well, at least it isn't made by Microsoft - that'd be the death knell for the little support Windows has managed to build up over the years.

;-)

--

Quote for the month

When asked what he'd do after he'd resigned from politics, the well-rounded David Lange replied "I'm going to become a jockey"

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

3923. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 23:09:58 UTC
From: ebaiz@skyenet.net
Message-ID: <aJQu6.379$Mi4.3624@newsfeed.slurp.net>
Source record: 48549

On 23 Mar 2001 17:02:10 , Lyndon Amsdon wrote:
>Hi everyone,
>Atari Workshop just sent me my lovely new software which is Magic ,
>NVDI 5, Jinne 2.5 and Scripter.
>Main problem is which order to install. I'm thinking,
>Magic
>NVDI
>Jinnee
>Scripter
>
>Or should NVDI go first?

I have Magic first, then NVDI just you have it and it works fine for me. BTW,
tell me how how like Jinnee 2.5. I have version 1 and want to upgrade soon.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3924. Re: Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 23:30:58 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6E12AF3.F2BE%nameerf@flash.net>
Source record: 48550

in article DtOu6.32624$bL.2954589@news6-win.server.ntlworld.com, Goober at g.price11@ntlworld.com wrote on 3/23/01 12:28 PM:

> My PC will not read my Atari ST 1040STe floppys, no matter how I format
> them.
> I can format on the pc to 720k or 1.4. Neither works.
> Is there any prog or util that can help.
> Many thanx

It *should* work if you start by formatting a disk on your PC as a 720Kb, double-sided disk (use specifically 720Kb 2D disks rather than 1.44 Mb HD disks, if you can find them - don't know if HD disks would even work). Definitely do not format it as a 1.44Mb disk. It should then be usable on both systems. There's also a program (I forget what it's called - anybody remember?) that allows the ST to format PC-compatible disks. It's a matter of some FAT info being slightly different.

Mike Freeman
nameerf@flash.net

3925. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-23 23:53:35 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3abbe1ff$0$8830@news.zetnet.co.uk>
Source record: 48551

Hi Steve!

On 20 Mar 2001 20:05:46 , Steve Sweet wrote:

>Where have you been dude.
>
>Someone's been missing you...
>
>.....i'm sure of it!!.

Well me mum loves me! ;-)))

3926. Re: Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 00:46:08 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <vv+lEHHQ5+u6Ewmn@my-ste.demon.co.uk>
Source record: 48553

In article <985374646-65538AEicMi@madasafish.com>,
Steve Sweet <steve_sweet@madasafish.com> writes:

>Hi Dudes
>
>>My list of projects began:
>
>>Good site.
>
>Is there a URL for this Vezz;s site?.

The one I have is <URL:http://atarihacks.cjb.net/>

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

3927. Re: Where can I find a 1040ST clone?

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 00:46:33 UTC
From: David Smith <david@suscom.net>
Message-ID: <3ABBEE69.25905F5B@suscom.net>
Source record: 48552

www.emulators.com

Desert Dweller wrote:

> My computer is getting old and icky. I've searched for clones, but I haven't
> found any. Please e-mail me. Thanks.
>
> DL

--
David Smith. Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

3928. Re: Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 00:47:52 UTC
From: Goober <g.price11@ntlworld.com>
Message-ID: <GgSu6.33857$bL.3040698@news6-win.server.ntlworld.com>
Source record: 48555

I heard of a program called 'Gem explorer'
My PC refuses to do lower capacity (720k) formats of HD floppies. What holes
do I cover on the disks to fool it?
Anyone know?

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:B6E12AF3.F2BE%nameerf@flash.net...
> in article DtOu6.32624$bL.2954589@news6-win.server.ntlworld.com, Goober at
> g.price11@ntlworld.com wrote on 3/23/01 12:28 PM:
>
> > My PC will not read my Atari ST 1040STe floppys, no matter how I format
> > them.
> > I can format on the pc to 720k or 1.4. Neither works.
> > Is there any prog or util that can help.
> > Many thanx
>
> It *should* work if you start by formatting a disk on your PC as a 720Kb,
> double-sided disk (use specifically 720Kb 2D disks rather than 1.44 Mb HD
> disks, if you can find them - don't know if HD disks would even work).
> Definitely do not format it as a 1.44Mb disk. It should then be usable on
> both systems. There's also a program (I forget what it's called - anybody
> remember?) that allows the ST to format PC-compatible disks. It's a matter
> of some FAT info being slightly different.
>
> Mike Freeman
> nameerf@flash.net
>

3929. Re: MULTITOS.Where can i get a copy for Multitasking?

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 00:59:16 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3ABBF164.5B85138A@netzero.net>
Source record: 48554

I have a copy.

MultiTOS by Atari. Preemptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00
shipped in the USA

dolan morrison wrote:

> I have a 4mb STe and i want to run two programmes at the same time.Will
> Multitos allow me to do this and where will i find a copy?
> Thank you.

3930. Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 02:10:10 UTC
From: swampfox1@earthlink.net
Message-ID: <6mTu6.5642$P4.426592@newsread1.prod.itd.earthlink.net>
Source record: 48556

Hi All,
Tried to download some files from Chapalie and found Newsie is
repeating the same download multiple times (only one download gets
saved). Just noticed it so I don't know if it happens on othr FTP sites.
Pretty bad with larger files! Any thoughts?
John g.

3931. Re: check this out!

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 02:39:22 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn9bo26i.9mg.jedi@dementia.mishnet>
Source record: 48558
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

```
On Mon, 12 Mar 2001 23:50:21 GMT, Mark Bedingfield <mark@baypc.com.au> wrote:
>
><sinclap@nospam.net> wrote in message
>news:110320010116251418%sinclap@nospam.net...
>> In article <0BTp6.3782$0N3.27261@news-server.bigpond.net.au>, Mark
>> Bedingfield <mark@baypc.com.au> wrote:
>>
>> > <sinclap@nospam.net> wrote in message
>> > news:080320010222436389%sinclap@nospam.net...
[deletia]
>> Will be run off of Linux. Supposely you can download the development
>> software to develop games. You probably can call it an open source
>> console...
>
>Nah its a open source PC, already got one. No custom trickery at all, how
>boring. Now the Gamecube will have a PPC gecko chip in it, that's a console.

You can even get consumer PCs in that sort of configuration, and
even build your own "bookpc". My wife's WinBox is just such a
machine.

--

Ease of use should be associated with things like "human engineering"
and "use the right tool for the right job". And of course,
"reliability", since stopping to fix a problem or starting over due
to lost work are the very antithesis of "ease of use".

Bobby Bryant - COLA
|||
/ | \
```

3932. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 02:40:08 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn9bo27v.9mg.jedi@dementia.mishnet>
Source record: 48557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
On Wed, 07 Mar 2001 03:31:37 GMT, Steve Duff <steveduff3@home.com> wrote:
>
><sinclap@nospam.net> wrote in message
>news:06032001132859367 8%sinclap@nospam.net...
>
>> I never said that Gore would win in a landslide...He did win the
>> popular vote but was cheated in Florida..
>
>Erp, were you asleep when the results of an independently-conducted recount
>revealed that Bush *won* Florida. It was just last week.

...by a margin too close to get excited about.

>
>Not to say I'm thrilled, but just to clear up that point.

...unless you're extremely partisan.

--

The LGPL does infact tend to be used instead of the GPL in instances
where merely reusing a component, while not actually altering that
component, would be unecessarily burdensome to people seeking to
build their own works.

This dramatically alters the nature and usefulness of Free Software
in practice, contrary to the 'all viral all the time' fantasy the
anti-GPL cabal here would prefer one to believe.
|||
/ | \
```

3933. Re: Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 03:52:58 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <99h5vmchb1@news.comnet.co.nz>
Source record: 48559

"Goober" <g.price11@ntlworld.com> wrote ...
> "Michael and Nicole Freeman" <nameerf@flash.net> wrote ...
> > Goober at g.price11@ntlworld.com wrote :
> > > My PC will not read my Atari ST 1040STe floppys, no matter how I
format
> > > them.
> > > I can format on the pc to 720k or 1.4. Neither works.
> > > Is there any prog or util that can help.
> > > Many thanx
> >
> > It *should* work if you start by formatting a disk on your PC as a
720Kb,
> > double-sided disk (use specifically 720Kb 2D disks rather than 1.44
Mb HD
> > disks, if you can find them - don't know if HD disks would even
work).
> > Definitely do not format it as a 1.44Mb disk. It should then be
usable on
> > both systems. There's also a program (I forget what it's called -
anybody
> > remember?) that allows the ST to format PC-compatible disks. It's a
matter
> > of some FAT info being slightly different.
>
> I heard of a program called 'Gem explorer'
> My PC refuses to do lower capacity (720k) formats of HD floppies. What
holes
> do I cover on the disks to fool it?
> Anyone know?

Assuming the discs/drives haven't changed in the last few years (I
haven't used floppy discs for about 5 years or so)

A 1.4 MB floppy disc is in the same plastic case as the 720k discs, with
the same sliding tab used to write-protect the discs.

However, an extra hole has been added to one corner, and it is this hole
that the drive uses to detect whether it is a 1.4 MB DSHD disc, or a
720k DSDD disc. (I don't recall there being an easy way to detect if the
double-density disc was a single-sided 360k disc peculiar to the ST, or
a double-sided 720k disc common to the ST [and the Meagre?] and PC,
short of trying to read/write side two)

Covering this hole will generally fool the drive into thinking it is a
720k disc.

The DOS FAT is in roughly the same layout as a 720k disc, only it is larger, as there is twice as much data stored on the disc. There are a few differences with the boot sector of the disc ("media descriptor" used by DOS to determine what kind of disc this is, sectors-per-track [18 instead of 9] are the only two differences that immediately come to mind)

I _think_ the actual disc platter within the plastic case is thinner, and spins a wee bit faster. (What I've read, and been told over the last 15 years on these two points seems to conflict with everything else)

This may upset data reliability, as the drives use a stronger signal to write to the 720k discs, so some data may "leak" through to the other side of the disc, corrupting the data that is already there.

During the early/mid 1990s, I used to write and support a replacement disc formatter/copier for MultiTOS which would work with all sensible ST and PC DOS formats. While it was happier under MultiTOS, it should have run under a smaller SingleTOS system without major problems - I just didn't know anyone with such a system at that time.

If anyone is interested in it, I'll ferret through my backups and see if I still have it (Its development stopped in 1996-ish). Hopefully there should be some details about DOS disc formats with its notes

--

Quote for the month

When asked what he'd do after he'd resigned from politics, the well-rounded David Lange replied "I'm going to become a jockey"

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

3934. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 04:19:59 UTC
From: taj16@dreamscape.com
Message-ID: <tbo83fh7bvjnf9@corp.supernews.com>
Source record: 48560

On 23 Mar 2001 21:19:36 , "Mark Bedingfield" wrote:
>> Does anybody know? Even if I couldn't get the proper battery, information
>> on the voltage and polarity at the connector might allow me to cobble up
>> something that would work.
>
>Ahh, been doing simillar, looking at a half gutted mega as we speak. on the
>right hand side of the mainboard, under the row of jumpers, you will see a 3
>pin socket, labeled j401. That is it. You plug in a 3.6 volt battery,
>obtainable from most PC shops, and plug it in. Ground is to the front of the
>board and positive is to the top;-)
>

Thanks. Just what I needed to know. J401 looked suspiciously like a
polarized connector, but there isn't anything there to show the voltage or
polarity. The original owner told me the battery went bad and he removed
it, but couldn't remember the details for sure. It's been a while.

3.6 volts, eh? Sounds like one of those rechargable NiCad packs they use in
portable phones and such. Is that what it uses? Does the Mega recharge the
battery when powered up?

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

3935. Cd Writting

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 04:55:31 UTC
From: submison@idirect.com
Message-ID: <submison-2403010002030001@on-tor-blr-ahp-19-94.look.ca>
Source record: 48561

The Anodyne Software Rocks.I was burnind Cd-s On My Falcon Rack with a Toshiba Cd-Rom-Quantum 2.66 gig HD - and A Yamaha 6/4/16 Re-writer right after instalation.

Emeric

submison@idirect.com

3936. Re: FA: Falcons

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 07:29:57 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <qrP8MgI1zEv6EwP7@lovecraft.demon.co.uk>
Source record: 48562

Once upon a time <tbn0cg95gdpp17@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> grabbed chalk and scrawled:

>Why are you so interested. Trying to by one again, realised the PC
>is useless? :P

grins Just checking the prices on the system to see if they're cheap.
I don't have a PC for music yet - I've been working on other stuff ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

3937. Re: gcc compiler problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 09:39:13 UTC
From: vdjole@EUnet.yu
Message-ID: <99hq00$m8p$1@news.EUnet.yu>
Source record: 48563

On 22 Mar 2001 23:02:34 , Jeff Armstrong wrote:
>apparently. Now the c compiler works like a dream. But g77, the
>FORTRAN compiler, which is what I really need, still has the same
>error. I did install the new g77 rpm along with gcc.

If you, in fact, need FORTRAN as a tool to solve some problem, does it
need to be gcc/mint environment? I know of at least three other FORTRAN77
compilers for Atari (BC, Prospero, Absoft), some better than others,
but which may be simpler to install and less memory-hungry than gnu stuff.
E.g. I used to run Prospero FORTRAN happily from a RAM disk on a 1MB ST.

3938. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 11:03:49 UTC
From: bindon@madasafish.com
Message-ID: <tbovolee0gr939@corp.supernews.com>
Source record: 48564

On 22 Mar 2001 22:42:34 , Steve Sweet wrote:
Hi Steve

>>So, why did AHDI do it, when HDDriver couldn't?
>
>Perhaps you forgot to tell HD-d to ignore current bad cluster table,
>maybe it was a HD-d bug, perhaps you should have mentioned it to UWE.

I can't remeber totally but when you do a format it asks if you want
to mark bad sectors, so I clcik Yes and it does another format and it
comes out with that dialog box again, and I'm going round in circles.

After a while of that while formatting and listing bad sectors it hung
on one particular one.

I didn't bother mentioning it to Uwe as I don't think this is a commen
drive. Anyway I'm the only one stupid enough to be using an old Conner
80Mb :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3939. Re: Atari ST - Emulation VS. Hacking On

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 11:03:51 UTC
From: bindon@madasafish.com
Message-ID: <tbovonmki7j53a@corp.supernews.com>
Source record: 48566

On 22 Mar 2001 22:44:08 , Steve Sweet wrote:
>Hi Dudes
>
>>My list of projects began:
>
>>Good site.
>
>Is there a URL for this Vezz;s site?.

I goes from place to place, and I always loose it. I just do a search
but this can also be difficult to find doing it this way. I found it
best by doing a search for Vezz's homepage music as asking for Vezz's
homepage atari just came up with hundreds of sites with broken links
to it.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3940. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 11:03:53 UTC
From: bindon@madasafish.com
Message-ID: <tbovophi2hc83b@corp.supernews.com>
Source record: 48565

On 23 Mar 2001 21:39:46 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> Main problem is which order to install. I'm thinking,
>
>This isn't Windows you know ;-) It really doesn't matter which order you
>install it in, but for convenience I'd suggest to install and boot MagiC
>first, then install the rest of the stuff.

Ok that's good. I just though NVDI overwrites some of Magic screen
drivers or something like that in the Gemsys folder. I'll try
all my software tomorrow.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3941. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 11:03:56 UTC
From: bindon@madasafish.com
Message-ID: <tbovosbuaecv3c@corp.supernews.com>
Source record: 48567

On 23 Mar 2001 21:26:56 , Steve Sweet wrote:

Hi Steve

>>Atari Workshop just sent me my lovely new software which is Magic ,
>>NVDI 5, Jinne 2.5 and Scripter.
>
>>Main problem is which order to install. I'm thinking,
>
>>Magic
>>NVDI
>>Jinnee
>>Scripter
>
>I'd upgrade Magic, then reboot, just to make sure all is OK.
>Now install NVDI and reboot, again just in case.
>
>Now you can install Jinnee, adding, edited to suit your system...

<<SNIP>>

I'll read over that in the morning. Thanks for all the stuff I need
to edit, although I'm getting a bit more familiar with Magic these
days. I think I'm gonna like using Scripter.....

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3942. Free to collector (UK Glos/Worcs) 520STFM, 520ST, SM124 etc

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 11:09:33 UTC
From: Jonathan Bristow <jb@xforward.freeserve.co.uk>
Message-ID: <99hv6cmpt1@news5.svr.pol.co.uk>
Source record: 48568

I've finally got to say goodbye to my trusty ST:

If anyone would like to collect a 520STFM, a 520ST (2.5Mb), a SM124 monitor, external disk drive, hand scanner, and 5 boxes of PD disks, free, let me know:

Jonathan Bristow

jb@xforward.freeserve.co.uk

3943. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 11:43:47 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3abc884a1955300@pandora.be>
Source record: 48569

on Sat 24-03-2001 02:10 John Garone wrote:

>Hi All,
>Tried to download some files from Chapalie and found Newsie is
>repeating the same download multiple times (only one download gets
>saved). Just noticed it so I don't know if it happens on othr FTP sites.
>Pretty bad with larger files! Any thoughts?

Why don't you use a decent ftp-program for such operations? Newsie never
has worked for me.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3944. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 11:45:56 UTC
From: bindon@madasafish.com
Message-ID: <tbp27k4f91vd91@corp.supernews.com>
Source record: 48570

On 23 Mar 2001 23:09:58 , Edward S. Baiz Jr. wrote:
>On 23 Mar 2001 17:02:10 , Lyndon Amsdon wrote:

Hi Edward,

>>Atari Workshop just sent me my lovely new software which is Magic ,
>>NVDI 5, Jinne 2.5 and Scripter.
>>Main problem is which order to install. I'm thinking,
>>Magic
>>NVDI
>>Jinnee
>>Scripter
>>
>>Or should NVDI go first?
>
>I have Magic first, then NVDI just you have it and it works fine for me. BTW,
>tell me how how like Jinnee 2.5. I have version 1 and want to upgrade soon.

I'll admit it as most people had a feeling my software was
pirated/cracked. I've been using Jinnee since I got my Falcon back in
January which had cracked versions of Magic 6.10, NVDI 5 and Jinnee
2.5. After spending that much money for the Falcon, cash wasn't at
hand so I've been using it since then.

But I soon realised that some things wern't working quite right, like
printing via NVDI so I bought the proper software from Atari Workshop
last week.

So Jinnee is great. I haven't used Thing so I can't really compare.
But switching from TOS 2.06 to Jinnee was great! I just like the way
it has so many options and I like the way you can put images in the
background of windows.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3945. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 11:52:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985444128-441356AEicMi@madasafish.com>
Source record: 48586

Hi Edward

>BTW, tell me how how like Jinnee 2.5. I have version 1 and want to
>upgrade soon.

I also started with V1, ive not looked back, pick up the phone ASAP and
order Scripter whilst youre at it.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3946. Free STuff, you pick up (US)

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 11:53:42 UTC
From: funkenstein@wave.net
Message-ID: <000501c0b459$21353cc0$253207d0@funkenstein>
Source record: 48571

I have the following ST materials I'd like to give to someone who can use them. I am not interested in parting these out or in shipping them off. If you can come and take this STuff off of my hands, I'd be grateful. I have:

Atari 1040STfm (TOS 1.00) - 1ea.
Atari 520STm (TOS 1.00/no keyboard) - 1ea.
Atari SC1224 monitors - 2ea.
Atari 520ST power brick - 1ea.
Atari mice (grey) - 2ea.
Atari SF314 DSDD FDD - 1ea.
Misc. software/books

I'm located in Medford, OR. If anyone is interested, please contact me at kong@Wigloo.zzn.com or funkenstein@wave.net and we'll see what we can come up with. Thanks!

3947. Re: Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 12:00:46 UTC
From: Goober <g.price11@ntlworld.com>
Message-ID: <A70v6.25414$Q4.4445960@news2-win.server.ntlworld.com>
Source record: 48572

Just what I needed to know!
Thanks very much.

3948. 4meg STFM f/s

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 12:15:44 UTC
From: Arthur Marshall <arthurm@zetnet.co.uk>
Message-ID: <20010324121544725543@zetnet.co.uk>
Source record: 48573

I have a 4 meg STFM, Monitor, Hard Drive, High Density floppy, PC emulator (ancient), more music software than I can be bothered to list but includes Cubase, Pro24, Band in Box, couple of score writing progs, Dr T, plus Protext, Prodata, Twist, Calamus, that bloody awful picture editing thing that takes three weeks to load and a month to process stuff, (all legal with manuals), anyway, you get the gist...

As I have regretfully deserted the platform and moved to a PC, if anyone out there wants it for a reasonably unsensible price, and can come and getit, because that would certainly be easierr than hiring a train to take it to you, it might as well go to a good home instead of being theatened by mice in my loft.

I'm on the Wirral, UK, and a hundred quid and it's yours. All of it.

3949. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 14:56:08 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <99ici8$94c$1@snipp.uninett.no>
Source record: 48585

Djordje Vukovic <vdjole@eunet.yu> wrote:
> On 18 Mar 2001 19:59:11 , Jo Even Skarstein wrote:
>> Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.

> Did you succeed then in making both the 12MHz hack and the ADSpeed
> work simultaneously in the STacy?

I don't know yet, as the CPU was killed during installation... However, I checked out the timing on the ADSpeed's chips, and it looks like 12/24MHz should work just fine. It depends on how fast CPU I can find I guess. If anybody here have a spare 68000, please contact me.

> Btw. beside accelerating the CPU, ADSpeed is supposed to also have
> a FPU chip, isnt'it?

No, atleast not the version I have.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3950. New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 15:55:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985586320-118630AEicMi@cwcom.net>
Source record: 48468

Hi all,

Some more English translations in at my website:

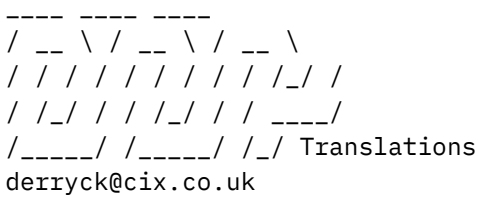
Resource file for the programmer's tool Quarx (Beta Sigma release) (DDP)

Resource and bubblegem files for UDOShell (DDP)

Combined English and German package of the disk maintenance tool HPOptimizer
(MiNT friendly version) (MISC)

URL in sig...

--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3951. Re: AHDI question

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:02:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985586322-119032AEicMi@cwcom.net>
Source record: 48469

Ken,

>My reasoning is that I would like to put the most current driver
>that I can on it.
>Hopefully avoiding the 100 extra folders business.
>But I don't know if this is possible.

I think that you will still need to use the folder100.prg patch.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3952. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:06:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985586324-119481AEicMi@cwcom.net>
Source record: 48470

Hi Spencer,

>Well I could always give Derryck an "exclusive" email address if he
>wanted one? ;-)
>
>What do you say Derryck?

Continued in email, the immediate problem's been solved and the program in question (HPOPtimizer, MiNT version) is now available for download from my web site :-)
--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3953. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:07:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985518220-79599AEicMi@madasafish.com>
Source record: 48522

Hi jazzer

>>Where have you been dude.
>>
>>Someone's been missing you...
>>
>>.....i'm sure of it!!.

>Well me mum loves me! ;-)))

Hm!, that fact must have escaped her temporarily!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3954. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:07:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985586326-119917AEicMi@cwcom.net>
Source record: 48471

From: jorgen.nyberg@mailbox.hogia.net (Jï¿½rgen Nyberg)
Date: 23 Mar 2001 02:28:02 GMT

>I have always used Dans latest OVL, and I haven't experienced this
>for years. Never have to wait for any timeout, and never seen any
>dialog box. There must be some configuration that make's the
>difference, but don't ask me what it is :-)

Try it again, but don't run STinG/STiK. Reboot if you've loaded it in this
session, so that all traces are removed.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3955. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:31:56 UTC
From: ebaiz@skyenet.net
Message-ID: <0_3v6.981$k25.1876@newsfeed.slurp.net>
Source record: 48588

On 24 Mar 2001 02:10:10 , John Garone wrote:
>Hi All,
> Tried to download some files from Chapalie and found Newsie is
>repeating the same download multiple times (only one download gets
>saved). Just noticed it so I don't know if it happens on othr FTP sites.
>Pretty bad with larger files! Any thoughts?
> John g.
>

I only use the ftp function in Newsie only when I have to. I use aFTP
and think it is much better. I have experienced what the same as you
did as above, but not too often.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3956. Re: Cd Writting

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:31:58 UTC
From: ebaiz@skyenet.net
Message-ID: <2_3v6.982$k25.1876@newsfeed.slurp.net>
Source record: 48589

On 24 Mar 2001 04:55:31 , wave wrote:
>The Anodyne Software Rocks.I was burnind Cd-s On My Falcon Rack with a
>Toshiba Cd-Rom-Quantum 2.66 gig HD - and A Yamaha 6/4/16 Re-writer right after
>instalation.

Yes, all their software is great. I have every piece of software they
sell and it all functions excellently on my Hades. I hear that most of
their programs are going to be upgraded soon. Programs like CDISO and
CD Backup will be able to use more than one CD disc. Sounds good to me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3957. Re: IS THE STAFFORD SHOW ON TOMORROW

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:47:21 UTC
From: Simon Osborne <simon@atariactive.fsnet.co.uk>
Message-ID: <99ij2d$66s$1@news8.svr.pol.co.uk>
Source record: 48590

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:985193992.27029.0.nnrp-02.9e98a620@news.demon.co.uk...
> I believe it has been cancelled, the November one is still on, even if it
> was tomorrow I would have missed it by now.
>
> Mark.

Cancelled due to foot&mouth

Simon

3958. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:52:41 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <FZ3v6.29$j07.7797@nsw.nnrp.telstra.net>
Source record: 48587

Derryck Croker wrote in message <985440860-74645AEicMi@cwcom.net>...
>From: "Clockmeister" <gerryvdb@tnet.com.au>
>Date: Thu, 22 Mar 2001 23:19:40 +0800
>
>>Without a game cartridge the Lynx won't power up, and I paid $1 for mine
>>with a game so getting it repaired isn't a viable option I don't think.
>
>As I said, my Lynx 1 has sufficient "nous" built-in to ask for a cart. if
>there isn't one plugged in. I doubt if Atari would have removed this
>function from the ROM for the Lynx 2.
>

My Lynx II refuses to power up unless a cartridge is inserted., and there is nothing to indicate that the unit is in any way operational without a cartridge being present.

Regards,

Clockmeister.

3959. Re: I've sent the letter to Infogrames.

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:55:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985518222-80178AEicMi@madasafish.com>
Source record: 48523

Hi Jared

>Do I care if you believe me that I've sent the letter to Infogrames or
>not? NO. I have. Now, as far as following through with actually
>sending you or anyone else the letter, I simply have been too busy to
>do so.

Well, ive just heard the WAV, and i can safely say that if atari wasnt
dead before you sent it, it sure as hell will be now.

Do you think theyl approve of you using the name Atari Home Computing, i
think the only reply you get will be a restraining order stopping you
making claims that you represent AHC.

>My wife is online most of the time with her business, so I don't get
>many chances to get online myself, except at night sometimes for a
>short time (30 minutes or so).

Thank your wife on my behalf please, for not inflicting you and your
schemes on us too often. :-0

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3960. Re: CenTurbo II B Latest English Flash and Software

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 16:55:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985586328-120383AEicMi@cwcom.net>
Source record: 48472

From: phantomm@bellsouth.net (Phantomm)
Date: Fri, 23 Mar 2001 18:53:35 GMT

>Does anyone have the English Version of Flash 1.41 for the CenTurbo II B
>version?
>
>I downloaded the French version along with all other CT2B related software
>from CENTEK's Web Site, but it's all in French and I see no English Links.

The keeper of that website promised to upload English versions of all the
CT2 stuff, but AFAIK never did.

--

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3961. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 17:31:44 UTC
From: rsmac@t-online.de
Message-ID: <1eqsd19.1gkl0uzaimdomN%rsmac@t-online.de>
Source record: 48591

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> Have you considered putting the DOIT archives up as HTML on your web site

Yes, as i started that work.

I doasnï¿½t have the time, money and the webspace to do that.
Usable webspace with usable speed isnï¿½t free. It is sensless to use an
provider with x free webspace and no ftp connection any three days or
more times any month.

As i startet with internt the first provider gave 10MB to me with an
bullshit access of an 64k line :->

T-online gave 10MB, nearly enough for a homepage..
but not more. Isnï¿½t enough to upload all.

Other webspace cost extra. Anybody like to pay it? :)

I try to translate some english pages into german. Most of the german
results are unredable :) I doasnï¿½t check to translate german into
english.

Regards, Robert

--
-= Home of DOIT-Archives =-
____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3962. Re: gcc compiler problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 17:39:12 UTC
From: jba4@po.cwru.edu
Message-ID: <3abcdaae.388913@news.cwru.edu>
Source record: 48592

On Sat, 24 Mar 2001 09:39:13 +0000 (UTC), vdjole@EUnet.yu (Djordje Vukovic) wrote:

>If you, in fact, need FORTRAN as a tool to solve some problem, does it
>need to be gcc/mint environment? I know of at least three other FORTRAN77
>compilers for Atari (BC, Prospero, Absoft), some better than others,
>but which may be simpler to install and less memory-hungry than gnu stuff.
>E.g. I used to run Prospero FORTRAN happily from a RAM disk on a 1MB ST.
>

I'm aware of the first two. However, I've found BC-FORTRAN to have some pretty large numerical errors and be a little too basic for me (I need some make and debug tools). And I've also heard Prospero can create numerical errors too, although I've never used it. I was unaware of an Absoft compiler, though.

Does anyone know where to get the two commercial compilers? I have never seen either one for sale. I'd like to try them, but I'd also like to get gcc working too ;-).

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3963. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 17:41:52 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <t05v6.34601$Bs4.46789@NewsReader>
Source record: 48594

Hello.

>"Thomas J. Andrews" <taj16@dreamscape.com> wrote in message
news:tbknkm4jsh82d4@corp.supernews.com...
>......... Changing to this revealed that the battery for the Mega
> STE's clock is gone, removed altogether. I've looked inside, but see
> nothing to indicate where the battery goes or what battery is needed.

The origional is a lithium battery, 3.6v, supplied by Tadiran. Also used in
the TT.

I have both machines and have checked. It's a square section jobby with
velcro and a flying lead.

The part number is xxxxxxx T L 5242 / W. The T L 5242 bit seems to be the
identifying info.

(pasted.)

Ahh, been doing simillar, looking at a half gutted mega as we speak. on the
right hand side of the mainboard, under the row of jumpers, you will see a 3
pin socket, labeled j401. That is it. You plug in a 3.6 volt battery,
obtainable from most PC shops, and plug it in. Ground is to the front of the
board and positive is to the top;-)

Mark
Yup. right under the lip of the top cover.........next to the SCSI
board......

It is listed in my UK trade catalogue so should be available at
any good PC store since it ain't Atari specific.

Price.....take your credit card or a £20 note, you should get some change.
Ring around first.....I don't stock it.

Barrie at Keychange.

www.keychange.co.uk

3964. Re: Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 17:43:43 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6E22B11.F2EA%nameerf@flash.net>
Source record: 48593

in article GgSu6.33857$bL.3040698@news6-win.server.ntlworld.com, Goober at g.price11@ntlworld.com wrote on 3/23/01 4:47 PM:

> I heard of a program called 'Gem explorer'
> My PC refuses to do lower capacity (720k) formats of HD floppies. What holes
> do I cover on the disks to fool it?
> Anyone know?

Don't use HD floppies. Use Double-Density disks. HD floppies might not be readable on ST's (I don't have my old 1040 anymore, so I can't check that). However, DD disks definitely are.

Mike Freeman
nameerf@flash.net

3965. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 18:12:10 UTC
From: bindon@madasafish.com
Message-ID: <tbporqdlhhk243@corp.supernews.com>
Source record: 48595

On 24 Mar 2001 11:43:47 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sat 24-03-2001 02:10 John Garone wrote:
>
>>Hi All,
>>Tried to download some files from Chapalie and found Newsie is
>>repeating the same download multiple times (only one download gets
>>saved). Just noticed it so I don't know if it happens on othr FTP sites.
>>Pretty bad with larger files! Any thoughts?
>
>Why don't you use a decent ftp-program for such operations? Newsie never
>has worked for me.

It's OK, but I like aFTP and especially GAPftp. For accessing my
webspace, GAPftp is the only one that can.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3966. Re: Cd Writting

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 18:51:01 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103241848220.94-100000@Hades060>
Source record: 48511

On Sat, 24 Mar 2001, Edward S. Baiz Jr. wrote:

> On 24 Mar 2001 04:55:31 , wave wrote:
> >The Anodyne Software Rocks.I was burnind Cd-s On My Falcon Rack with a
> >Toshiba Cd-Rom-Quantum 2.66 gig HD - and A Yamaha 6/4/16 Re-writer right after
> >instalation.
>
> Yes, all their software is great. I have every piece of software they
> sell and it all functions excellently on my Hades. I hear that most of
> their programs are going to be upgraded soon. Programs like CDISO and
> CD Backup will be able to use more than one CD disc. Sounds good to me.

Let me add that I burned an audio CD on my Hades060 at 8x speed with
a PlexWriter 12/4/32. Not to shabby for an older SCSI bus. ;-)
I await the updates as well, the software indeed does what it
says it will do, and great support.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3967. Ancient Steinberg Synthworks SY77 needed!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 19:01:39 UTC
From: Andy aka 'wim' <studio_fm@poczta.onet.pl>
Message-ID: <99ir6figa1@news.onet.pl>
Source record: 48496

Hi,
I'm desperately looking for a non-cracked, copy protected copy of
Steinberg's Synthworks SY77. I'm working on a quite old-fashioned set-up and
the only copy of the editor has finally got crashed... I've been the legal
user of this soft and do hope someone still has it in the corner of the
studio. If you can pass me a copy - I will be grateful.

Thanks and regards,
Wim

--

| Independent Studio for Audio-visual Art |
| studio_fm@poczta.onet.pl |

3968. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 19:30:13 UTC
From: bindon@madasafish.com
Message-ID: <tbpte5d99d2eeb@corp.supernews.com>
Source record: 48498

On 24 Mar 2001 14:56:08 , Jo Even Skarstein wrote:
>Djordje Vukovic <vdjole@eunet.yu> wrote:
>> On 18 Mar 2001 19:59:11 , Jo Even Skarstein wrote:
>>> Stacy, 4Mb RAM, 12MHz bus, ADSpeed 16/24MHz accelerator.
>
>> Did you succeed then in making both the 12MHz hack and the ADSpeed
>> work simultaneously in the STacy?
>
>I don't know yet, as the CPU was killed during installation... However, I
>checked out the timing on the ADSpeed's chips, and it looks like 12/24MHz
>should work just fine. It depends on how fast CPU I can find I guess. If
>anybody here have a spare 68000, please contact me.

I wish I could afford a scope that went above 5mhz...

Anyway, I think Czuba may have a fast 68000 and Farnell sell 10Mhz
Toshiba 68HC000 which may accept 24Mhz if you're lucky. Only 12ukp.

>> Btw. beside accelerating the CPU, ADSpeed is supposed to also have
>> a FPU chip, isnt'it?
>
>No, atleast not the version I have.

I've never seen this either.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3969. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 19:30:15 UTC
From: bindon@madasafish.com
Message-ID: <tbpte7h1osfkf0@corp.supernews.com>
Source record: 48499

On 23 Mar 2001 13:36:54 , Derryck Croker wrote:

>In the UK, Telegames in the past have turned up at the computer fairs in
>Stafford with Lynx 2's at very low prices, so you might be better looking
>out for something similar.

My local computer shop Insane Games sell, Lynx, Jag and retro Atari 8bit
stuff. Along with speccy, C64 and various other systems. In the SW
of England. Very nice people. Check out http://www.insanegames.com I
think that's the URL.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3970. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 19:30:18 UTC
From: bindon@madasafish.com
Message-ID: <tbpteah3qk9nf1@corp.supernews.com>
Source record: 48497

On 23 Mar 2001 21:26:56 , Steve Sweet wrote:

Hi again..

>Now install scripter, putting it in C:\GEMSYS\MAGIC\START\
>also put here the folders and contents of
>
>\BIN
>\PLUGIN
>\SCRIPTS
>\LIBS

Hmm, can't find these. I installed Scripter into C:\Scripter and it
also put some files in Gemsys\magic\Start. Files were scripter.app
and 3 or so folders called Plugins, Libs and Autosic

>Now, when i first installed Jinnee on my system the context popups
>didnt work properly, so make sure you have the folder structure
>
>C:\Jinnee\Jplugins\context\
>
>and put all Jinnee's .SIC in here, probably found in a folder caled
>zusast.

There are quite a few *.sic there but if I hold right and go down to
plugins it doesn't show any.

I installed *.sic files to call up Scripter which works fine.

It's quite difficult as it's on another IDE so I can't keep on
switching back to often.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3971. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 19:37:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103242037.a6053@su2.maus.de>
Source record: 48517

Hi Derryck,

DC>There's a typo at the end of the English text "corected" which I have
DC>;-)
that was our intention as neither Hans-Peter nor me are native
English speakers.

And furthermore I'm sure that Hans-Peter welcomes any stylistic
improvement you might do to our text.

DC>Thanks for this
Don't mind about!

DC>I'll announce it when it's ready for download! :-)
But please don't forget the exclamation mark behind 'For MiNT users
only!' or something similar! :-)

There's really no use for racing after the highest version number...

Anyway, have you got an impression of how many copies of the preceding
versions had been donloaded? Just to know how many people are still
interested in Atari software.

E.g. from Maus SU2 BBS there were 28 downloads of the 2.9 (no x)
version...

Und TTschï¿½
ps

3972. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 20:58:28 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <985467942-678794AEicMi@xs4all.nl>
Source record: 48500

For me the same: allways MagiC first and then
NVDI. And if you're using a graphic card then
both of these should be after the drivers for
the card. I've tried several options and now
that I have XBoot placed after Magxboot and NVDI
it even pops up at my non Atari screen. This
screen is been 'lit up' by a Nova Graphic Card.

Watch out for some strange things that XBoot
sometimes shows: it will change (very rarely)
the order in your autofolder.

Try and succeed!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3973. Re: Apex 2.41

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 22:00:11 UTC
From: phantomm@bellsouth.net
Message-ID: <LN8v6.677$X_.51473@news2.atl>
Source record: 48503

Hi Ken,

I have his e-mail address and did exchange e-mail with him about 2 months ago. However he did not reply to my last e-mail or the 2 followups to it. I guess he is just busy.

Any how if you still need he e-mail address then send me a e-mail and I'll pass along the one I have.

Sorry to hear about your Apex disks, I've had a similar problem with mine. I did get them back, but the main installation disk was damaged.
Doug did e-mail me the latest version 2.41. However I have found that it does not work on my RGB Monitor! Works fine on my CT2B Falcon with a SVGA Monitor.

Doug may help you out as well.

Someone told me that v.2.41 has a bug and will not work on any RGB Monitors!

If anyone has version 2.41 working on a RGB Monitor then do let me know. E-mail me what model of RGB monitor you are using and any upgrades to your Falcon. phantomm@bellsouth.net

>nope,sorry.
>my latest version is 2.3 i believe.
>with regards to that i wonder if you have doug littles e-mail address.
>In an earlier thread (when your address was phantomm@kih.net) you mentionned
>that you might have it?
>I ask because I sent my disks to be upgraded to the "Nemesis" release
>to Chris Krowchuk of Computer Direct. He went out of business, my disks
>were never sent to David Encill, and so I can't upgrade. I was going to
>get the "Nemesis"upgrade(so called because it was an upgrade to take advantage
>of Nemesis) for free, as the only reason I would get the upgrade was
>because I had purchased the Nemesis board. I felt i was being penalized
>for buying the Nemesis board if I had to purchase the upgrade for it.
>That seemed OK with David Encill, but not OK if I no longer had the
>original disks,
>Now it occurrs to me that perhaps if I mailed my manual(and covered the costs
>both ways) that might might be considered proof of purchase also, and I could
>finally get my upgrade.
>If you (or anyone here) has Doug Littles e-mail address, I would like to
>write him and ask him about this.
>thanks.merci
>ken
>.

Thanks,
phantomm@bellsouth.net

3974. Re: NEODESK & GENEVA

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 22:00:14 UTC
From: phantomm@bellsouth.net
Message-ID: <ON8v6.678$X_.51473@news2.atl>
Source record: 48501

Nice to see a posting from you Dan!

I've been using the lastest version of GENEVA and NEODESK on my Ataris for
along time. Along with STALKER and STENO. All Bought Brand New except for
Steno which I bought as a used Original.

All work Great on my CenTurbo II B Falcon!

I've been hoping for an upgrade to GENEVA and NEODESK is there anything
we can look forward to?

phantomm@bellsouth.net

On 15 Mar 2001 15:39:32 , Dan Wilga wrote:

>Just to clarify a bit, our current phone number is 413-532-2434. We no longer
>maintain an 800 number.
>
>You can reach us by email at gribnif@pair.com, and our web site is
>http://www.pair.com/gribnif .
>
>--
>Dan Wilga Tel/Fax: (413) 532-2434
>Gribnif Software Web: www.pair.com/gribnif
>PO Box 779 email: gribnif@pair.com
>Northampton, MA 01061-0779
>.

3975. Re: Apex Media or...

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 22:00:19 UTC
From: phantomm@bellsouth.net
Message-ID: <TN8v6.679$X_.51473@news2.atl>
Source record: 48502

APEX MEDIA does NOT need a FPU.
I've ran Apex on my Falcon without a FPU for along time.

NEON 3D does require a FPU according to a review in ST FORMAT.

If anyone has NEON 3D for sale or trade then let me know.
phantomm@bellsouth.net

>On 17 Mar 2001 09:30:27 , Robert Schaffner wrote:
>>Raoul Teulings <rt@xs4all.nl> wrote:
>
>> Does anyone know where to get Apex media from
>
>Last offer is seen was from german atari dealer "seidel"
>
>> and if a FPU is needed for running it? Same
>
>Yes, needs an FPU and an DSP. The point why APEX is falcon only.
>
>> question about NEON? Does the Falcon version ned
>> a FPU. AFAIK it does but I'm not sure.
>
>Last german sale point for NeoN was Falke Verlag.
>NeoN also use the FPU.
>Watch the different falcon and TT releases of NeoN!!
>Maybee the falcon release won't work on TT.
>TT release won't run on falcon.
>
>My NeoN falcon needs an dongle for the lan port.
>
>I don't know about any other info. That the last i know.
>
>Regards, Robert
>
>--
> -= Home of DOIT-Archives =-
> _____
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
>doitarchive@doitarchive.de * www.doitarchive.de
>.

3976. MegaSTE and FPU

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 22:18:41 UTC
From: phantomm@bellsouth.net
Message-ID: <539v6.686$X_.51473@news2.atl>
Source record: 48504

After reading a thread recently regarding installing a FPU into a MEGASTE,
I got abit confused on just what needs to be done.
I have a TOS 2.06, Internal HD, 1.44 disk drive MegaSTE with a ATONCE
VORTEX 386SX board installed. The Vortex has the Optional 512KBs of FAST-RAM
but does not have the Optional 80387SX CO-Processor.

After looking thru the Atari MegaSTE manual it just mentions that a
68881/2 FPU is Optional. I am not sure if my MSTE has one installed or
not, just haven't checked.

But If I ever want to install one, what exactly do I need?
I always thought that the FPU its self was all needed, but after reading
the recent thread on the subject I'm not sure?

BTW, if you happen to have a good 80387SX Co-Processor at 16mhz that
you don't need, let me know.

phantomm@bellsouth.net

3977. WTB: Atari Graphics Packages

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 22:28:28 UTC
From: phantomm@bellsouth.net
Message-ID: <gc9v6.688$X_.51473@news2.atl>
Source record: 48505

Looking for some Complete Graphics packages for Ataris.
English Versions preferred.

CHAGALL
CHRONOS 3D
PHOENIX 2.0
INSHAPE

Also looking for Demos, half finished, or Complete versions of
CHROMASTUDIO 24
APEX ALPHA
APEX AUDIO

Any help is much appreciated. Contact me at phantomm@bellsouth.net

3978. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 22:43:11 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3abd0ec08268d90@pandora.be>
Source record: 48506

on Sat 24-03-2001 18:12 Lyndon Amsdon wrote:

>It's OK, but I like aFTP and especially GAPftp. For accessing my
>webspace, GAPftp is the only one that can.

May I ask why aFTP doesn't work for accessing your webspace?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3979. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 22:56:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3ABD2624.6A1143BE@chello.nl>
Source record: 48508

G Swaine wrote:
>
> Jo Even Skarstein" <joska@nvg.ntnu.no> wrote ...
> > Lyndon Amsdon <bindon@madasafish.com> wrote:
> > > Main problem is which order to install. I'm thinking,
> >
> > This isn't Windows you know ;-)
>
> What's Windows?
>

You may have noticed these square holes in houses in your neighbourhood.
If they are high up, keep away from them. You might get a computer on your head.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3980. Misc ST HW + SW FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 22:58:18 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3ABD268A.536164DB@netzero.net>
Source record: 48507

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Hard Drivin' by Tengen. The awesome arcade game on the ST.
Comes complete with disk, docs, and box. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks
$10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk
$5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks.
$5.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope.
$45.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual.
$3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual.
$5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk
$5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk
$15.00

BOOKS $5.00 each unless noted

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00
Thunder! The Writers Assistant manual. $1.00

MAGAZINES

I have a large selection of mostly 80's and early 90's Video Game and
Computer Magazines, Books, and Newsletters for various systems.
Please E-mail me for a current listing.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
Sept 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run.
$20.00

WANTED

MagiC Mac Ver 6.XX
CAB 2.7 or higher, full version or upgrade
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,

OS/2, Mac, and Amiga. If interested please request a list.

3981. Re: Ancient Steinberg Synthworks SY77 needed!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 23:05:23 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <99j99b$122t$1@news4.isdnet.net>
Source record: 48509

Hello Andy aka 'wim' !

> I'm desperately looking for a non-cracked, copy protected copy of
> Steinberg's Synthworks SY77. I'm working on a quite old-fashioned set-up
and
> the only copy of the editor has finally got crashed... I've been the legal
> user of this soft and do hope someone still has it in the corner of the
> studio. If you can pass me a copy - I will be grateful.

If you've the hardware key, I've got the original disk of the Steinberg's
Synthworks SY77 1.13 version ...

If you're interesting to send you the archive by e-mail, write to me ...

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

3982. Re: WTT: Mac for Atari SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 2001-03-24 23:33:37 UTC
From: David Smith <david@suscom.net>
Message-ID: <3ABD2ED2.C8245F97@suscom.net>
Source record: 48510

I have a SC 1224 in good working order I am willing to trade for the Mac SE
with HD. This monitor may be viewed on my home page.

http://yourpage.suscom.net/david/david/sellcomp.htm

Thomas Main wrote:

> I have a Mac SE with two 800K floppy drives, built-in monochrome monitor
> and a 45 MB external SCSI hard drive that I would like to trade for an
> SC 1224 color Atari monitor. I do not have the manuals or system disks
> (although System 6.0.7 is on the HD, also MS Word 4.0) but the system is
> in good working condition and in good cosmetic shape (there may be some
> yellowing of the plastic, but no major scatches or markings).
>
> Because of the weight of the computer, U.S. only trades, please.
>
> If you are interested, please send me an e-mail at main@appstate.edu
>
> --
> Thomas Main
> main@appstate.edu

--
David Smith. Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

3983. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 00:30:30 UTC
From: swampfox1@earthlink.net
Message-ID: <G_av6.8682$P4.673075@newsread1.prod.itd.earthlink.net>
Source record: 48512

Thanks all for the feedback.

aFTP or GAPftp. Where to get?

I have'nt been a big FTP accessor but Martin's got a nice collection
goin'! It's a must have! (Chapelie is appreciated!!!)

John G.

3984. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 03:50:10 UTC
From: ag352@chebucto.ns.ca
Message-ID: <99jptilml1@News.Dal.Ca>
Source record: 48513

I was able to restore the clock in my Mega STe by going to a computer shop where they sold me this thing that held 4 AA cells and had the same little 3-pin connector. They said that to try just two, then try three, and if that didn't work, go to all four. It remembered the time through unplugging with all the various attempts. I like that.

JG

3985. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 05:06:14 UTC
From: Mitchell Benedetti <mbenedet@mosquitonet.com>
Message-ID: <3ABD7CC6.9060909@mosquitonet.com>
Source record: 48514

The clock battery died in my TT about a month ago. New batteries are
available from Radio Shack. Go to www.radioshack.com search for part
number 960-0012. This is a 3.6 volt lithium battery Tadiran TL5242/w
with the correct connector and velcro to attach it with. Costs $12.99.

John S. Gray wrote:

> I was able to restore the clock in my Mega STe by going to a computer shop
> where they sold me this thing that held 4 AA cells and had the same little
> 3-pin connector. They said that to try just two, then try three, and if
> that didn't work, go to all four. It remembered the time through
> unplugging with all the various attempts. I like that.
>
> JG

3986. Re: Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 06:45:48 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <3iqqbt8gniopm57cearfm30pqg4c42rdk5@4ax.com>
Source record: 48515

On Fri, 23 Mar 2001 20:28:35 -0000, "Goober" <g.price11@ntlworld.com>
wrote:

>My PC will not read my Atari ST 1040STe floppys, no matter how I format
>them.
>I can format on the pc to 720k or 1.4. Neither works.
>Is there any prog or util that can help.
>Many thanx
>

One thing to check when you have problems like this:

Run an Atari virus checker on the disks.

An Atari boot sector virus which in invisible when in the Atari can
change the boot sector enough that the PC will not read the disk.

Put the disk in the Atari, you can read the directory just fine. Put
it in the PC, it won't even try to read it. Put the disk back in the
Atari, you can read the directory just fine. This means the boot
sector has been damaged by an Atari virus.

BobR

3987. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 06:57:15 UTC
From: puffpuffin@aol.com
Message-ID: <20010325015715.15258.00000005@ng-fw1.aol.com>
Source record: 48516

>>> Btw. beside accelerating the CPU, ADSpeed is supposed to also have
>>> a FPU chip, isnt'it?
>>
>>No, atleast not the version I have.
>
There were 2 versions of AdSpeed. One for the ST and one for the STe. The STe version has a socket for an FPU. Not the ST.

3988. Magic OS.Where can i get a copy???

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 10:20:00 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <uKjv6.27872$Q4.4911891@news2-win.server.ntlworld.com>
Source record: 48519

Where can i download a copy of Magic 6 OS.??

3989. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 10:32:12 UTC
From: bindon@madasafish.com
Message-ID: <tbri9cfjv2kpb4@corp.supernews.com>
Source record: 48518

On 24 Mar 2001 22:43:11 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sat 24-03-2001 18:12 Lyndon Amsdon wrote:
>
>
>>It's OK, but I like aFTP and especially GAPftp. For accessing my
>>webspace, GAPftp is the only one that can.
>
>
>May I ask why aFTP doesn't work for accessing your webspace?

Hmm, it's been a while. I know Newsie couldn't delete files and it
also never displayed the names of the files. aFTP just didn't show
them I think, I could be wrong though.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

3990. Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 10:41:25 UTC
From: bindon@madasafish.com
Message-ID: <tbriqlgdg6922f@corp.supernews.com>
Source record: 48520

Hi

Where do you get Ifusion? And also some of the others, like Iconnect
and emailer? I've been seraching for ages but can only find resource
files. Are they commercial?

Thanks

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

3991. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 10:53:43 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <99kinnnrp1@snipp.uninett.no>
Source record: 48521

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Anyway, I think Czuba may have a fast 68000 and Farnell sell 10Mhz
> Toshiba 68HC000 which may accept 24Mhz if you're lucky. Only 12ukp.

I'll try Farnell, although I expect that 68k to be quite costly when P&P
and taxes is added...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3992. Re: Reading PC disk on atari (and vice

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 11:17:13 UTC
From: claytone@aa.net
Message-ID: <3abdd3b9_3@huge.aa.net>
Source record: 48524

>> My PC will not read my Atari ST 1040STe floppys, no matter how I format
>> Is there any prog or util that can help.

>both systems. There's also a program (I forget what it's called - anybody
>remember?) that allows the ST to format PC-compatible disks. It's a matter

Try getting floppy disk utility programs "CONVERT" and "PC_ST".

Clayton Murray
Seattle, WA USA

3993. Re: help please read atari formatted discs

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 11:42:46 UTC
From: Darren Hallett <darren@funkystuffDOT.coDOT.uk>
Message-ID: <JRkv6.28164$Q4.4944105@news2-win.server.ntlworld.com>
Source record: 48525

```
"selsong" <selsong@ntlworld.com> wrote in message
news:guMu6.22121$Q4.4074764@news2-win.server.ntlworld.com...
> HI
>
> Does anyone know a way for a pc to read discs formatted on an atari st?
Does
> any software exist that can do this
>
> Would you be kind enough to send any reply to me personaly
>
> Thanks for your help
>
> Sel
>

Hi, did you get an answer to this?

I'm trying to do the same thing with old ST:M disks (SSDD)...

Regards,
Daz
```

3994. Re: help please read atari formatted discs

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 11:50:39 UTC
From: selsong <selsong@ntlworld.com>
Message-ID: <W%kv6.37258$bL.3496415@news6-win.server.ntlworld.com>
Source record: 48526

Hi

this is what Ive got so far:

Your best bet would be to try out an Atari ST emulator and see if you can
read
the disk. Try the sites below:

http://www.pacifist.fatal-design.com/
http://www.atari-computer.de/mjaap/computer/english/index.htm

You may also want to check out Gemulator. Now if these programs do not
work, the only other option would be for you to find an Atari computer
owner who will be be to read the disk and transfer it to PC compatible one.

Good luck

Sel

Darren Hallett <darren@funkystuffDOT.coDOT.uk> wrote in message
news:JRkv6.28164$Q4.4944105@news2-win.server.ntlworld.com...
> "selsong" <selsong@ntlworld.com> wrote in message
> news:guMu6.22121$Q4.4074764@news2-win.server.ntlworld.com...
> > HI
> >
> > Does anyone know a way for a pc to read discs formatted on an atari st?
> Does
> > any software exist that can do this
> >
> > Would you be kind enough to send any reply to me personaly
> >
> > Thanks for your help
> >
> > Sel
> >
>
>
> Hi, did you get an answer to this?
>
> I'm trying to do the same thing with old ST:M disks (SSDD)...
>
> Regards,
> Daz
>
>

3995. Re: MegaSTE and FPU

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 12:30:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985525072-229228AEicMi@madasafish.com>
Source record: 48527

Hi Phantom

>I am not sure if my MSTE has one installed or not, just haven't
>checked.

This would be a good start, you dont want to start spending if youve
already got the goods.

>But If I ever want to install one, what exactly do I need? I always
>thought that the FPU its self was all needed, but after reading the
>recent thread on the subject I'm not sure?

You will also need a GAL chip to complete the mod, some additional
decoding is required to correctly map/switch the FPU

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3996. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 12:34:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985525074-229865AEicMi@madasafish.com>
Source record: 48528

Hi Derryck and Peter

>DC>I'll announce it when it's ready for download! :-)

>But please don't forget the exclamation mark behind 'For MiNT users
>only!' or something similar! :-)

Does that mean it willnot work on a MAGIC 6 setup?.

>There's really no use for racing after the highest version number...
>
>Anyway, have you got an impression of how many copies of the preceding
>versions had been donloaded? Just to know how many people are still
>interested in Atari software.

Ive got V2.9 from Derryck website. Its a really usefull piece of S/W.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3997. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 12:46:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985525078-230624AEicMi@madasafish.com>
Source record: 48530

Hi Lyndon

>>Now install scripter, putting it in C:\GEMSYS\MAGIC\START\
>>also put here the folders and contents of
>>
>>\BIN
>>\PLUGIN
>>\SCRIPTS
>>\LIBS

>Hmm, can't find these. I installed Scripter into C:\Scripter and it

Nope, move it to where i said.

>also put some files in Gemsys\magic\Start.

Get the picture. :-)

>Files were scripter.app and 3 or so folders called Plugins, Libs and
>Autosic

Create the BIN folder, some scripts require binaries, such as
TAB2SPACE.ttp, touch.prg and expect them in /bin/

>>Now, when i first installed Jinnee on my system the context popups
>>didnt work properly, so make sure you have the folder structure

>>C:\Jinnee\Jplugins\context\

>>and put all Jinnee's .SIC in here, probably found in a folder caled
>>zusast.
>
>There are quite a few *.sic there but if I hold right and go down to
>plugins it doesn't show any.

They are context sensitive, so you'l get a different set of plugins
depending on whether youve right clicked on a registered archive type or
a text file or a folder, etc etc. Clicking on a drive icon you should
get 'Search' and 'Touch'

>I installed *.sic files to call up Scripter which works fine.

Thats good, but if Jinnee can find its scripts in the correct place then
/it/ wil pass them to scripter itself.

>It's quite difficult as it's on another IDE so I can't keep on
>switching back to often.

Time to get organised, install things as i said or you'l have grief, and
then get back to me.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3998. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 12:51:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985525084-231572AEicMi@madasafish.com>
Source record: 48529

Hi Lyndon

>Where do you get Ifusion? And also some of the others, like Iconnect
>and emailer?

http://www.application-systems.de

>I've been seraching for ages but can only find resource files.

Courtesy of DDP, a bunch of old gits with a dictionary locked in a cold,
dank, musty shed with this very key!!. :-)

>Are they commercial?

Yep!

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3999. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 12:53:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985525088-232467AEicMi@madasafish.com>
Source record: 48531

Hi Jo Even

>> Anyway, I think Czuba may have a fast 68000 and Farnell sell 10Mhz
>> Toshiba 68HC000 which may accept 24Mhz if you're lucky. Only 12ukp.

>I'll try Farnell, although I expect that 68k to be quite costly when
>P&P and taxes is added...

What you need to do is to pop over to Britain and find a National
Lottery outlet, steal this machine, its made by Gtech and contains two
68000's, one of them is a 12Mhz device.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4000. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 12:54:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985525090-233100AEicMi@madasafish.com>
Source record: 48532

Hi Lyndon

>>If anybody here have a spare 68000, please contact me.

>I wish I could afford a scope that went above 5mhz...

You can have my 20Mhz trio for ï¿½2000

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4001. looking for Cad-3D to DXF converter

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 13:55:37 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103251353560.86-100000@Hades060>
Source record: 48545

As the subject suggests does anynoe know or have such a tool?

Thanks...

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4002. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 14:08:04 UTC
From: bindon@madasafish.com
Message-ID: <tbruu4jmn4t96a@corp.supernews.com>
Source record: 48534

On 25 Mar 2001 12:54:36 , Steve Sweet wrote:
Hi Steve

>>>If anybody here have a spare 68000, please contact me.
>
>>I wish I could afford a scope that went above 5mhz...
>
>You can have my 20Mhz trio for £2000

Get out of here! I can get a brand new LG 30Mhz for somewhere around
£300.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4003. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 14:08:08 UTC
From: bindon@madasafish.com
Message-ID: <tbruu8kr1elq6b@corp.supernews.com>
Source record: 48535

On 25 Mar 2001 12:46:26 , Steve Sweet wrote:

Hi Steve

>>>Now install scripter, putting it in C:\GEMSYS\MAGIC\START\
>>>also put here the folders and contents of
>>>
>>>\BIN
>>>\PLUGIN
>>>\SCRIPTS
>>>\LIBS
>
>>Hmm, can't find these. I installed Scripter into C:\Scripter and it
>
>Nope, move it to where i said.

But the installer already put some files in gemsys\magic\start. Well
OK, but how do I deinstall. Are any inf or cfg files changed when
Scripter is installed so I can change them accordingly? So in the GEM
setup install path I type C:\GEMSYS\MAGIC\START ?

>>Files were scripter.app and 3 or so folders called Plugins, Libs and
>>Autosic
>
>Create the BIN folder, some scripts require binaries, such as
>TAB2SPACE.ttp, touch.prg and expect them in /bin/

Why cant the setup program do this. Seems pointless including one if
you have to change it all. So I create a folder called Bin in
gemsys\magic\start but what do I put in there?

>>There are quite a few *.sic there but if I hold right and go down to
>>plugins it doesn't show any.
>
>They are context sensitive, so you'l get a different set of plugins
>depending on whether youve right clicked on a registered archive type or
>a text file or a folder, etc etc. Clicking on a drive icon you should
>get 'Search' and 'Touch'

I just realised you had to hold right over an object of some sort. I
was doing it over the desktop. Oops...

It works OK now, I managed to pack a file using the ZIP plugin.

>>I installed *.sic files to call up Scripter which works fine.
>
>Thats good, but if Jinnee can find its scripts in the correct place then

>/it/ wil pass them to scripter itself.

So if I remove scripter as an installed application for *.sic, Jinnee
should automatically pass them over to Scripter?

>>It's quite difficult as it's on another IDE so I can't keep on
>>switching back to often.
>
>Time to get organised, install things as i said or you'l have grief, and
>then get back to me.

At the moment I haven't installed internet software on it. I'm
considering changing to Iconnect and installing IFusion for Newsie.

Thanks Steve!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4004. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 14:08:11 UTC
From: bindon@madasafish.com
Message-ID: <tbruub2atqdd6d@corp.supernews.com>
Source record: 48533

On 25 Mar 2001 12:51:08 , Steve Sweet wrote:

Hi Steve

>>Where do you get Ifusion? And also some of the others, like Iconnect
>>and emailer?
>
>http://www.application-systems.de
>
>>I've been seraching for ages but can only find resource files.
>
>Courtesy of DDP, a bunch of old gits with a dictionary locked in a cold,
>dank, musty shed with this very key!!. :-)
>
>>Are they commercial?
>
>Yep!

I'll pop over to Atari Workshop and see if it's worth the money.
That website is useless, it doesn't tell you much and doesn't say how
much it costs, unless I missed something.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4005. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 14:17:00 UTC
From: bindon@madasafish.com
Message-ID: <tbrves59qspjc3@corp.supernews.com>
Source record: 48536

On 25 Mar 2001 14:08:11 , Lyndon Amsdon wrote:
>On 25 Mar 2001 12:51:08 , Steve Sweet wrote:

>>>Where do you get Ifusion? And also some of the others, like Iconnect
>>>and emailer?
>>
>>http://www.application-systems.de
>>
>>>I've been seraching for ages but can only find resource files.
>>
>>Courtesy of DDP, a bunch of old gits with a dictionary locked in a cold,
>>dank, musty shed with this very key!!. :-)
>>
>>>Are they commercial?
>>
>>Yep!
>
>I'll pop over to Atari Workshop and see if it's worth the money.
>That website is useless, it doesn't tell you much and doesn't say how
>much it costs, unless I missed something.

Hmm, they don't seem to sell it.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4006. Re: MegaSTE and FPU

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 14:29:44 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <99kur6$gb5$1@wanadoo.fr>
Source record: 48537

You need:
-An FPU
-A small decoder that is not present in the MEGASTE

> I always thought that the FPU its self was all needed, but after reading
> the recent thread on the subject I'm not sure?

NSPIRIT@wanadoo.fr

4007. Re: Magic OS.Where can i get a copy???

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 14:36:40 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <99kvrb$2kcq$1@news4.isdnet.net>
Source record: 48538

Hello dolan morrison !

> Where can i download a copy of Magic 6 OS.??

at the Official distributor of Shareware in Europe :
http://www.chez.com/europeshareware/atari/logiciels/magic.html

Regards ...

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

4008. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 15:32:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <99l32cdat1@plutonium.compulink.co.uk>
Source record: 48539

In message <tbn0cii8nj8g1c@corp.supernews.com>, bindon@madasafish.com said:

>Main problem is which order to install. I'm thinking,
>
>Magic
>NVDI
>Jinnee
>Scripter
>
>Or should NVDI go first?

Hi Bindon!

I don't think it matters (but I'm no expert on this).

>I'm gonna have to get started with Scripter but don't seem to have a
>manual sent to me. I suppose it's online then?

The Scripter manual is in the form of an ST-Guide hypertext, translated
by yours truly... If you prefer it on paper, you can always print it
out. A wide range of scripts is supplied in the package, which can be
used as examples for writing your own. There is a separate (linked in)
hypertext describing the GEMScript protocol, GSCRIPT.HYP, that should
be supplied in the bundle.

Regards, /Peter/

4009. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 15:32:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <99l32ddav1@plutonium.compulink.co.uk>
Source record: 48540

In message <985379286-491907AEicMi@madasafish.com>, steve_sweet@madasafish.com said:

>Now, when i first installed Jinnee on my system the context popups
>didnt work properly, so make sure you have the folder structure
>
>C:\Jinnee\Jplugins\context\
>
>and put all Jinnee's .SIC in here, probably found in a folder caled
>zusast.

Originally that would have been ZUSATZ but in the English release that I assembled for AW this folder has been renamed EXTRAS. But as far as I know the scripts are all in the DEMO folder and work fine from there (not in ..\plugin\context\). And note no 's' in 'plugin!

From the HYP:

After installation the following structure will be found on the disk:

autosic\
demo\
guides\
gscript\
plugin\
libs\
tools\
history.txt
readme.txt
scripter.app

To complete the installation, it is strongly recommended to install Scripter in the desktop as an application for *.sic, which makes scripts operate as if they were normal programs.

>When youve done this and al seems to work, get back to me, some of
>the included scripts are poxed, some are duplicated. I'l send you
>some corrected/modified scripts.

I thought I had removed all the duplicated scripts, apart from those in the AUTO folder.

Regards, /Peter/

4010. Re: Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 15:32:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <99l32e$db0$1@plutonium.compulink.co.uk>
Source record: 48541

In message <B6E12AF3.F2BE%nameerf@flash.net>, nameerf@flash.net said:

>> My PC will not read my Atari ST 1040STe floppys, no matter how I format
>> them.
>> I can format on the pc to 720k or 1.4. Neither works.
>> Is there any prog or util that can help.
>> Many thanx
>
>It *should* work if you start by formatting a disk on your PC as a 720Kb,
>double-sided disk (use specifically 720Kb 2D disks rather than 1.44 Mb HD
>disks, if you can find them - don't know if HD disks would even work).
>Definitely do not format it as a 1.44Mb disk. It should then be usable on
>both systems. There's also a program (I forget what it's called - anybody
>remember?) that allows the ST to format PC-compatible disks. It's a matter
>of some FAT info being slightly different.

Some modern PCs seem to have problems formatting DD disks. HD disks can
be formatted to DD but I am told the data is not reliable when read on a
DD drive (like STs) though it should be OK on the HD drive of a PC.

Actually the relevant difference between the early TOS and DOS disk
formats is only in the first two bytes of sector 0. Where Atari had (all
values in hex) 00 00 {or there could be instructions to branch to
executable code here for self-booting programs such as games} the PC had
EB 2C for DOS 2.0, EB 34 for DOS 3.3 and 69 00 on later versions. TOS
from 1.04 on formatted disks in a DOS-compatible manner.

If you have a disk monitor/hex editor for the PC you could try changing
these first two bytes, after which the PC should be able to read the
disks. If you still have the Atari - or can get access to one - there is
a PD program DISKMOD.TOS, an ST to IBM Disk modifier by J D Eisenberg
which is used together with a file BLOCK0.DAT to write an IBM boot
sector to old TOS disks *without losing the contents* (the BLOCK0.DAT
file is actually an image of the required boot sector).

Regards, /Peter/

4011. Re: Magic OS.Where can i get a copy???

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 16:28:30 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <99l6bk$1l5bl$1@ID-68569.news.dfncis.de>
Source record: 48542

"Paul CAILLET" <paul.caillet@vnumail.com>:

>at the Official distributor of Shareware in Europe :

itï¿½s new to me, that MagiC/MagiC-PC is distributed as shareware.

>http://www.chez.com/europeshareware/atari/logiciels/magic.html

that won't help you, for you'll need a key to install it.

Diedrich

4012. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 16:38:56 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <99l6v5$1ovce$1@ID-68569.news.dfncis.de>
Source record: 48543

bindon@madasafish.com (Lyndon Amsdon):

>Where do you get Ifusion?

http://www.application-systems.de/atari/produktefuratari.html

the prices you'll find at:

http://ash.sww.net/forms/PREISEXP.HTM

Diedrich

4013. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 18:00:42 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <985543562-301440AEicMi@xs4all.nl>
Source record: 48544

Does anyone know by experience which EPSON
printer is a good replacement for the stylus
Color 500? Mine has a colorproblem: all colors
except yellow is working and the firm who
imports them says it is mainboard problem. That
means that any repair or replacemnt might be
more expensive then buying a new one.

But the new on should also have no problems with
Calamus 2000, Papyrus and all the other usual
Atari programs.

Thanx in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4014. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 19:55:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <99lieurgi1@plutonium.compulink.co.uk>
Source record: 48446

In message <1eqsd19.1gkl0uzaimdomN%rsmac@t-online.de>, rsmac@t-online.de said:

>Other webspace cost extra. Anybody like to pay it? :)

I take your point. I only wish the files were smaller, perhaps split into parts, as I had problems downloading some of them - as did Derryck. When I get round to it I'll send you DM 15 for the CD - will that have the latest versions?

>I try to translate some english pages into german. Most of the german
>results are unredable :) I doasn't check to translate german into
>english.

I think you do very well on the whole, Robert. But (if you don't already do so) I suggest that when you translate English to German, you leave the original in the archive as well. There was certainly some English in the previous version I had from you.

Regards, /Peter/

4015. Re: Magic OS.Where can i get a copy???

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 19:55:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <99lif0rgj1@plutonium.compulink.co.uk>
Source record: 48447

In message <uKjv6.27872$Q4.4911891@news2-win.server.ntlworld.com>,
dolan.morrison@ntlworld.com said:
>
>Where can i download a copy of Magic 6 OS.??

You can't (legally)! It's commercial. Available from Atari Workshop at
el@atari-workshop.co.uk. They accept Mastercard and Visa - though not by
email, I believe.

Regards, /Peter/

4016. MINT /TOSWIN Problems.Help!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 20:09:09 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <5Ttv6.30120$Q4.5291320@news2-win.server.ntlworld.com>
Source record: 48458

I have installed Mint and Toswin on mt Ste with 4mb RAM and 30mb HD.
Whenever i try to load programmes(any programme) i get the following:

pid 2(Thing Desktop):Privilege Violation.etc etc
pid 4 (Storm(programme)):Address error.etc etc.
pid 1(GEM):Address error.etc etc.
exit code:2816
Leaving Mint

Any help would be much appreciated.

4017. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 20:18:27 UTC
From: bindon@madasafish.com
Message-ID: <tbskkj3879dled@corp.supernews.com>
Source record: 48448

On 25 Mar 2001 15:32:28 , xlator@cix.compulink.co.uk wrote:

Hi Peter

>The Scripter manual is in the form of an ST-Guide hypertext, translated
>by yours truly... If you prefer it on paper, you can always print it
>out. A wide range of scripts is supplied in the package, which can be
>used as examples for writing your own. There is a separate (linked in)
>hypertext describing the GEMScript protocol, GSCRIPT.HYP, that should
>be supplied in the bundle.

So what's this Gemscript stuff all about? I thought that was some
sort of freeware/shareware alternative to Scripter. Hmm, this is
confusing.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4018. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 20:18:29 UTC
From: bindon@madasafish.com
Message-ID: <tbskklt958ioef@corp.supernews.com>
Source record: 48449

On 25 Mar 2001 15:32:29 , xlator@cix.compulink.co.uk wrote:

Hi

>>When youve done this and al seems to work, get back to me, some of
>>the included scripts are poxed, some are duplicated. I'l send you
>>some corrected/modified scripts.
>
>I thought I had removed all the duplicated scripts, apart from those in
>the AUTO folder.

I have a feeling Steve may be using a different release version
because his seem to be totally different. What you've said Peter
seems to make sense.

So how do I check if everything works? Jinnee plugins seem to be working
fine, and if I double click on a demo sic file it carries out that
script perfectly. Is there something else I'm missing out on?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4019. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 20:18:31 UTC
From: bindon@madasafish.com
Message-ID: <tbskknsb6pkrf2@corp.supernews.com>
Source record: 48450

On 25 Mar 2001 18:38:56 , Diedrich Dirks wrote:
>bindon@madasafish.com (Lyndon Amsdon):

Hi

>>Where do you get Ifusion?
>
>http://www.application-systems.de/atari/produktefuratari.html
>
>the prices you'll find at:
>
>http://ash.sww.net/forms/PREISEXP.HTM

Thanks for the pricing URL!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4020. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 20:24:49 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3abe5411$0$8834@news.zetnet.co.uk>
Source record: 48451

On 21 Mar 2001 12:48:06 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
> Ooopss... didn't see that correctly. Nevermind! I have heard of 6 meg
>upgrades being done, and of course the add on Dave Small did (with the 68030
>upgrade) but all and all... I remain curious of ways to pass the 4 meg barrier
>on the ST.

One way is by installing a Veloce + board unfortunately the firm that made
them has done on to other things and when I spoke to them last year they
only had 4 left.

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

4021. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 20:33:10 UTC
From: vdjole@EUnet.yu
Message-ID: <99lklpcht1@news.EUnet.yu>
Source record: 48452

On 21 Mar 2001 12:48:06 , "Greg Goodwin" wrote:
>I have heard of 6 meg upgrades being done,

Where?

> I remain curious of ways to pass the 4 meg barrier on the ST.

Apparently there can be several approaches to this problem:

1) Try to find a (not anymore available?) MagnumST card which adds up
to 12MB of ALTERNATE RAM and TOS2.06, or some other card with
similar functions. Seems like a perfect solution, if you can get one.

2) Try to make something yourself, if you are skillfull:
2.1) There were reports once upon a time of a hack with added a lot of
real ST RAM but I have heard it was very complicated and required
many chips and a lot of cutting and soldering, and was quite
expensive.
2.2) Design something from scratch using standard cheap DRAM memory
modules, for which you would basically need address decoding
(relatively simple) and a DRAM controller (which makes things more
complicated) but which can get you about 12MB of ALTERNATE RAM
(you will need TOS2.06 to use it).
2.3) Design something using SRAM memory chips and make ALTERNATE RAM.
You will need TOS2.06 too, and the hack will be quite simple
but it will get exceptionally expensive (about 100DEM/MB) and
doesn't make much sense, except if you want to add just a little
RAM, e.g. for resident programs.
2.4) Try to adapt some old memory expansion board from another platform
(PC? Amiga?) The board would probably contain a DRAM controller,
but decoding the proper addresses and control signals may be tricky.
You would also need TOS 2.06 to use it.

4022. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 20:33:13 UTC
From: vdjole@EUnet.yu
Message-ID: <99lkm7cht2@news.EUnet.yu>
Source record: 48453

On 24 Mar 2001 11:43:47 , "Martin \"Nightowl\" Byttebier" wrote:

>Why don't you use a decent ftp-program for such operations? Newsie never
>has worked for me.

Strange, it seems that in some computer configurations Newsie works
quite properly, while on others it is unusable. Of, course, a really good
program should not be so picky about the platform it is being run on.
I use Newsie 0.961 on a MegaST with TOS2.06, and it runs fine (everything
works: ftp, mail, news), better than any previous version- a lot of bugs
have been removed, though I notice some- rarely.

4023. Re: Magic OS.Where can i get a copy???

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 21:31:11 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <99lo4k$d8l$1@news4.isdnet.net>
Source record: 48454

Hello Diedrich Dirks !

> it's new to me, that MagiC/MagiC-PC is distributed as shareware.
>
> >http://www.chez.com/europeshareware/atari/logiciels/magic.html
>
> that won't help you, for you'll need a key to install it.

Europe-shareware.com is the official dealer of the ASH products in France
...

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

4024. Re: Magic OS.Where can i get a copy???

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 21:37:01 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <99lodt$1nvn5$1@ID-68569.news.dfncis.de>
Source record: 48455

"Paul CAILLET" <paul.caillet@vnumail.com>:

>Europe-shareware.com is the official dealer of the ASH products in France

I learnt so many things this evening. ;-)
THX

Diedrich

4025. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 21:40:12 UTC
From: jlog@zetnet.co.uk
Message-ID: <3abe65bc$0$8834@news.zetnet.co.uk>
Source record: 48456

On 24 Mar 2001 20:06:14 , Mitchell Benedetti wrote:

|The clock battery died in my TT about a month ago. New batteries are
|available from Radio Shack. Go to www.radioshack.com search for part
|number 960-0012. This is a 3.6 volt lithium battery Tadiran TL5242/w
|with the correct connector and velcro to attach it with. Costs $12.99.

Just a reminder that some TTs (mine included) use a different
battery. I think it was 4.x (possibly 4.2 or 4.5).
--
JI Logan

4026. Re: Fidonet? YES! On my telnet bbs..

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 21:57:05 UTC
From: jeffm@nbc.netcom.ca
Message-ID: <RQtv6.13609$TW.54962@tor-nn1.netcom.ca>
Source record: 48457

In article <985440840-70794AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: jeffm@nbc.netcom.ca (Jeff Mitchell)
>Date: Wed, 21 Mar 2001 23:02:00 GMT
>
>> Fidonet started flowing to my bbs just today. I'm keeping it
>>private for another day or two to test things out, but it looks like Fido
>>should be available from my telnet Atari ST BBS within just a few days...
>
>Best of luck, the BBS scene in the UK disappeared a long way back. I've
>still got my Point setup on my hard drive, Semper, Jetmail and LED, but I
>only run LED now and again to refer to some messages that are archived
>there.

Thanks!

The BBS scene died *everywhere*, sadly :(I brought mine back
since i've been working at it for years, and thought it'd be cool to keep
an ST BBS online forever. Sicne its telnet based, and I keep a machine
online anyway, its not that much of a cost. I just hope it catches on with
the Retro crowd.. since I believe a BBS really does have a lot to
offer. It just needs users to start in the message bases, and then life
will return.

Tell all your friends :) We need users badly!

jeff

4027. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 22:08:22 UTC
From: Martin-Éric Racine <q-funk@pp.fishpool.fi>
Message-ID: <Pine.LNX.4.21.0103260107050.26827-100000@hal.pp.fishpool.fi>
Source record: 48459

On 25 Mar 2001, JI Logan wrote:

> On 24 Mar 2001 20:06:14 , Mitchell Benedetti wrote:
>
> |The clock battery died in my TT about a month ago. New batteries are
> |available from Radio Shack. Go to www.radioshack.com search for part
> |number 960-0012. This is a 3.6 volt lithium battery Tadiran TL5242/w
> |with the correct connector and velcro to attach it with. Costs $12.99.
>
> Just a reminder that some TTs (mine included) use a different
> battery. I think it was 4.x (possibly 4.2 or 4.5).

Early TT's (usually the 2-fan models i.e. rev.B) used a 6 volts
battery, while later models and MEGA-STE's used the 3.6 volts.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4028. Re: looking for Cad-3D to DXF converter

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 22:32:41 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103252229150.88-100000@Hades060>
Source record: 48467

On Sun, 25 Mar 2001, Ken Springer wrote:

> Lonny Pursell wrote:
> >
> > As the subject suggests does anynoe know or have such a tool?
>
> DynaCADD imports CAD-3d files and will export as DXF. I've never tried
> it, and I do know all DXF files are not created equally. :-(

I actually have DynaCADD laying around, but I hate to install it
just to toy with some DXF files. I have Rosetta, part of the
Phase4 stuff, but it does not convert correctly (parts of objects
get left out) or it completely chokes (bombs or freezes up).
It's not critical I find a tool, just that I wanted to send
a freind some old objects I created years ago. :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4029. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 23:03:08 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abe80eb$1@dnews.tpgi.com.au>
Source record: 48461

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:985379280-490711AEicMi@madasafish.com...
> Hi Mark
>
> >I only came across 1 drive Hddriver doesn't like, and my Falcons have
> >seen plenty;-).
>
>
> Your falc sound like my ex-wife, doesnt mind whats plugged in it!!.

I have got 2 Falcons:-), couldn't handle two wives tho;-)

Mark

4030. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 23:04:22 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abe8135$1@dnews.tpgi.com.au>
Source record: 48460

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tbovolee0gr939@corp.supernews.com...
> On 22 Mar 2001 22:42:34 , Steve Sweet wrote:
> Hi Steve
>
> >>So, why did AHDI do it, when HDDriver couldn't?
> >
> >Perhaps you forgot to tell HD-d to ignore current bad cluster table,
> >maybe it was a HD-d bug, perhaps you should have mentioned it to UWE.
>
> I can't remeber totally but when you do a format it asks if you want
> to mark bad sectors, so I clcik Yes and it does another format and it
> comes out with that dialog box again, and I'm going round in circles.
>
> After a while of that while formatting and listing bad sectors it hung
> on one particular one.
>
> I didn't bother mentioning it to Uwe as I don't think this is a commen
> drive. Anyway I'm the only one stupid enough to be using an old Conner
> 80Mb :)

Ditch it, you won't believe the difference a moden drive makes.

Mark

4031. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 23:09:39 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abe8272@dnews.tpgi.com.au>
Source record: 48462

Thomas J. Andrews <taj16@dreamscape.com> wrote in message
news:tbo83fh7bvjnf9@corp.supernews.com...
> On 23 Mar 2001 21:19:36 , "Mark Bedingfield" wrote:
> >> Does anybody know? Even if I couldn't get the proper battery,
information
> >> on the voltage and polarity at the connector might allow me to cobble
up
> >> something that would work.
> >
> >Ahh, been doing simillar, looking at a half gutted mega as we speak. on
the
> >right hand side of the mainboard, under the row of jumpers, you will see
a 3
> >pin socket, labeled j401. That is it. You plug in a 3.6 volt battery,
> >obtainable from most PC shops, and plug it in. Ground is to the front of
the
> >board and positive is to the top;-)
> >
>
> Thanks. Just what I needed to know. J401 looked suspiciously like a
> polarized connector, but there isn't anything there to show the voltage or
> polarity. The original owner told me the battery went bad and he removed
> it, but couldn't remember the details for sure. It's been a while.
>
> 3.6 volts, eh? Sounds like one of those rechargable NiCad packs they use
in
> portable phones and such. Is that what it uses? Does the Mega recharge
the
> battery when powered up?

Easy to find polarity just shove a multimeter on the pins and check for
contiuity between grnd, this will obviously be negative;-). I think it does
recharge. These batteries are very easy to get hold of new, from most
electronics crowds.

Mark

4032. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 23:38:50 UTC
From: sidcelery@cix.co.uk
Message-ID: <99lvia$87s$1@plutonium.compulink.co.uk>
Source record: 48464

On 16 Mar 2001 14:10:36 , Derryck Croker wrote:
> From: "Mark Bedingfield" <mark@baypc.com.au>
> Date: Thu, 15 Mar 2001 22:47:38 GMT
>
>>> English resource and data files for Texel V2.00 are available for
>>> download from my web site, DDP section, URL in sig.
>> Can that be used with the demo, Derryck?
> I'm guessing that the demo is V2.20, so I think you'll be unlucky?
>
> Unfortunately DDP Translations spent a lot of time preparing a
> "proper" English release of the to-be-forthcoming Texel 2.30, only
> to find that the author had dropped support for it after agreeing
> to compile this version. The issue being that there is a lot of
> text compiled into the binary.

Sorry for the delayed reply here.

The only full release seems to be Texel v1.60r5 from Atari Workshop,
but it doesn't handle the graphing functions. It does, however,
integrate with Artworx, which is available from the same vendor
(v2.09) when used in conjunction with OLGA.

The main problem is that basic Excel import/export functions only came
in with the v2.x versions, so if you're looking for interchangeability
from home to work you're a bit stuck unless you can use the more basic
import/export formats.

rgds
H

4033. Re: Crazy Dots problems resolved (nearly)

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 23:38:55 UTC
From: sidcelery@cix.co.uk
Message-ID: <99lvif$87s$2@plutonium.compulink.co.uk>
Source record: 48465

On 16 Mar 2001 10:43:20 , "Mark" wrote:

Hi Mark, sorry for the delaying in posting - I'm getting busy again...

> As some may know I have been having numerous problems with my Crazy
> Dots card in my TT, well I have for the first time got it working.
Excellent!

> The other day I received my software updates from Atari Workshop
> (NVDI 5, HDDriver 8 and Magic 6), I installed NVDI and with a few
> simple steps it worked fine, 800x600x32K - no problems.
Yup, I've finally received HDDriver v8 with manual from Atari Workshop
too. If anyone else has been waiting, go get 'em!

> ...Doom using the VDI actually work and was slightly quicker,
> although still unplayable (really need a TT upgrade).
Blimey!

> 1) The Redirect program does not appear to do anything, I get no
> redirection and have to guess my way around SELTRES (or whatever
> it is), should I not get all of the boot sequence after the
> Redirect prog has run (it is the first in the AUTO)?

Let me make sure I'm understanding you. If Redirect doesn't work, then
you're saying you only get a screen image via the normal Atari monitor
port. If that's true, then you can't possibly be getting a 32k colour
depth. Redirect only redirects the monitor output through the graphics
card AIUI. If you're getting 32k colour depth the, by definition, the
monitor must be connected to the graphics card. Therefore redirect is
working.

Have I misunderstood something?

Second, when you say SELTRES I guess you mean CHGRES - right? Are you
using the Magic version of CHGRES or the replacement version provided
with NVDI (named exactly the same, but a different size - 18338 bytes).

AIUI you should have installed NVDI after Magic so that the NVDI
version of CHGRES is in effect in C:\GEMSYS\GEMDESK\

If you don't mean CHGRES, but SLCT_DEV then, even though the above
still applies, the answer is different. If you're using Magic the
SLCT_DEV should not be used - CHGRES completely replaces it.

That said, I found that if SLCT_DEV has been run even once, then
CHGRES stops working unless you go to the directory on the desktop and
double-click it from there. After that it'll run from your desktop's
Change Resolution menu entry ok. Does that help?

In answer to your actual question, yes you should see the rest of the boot on screen after Redirect has run. But, also note that even though you are using the graphics card some screen output will still be forced through the old monitor port. Most significantly, this will include any error message produced by NVDI if an error occured in its installation! This is very significant if you have a faulty NVDIVGA.INF!

If it's possible to have two monitors connected at the same time you will save yourself a helluvalot of confusion (believe me!)

> 2) Viewing documents in TOS just produces funny graphics on the
> screen, is this related to the above?

Do you mean TOS programs that don't output via VT52.PRG? In that case, it's normal. Redirect is sending the output through the graphics card, but the program doesn't really support the graphics card and you will get a screwed up screen. The most obvious example of this is UUDECODE used via Newsie B<

Note the output and do a screen redraw. You just have to live with it when you have a graphics card, unfortunately...

> 3) Why did the program select 62Hz when I told it the monitor
> worked from 65-75?

Where are you providing this information? Within VMG4000? If not, where?

> 4) I selected a Crazy Dots VME card but it said the hardware was
> not responding, is this normal? Could I have a CD II card? How do I
> identify it (I know it has a 15Bit extension)?

If you're getting 32k, then that's 15-bit colour depth, which could either be CD1 or CD2. What have you set up in your C:\AUTO\NVDIVGA.INF file that was output from VMG4000?

I ask that question deliberately, because I know there's nothing in the NVDI manual that tells you what this program is for (it creates your resolutions for each colour depth and makes them available from the Change Resolution in your desktop. Do you have one at all? (I don't know what the default setup is with a fresh NVDI installation).

> (before anyone says I know I was using Magic6 before I had bought
> it, my brother and I have been buying Falcons, TTs, Megas, etc and
> have accumulated software, this included M4, 5 and HDDriver 6 there
> was also what looked like an illegal version of HDD7 and M6 - we
> have purchased them now)

Don't worry about it - we're way past that stage... B>

rgds
H

4034. Re: Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-25 23:57:45 UTC
From: Goober <g.price11@ntlworld.com>
Message-ID: <xRuv6.30469$Q4.5332736@news2-win.server.ntlworld.com>
Source record: 48463

I've found (after downloading some of utils so helpfully posted) that the atari seems to read the disks more reliable if there are no directorys created on it by the PC. Atari created directorys seem to read on the PC ok tho.
I have a 1040 ste 1989.

4035. Re: looking for Cad-3D to DXF converter

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 02:08:12 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3ABEA48C.1A5B3A58@greeleynet.com>
Source record: 48466

Lonny Pursell wrote:
>
> As the subject suggests does anynoe know or have such a tool?

DynaCADD imports CAD-3d files and will export as DXF. I've never tried
it, and I do know all DXF files are not created equally. :-(

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4036. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 08:39:06 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <3ABF002A.EFC2196C@sophics.cz>
Source record: 48312

> The only *legal* free DVD-players I've seen are made by the
> hardware-manufacturers themselves, purely to boost sales to Linux-geeks.
> The extra cost is covered by increasing the price on the hardware.
>
> The keys are not free, neither is the source AFAIK (I've never seen a open
> source DVD-player, correct me if I'm wrong)

there are several free players for Linux, e.g.
http://xine.sourceforge.net. They play unencrypted DVD's only, though.
Of course there are illegal sites with illegal plugins that do the dirty
work so you can watch even the encrypted disks :-) But the player itself
is under GNU GPL and is free.

Petr

4037. Re: Cd Writting

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 08:47:38 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985596603.15985.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 48473

Where can I find their web site?

Mark.

wave <submison@idirect.com> wrote in message
news:submison-2403010002030001@on-tor-blr-ahp-19-94.look.ca...
> The Anodyne Software Rocks.I was burnind Cd-s On My Falcon Rack with a
> Toshiba Cd-Rom-Quantum 2.66 gig HD - and A Yamaha 6/4/16 Re-writer right
after
> instalation.
>
> Emeric
>
> submison@idirect.com

4038. Re: Crazy Dots problems resolved (nearly)

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 09:46:01 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985600106.17711.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 48474

Thanks for the help,

> Let me make sure I'm understanding you. If Redirect doesn't work, then
> you're saying you only get a screen image via the normal Atari monitor
> port. If that's true, then you can't possibly be getting a 32k colour
> depth. Redirect only redirects the monitor output through the graphics
> card AIUI. If you're getting 32k colour depth the, by definition, the
> monitor must be connected to the graphics card. Therefore redirect is
> working.

Forgetting about Magic for the moment, I have disabled it.

I would expect the Atari logo, etc to be output on the standard monitor (as it does), however my understanding of the REDIRECT program is that the output from the point it is run will be sent to the graphics card. Then a few other AUTO progs run (with no output) and then the SLCT_DEV program, the one which lets you select resolutions from your INF file (yes I have managed to make one no problems), and not the Magic one. However I can not see what is going on with the SLCT_DEV program so I have to guess may way round to select a resolution or set it to delay for only a second or two.

> In answer to your actual question, yes you should see the rest of the
> boot on screen after Redirect has run. But, also note that even though
> you are using the graphics card some screen output will still be
> forced through the old monitor port. Most significantly, this will
> include any error message produced by NVDI if an error occured in its
> installation! This is very significant if you have a faulty
> NVDIVGA.INF!

After REDIRECT nothing until SECT_DEV is run, INF file no problems. The answer would be to run SECT_DEV right after REDIRECT but the problem still standard that I can't see what I selecting.

> If it's possible to have two monitors connected at the same time you
> will save yourself a helluvalot of confusion (believe me!)

Have been doing that to set it up but there is not enough room for it to permanently be there.

> > 2) Viewing documents in TOS just produces funny graphics on the
> > screen, is this related to the above?
>
> Do you mean TOS programs that don't output via VT52.PRG? In that case,
> it's normal. Redirect is sending the output through the graphics card,
> but the program doesn't really support the graphics card and you will
> get a screwed up screen. The most obvious example of this is UUDECODE
> used via Newsie B<

In TOS (not Magic), double clicking on a text file (e.g README.TXT) produces
a screen of characters which simply look to be made of horizontal lines. I
am not trying to display a resource file or other code, these are standard
ASCII file. The kind of effect I would expect from it not pointing to a
bitmap character set but rather a random bit of memory.

> > 3) Why did the program select 62Hz when I told it the monitor
> > worked from 65-75?
>
> Where are you providing this information? Within VMG4000? If not,
> where?

Yes, the VMG4000 prog tells you I believe.

>
> > 4) I selected a Crazy Dots VME card but it said the hardware was
> > not responding, is this normal? Could I have a CD II card? How do I
> > identify it (I know it has a 15Bit extension)?
>
> If you're getting 32k, then that's 15-bit colour depth, which could
> either be CD1 or CD2. What have you set up in your C:\AUTO\NVDIVGA.INF
> file that was output from VMG4000?

I selected CD VME in the VMG4000 prog but I have not done anything with its
more advanced settings.

> > I ask that question deliberately, because I know there's nothing in
> the NVDI manual that tells you what this program is for (it creates
> your resolutions for each colour depth and makes them available from
> the Change Resolution in your desktop. Do you have one at all? (I
> don't know what the default setup is with a fresh NVDI installation).

Fresh NVDI is basically TT resolutions but on the Graphics Card, AFAIK. I
think I created a three 800x600 resolutions in deferent depths.

Hope this explains it all a bit more.

Mark.

4039. Commodore Connect BBS

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 10:17:59 UTC
From: NOSPAM.black@gco.apana.org.au
Message-ID: <714269111@p1.f360.n634.z3.fidonet.org>
Source record: 48475

Commodore Connect - online since 1987.

Supporting the Atari ST.

Fidonet echomail, Newsgroups & more, no download limits, free access.

telnet://commodore.thebbs.org
ftp://commodore.thebbs.org

4040. WTD ST Applications >46

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 10:25:04 UTC
From: Ian <info@dotqr.com>
Message-ID: <985605789.11602.0.nnrp-02.9e98e6ee@news.demon.co.uk>
Source record: 48478

Looking for ST Applications from issues 47. If
anyone has any for sale/trade contact ian@dotqr.com
Thanks.

4041. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 10:45:28 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985603676.19504.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 48476

My brother offers free unlimited webspace and unlimited FTP uploads on his server for any Atari site, it is a rented server so it is quick and maintained. He only asks that people do not put copyright software, porn, etc on it, and (ideally) have a domain name although if there is interest he will purchase a domain for an Atari community to use (like Atari.org).

Mark.

(contact him on elliot@recycledsteel.co.uk)

Robert Schaffner <rsmac@t-online.de> wrote in message
news:1eqsd19.1gkl0uzaimdomN%rsmac@t-online.de...
> Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>
> > Have you considered putting the DOIT archives up as HTML on your web
site
>
> Yes, as i started that work.
>
> I doasn't have the time, money and the webspace to do that.
> Usable webspace with usable speed isn't free. It is sensless to use an
> provider with x free webspace and no ftp connection any three days or
> more times any month.
>
> As i startet with internt the first provider gave 10MB to me with an
> bullshit access of an 64k line :->
>
> T-online gave 10MB, nearly enough for a homepage..
> but not more. Isn't enough to upload all.
>
> Other webspace cost extra. Anybody like to pay it? :)
>
> I try to translate some english pages into german. Most of the german
> results are unredable :) I doasn't check to translate german into
> english.
>
> Regards, Robert
>
> --
> -= Home of DOIT-Archives =-
> _____
> Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
> doitarchive@doitarchive.de * http://www.doitarchive.de

4042. Re: Reading PC disk on atari (and vice versa)

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 11:05:29 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3ABF2279.115DEDB2@ooc.de>
Source record: 48477

Goober wrote:
>
> I've found (after downloading some of utils so helpfully posted) that the
> atari seems to read the disks more reliable if there are no directorys
> created on it by the PC. Atari created directorys seem to read on the PC ok
> tho.

The directory and folder layouts for a PC and an Atari are identical.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

4043. Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 13:57:46 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985615213.25124.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 48479

My brother has just got hold of a Canon CanoScan 300 SCSI scanner, anyone got any ideas about what software may work with my Falcon or TT (and where to get it)?

Mark.

4044. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 14:20:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985675800-134597AEicMi@cwcom.net>
Source record: 48414

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Sat, 24 Mar 2001 20:37:00 +0100

>DC>There's a typo at the end of the English text "corected" which I have
>DC>;-)
>that was our intention as neither Hans-Peter nor me are native
>English speakers.
>
>And furthermore I'm sure that Hans-Peter welcomes any stylistic
>improvement you might do to our text.

It's fine as it is Peter! :-)

>DC>I'll announce it when it's ready for download! :-)
>But please don't forget the exclamation mark behind 'For MiNT users
>only!' or something similar! :-)

Good point, I'll do that.

>Anyway, have you got an impression of how many copies of the preceding
>versions had been donloaded? Just to know how many people are still
>interested in Atari software.

Unfortunately I don't get a log file from my web site (I simply haven't
bothered!), although I have toyed with the idea of moving all the downloads
to an FTP site which was to be for a project long-since abandoned. I'd get
a proper log from there.

Incidentally, I understand that the Optimizer will not work with a 4G drive
with a single (F32) partition, as supported by HDDriver 8 and (I think)
MagiC 6.10 from the report I've just had. Will there be a chance for
another upgrade?

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4045. SLM 604 printer with a Spectre GCR setup

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 14:24:16 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b2106@fmlynet.org>
Source record: 48397

FamilyNet Newsgate

Hey there Dave Small fans. :) (Creator of the Spectre GCR)

Currently playing with Spectre GCR. Have a fun setup going, and naturally find myself not only enjoying the computer that I sorta wish I was more into during it's heyday (The Atari ST) but on the same ST I am able to enjoy the programs I enjoyed for the past ten years (on a Macintosh Plus).

Guess you could say the past seven years on the Mac Plus was getting me ready for the ST platform. (grin)

Anywho, having lots of fun seeing what games work on it. But a printer would be nice.

The Spectre GCR manual talks about getting a SLM 604 printer working on the Spectre setup. The ability to screen print with the SLM 604 quality, or print from the Mac using the ImageWriter printer drivers.

I have the SLM 604 working with Page Stream. I'm thinking when it comes to Spectre the printer needs to have a ID setting of 5 or 7 to work, but I'm not sure.

Does anyone have a Atari laser printer working with their Spectre setup that can shed some light on this?

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4046. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 14:27:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985675804-135574AEicMi@cwcom.net>
Source record: 48416

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Sun, 25 Mar 2001 12:34:44 GMT

>>But please don't forget the exclamation mark behind 'For MiNT users
>>only!' or something similar! :-)
>
>Does that mean it willnot work on a MAGIC 6 setup?.

This from the readme:

<snip>

New since version 2.9x:

- Some reserved fields, as used by a MiNT-VFAT-implementation,
are no longer checked, but retained. The price for this compatibility
is that some garbage may not be recognized.
- Minor spelling correction.

<snap>

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4047. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 14:42:25 UTC
From: bindon@madasafish.com
Message-ID: <tbulahjrkdc0c8@corp.supernews.com>
Source record: 48481

On 25 Mar 2001 19:55:10 , xlator@cix.compulink.co.uk wrote:
>In message <1eqsd19.1gkl0uzaimdomN%rsmac@t-online.de>, rsmac@t-online.de said:
>
>>Other webspace cost extra. Anybody like to pay it? :)
>
>I take your point. I only wish the files were smaller, perhaps split
>into parts, as I had problems downloading some of them - as did Derryck.
>When I get round to it I'll send you DM 15 for the CD - will that have
>the latest versions?

I feel the same too. I've never got around to looking at them because
of this.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4048. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 14:50:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985675810-136506AEicMi@cwcom.net>
Source record: 48418

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 25 Mar 2001 23:38:50 GMT

>> I'm guessing that the demo is V2.20, so I think you'll be unlucky?

>The only full release seems to be Texel v1.60r5 from Atari Workshop,

The only full _English_ release, and sadly, unless the author changes his
mind, last :-(

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4049. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 14:55:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985675802-135117AEicMi@cwcom.net>
Source record: 48415

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sun, 25 Mar 2001 10:32:12 -0000

>>May I ask why aFTP doesn't work for accessing your webspace?
>
>Hmm, it's been a while. I know Newsie couldn't delete files and it
>also never displayed the names of the files. aFTP just didn't show
>them I think, I could be wrong though.

After fiffi, aFTP is my favourite ftp client. Now that you're upgrading your Falcon on the software front I recommend that you try it again (make sure you get the latest version). You might have to toy with some of the flags (Passive, Allocate).
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4050. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 14:56:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985675806-136042AEicMi@cwcom.net>
Source record: 48417

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sun, 25 Mar 2001 14:08:11 -0000

>>>Where do you get Ifusion? And also some of the others, like Iconnect
>>>and emailer?

>I'll pop over to Atari Workshop and see if it's worth the money.

Atari Workshop don't sell Emailer or fiffi (the latter gets IFusion bundled

with it). You'll have to get them from ASH.

Both these programs are GEMScript/Scripter aware - you can fully automate
your online activities (CAB is not a GS client though), including multiple
ISP mail and news collection whilst remaining connected to your main ISP.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4051. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 15:15:52 UTC
From: rsmac@t-online.de
Message-ID: <1eqvuym.dj5l2k1j2l158N%rsmac@t-online.de>
Source record: 48480

<xlator@cix.compulink.co.uk> wrote:

> I take your point. I only wish the files were smaller, perhaps split
> into parts, as I had problems downloading some of them - as did Derryck.

Yes, you are the second one this year they ask for splitted archives :)
Well, doit_st is huge, sure. I will think about smaler parts for the
next update.

> When I get round to it I'll send you DM 15 for the CD - will that have
> the latest versions?

Yes, anytime a empty cd arrived i burn the latest release.
ZIP disk also welcome.

Regards, Robert

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

4052. Re: OK!?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 15:29:51 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985620740.18721.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 48482

> That is bill gates secret weapon. Somebody buys a PC, then it goes pear
> shaped. Then I get it to repair and I say "give us you win9x disk and
> liscence". Then thaey are forced to buy it anyway......

That's why it has all those bugs and generally shite programming, I thought
they were just no good at what they do.

Mark.

4053. Re: WTB Atari Computing Back Issues

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 15:37:49 UTC
From: Simon Osborne <simon@atariactive.fsnet.co.uk>
Message-ID: <99nnpi$91n$1@news6.svr.pol.co.uk>
Source record: 48484

"Ian" <info@dotqr.com> wrote in message
news:985333677.20459.0.nnrp-09.9e98e6ee@news.demon.co.uk...
> Looking for back issues of Atari Computing, particularly
> '2' and 4 to 10. Anyone got any?

Yup, got some spare. 50p each

Simon

4054. discmags 'n' stuff

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 15:56:28 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <99nouf$5u0$1@uranium.btinternet.com>
Source record: 48483

Greets all,

I'm looking for any discs mags which are out there. ive found a few but have probs tracking down Stunn issues and power issues, if you know where i could try for them then that would be cool,

BTW, commodore.thebbs.org seams to have died ??

Atari 4 eva,

Chris

4055. [HELP] Opening TT030 Case?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 16:45:51 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3ABF723F.3E3AA89D@ti.com>
Source record: 48485

All,

Well, this may seem like a simple question, but I thought I would ask before I blindly go mucking around inside my TT030. How do I open the case? I know that there are 4 screws along the outside edge of the case on the bottom. There are are at least 4 more screws, one big flathead underneath the harddrive. and one that is covered with a sticker that says "warranty void if removed". Hehehe. I am not too worried about that since I am sure I have voided the warranty (if it still exists) on all my Atari stuff anyway.

The reason I am asking is I would like to add memory to my TT030, and I need to see what is inside. I would like to add memory because I am setting up my TT030 with Debian Linux to run a multi-user telnetable BBS. It runs fine at the moment, but more that 8Megs would be great.....

Thanks for the help,
Chris

--

Chris J. Martin - Email: cmartin@ti.com
Digital Audio/Video Design
Texas Instruments, Inc.

"All programmers are playwrights and all computers are lousy actors."

4056. Steinberg Pro-24?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 17:07:34 UTC
From: sac89242@saclink3.csus.edu
Message-ID: <99nt0m$bio@news.csus.edu>
Source record: 48486

Might anyone have this available to perhaps purchase? I've got Dr. T's KCS, and while it works, I am still rather clueless on its intricacies. I've heard Pro-24 is far easier to use. I've got an old '89-model 1040STe, so this needs to be the old old version..

Thanks in advance.

4057. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 17:31:29 UTC
From: "qbasic psicic 8)" <psicic@qbasics.zzn.com>
Message-ID: <R1Lv6.21381$PF4.29897@news.iol.ie>
Source record: 48487

Hi,
ONCE, and one time only, my Lynx II powered up without the cartridge. It
requested that I insert a cartridge in big, orange letters. I had my Lynx
about 2 years at the time. It never happened again. Don't know why.
On a totally unrelated note, I was actually trying to get that self-same
message to come up when my batteries ran low. I got out my power adaptor
with the four different plugs at the end; I stuck it in my Com port by
mistake and...let's just say my Lynx has been lying dead in a drawer for the
past four or five years.

psicic 8)

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:985440860-74645AEicMi@cwcom.net...
> From: "Clockmeister" <gerryvdb@tnet.com.au>
> Date: Thu, 22 Mar 2001 23:19:40 +0800
>
> >Without a game cartridge the Lynx won't power up, and I paid $1 for mine
> >with a game so getting it repaired isn't a viable option I don't think.
>
> As I said, my Lynx 1 has sufficient "nous" built-in to ask for a cart. if
> there isn't one plugged in. I doubt if Atari would have removed this
> function from the ROM for the Lynx 2.
>
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> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

4058. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 18:19:08 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3abf8948197cca3@pandora.be>
Source record: 48488

on Sun 25-03-2001 10:32 Lyndon Amsdon wrote:

>On 24 Mar 2001 22:43:11 , "Martin \"Nightowl\" Byttebier" wrote:
>>on Sat 24-03-2001 18:12 Lyndon Amsdon wrote:
>>
>>
>>>It's OK, but I like aFTP and especially GAPftp. For accessing my
>>>webspace, GAPftp is the only one that can.
>>
>>
>>May I ask why aFTP doesn't work for accessing your webspace?
>
>Hmm, it's been a while. I know Newsie couldn't delete files and it
>also never displayed the names of the files. aFTP just didn't show
>them I think, I could be wrong though.
>

aftp do have some problems espically the STing version. I have found
that v1.55 does not work properly with STiNG/STik. If I use STik/STing I
return to v1.44.
With my MiNT-net setup I was able to use v 1.55 without any problem
until recently. However since I use the cable to surf V1.55 starts
giving me severe upload problems. Usualy I can upload only 1
file/session. For the moment I using 1.53 and so far everything goes
well.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4059. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 18:32:58 UTC
From: bindon@madasafish.com
Message-ID: <tbv2qq7rhf6519@corp.supernews.com>
Source record: 48489

On 25 Mar 2001 20:33:10 , Djordje Vukovic wrote:

> 2.3) Design something using SRAM memory chips and make ALTERNATE RAM.
> You will need TOS2.06 too, and the hack will be quite simple
> but it will get exceptionally expensive (about 100DEM/MB) and
> doesn't make much sense, except if you want to add just a little
> RAM, e.g. for resident programs.

I was thinking, for more of an educational experience I should try
adding just 512kbytes of SRAM. The good points are that it's dead
simple and that it's amazingly fast with a speed up processor eg in a
Mega or on your own speeder board. I'd just be worried about this odd
problem of the video ram trying to be placed there.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4060. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 18:33:01 UTC
From: bindon@madasafish.com
Message-ID: <tbv2qt74kbvd1c@corp.supernews.com>
Source record: 48490

On 26 Mar 2001 09:04:22 , "Mark Bedingfield" wrote:

>>
>> I didn't bother mentioning it to Uwe as I don't think this is a commen
>> drive. Anyway I'm the only one stupid enough to be using an old Conner
>> 80Mb :)
>
>Ditch it, you won't believe the difference a moden drive makes.

It's only being used for, erm, nothing at the moment. I'll have
another bash at setting it up on a network. I quite like to use it as
a plain machine for running Lattice C etc.

This summer when I go to the computer fair I'll see what I can pick
up.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4061. Re: help please read atari formatted discs

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 18:44:01 UTC
From: Hans Wessels <h.wessels.atari@atari.home.nl>
Message-ID: <R5Mv6.38069$Z44.846651@zwoll1.home.nl>
Source record: 48491

Darren Hallett <darren@funkystuffDOT.coDOT.uk> schreef in berichtnieuws
JRkv6.28164$Q4.4944105@news2-win.server.ntlworld.com...
> "selsong" <selsong@ntlworld.com> wrote in message
> news:guMu6.22121$Q4.4074764@news2-win.server.ntlworld.com...
> > Does anyone know a way for a pc to read discs formatted on an atari st?
> Does
> > any software exist that can do this

Mtools for Linux works great. Both on ix386 systems and Alpha systems.

Bye, Hans

4062. Reservoir Gods games

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 18:47:19 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <f8Mv6.35$PS6.65@newsfeed.slurp.net>
Source record: 48492

Where can I get the games from the Reservoir Gods website? The links on their site are dead. Thanks.

Joshua.

4063. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:05:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985729096-89324AEicMi@madasafish.com>
Source record: 48358

Hi Mark

>> Your falc sound like my ex-wife, doesnt mind whats plugged in it!!.

>I have got 2 Falcons:-), couldn't handle two wives tho;-)

I almost had a Falc, but couldnt handle one wife even, so i ditched it.
Boy did she hate puters, and anything else i was interested in for that
matter!!!!!!!

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4064. Re: Steinberg Pro-24?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:15:42 UTC
From: Simon Osborne <simon@atariactive.fsnet.co.uk>
Message-ID: <99o4i1kjc1@news5.svr.pol.co.uk>
Source record: 48493

"William E Glaholt" <sac89242@saclink3.csus.edu> wrote in message
news:99nt0m$bio@news.csus.edu...
> Might anyone have this available to perhaps purchase? I've got Dr. T's
> KCS, and while it works, I am still rather clueless on its intricacies.
> I've heard Pro-24 is far easier to use. I've got an old '89-model
> 1040STe, so this needs to be the old old version..
>
> Thanks in advance.

Hi,

I've still got a few boxed copies of Pro 24 III left (1meg STE needed).

I'll let you have a copy for the price of the postage. as your in the USA.

I normally charge £5 inc P&P for UK (anyone else want a copy?)

Let me know

Simon Osborne
atariactive@<insert>.com

Replace the <insert> with btinternet

4065. Re: Reservoir Gods games

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:16:50 UTC
From: Simon Osborne <simon@atariactive.fsnet.co.uk>
Message-ID: <99o4jujgm1@news8.svr.pol.co.uk>
Source record: 48494

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:f8Mv6.35$PS6.65@newsfeed.slurp.net...
> Where can I get the games from the Reservoir Gods website? The links on
> their site are dead. Thanks.
>
> Joshua.

They were uploaded to a few ftp sites, ftp.funet.fi is one of them

Simon

4066. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:21:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985729100-89964AEicMi@madasafish.com>
Source record: 48359

Hi Peter

>To complete the installation, it is strongly recommended to install
>Scripter in the desktop as an application for *.sic, which makes
>scripts operate as if they were normal programs.
>-------

Agreed..

>>When youve done this and al seems to work, get back to me, some of
>>the included scripts are poxed, some are duplicated. I'l send you
>>some corrected/modified scripts.

>I thought I had removed all the duplicated scripts, apart from those in
>the AUTO folder.

I was refering to the scripts i pointed out to you, such as the ZIP pack
and ZIP unpack, they are identical in all but filename, so one is
superfluous.

As for whats in the release version, i dont know, mines a beta..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4067. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:24:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985729104-90584AEicMi@madasafish.com>
Source record: 48360

Hi Lyndon

>>There is a separate (linked in) hypertext describing the GEMScript
>>protocol, GSCRIPT.HYP, that should be supplied in the bundle.

>So what's this Gemscript stuff all about? I thought that was some sort
>of freeware/shareware alternative to Scripter.

>Hmm, this is confusing.

GEMscript is the lingo that is being spoken, the language of the
Protocol..

BTW, look in the Jinnee menu bar, theres an option under "special" where
you can train Jinnee to perform quite complex tasks that result in a
script for future automation of whatever you taught it!

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4068. Re: AHDI question

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:26:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103262026.a8959@su2.maus.de>
Source record: 48370

Hi Ken,

KK>My reasoning is that I would like to put the most current driver that
KK>I can on it.
why? If it works as it is, keep it!

Never change a running system (never change a winning team...)

:-)

Und TTschï¿½
ps

4069. Re: New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:31:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985729106-91200AEicMi@madasafish.com>
Source record: 48361

Yo!, Dezza

>Combined English and German package of the disk maintenance tool
>HPOptimizer (MiNT friendly version) (MISC)

Is this Mint /friendly/ or mint only, i'm confused!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4070. Re: [HELP] Opening TT030 Case?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:36:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985729110-91760AEicMi@madasafish.com>
Source record: 48362

Hi Chris

>The reason I am asking is I would like to add memory to my TT030, and I
>need to see what is inside.

I dont think its that simple with the TT, in most cases you'l need a
replacement memory board to get to a certain spec i believe..
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4071. Re: Reservoir Gods games

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:42:15 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3abfa97a32a1e10@pandora.be>
Source record: 48495

on Mon 26-03-2001 13:47 Joshua Kaijankoski wrote:

>Where can I get the games from the Reservoir Gods website? The links on
>their site are dead. Thanks.

Since when? Right now I'm downloading a game from their website.
http://www.users.zetnet.co.uk/pinkpage/game.htm

hth,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4072. Re: what kind of atari's does everyone

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:45:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985729114-92916AEicMi@madasafish.com>
Source record: 48363

Yo!, BOY!!!

>>>I wish I could afford a scope that went above 5mhz...
>>
>>You can have my 20Mhz trio for ï¿½2000

>Get out of here! I can get a brand new LG 30Mhz for somewhere around
>ï¿½300.

LG!!??.
Nuff said!!.

Trio, ï¿½2K

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4073. Re: Reservoir Gods games

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 19:58:00 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <vaNv6.68$PS6.1448@newsfeed.slurp.net>
Source record: 48396

Some of them you can but some you can't. I'm trying to get some Godle NES games...

Joshua.

"Martin "Nightowl" Byttebier" <tos4ever@pandora.be> wrote in message news:3abfa97a32a1e10@pandora.be...
> on Mon 26-03-2001 13:47 Joshua Kaijankoski wrote:
>
> >Where can I get the games from the Reservoir Gods website? The links on
> >their site are dead. Thanks.
>
> Since when? Right now I'm downloading a game from their website.
> http://www.users.zetnet.co.uk/pinkpage/game.htm
>
> hth,
> Martin
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@pandora.be*********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4074. Re: Cd Writting

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 20:41:33 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103262040500.154-100000@Hades060>
Source record: 48410

On Mon, 26 Mar 2001, Mark wrote:

> Where can I find their web site?

http://www.cyberus.ca/~anodyne/

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4075. Re: Lynx Problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 21:05:46 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <tbvbofdjbjkt79@corp.supernews.com>
Source record: 48398

>that just be to costly, and should I just get a whole new one?) A dumb
>question: do you have to have a game in the unit for it to turn on? I don't
>have any Lynx games here, and I've never used one so I figured id ask =)

Yes, you do have to have a game in the unit for it to power up...Otherwise
it will just sit there dead as a doornail when you press power.

Chris

4076. Re: Reservoir Gods games

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 22:13:45 UTC
From: simon osborne <simon@atariactive.fsnet.co.uk>
Message-ID: <NcPv6.1322$Yq5.30629@news2-hme0>
Source record: 48399

"Simon Osborne" <simon@atariactive.fsnet.co.uk> wrote in message news:99o4jujgm1@news8.svr.pol.co.uk...

http://www.users.zetnet.co.uk/network18/ this is the coolest site ever

4077. Re: Magic OS.Where can i get a copy???

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 22:18:36 UTC
From: Gill Bates <gill@microsoft.com>
Message-ID: <3hPv6.1326$Yq5.30936@news2-hme0>
Source record: 48400

"Hallvard Tangeraas" <this-address@is.invalid> wrote in message
news:1eqtvrd.bkza59158m1c0N%this-address@is.invalid...
> dolan morrison <dolan.morrison@ntlworld.com> wrote:
>
> > Where can i download a copy of Magic 6 OS.??
>
> You can't!
> It's a commercial program, so instead of stealing you should buy it.

yes stealing Atari programs is bad, unlike stealing Microsoft products which
is good

4078. Re: Reservoir Gods games

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 22:28:09 UTC
From: Simon Osborne <simon@atariactive.fsnet.co.uk>
Message-ID: <99ofqs$c13$1@newsg2.svr.pol.co.uk>
Source record: 48401

"simon osborne" <simon@atariactive.fsnet.co.uk> wrote in message
news:NcPv6.1322$Yq5.30629@news2-hme0...
>
> "Simon Osborne" <simon@atariactive.fsnet.co.uk> wrote in message
> news:99o4jujgm1@news8.svr.pol.co.uk...
>
> http://www.users.zetnet.co.uk/network18/ this is the coolest site ever
>

Not as cool as your oh-so-clever fake post ;)

Si

4079. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 23:16:57 UTC
From: sidcelery@cix.co.uk
Message-ID: <99oil9$e3l$1@plutonium.compulink.co.uk>
Source record: 48402

On 22 Mar 2001 23:21:58 , Spencer Davies wrote:
> On Thu, 22 Mar 2001 18:53:38 GMT, Steve Sweet
> <steve_sweet@madasafish.com> wrote:
>
>> It might be an idea if Derryck were to eMail you from his selected
>> address, and you then reply with an attach, that way you'l not get
>> any errors and Deryck can choose his cheap account.
> Well I could always give Derryck an "exclusive" email address if he
> wanted one? ;-)
>
> What do you say Derryck?
>
> Spencer

Wotcha Spence! I thought you wuz dead! B>

rgds
H

4080. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-26 23:17:01 UTC
From: sidcelery@cix.co.uk
Message-ID: <99oild$e3l$2@plutonium.compulink.co.uk>
Source record: 48403

On 24 Mar 2001 11:03:53 , Lyndon Amsdon wrote:
> On 23 Mar 2001 21:39:46 , Jo Even Skarstein wrote:
>> Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>> Main problem is which order to install. I'm thinking,
>> This isn't Windows you know ;-) It really doesn't matter which
>> order you install it in, but for convenience I'd suggest to
>> install and boot MagiC first, then install the rest of the stuff.
>
> Ok that's good. I just though NVDI overwrites some of Magic screen
> drivers or something like that in the Gemsys folder. I'll try all
> my software tomorrow.

IMO your suspicions would be correct. The NVDI setup needs to be
different on a Magic enabled setup compared to a TOS setup.

Steve's suggestion for the setup order looks like the wisest move to
me.

rgds
H

4081. Missionware (FlashII Term.Prg.)

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 00:20:26 UTC
From: swampfox1@earthlink.net
Message-ID: <e1Rv6.14519$P4.1270804@newsread1.prod.itd.earthlink.net>
Source record: 48404

Anyone know the status of Missionware Software (Palatine, Ill.)
regarding passing around their programs (in particular, FlashII
Terminal Program)? Shareware, Freeware, etc.?
Did they (do they) have a website?
John G.

4082. Re: [HELP] Opening TT030 Case?

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 01:09:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <99op85$ia3$1@plutonium.compulink.co.uk>
Source record: 48405

On 26 Mar 2001 10:45:51 , Chris Martin wrote:
> Well, this may seem like a simple question, but I thought I would
> ask before I blindly go mucking around inside my TT030. How do I
> open the case? I know that there are 4 screws along the outside
> edge of the case on the bottom. There are are at least 4 more
> screws, one big flathead underneath the harddrive. and one that is
> covered with a sticker that says "warranty void if removed".

Undo the slotted screw first. It's captive, so it won't fall out. Take out the hard drive bay (lift at the front slightly and then pull forward) and remove the ribbon connector from the hard drive (note the orientation so you put it back right when you've finished).

The ST RAM expansion area is immediately visible beneath the HD bay - I've never seen an installed board but AIUI it screws into the posts that are sticking up.

> The reason I am asking is I would like to add memory to my TT030,
> and I need to see what is inside. I would like to add memory
> because I am setting up my TT030 with Debian Linux to run a
> multi-user telnetable BBS. It runs fine at the moment, but more
> than 8Megs would be great...

For access to the TTRAM area, undo all the rest of the screws, prise the top off - the area at the back where all the ports are is the tricky bit. If you still have shielding it may be in several parts if it's like mine. There may be one for the fan and another for the PSU, which both need to be removed first by straightening the twists of metal. Finally, remove the main part of the shielding and you'll see the area for TTRAM in front of the PSU at the bottom left. There's one screw and then just a plug to the motherboard if you need to remove it, but depending on the board you already have you'll have banks for eiter 30-pin or 72pin SIMMs you can plug in.

Again, depending on the board you have, you'll have to flick dipswitches on the TTRAM board to make them recognisable by the TT.

That's basically enough for you to get going...

rgds
H

4083. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 01:09:32 UTC
From: sidcelery@cix.co.uk
Message-ID: <99op8c$ia3$2@plutonium.compulink.co.uk>
Source record: 48406

On 26 Mar 2001 10:46:01 , "Mark" wrote:
> Thanks for the help

I may live to regret it at this rate! B)

>> Let me make sure I'm understanding you. If Redirect doesn't work,
>> then you're saying you only get a screen image via the normal
>> Atari monitor port. If that's true, then you can't possibly be
>> getting a 32k colour depth. Redirect only redirects the monitor
>> output through the graphics card AIUI. If you're getting 32k
>> colour depth then, by definition, the monitor must be connected to
>> the graphics card. Therefore redirect is working.
> Forgetting about Magic for the moment, I have disabled it.

OIC.

> I would expect the Atari logo, etc to be output on the standard
> monitor (as it does), however my understanding of the REDIRECT
> program is that the output from the point it is run will be sent to
> the graphics card. Then a few other AUTO progs run (with no
> output) and then the SLCT_DEV program, the one which lets you
> select resolutions from your INF file (yes I have managed to make
> one no problems), and not the Magic one. However I can not see
> what is going on with the SLCT_DEV program so I have to guess my
> way round to select a resolution or set it to delay for only a
> second or two.

This is definitely a bit wierd and shouldn't happen. Am I right in
thinking you've never run with a graphics card at all? IIRC I needed
to do a ruthless job of weeding out redundant and incompatible Auto
progs and accessories when I first started. I can't think what would
be screwing up the boot so early on with what you've said up to now.

Can I ask for an Auto and ACC listing from you? Also, do you use a
boot manager that may still be messing around with your setup? It may
be worth starting from the basics and building up.

>> In answer to your actual question, yes you should see the rest of
>> the boot on screen after Redirect has run. But, also note that
>> even though you are using the graphics card some screen output
>> will still be forced through the old monitor port. Most
>> significantly, this will include any error message produced by
>> NVDI if an error occured in its installation! This is very
>> significant if you have a faulty NVDIVGA.INF!
>
> After REDIRECT nothing until SLCT_DEV is run, INF file no problems.

> The answer would be to run SLCT_DEV right after REDIRECT but the
> problem still standard that I can't see what I'm selecting.

I'm thinking lots of things atm. If you're saying that SLCT_DEV doesn't show up on the screen through the card then I'm returning to the thought that there's something wrong with the NVDIVGA.INF file. Does NVDI run immediately after REDIRECT? The INF file has to be valid for it to proceed with the boot through the graphics card. I'm suspecting that there really is something wrong with this and whatt you've said later seems to back that up.

Look at C:\NVDI.INF and add a line like:

LOGFILE = C:\NVDILOG.TXT

Try the boot again and see what it says. It may give a clue.

>> If it's possible to have two monitors connected at the same time
>> you will save yourself a helluvalot of confusion (believe me!)
> Have been doing that to set it up but there is not enough room for
> it to permanently be there.

It's quite possible (but not entirely advisable) to switch a single monitor from one plug to another during this process, but while you still have a problem you'll just have to make some room for a while if you want to get the setup working.

>>> 2) Viewing documents in TOS just produces funny graphics on the
>>> screen, is this related to the above?
>> Do you mean TOS programs that don't output via VT52.PRG? In that
>> case, it's normal. Redirect is sending the output through the
>> graphics card, but the program doesn't really support the graphics
>> card and you will get a screwed up screen. The most obvious
>> example of this is UUDECODE used via Newsie B<
> In TOS (not Magic)

OK. I mistakenly assumed you'd run Magic by default (only coz I do).

> double clicking on a text file (e.g README.TXT) produces a screen
> of characters which simply look to be made of horizontal lines. I
> am not trying to display a resource file or other code, these are
> standard ASCII file. The kind of effect I would expect from it not
> pointing to a bitmap character set but rather a random bit of
> memory.

But the desktop itself is ok? What about if you try to load the file into a viewer or text editor? Is it the same? What settings do you show in NVDI's compatibility CPX? I use GDOS, GEMDOS text, Line-A and Error messages (not TOS compatibility).

>>> 3) Why did the program select 62Hz when I told it the monitor
>>> worked from 65-75?
>> Where are you providing this information? Within VMG4000? If not,
>> where?

> Yes, the VMG4000 prog tells you I believe.
>>
>>> 4) I selected a Crazy Dots VME card but it said the hardware was
>>> not responding, is this normal? Could I have a CD II card? How do
>>> I identify it (I know it has a 15Bit extension)?
>> If you're getting 32k, then that's 15-bit colour depth, which
>> could either be CD1 or CD2. What have you set up in your
>> C:\AUTO\NVDIVGA.INF file that was output from VMG4000?
> I selected CD VME in the VMG4000 prog but I have not done anything
> with its more advanced settings.

My Iiyama 15" allows 30-65 kHz horizontal and 50-100 Hz vertical - is yours really so limited in range? Are you getting the two mixed up? If not, this may be the cause of your problem. Secondly, you may be using a CD2 card instead of CD1 card. Third, I'm not convinced the settings provided for either card are correct. In this case it may be necessary for you to run Detect Dotclocks from the Special hard menu option in VMG4000 and start again creating some basic resolutions.

Did you test the resolutions in VMG4000? Did the test card display ok?

> Hope this explains it all a bit more.

I understood a little more, but I think this is going to drag out for a long time unless we have a long chat about it and try things out while we're on the phone. Let's go to Email and see if we can't report back when we finally solve this problem...

rgds
H

4084. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 01:34:48 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <99oqno$92g$1@zingo.tninet.se>
Source record: 48407

```
On 24 Mar 2001 16:07:58 , Derryck Croker wrote:
>
>Try it again, but don't run STinG/STiK. Reboot if you've loaded it in this
>session, so that all traces are removed.
>
Ok will do, since I'm a Mint-Netter now, all traces are already gone.
I'll get back with results.
```

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4085. CCAG 2001

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 01:36:51 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3abfeeb3_1@athena.netset.com>
Source record: 48408

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 30th, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of
outdoor space is available along with ample parking.

Setup: 29th, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 03/26/2001
User Groups:
Erie PA Atari Group
TI Chips

Cleveland Classic Atari Group

Vendors:
L.R.O. Computers
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Fred Wagaman
Alan Hewston
Thomas Mclaren
Andy Frueh
Classic Gamer Magazine
Curt Vendel(Atari Historical Society)
John Litva
Possible Attendees!!!
Atari7800.com

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room- MAME, etc.

We already have one person bringing a Crazy Climber cocktail arcade game, John Litva. Please email us if you wish to bring an arcade game to the show.

See ya at the CCAG!

4086. Atari Online News, Etc. #03-13

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 01:49:30 UTC
From: danap8@aol.com
Message-ID: <20010326204930.27201.00001722@ng-ch1.aol.com>
Source record: 48409

```
A-ONE #0312 03/23/01

~ Florida Sues CIS! ~ People Are Talking! ~ 1GHz Notebooks!
~ Can Spam Wars Be Won?! ~ Cybercrime Quandary! ~ HailStorm Unleashed!
~ Amazon Going Bankrupt? ~ MagicNet and More! ~ E0Business Drive!
~ Lycos Shuts Down Sites ~ Intel's Crusoe-Crusher ~ XTOS Clone Info!

-* Congress Buried Under E-Mail *-
-* Web Site Ads Getting More Intrusive *-
-* Libraries Take On Child Web Protection Act *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4087. Re: looking for Cad-3D to DXF converter

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 03:05:14 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3AC0036A.94DE4AF9@greeleynet.com>
Source record: 48411

Lonny Pursell wrote:

> I actually have DynaCADD laying around, but I hate to install it
> just to toy with some DXF files. I have Rosetta, part of the
> Phase4 stuff, but it does not convert correctly (parts of objects
> get left out) or it completely chokes (bombs or freezes up).
> It's not critical I find a tool, just that I wanted to send
> a freind some old objects I created years ago. :-)

What is the source of the DXF files you are experimenting with? With each new release of Auto CAD, new features were added and so the DXF files that were created with each new release changed. Supposedly, newer Auto CAD releases are supposed to import older DXF files, but don't believe it. <G> Been there, done that.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4088. Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 03:40:22 UTC
From: puffpuffin@aol.com
Message-ID: <20010326224022.22340.00000243@nso-cf.aol.com>
Source record: 48412

Hi everyone,

I would like to add a battery to my 1040ST so that I don't have to keep resetting the time and date everytime I power up. I was wondering what my options are.

I'd really prefer to keep my cartridge slot free for dongles, Spectre GCR, etc. I remember one a looooong time ago that actually fit under a TOS ROM. That's the one I would like to have, but I'm sure the manufacturer is gone by now.

Any help is appreciated.

-Phil

4089. Re: looking for Cad-3D to DXF converter

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 03:40:22 UTC
From: puffpuffin@aol.com
Message-ID: <20010326224022.22340.00000244@nso-cf.aol.com>
Source record: 48413

Lonny,

I believe there was a utility in an old STart magazine disk that did that.
Which issue it was in, I can't remember.

-Phil

4090. WTB Atari Computing Back Issues

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 10:12:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b4ed0@fmlynet.org>
Source record: 48440

FamilyNet Newsgate

> From: "Ian" <info@dotqr.com>

> Looking for back issues of Atari Computing, particularly
> '2' and 4 to 10. Anyone got any?

Write to the following address....

amishman@pacbell.net

.. He has a issue of Atari Computing #10. I was going to buy it because it
was a cool issue (with the X-Files cover and all... was actually the first
Atari publication I would read when getting back into the Atari scene in 1998.
Truly inspiring to me and got me into desktop publishing on the ST when I found
out it was all done on a Atari!)

Anyway, I have a copy already, but if you don't have one, please do go
ahead and get this!

Talk soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4091. Re: [HELP] Opening TT030 Case?

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 10:48:49 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <hf_v6.57214$Bs4.66333@NewsReader>
Source record: 48419

Hello.
"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:99op85$ia3$1@plutonium.compulink.co.uk...
> On 26 Mar 2001 10:45:51 , Chris Martin wrote:
> > Well, this may seem like a simple question, but I thought I would
> > ask before I blindly go mucking around inside my TT030. How do I
> > open the case? I know that there are 4 screws along the outside
> > edge of the case on the bottom. There are are at least 4 more
> > screws, one big flathead underneath the harddrive. and one that is
> > covered with a sticker that says "warranty void if removed".
> Undo the slotted screw first. It's captive, so it won't fall out.

Presuming you have the TT upside down...Beware.

Hold the harddrive carrier in as you turn the TT over or it will almost
certainly fall out, possibly damaging your cables.

> Take out the hard drive bay (lift at the front slightly and then pull
> forward) and remove the ribbon connector from the hard drive (note the
> orientation so you put it back right when you've finished).
>
> The ST RAM expansion area is immediately visible beneath the HD bay -
> I've never seen an installed board but AIUI it screws into the posts
> that are sticking up.

I have a 2mb ST ram board in stock......

> > The reason I am asking is I would like to add memory to my TT030,
> > and I need to see what is inside. I would like to add memory
> > because I am setting up my TT030 with Debian Linux to run a
> > multi-user telnetable BBS. It runs fine at the moment, but more
> > than 8Megs would be great...
>
> For access to the TTRAM area, undo all the rest of the screws, prise
> the top off - the area at the back where all the ports are is the
> tricky bit. If you still have shielding it may be in several parts if
> it's like mine. There may be one for the fan and another for the PSU,
> which both need to be removed first by straightening the twists of
> metal. Finally, remove the main part of the shielding and you'll see
> the area for TTRAM in front of the PSU at the bottom left. There's one
> screw and then just a plug to the motherboard if you need to remove
> it, but depending on the board you already have you'll have banks for
> eiter 30-pin or 72pin SIMMs you can plug in.
>
> Again, depending on the board you have, you'll have to flick
> dipswitches on the TTRAM board to make them recognisable by the TT.

>
> That's basically enough for you to get going...
>
> rgds
> H

Barrie at Keychange.

www.keychange.co.uk

4092. Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 10:51:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b519e@fmlynet.org>
Source record: 48444

FamilyNet Newsgate

> From: the_dark_intruder@NOSPAMyahoo.com (John Lydon)

> Greetings, fellow Atarians,
> Having owned two 1040STFMs over many years, and having quite a bundle of
> software for it, these days it mostly occupies space in a closet. So, I
> dug it out last year, and I started digging up tech documents, thinking
> that I would tinker with it until I broke it completely. I put in a HD/DD
> switch, changed the mouse to a BUS Mouse, now I'm trying to figure out how
> to rig a keyboard to it without buying hardware.

Came back into the Atari scene in 1998 after dragging my Atari 400 out of
the closet. Met up with a local Atari group at the time, and became the
newsletter editor and thus got hooked on the Atari ST. Since then I have had a
blast with getting the Atari ST 1040ST /AdSpeed to emulate a Mac with Spectre
GCR, printing newsletters for a live action medieval renessaince club I'm a
part of, some games, and internet programs like CAB (though the connection
script has not worked lately because my provider recently changed it's format.
:(Oh well.. just need to get it setup again.
Fun to tinker with something that if it breaks, will not be life
threatning.

> After looking at all that I would have to do to finish this total hack, I
> stopped and thought about it. What was I trying to do?

"Push the envelope" as Dave Small would have said. This was a common
phrase he used as he was writing the Spectre GCR emulator for the ST, not
knowing if it could be done, but trying it anyway. As it turned out, he made a
pretty descent emulator. One that could run a Macintosh Plus... the
contemporary machine of the early ST's, at something like 40% faster than the
original speed! Now that is unheard of most of the time for a machine to run
another peer's machine's software at a FASTER rate. :)

> I was trying to
> get this machine up to some kind of usable condition, so that I could use
> it along side of my IBM PC (an Athlon 500 with all the bells and whistles).
> Is it worth it?

Good brag value... fun to say you use a Atari computer. The reactions of
other people make it worth it. ;) I'm in the classic Mac club for example,
and I am the "Spectre Macintosh user" since the Spectre was considered to be
one the early Macintosh clones. So therefore, my setup is more than welcome
there.
And of course that live-action fantasy group gives me the funniest
reactions when I tell them the newsletter they just read and loved was printed

on a Atari ST. :)

> Or should I just restrain myself, and play with emulators?
> David

There is some value in emulation. For example, MagicMac allows you to use a all on one unit of a Macintosh Performa 575 (for example). Here you have the exact reverse of the Spectre setup where the Atari ST emulated a Mac. Not you have a Mac emulating a ST. And it does so with blinding speed. Another emulator well written (probably inspired by Dave Small) ;)
Pros are... no hardware upgrade time, the programs run fast, most applications work, you can hook up a true ST external hard drive and access files off of it... really nice!
But the problem I've run into is having to figure out problems and then deduce wiether it the Atari environment, the ST emualtor, or both? Printer drivers are a pain, sound is non-existant, and many programs flat out refuse to work.
There are better emulators out there, but it is that second guessing of which is the problem that gets old. For me at least. And in the end, what do you have? A computer trying to be a ST.

In the case of the classic Mac group, I am not there to be a Mac user... but a ST user trying to find ways to improve his Spectre setup. I'm an Atari user in a Macintosh group getting by on a technicality. And the same is true for a PC/Mac user emulating a ST. Nothing wrong with it, but it is still fun to get those reactions from people when you say "Yeh, I did that on a Atari computer."
"A what...? Wasn't that a game system...." Heheheh....

Take care, let us know what you decide.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4093. Eclipse working properly....

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 10:56:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b519f@fmlynet.org>
Source record: 48445

FamilyNet Newsgate

> From: chris.crosskey@metrics.co.uk (Chris Crosskey)
> Hi Folks..
> Having been one of the first in the UK to get an Eclipse I was always
> anjnoyed at the little glitches I had with mine...until the new version of
> fvdi fixed nearly all of them....all the pallette corruption has disappeared
> (most of it could be fixed with recolor.prg, but not all of them....well
> they've all been solved, only thing left now is some smearing lines that get
> left when moving windows around on the desktop, and they get sorted out
> whenever a window is redrawn anyway so I can live with them
> easily........hurrah :-))
> Now I've got to ge tthe money together for a Tempest :-))
> chrisc

Tempest is a pipe dream and we all know it.

Doctor Clu
Who once dreamed of getting a Falcon to throw a Tempest into....

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4094. FOG ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 11:02:41 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <99ps35$43c$1@plutonium.btinternet.com>
Source record: 48420

Hi all,

Does anyone know where i can download the FOG falcon discs ?

thanks

Chris

4095. Wanted: FPU (Falcon, UK)

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 11:36:40 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3AC07B48.864CE16@nospam.no.no>
Source record: 48421

Would like to buy reasonable spec ...81 FPU.
Wonder if anyone knows where to buy one.
Grateful for any help.

4096. Eclipse working properly....

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 12:36:26 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C9E4@FILESERV>
Source record: 48422

Hi Folks..

Having been one of the first in the UK to get an Eclipse I was always anjnoyed at the little glitches I had with mine...until the new version of fvdi fixed nearly all of them....all the pallette corruption has disappeared (most of it could be fixed with recolor.prg, but not all of them....well they've all been solved, only thing left now is some smearing lines that get left when moving windows around on the desktop, and they get sorted out whenever a window is redrawn anyway so I can live with them easily........hurrah :-))

Now I've got to ge tthe money together for a Tempest :-))

chrisc

--
Posted from IDENT:root@mx4.i-way.net.uk [212.49.192.38]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4097. Re: New on Tim's Atari MIDI World

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 13:41:31 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AC0988B.37076EBA@pcisys.net>
Source record: 48423

Hallvard Tangeraas wrote:

> New on Tims Atari Midi World
>
> http://sites.netscape.net/index.htm

The above link is no good. Not registered.

4098. Garbled screens in Falcon games...

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 14:32:49 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <Av1w6.74$ge7.1270@newsfeed.slurp.net>
Source record: 48424

I have a few Falcon games, Humans and Pinball Dreams that I play through myVGA monitor. Everything works and they are playable except that the screen is very unstable and flickers and has streaks and garbage on it. Is it because I'm playing on a VGA monitor? Thanks.

Joshua.

4099. Garbled screens in Falcon games...

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 14:32:49 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <Xy1w6.75$ge7.1348@newsfeed.slurp.net>
Source record: 48425

I have a few Falcon games, Humans and Pinball Dreams that I play through myVGA monitor. Everything works and they are playable except that the screen is very unstable and flickers and has streaks and garbage on it. Is it because I'm playing on a VGA monitor? Thanks.

Joshua.

4100. Garbled screens in Falcon games...

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 14:32:49 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <JB1w6.77$ge7.1332@newsfeed.slurp.net>
Source record: 48426

I have a few Falcon games, Humans and Pinball Dreams that I play through myVGA monitor. Everything works and they are playable except that the screen is very unstable and flickers and has streaks and garbage on it. Is it because I'm playing on a VGA monitor? Thanks.

Joshua.

4101. Re: Free to collector (UK Glos/Worcs) 520STFM, 520ST, SM124 etc. All gone now.

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 14:47:35 UTC
From: Jonathan Bristow <jb@xforward.freeserve.co.uk>
Message-ID: <99q930hul1@newsg2.svr.pol.co.uk>
Source record: 48427

New home found for it all. Thanks.

In article <99hv6cmpt1@news5.svr.pol.co.uk>, "Jonathan Bristow"
<jb@xforward.freeserve.co.uk> wrote:

> I've finally got to say goodbye to my trusty ST:
>
> If anyone would like to collect a 520STFM, a 520ST (2.5Mb), a SM124 monitor,
> external disk drive, hand scanner, and 5 boxes of PD disks, free, let me
> know:
>
> Jonathan Bristow
>
> jb@xforward.freeserve.co.uk

4102. 1040ST power supply?

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 15:42:38 UTC
From: pjsmith@netins.net
Message-ID: <slrn9c1d7d.nj8.pjsmith@worf.netins.net>
Source record: 48428

I have a 1040ST which may have a bad/flakey internal power supply. Does anyone know where I might be able to find a replacement one? I know Best Electronics lists them but I am not paying $75 for one!

Thanks!

Phil

4103. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 15:55:20 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985708700.27509.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 48429

It will take me some time to collect the info and try the options you have
suggested, I may try an install on a SyQuest drive so I can try it all
clean.

I will have a go tonight, thanks for your help (again).

Mark.

Harry Sideras <sidcelery@cix.co.uk> wrote in message
news:99op8c$ia3$2@plutonium.compulink.co.uk...
> On 26 Mar 2001 10:46:01 , "Mark" wrote:
> > Thanks for the help
>
> I may live to regret it at this rate! B)
>
> >> Let me make sure I'm understanding you. If Redirect doesn't work,
> >> then you're saying you only get a screen image via the normal
> >> Atari monitor port. If that's true, then you can't possibly be
> >> getting a 32k colour depth. Redirect only redirects the monitor
> >> output through the graphics card AIUI. If you're getting 32k
> >> colour depth then, by definition, the monitor must be connected to
> >> the graphics card. Therefore redirect is working.
> > Forgetting about Magic for the moment, I have disabled it.
>
> OIC.
>
> > I would expect the Atari logo, etc to be output on the standard
> > monitor (as it does), however my understanding of the REDIRECT
> > program is that the output from the point it is run will be sent to
> > the graphics card. Then a few other AUTO progs run (with no
> > output) and then the SLCT_DEV program, the one which lets you
> > select resolutions from your INF file (yes I have managed to make
> > one no problems), and not the Magic one. However I can not see
> > what is going on with the SLCT_DEV program so I have to guess my
> > way round to select a resolution or set it to delay for only a
> > second or two.
>
> This is definitely a bit wierd and shouldn't happen. Am I right in
> thinking you've never run with a graphics card at all? IIRC I needed
> to do a ruthless job of weeding out redundant and incompatible Auto
> progs and accessories when I first started. I can't think what would
> be screwing up the boot so early on with what you've said up to now.
>
> Can I ask for an Auto and ACC listing from you? Also, do you use a
> boot manager that may still be messing around with your setup? It may

> be worth starting from the basics and building up.
>
> >> In answer to your actual question, yes you should see the rest of
> >> the boot on screen after Redirect has run. But, also note that
> >> even though you are using the graphics card some screen output
> >> will still be forced through the old monitor port. Most
> >> significantly, this will include any error message produced by
> >> NVDI if an error occured in its installation! This is very
> >> significant if you have a faulty NVDIVGA.INF!
> >
> > After REDIRECT nothing until SLCT_DEV is run, INF file no problems.
> > The answer would be to run SLCT_DEV right after REDIRECT but the
> > problem still standard that I can't see what I'm selecting.
>
> I'm thinking lots of things atm. If you're saying that SLCT_DEV
> doesn't show up on the screen through the card then I'm returning to
> the thought that there's something wrong with the NVDIVGA.INF file.
> Does NVDI run immediately after REDIRECT? The INF file has to be valid
> for it to proceed with the boot through the graphics card. I'm
> suspecting that there really is something wrong with this and whatt
> you've said later seems to back that up.
>
> Look at C:\NVDI.INF and add a line like:
>
> LOGFILE = C:\NVDILOG.TXT
>
> Try the boot again and see what it says. It may give a clue.
>
> >> If it's possible to have two monitors connected at the same time
> >> you will save yourself a helluvalot of confusion (believe me!)
> > Have been doing that to set it up but there is not enough room for
> > it to permanently be there.
>
> It's quite possible (but not entirely advisable) to switch a single
> monitor from one plug to another during this process, but while you
> still have a problem you'll just have to make some room for a while if
> you want to get the setup working.
>
> >>> 2) Viewing documents in TOS just produces funny graphics on the
> >>> screen, is this related to the above?
> >> Do you mean TOS programs that don't output via VT52.PRG? In that
> >> case, it's normal. Redirect is sending the output through the
> >> graphics card, but the program doesn't really support the graphics
> >> card and you will get a screwed up screen. The most obvious
> >> example of this is UUDECODE used via Newsie B<
> > In TOS (not Magic)
>
> OK. I mistakenly assumed you'd run Magic by default (only coz I do).
>
> > double clicking on a text file (e.g README.TXT) produces a screen

> > of characters which simply look to be made of horizontal lines. I
> > am not trying to display a resource file or other code, these are
> > standard ASCII file. The kind of effect I would expect from it not
> > pointing to a bitmap character set but rather a random bit of
> > memory.
>
> But the desktop itself is ok? What about if you try to load the file
> into a viewer or text editor? Is it the same? What settings do you
> show in NVDI's compatibility CPX? I use GDOS, GEMDOS text, Line-A and
> Error messages (not TOS compatibility).
>
> >>> 3) Why did the program select 62Hz when I told it the monitor
> >>> worked from 65-75?
> >> Where are you providing this information? Within VMG4000? If not,
> >> where?
> > Yes, the VMG4000 prog tells you I believe.
> >>
> >>> 4) I selected a Crazy Dots VME card but it said the hardware was
> >>> not responding, is this normal? Could I have a CD II card? How do
> >>> I identify it (I know it has a 15Bit extension)?
> >> If you're getting 32k, then that's 15-bit colour depth, which
> >> could either be CD1 or CD2. What have you set up in your
> >> C:\AUTO\NVDIVGA.INF file that was output from VMG4000?
> > I selected CD VME in the VMG4000 prog but I have not done anything
> > with its more advanced settings.
>
> My Iiyama 15" allows 30-65 kHz horizontal and 50-100 Hz vertical - is
> yours really so limited in range? Are you getting the two mixed up?
> If not, this may be the cause of your problem. Secondly, you may be
> using a CD2 card instead of CD1 card. Third, I'm not convinced the
> settings provided for either card are correct. In this case it may be
> necessary for you to run Detect Dotclocks from the Special hard menu
> option in VMG4000 and start again creating some basic resolutions.
>
> Did you test the resolutions in VMG4000? Did the test card display ok?
>
> > Hope this explains it all a bit more.
>
> I understood a little more, but I think this is going to drag out for
> a long time unless we have a long chat about it and try things out
> while we're on the phone. Let's go to Email and see if we can't report
> back when we finally solve this problem...
>
> rgds
> H

4104. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:06:32 UTC
From: bindon@madasafish.com
Message-ID: <tc1ek84c7vclff@corp.supernews.com>
Source record: 48430

On 26 Mar 2001 14:20:14 , Derryck Croker wrote:

>Incidentally, I understand that the Optimizer will not work with a 4G drive
>with a single (F32) partition, as supported by HDDriver 8 and (I think)
>MagiC 6.10 from the report I've just had. Will there be a chance for
>another upgrade?

I tried doing a FAT32 system on my Magic 6.10 a few weeks back but
never succeded due to not having manuals etc. IIRC I partitioned the
drive using HDDriver v7.8 to F32 system but Magic didn't like it.
Maybe Magic has to be configured for it? Anyway my drives aren't big
enough to bother and I no longer use 6.10.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4105. Re: Atari Online News, Etc. #03-13

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:06:34 UTC
From: bindon@madasafish.com
Message-ID: <tc1eka1i53rm02@corp.supernews.com>
Source record: 48431

```
On 27 Mar 2001 01:49:30 , DANAP8 wrote:
>A-ONE #0312 03/23/01
>
> ~ Florida Sues CIS! ~ People Are Talking! ~ 1GHz Notebooks!
> ~ Can Spam Wars Be Won?! ~ Cybercrime Quandary! ~ HailStorm Unleashed!
> ~ Amazon Going Bankrupt? ~ MagicNet and More! ~ E0Business Drive!
> ~ Lycos Shuts Down Sites ~ Intel's Crusoe-Crusher ~ XTOS Clone Info!
>
> -* Congress Buried Under E-Mail *-
> -* Web Site Ads Getting More Intrusive *-
> -* Libraries Take On Child Web Protection Act *-
>

Thanks! I'll check it out as usual.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

4106. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:06:36 UTC
From: bindon@madasafish.com
Message-ID: <tc1ekcqsnv0805@corp.supernews.com>
Source record: 48432

On 27 Mar 2001 03:40:22 , PuffPuffin wrote:
>Hi everyone,
>
>I would like to add a battery to my 1040ST so that I don't have to keep
>resetting the time and date everytime I power up. I was wondering what my
>options are.
>
>I'd really prefer to keep my cartridge slot free for dongles, Spectre GCR, etc.
> I remember one a looooong time ago that actually fit under a TOS ROM. That's
>the one I would like to have, but I'm sure the manufacturer is gone by now.

Ages ago I experimented by keeping the Hitachi keyboard chip alive
with a small power source after the main power goes down. It did keep
the time, and that was the problem, it never actually kept going. If
I boot up it reported the time it was shut down! Oh well, I learnt
something! :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4107. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:06:39 UTC
From: bindon@madasafish.com
Message-ID: <tc1ekfmcsg1d06@corp.supernews.com>
Source record: 48433

On 26 Mar 2001 14:55:56 , Derryck Croker wrote:

Hi

>>>May I ask why aFTP doesn't work for accessing your webspace?
>>
>>Hmm, it's been a while. I know Newsie couldn't delete files and it
>>also never displayed the names of the files. aFTP just didn't show
>>them I think, I could be wrong though.
>
>After fiffi, aFTP is my favourite ftp client. Now that you're upgrading
>your Falcon on the software front I recommend that you try it again (make
>sure you get the latest version). You might have to toy with some of the
>flags (Passive, Allocate).

I can't afford to buy Iconnect so I'll stick with my trusty Sting
connection. I will be using aFTP and I'll experiment with some of the
options. As for other FTP sites, it always seems to work. I'm
looking forward to my new setup, it'll sure beat this current messed
up system where it crashs all the time. I haven't had a crash yet
with the new system!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4108. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:06:42 UTC
From: bindon@madasafish.com
Message-ID: <tc1ekinmb5k707@corp.supernews.com>
Source record: 48435

```
On 26 Mar 2001 14:56:42 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sun, 25 Mar 2001 14:08:11 -0000
>
>>>>Where do you get Ifusion? And also some of the others, like Iconnect
>>>>and emailer?
>
>>I'll pop over to Atari Workshop and see if it's worth the money.
>
>Atari Workshop don't sell Emailer or fiffi (the latter gets IFusion bundled
>
>with it). You'll have to get them from ASH.
>
>Both these programs are GEMScript/Scripter aware - you can fully automate
>your online activities (CAB is not a GS client though), including multiple
>ISP mail and news collection whilst remaining connected to your main ISP.
```

I tried the recommended URL but it threw me back to ASH's site.
Anyone know the rough price in either DM or €?

```
Thanks.

PS. Is ASH a good place to buy from?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

4109. Re: Wanted: FPU (Falcon, UK)

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:06:44 UTC
From: bindon@madasafish.com
Message-ID: <tc1ekkg31du208@corp.supernews.com>
Source record: 48434

On 27 Mar 2001 12:36:40 , Carlos wrote:
>Would like to buy reasonable spec ...81 FPU.
>Wonder if anyone knows where to buy one.
>Grateful for any help.

Are you sure you want the 68881? The 68882 was far better.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4110. Re: Eclipse working properly....

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:06:47 UTC
From: bindon@madasafish.com
Message-ID: <tc1eknknpk450b@corp.supernews.com>
Source record: 48436

On 27 Mar 2001 12:36:26 , Chris Crosskey wrote:

Hi Chris,

>Having been one of the first in the UK to get an Eclipse I was always
>anjnoyed at the little glitches I had with mine...until the new version of
>fvdi fixed nearly all of them....all the pallette corruption has disappeared
>(most of it could be fixed with recolor.prg, but not all of them....well
>they've all been solved, only thing left now is some smearing lines that get
>left when moving windows around on the desktop, and they get sorted out
>whenever a window is redrawn anyway so I can live with them
>easily........hurrah :-))
>
>Now I've got to ge tthe money together for a Tempest :-))

No don't be stupid....buy the CT60!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4111. 0.635mm ribbon cable

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:17:14 UTC
From: bindon@madasafish.com
Message-ID: <tc1f8a5hjjgn3d@corp.supernews.com>
Source record: 48437

Hi,

It may be a bit OT but it is for my Falcon. I need a very small
piece, about 4 inchs of 0.635mm (0.025") ribbon cable for a IDC style
crimp. Farnell only sell by the 30 metre reel and Maplin have
stopped selling it. It's for the SCSI 2 port.

Any one know a source or have a scrap off cut?

Thanks again.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4112. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:23:43 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035C9ED@FILESERV>
Source record: 48438

I don't think there's a way of doing this I'm afraid.....there isn't a seperate power feed to the memory (what you'd need to do is to keep the RAM powered up) without powering up the rest of it......easy way out is to not turn the ST off....that said whenever it crashes yo'd need to re-enter it anyway....the way battery-backed clocks worked was to plug in either to the cartridge port or (In the case of the TUS STe-RTC) the enhanced joystick ports, and have an RTC that was battery backed so that when the system powered down, the RTC stayed powered up, then an auto-folder program would read the clock and set the time....the TUS one worked well on my STe, back before I got my first Falcon.........

TO seperate the power feeds to the memory (you need to put a diode in there to stop the battery trying to run the whole system) might be possible though very hard, though if you have an after-market 4Mb conversion in an STFM then it would be easier ...use a germanium dioe though, and have a Nicad battery that puts out 4.5V and you should be OK.....It would have the advantage of keeping everything in memory active though, not just the date......you'd have the worlds fastest-booting ST :-))

chrisc

--
Posted from mx2.i-way.net.uk [212.49.192.9]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4113. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:37:30 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.00000047.00988107@id-68569.user.dfncis.de>
Source record: 48439

Lyndon Amsdon:

> I tried the recommended URL but it threw me back to ASH's site

<http://www.application-systems.de> seems to be down at the moment,
but

<http://ash.sww.net/forms/PREISEXP.HTM> is available

normally you can get this site by clicking on the small yellow button called "Jetzt
bestellen" (that
means: order now)

> Anyone know the rough price in either DM

Emailer 2.3 - DM 49.-
Fiffi + iFusion - DM 39.-
Iconnect is part of Emailer and Fiffi

> Is ASH a good place to buy from?

I bought all my Atari-programs since 1988 from ASH and I had no problems in all these
years, so I
would say: yes, it's a good place.

Diedrich

4114. Re: Reservoir Gods games

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 16:50:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac0d25c1963031@pandora.be>
Source record: 48441

on Mon 26-03-2001 14:58 Joshua Kaijankoski wrote:

>Some of them you can but some you can't. I'm trying to get some Godle NES
>games...
>

Ah yes, I see. Indeed these links doesn't work anymore.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4115. Re: Eclipse working properly....

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 17:17:40 UTC
From: osian@zetnet.co.uk
Message-ID: <3ac0cb34$0$8832@news.zetnet.co.uk>
Source record: 48442

On 27 Mar 2001 12:36:26 , Chris Crosskey wrote:
>Having been one of the first in the UK to get an Eclipse I was always
>anjnoyed at the little glitches I had with mine...until the new version of
>fvdi fixed nearly all of them

Congratulations!

>Now I've got to ge tthe money together for a Tempest :-))

Looks like you'll have plenty of time to save up for it. :-(

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4116. Re: 0.635mm ribbon cable

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 17:24:25 UTC
From: Martin Whitaker <Martin.Whitaker@AspexTechnology.com>
Message-ID: <3AC0CCC9.1E72F0CB@AspexTechnology.com>
Source record: 48443

I believe ATA100 IDE hard disks use this size cable. Try a local PC
shop or online trader. You'll probably only be able to get it with
connectors attached, but you can always cut them off. May not be a
particularly cheap solution (www.dabs.com lists one at ï¿½2.50 + VAT),
but almost certainly cheaper than buying a ready made SCSI cable!

Martin

Lyndon Amsdon wrote:
>
> Hi,
>
> It may be a bit OT but it is for my Falcon. I need a very small
> piece, about 4 inchs of 0.635mm (0.025") ribbon cable for a IDC style
> crimp. Farnell only sell by the 30 metre reel and Maplin have
> stopped selling it. It's for the SCSI 2 port.
>
> Any one know a source or have a scrap off cut?
>
> Thanks again.
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

4117. Re: looking for Cad-3D to DXF converter

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 17:29:43 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103271725490.89-100000@Hades060>
Source record: 48365

On Mon, 26 Mar 2001, Ken Springer wrote:

> What is the source of the DXF files you are experimenting with? With
> each new release of Auto CAD, new features were added and so the DXF
> files that were created with each new release changed. Supposedly,
> newer Auto CAD releases are supposed to import older DXF files, but
> don't believe it. <G> Been there, done that.

I'm trying to get CAD-3D files into DXF format, as I said I have
a tool for this but it just plain crashes on large CAD-3D objects.
The goal was to get the CAD-3D objects loaded into Pixel 3D Studio
(I think that is the name) on a freinds MAC.

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4118. Re: MegaSTE and FPU

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 18:13:05 UTC
From: vdjole@EUnet.yu
Message-ID: <99ql7f$j26$1@news.EUnet.yu>
Source record: 48346

On 24 Mar 2001 22:18:41 , Phantomm wrote:
>After reading a thread recently regarding installing a FPU into a MEGASTE,
>I got abit confused on just what needs to be done.
>I have a TOS 2.06, Internal HD, 1.44 disk drive MegaSTE
>
> I am not sure if my MSTE has one installed or not, just haven't checked.
>
Use some utility to check contents of the cookie jar. If there is a FPU,
TOS 2.06 will install a cookie _FPU with a hex value 00010000. A program
like SYSINFO can also tell whether the FPU is there. GEMBENCH can, too.

>But If I ever want to install one, what exactly do I need?

You need a 68881 FPU chip (PLCC housing, rated for at least 12-16MHz) and an
address & datastrobe decode chip. The latter one is a programable logic
device and has to be programmed specifically for the job.

4119. PC <- Serial -> Atari

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 19:08:23 UTC
From: Henrik Johannisson <vinco@ebox.tninet.se>
Message-ID: <99qorb$1bu$1@zingo.tninet.se>
Source record: 48347

Dear all Atarians !

I have now tried for some time to get a null-modem connection
working between my PC and my Atari 1040 STE.

On the Atari side I use Freeze Dried Terminal and on the PC
the Hyperterminal delivered by Windows (NT).

I use a "commercial" null-modem cabel and have tested
most configurations but usually sticks to the simplest
like 300,8N1, RTS/CTS=Off, Xon/Xoff=Off.

But I thought I would be able to for example type
something in the Hyperterminal and it should
appear (or at least something should happen)
on the Atari. But nothing happens.

Before I was actually using another "commercial"
null-modem cable but it had some hardware
defect which I think did that not all pins
was connected. But using this cable I could
see that something happend when I pressed
some keys. All keys on the Atari with exception
of the letters (small and large) were transfered
and displayed as a space on the PC. The other
was not transfered. But from PC to Atari there
were response but just junk characteres appeared
on the Atari.

Am I missing something or ? I think this should
be fairly simple. I have done this before, with
the same Atari. But Im a little bit worried that
the ACIA (MC6850) has been blown away
or something. Or maybe that there is two pins
in the serial port which is about one half millimeter
longer in than the rest of the pins. Is there anything
you can do to test that the serial port is working ?
Program, loopback, anything ? Ideas ?

Many thanks !

/Henrik

4120. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 19:19:48 UTC
From: dlormand@aztec.asu.edu
Message-ID: <99qp4k$it2$1@news.asu.edu>
Source record: 48348

>I would like to add a battery to my 1040ST so that I don't have to keep
>resetting the time and date everytime I power up. I was wondering what my
>options are.

Me, too. I got plans from the umich site (I think) for an easy modification
to install a real-time clock chip that had a battery built-in. The modification
was: unplug one of your TOS ROMs, plug the chip in, and plug the TOS ROM back in
on top. Easy! It came with some software for setting and reading the clock.
Unfortunately, the chip was already almost obsolete when I got the plans, and
now I can't even find it (a Dallas Semiconductor part, 1216E, I think). I'm
sure they still make parts _like_ this, maybe it's time for an upgrade to the
upgrade!
--

4121. Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 19:25:06 UTC
From: Wyatt <hpent@gte.net>
Message-ID: <mO5w6.269$pV5.163675@paloalto-snr1.gtei.net>
Source record: 48356

I lost a directory. It had some midi files in it. All i get is a long number! Can i get my midis back? What happened?

Thanks Wyatt

4122. FS/T: Atari ST items and more... [03/27/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 19:54:17 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <qvr1ctg14klekshk7l5rhm03gnt7r08aoe@4ax.com>
Source record: 48349

Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple][computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

4123. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 20:04:03 UTC
From: spencer@NOSPAMmaelstrom.freeserve.co.uk
Message-ID: <3ac0f0db.2040323@news.freeserve.net>
Source record: 48350

On 26 Mar 2001 23:16:57 GMT, sidcelery@cix.co.uk (Harry Sideras)
wrote:

>Wotcha Spence! I thought you wuz dead! B>
Nope not yet ;-)

Just been lurking and feeling guilty surrounded by PC's as I am these
days (the STFM, TT and Falcon are boxed up in the shed as I ran out of
room for them).

And how are you Harry, any interesting work on (I'm currently working
on two systems, one involving 23,000 laptops and the other uses 6000
desktops)?

Spencer

Remember, if replying REMOVE the NOSPAM part from my email address.

spencer@maelstromNOSPAM.freeserve.co.uk

4124. Re: PC <- Serial -> Atari

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 20:22:25 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ac104521a1f330@tripnet.se>
Source record: 48351

On Tue 27-03-2001 21:08 (+0200) Henrik Johannisson wrote:

>I have now tried for some time to get a null-modem connection
>working between my PC and my Atari 1040 STE.

>But I thought I would be able to for example type
>something in the Hyperterminal and it should
>appear (or at least something should happen)
>on the Atari. But nothing happens.

>you can do to test that the serial port is working ?
>Program, loopback, anything ? Ideas ?

To check if the Atari is OK simply connect a real modem and see if it
echoes to the terminal. If it does the Atari is working.

Then recheck if you run the ports at the same speed.

If they are and it still doesn't work connect the modem to the pc, try to
find modem drivers, install them and check if it works.

If it does the only answer is a faulty nullmodem cable, or damaged
Windows install.

If any of the computers are powered from an outlet without grounding you
run the risk at feeding 100's of volts into the serial ports if you
switch cables with any of the computers (or modem without ground) turned
on.

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4125. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 20:35:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103272135.a10013@su2.maus.de>
Source record: 48325

Hi Derryck,

DC>Unfortunately I don't get a log file from my web site (I simply
DC>haven't bothered!),
it doesn't matter.

DC>Incidentally, I understand that the Optimizer will not work with a 4G
DC>drive with a single (F32) partition, as supported by HDDriver 8 and (I
DC>think) MagiC 6.10 from the report I've just had. Will there be a
DC>chance for another upgrade?
I don't know, but I'm afraid he won't do so, for he switched over to
PC. Of course, as he dislikes 'Sinnlos' (are you able to translate
this joke?), he runs it by Linux or BeOS. So he isn't interested very
much in Atari soft.

But if you you ask him kindly, and if there are some more people that
share your desire, maybe he will... :-))

Und TTschï¿½
ps

4126. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 20:36:29 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <99qtkdbaf1@snipp.uninett.no>
Source record: 48352

Harry Sideras <sidcelery@cix.co.uk> wrote:

> IMO your suspicions would be correct. The NVDI setup needs to be
> different on a Magic enabled setup compared to a TOS setup.

That definitely doesn't apply to MagiC 4.x - 6.x and NVDI 4-5. I've always installed MagiC on top of an existing NVDI-installation, and that has always worked fine (atleast on my TT and ST's).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4127. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 20:42:24 UTC
From: bindon@madasafish.com
Message-ID: <tc1upg3t9nrsb7@corp.supernews.com>
Source record: 48353

On 27 Mar 2001 16:23:43 , Chris Crosskey wrote:

Hi,

>TO seperate the power feeds to the memory (you need to put a diode in there
>to stop the battery trying to run the whole system) might be possible though
>very hard, though if you have an after-market 4Mb conversion in an STFM then
>it would be easier ...use a germanium dioe though, and have a Nicad battery
>that puts out 4.5V and you should be OK.....It would have the advantage of
>keeping everything in memory active though, not just the date......you'd
>have the worlds fastest-booting ST :-))

You have to keep the DRAM contoller alive too to refresh the DRAMs,
then you have a problem because you'd have to isolate all that as
well.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4128. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 20:42:27 UTC
From: bindon@madasafish.com
Message-ID: <tc1upjs6bqdbc@corp.supernews.com>
Source record: 48354

```
On 27 Mar 2001 18:37:30 , Diedrich Dirks wrote:
>> Anyone know the rough price in either DM
>
>Emailer 2.3 - DM 49.-
>Fiffi + iFusion - DM 39.-
>Iconnect is part of Emailer and Fiffi
>
>> Is ASH a good place to buy from?
>
>I bought all my Atari-programs since 1988 from ASH and I had no problems in all these
years, so I
>would say: yes, it's a good place.

Thankyou Diedrich!
```

Thats about £30, not too bad I guess. The good thing would be the way
it intergrates with Scripter and Magic.

```
Is it possible to do two things at one time, I know CAB can't
download off a website and carry on browsing another site, but how good is it
for web browsing and FTP'ing (apart from the decrease in bps)?

Stable? CRC/integrity errors?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

4129. Re: PC <- Serial -> Atari

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 20:42:29 UTC
From: bindon@madasafish.com
Message-ID: <tc1uplq6m755bf@corp.supernews.com>
Source record: 48355

On 27 Mar 2001 21:08:23 , "Henrik Johannisson" wrote:

>Am I missing something or ? I think this should
>be fairly simple. I have done this before, with
>the same Atari. But Im a little bit worried that
>the ACIA (MC6850) has been blown away
>or something. Or maybe that there is two pins
>in the serial port which is about one half millimeter
>longer in than the rest of the pins. Is there anything
>you can do to test that the serial port is working ?
>Program, loopback, anything ? Ideas ?

OK, check you have the handshaking and baud set up exactly the same.

If it still don't work you'll have to make a loopback plug. Basically
this plugs in the port and you can use a terminal and whatever you
type will appear on that computers screen. Useful for diagnosis.

I recently made an 8m cable for ST-Falcon (or my 486).
http://www.airborn.com.au/rs232.html

BTW the serial port driver on the Atari is the MFP 68901, but it could
be blown.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4130. Re: 0.635mm ribbon cable

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 21:21:27 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <ss7w6.58114$Bs4.71571@NewsReader>
Source record: 48357

I have some IDE Connector cables left over from the IDEAL Interface
I used to make. Come to think of it I believe I still have some complete
interfaces left. The cables are about 8inches and have the 44way
connectors on them. I had them specially made at Meedmore.
If interested send me an email.

maccdave@btinternet.com

Dave Escott

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tc1f8a5hjjgn3d@corp.supernews.com...
> Hi,
>
> It may be a bit OT but it is for my Falcon. I need a very small
> piece, about 4 inchs of 0.635mm (0.025") ribbon cable for a IDC style
> crimp. Farnell only sell by the 30 metre reel and Maplin have
> stopped selling it. It's for the SCSI 2 port.
>
> Any one know a source or have a scrap off cut?
>
> Thanks again.
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+
>

4131. Re: 0.635mm ribbon cable

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 22:08:08 UTC
From: bindon@madasafish.com
Message-ID: <tc23q8t7rlim13@corp.supernews.com>
Source record: 48364

On 27 Mar 2001 22:21:27 , "Dave" wrote:
>I have some IDE Connector cables left over from the IDEAL Interface
>I used to make. Come to think of it I believe I still have some complete
>interfaces left. The cables are about 8inches and have the 44way
>connectors on them. I had them specially made at Meedmore.
>If interested send me an email.

Aren't these 2.5" drive connectors 1mm metric pitch? I have one off
an acorn but it's no the right pitch. 44*1mm = 44mm which is the
width of the ribbon.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4132. Re: New on Tim's Atari MIDI World

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 22:32:10 UTC
From: tconrardy2001@aol.com
Message-ID: <20010327173210.01390.00001120@ng-de1.aol.com>
Source record: 48366

>http://sites.netscape.net/index.htm
>>
>> The above link is no good. Not registered.
>
>Hmmmm. you're quite right. The correct one should be:
>
> http://sites.netscape.net/timconrardy/timidi.htm
>
>I checked it just now, so I know it works.
>
>
>Hallvard

OPPPS...sorry about that. Guess I was too much in a hurry. Thanks for the correction Hallvard. I am trying AOL's way of posting here, and its a bit confusing to say the least. I liked Newsie much better.

Tim

4133. Re: 1040ST power supply?

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 22:58:28 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tc26n4femt6g56@corp.supernews.co.uk>
Source record: 48367

"PHIL SMITH" <pjsmith@netins.net> wrote in message
news:slrn9c1d7d.nj8.pjsmith@worf.netins.net...
> I have a 1040ST which may have a bad/flakey internal power supply. Does
> anyone know where I might be able to find a replacement one? I know
> Best Electronics lists them but I am not paying $75 for one!
>
> Thanks!
>
> Phil

Cheapest option might be to pick up a second -hand machine then!

Regards,

Chris.

4134. FMC II

Newsgroup: comp.sys.atari.st
Date: 2001-03-27 23:00:52 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tc26rkrhshg75e@corp.supernews.co.uk>
Source record: 48368

Hi all,
does anyone know where i can get the Y2K patch for my FMC II?

Thanks,

Chris Thorley

4135. Re: Missionware (FlashII Term.Prg.)

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 00:21:06 UTC
From: danap8@aol.com
Message-ID: <20010327192106.22133.00001906@ng-fc1.aol.com>
Source record: 48369

John,

> Anyone know the status of Missionware Software (Palatine, Ill.)
>regarding passing around their programs (in particular, FlashII
>Terminal Program)? Shareware, Freeware, etc.?

I would say that John Trautschold, of Missionware, still considers Flash II a commercial program. You can reach John at JTRAUTSCHOLD@DELPHI.COM and ask.

> Did they (do they) have a website?

No, John never had a site; he relied on the online services for support access.

-Dana @ A-ONE

4136. Help with disk drive issue

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 00:40:36 UTC
From: Tom <thenortherner99@yahoo.ca>
Message-ID: <8qaw6.550144$JT5.15374731@news20.bellglobal.com>
Source record: 48371

I just sold a 1040STE to someone who has a 1040 STF. The buyer reported to me that his disks wouldn't work in the new 1040STE, ergo, the disk drive on it was shot.
Store bought disks work fine in the 1040 STE. It seems that just disks created with his 1040STF don't seem to be able to be read or written to in the STE drive.
Is this a drive compatibility issue? The STE has Tos 1.62. Are there issues with disks drives in this Tos having trouble reading disks produced by older versions of Tos?
Any help would be appreciated
Tom

4137. Re: Help with disk drive issue

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 01:01:28 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <99rd58$hr8$1@cubacola.tninet.se>
Source record: 48372

On 28 Mar 2001 00:40:36 , "Tom" wrote:
>I just sold a 1040STE to someone who has a 1040 STF. The buyer reported to
>me that his disks wouldn't work in the new 1040STE, ergo, the disk drive on
>it was shot.
>Store bought disks work fine in the 1040 STE. It seems that just disks
>created with his 1040STF don't seem to be able to be read or written to in
>the STE drive.
>Is this a drive compatibility issue? The STE has Tos 1.62. Are there issues
>with disks drives in this Tos having trouble reading disks produced by older
>versions of Tos?
>Any help would be appreciated
>Tom
>
>
>.
Hi Tom

I would be pretty sure it's the alignment of the head, on the STF
that's causing the problems. Unless he has formatted the disks with
extra tracks. TOS version shouldn't be a prob.

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4138. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 01:04:06 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <99rda6$hr8$2@cubacola.tninet.se>
Source record: 48373

On 27 Mar 2001 01:34:48 , J�rgen Nyberg wrote:
>On 24 Mar 2001 16:07:58 , Derryck Croker wrote:
>>
>>Try it again, but don't run STinG/STiK. Reboot if you've loaded it in this
>>session, so that all traces are removed.
>>
>Ok will do, since I'm a Mint-Netter now, all traces are already gone.
>I'll get back with results.
>

```
Ok, I tried it again, this time with the Mint OVL. Still no probs,
works directly, no timeouts or dialogs :-)
```

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4139. Parallel Port Midi Expander

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 01:45:14 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <Kmbw6.471406$f36.14806443@news20.bellglobal.com>
Source record: 48374

Hey gang, three questions.

1) There was a device for use with later version of Master Tracks Pro on the Atari ST that hooked up to the parallel port and allowed you to use more than 16 midi channels. Is this device still available anywhere and/or are the schematics to build one available on the net?

2) I believe there was someone who had made it his mission to track down the copyright owners of various MIDI programs for the ST and to persuade them to release their discontinued software as freeware/shareware/PD and then he was archiving them all on the internet. Was Master Tracks Pro ever added to this list (particularily the later version that supported beyond 16 midi channels with this parallel port device) and what is the URL for the archive?

3) What other options were/are available to people who use Atari ST computers as sequencers to get around the 16 channel limitation of MIDI?

I would also like to give a sharp boot to the head to the idiot who never envisioned that anyone would ever in the future have need for more than 16 midi channels. Kinda like the people who thought nobody would ever need more than 640K in a PC.

Crackers
(Grumbling from hell!!!!!)

--
CrAB - http://www.hwcn.org/~ad329/crab.html
The Official Bira Bira Webpage - http://birabira.chaosmagic.com

4140. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 01:49:09 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac14aa7@dnews.tpgi.com.au>
Source record: 48375

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:985729096-89324AEicMi@madasafish.com...
> Hi Mark
>
> >> Your falc sound like my ex-wife, doesnt mind whats plugged in it!!.
>
> >I have got 2 Falcons:-), couldn't handle two wives tho;-)
>
> I almost had a Falc, but couldnt handle one wife even, so i ditched it.
> Boy did she hate puters, and anything else i was interested in for that
> matter!!!!!!!

Thats not a wife thing, its a women thing;-). They don't understand we NEED lots of Ataris and fast cars and HIFI VCRs in order for our lives to be complete. All my hobbies are expensive, Guitar, shooting, Star trek, electronics.......... the missus hates most of it of course. Get of that bloody computer and talk to me? Whats that about anyway?

Mark

PS the good lady is going to allow me a DVD player if I get a job, but I really need NVDI 5.

4141. Re: 1040ST power supply?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 01:56:55 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac14c7e@dnews.tpgi.com.au>
Source record: 48377

PHIL SMITH <pjsmith@netins.net> wrote in message
news:slrn9c1d7d.nj8.pjsmith@worf.netins.net...
> I have a 1040ST which may have a bad/flakey internal power supply. Does
> anyone know where I might be able to find a replacement one? I know
> Best Electronics lists them but I am not paying $75 for one!

Whats wrong with it maybe a repair is in order?

Mark

4142. Re: Garbled screens in Falcon games...

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 01:57:47 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac14cac@dnews.tpgi.com.au>
Source record: 48376

Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
news:JB1w6.77$ge7.1332@newsfeed.slurp.net...
> I have a few Falcon games, Humans and Pinball Dreams that I play through
> myVGA monitor. Everything works and they are playable except that the
screen
> is very unstable and flickers and has streaks and garbage on it. Is it
> because I'm playing on a VGA monitor? Thanks.

Yup they are RGB only, and resfool won't work either.

Mark

4143. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 02:04:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985794946-936118AEicMi@madasafish.com>
Source record: 48299

Hi Spencer

>>Wotcha Spence! I thought you wuz dead! B>

>Nope not yet ;-)

Yet!!!

>Just been lurking and feeling guilty surrounded by PC's as I am these
>days (the STFM, TT and Falcon are boxed up in the shed as I ran out of
>room for them).

Making statements like this you soon will be. Anyway, box up the TT and
Falc, i'l call around for them, dont worry about paying me..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4144. Re: Missionware (FlashII Term.Prg.)

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 02:09:27 UTC
From: swampfox1@earthlink.net
Message-ID: <rJbw6.2095$Uw.215380@newsread1.prod.itd.earthlink.net>
Source record: 48378

On 28 Mar 2001 00:21:06 , DANAP8 wrote:
>John,
>
>> Anyone know the status of Missionware Software (Palatine, Ill.)
>>regarding passing around their programs (in particular, FlashII
>>Terminal Program)? Shareware, Freeware, etc.?
>
>I would say that John Trautschold, of Missionware, still considers Flash II a
>commercial program. You can reach John at JTRAUTSCHOLD@DELPHI.COM and ask.
>
>
>> Did they (do they) have a website?
>
>No, John never had a site; he relied on the online services for support access.
>
> -Dana @ A-ONE
>
>.
Thanks for the address Dana,
John G.

4145. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 02:09:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985794948-936756AEicMi@madasafish.com>
Source record: 48300

Hi Lyndon

>I can't afford to buy Iconnect so I'll stick with my trusty Sting
>connection.

Aint you got a sister or muther you can put out on the streets to fund
this, your puter really should get all it needs.

> I'm looking forward to my new setup, it'll sure beat this current
>messed up system where it crashs all the time. I haven't had a crash
>yet with the new system!

Whats a crash!!!

:-)
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4146. Re: looking for Cad-3D to DXF converter

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 02:44:02 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3AC14FF2.3BC7447B@greeleynet.com>
Source record: 48380

Lonny Pursell wrote:

>
> I'm trying to get CAD-3D files into DXF format, as I said I have
> a tool for this but it just plain crashes on large CAD-3D objects.
> The goal was to get the CAD-3D objects loaded into Pixel 3D Studio
> (I think that is the name) on a freinds MAC.

2 more questions:

How many files are we talking about? How soon do you need them?

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4147. Re: 1040ST power supply?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 03:01:22 UTC
From: pjsmith@netins.net
Message-ID: <slrn9c2l02.jjt.pjsmith@worf.netins.net>
Source record: 48379

In article <3ac14c7e@dnews.tpgi.com.au>, Mark Bedingfield wrote:
>
>PHIL SMITH <pjsmith@netins.net> wrote in message
>news:slrn9c1d7d.nj8.pjsmith@worf.netins.net...
>> I have a 1040ST which may have a bad/flakey internal power supply. Does
>> anyone know where I might be able to find a replacement one? I know
>> Best Electronics lists them but I am not paying $75 for one!
>
>Whats wrong with it maybe a repair is in order?
>

The computer refuses to power up. It was having all kinds of problems to begin with (just got it yesterday) but I was able to power it up a few times before it just quit. For now, I pulled the power supply out of my spare ST and swapped it in (the new one has 4 megs of RAM) and it appears to be working just fine.

I was just curious if anyone knew where I could fine a cheap replacement power supply without having to resort to watching ebay listings again.

Phil

4148. Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 04:46:37 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3ac16caf$0$42874$272ea4a1@news.execpc.com>
Source record: 48381

Hello,

I decided to add a SCSI hard drive to my STE so I purchased
a Link 97 intern circuit board and HDDriver v8.02
(STE - standard not Mega - 4 meg RAM TOS 2.06)

I mounted the circuit board in an external case containing one
SCSI hard drive (case is built for two drives) and a standard power
supply.
It took me quite a bit of time, but when I got it all together,
I took it to an electronics technician to have my wiring checked.
(Just to be on the safe side)

I booted and was able to partition the drive and reload my backed up
data.

The drive by itself seems to work very well. (So far)
The problem is when I begin to connect the rest of my devices.

The Link 97 has one DMA IN connector and one DMA OUT connector.
These are external connectors.

Internally is one SCSI connector. This is where my SCSI ribbon
connects to.

From my understanding, the Link converts the ATARI DMA signal to SCSI.
Ok.
SCSI Drive ID set to 0.
CD-ROM set to 1
Floppy Optical set to 2
Syquest Removeable set to 3

I boot up with HDDriver and it will not recognize my partitions
on the SCSI drive set to 0.
It skips 0 and 1 and starts with 2 and 3.

I check the ID with HDDriver and everything is correct.
I go to partition and only 2 and 3 show up.

I don't understand why it says BUS 0 ACSI 0 (ID check)
ACSI 1
ACSI 2
ACSI 3

Shouldn't it say SCSI
As that is what the signal is being converted to?
========
Well the second problem is using the DMA OUT port.

I purchased the Link so that I could keep my SLM804 laser connected
and off when not using it.
I thought I could connect the SLM804 controller to the DMA OUT.
Then go from the Out of the Controller into an SH204 hard drive.
This doesn't seem to work at all.
In fact, nothing seems to work with this configuration.

I suppose I could connecto the SLM804 controller to the OUT DMA on
the ATARI, then from the OUT on the controller to the DMA IN on the Link.
But then I have to run the darn laser even when I don't wish to use it.

My SCSI chords are about 3 to 4 feet long.
Could this be a problem?

thank you for any suggestions.
this newsgroup is much appreciated.

ken

4149. Re: Help with disk drive issue

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 07:08:02 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <e4q2ct035rrhh7j2k9ck4s1ngg8m6ilpk0@4ax.com>
Source record: 48386

On 28 Mar 2001 01:01:28 GMT, jorgen.nyberg@mailbox.hogia.net (Jï¿½rgen Nyberg) wrote:

>On 28 Mar 2001 00:40:36 , "Tom" wrote:
>>I just sold a 1040STE to someone who has a 1040 STF. The buyer reported to
>>me that his disks wouldn't work in the new 1040STE, ergo, the disk drive on
>>it was shot.
>>Store bought disks work fine in the 1040 STE. It seems that just disks
>>created with his 1040STF don't seem to be able to be read or written to in
>>the STE drive.
>>Is this a drive compatibility issue? The STE has Tos 1.62. Are there issues
>>with disks drives in this Tos having trouble reading disks produced by older
>>versions of Tos?
>>Any help would be appreciated
>>Tom
>>
>>
>>.
>Hi Tom
>
>I would be pretty sure it's the alignment of the head, on the STF
>that's causing the problems. Unless he has formatted the disks with
>extra tracks. TOS version shouldn't be a prob.
>
>Cheer's Jï¿½rgen

This is undoubtedly the cause of the problem.

There is no compatibility issue between any Atari ST disk drives (with the single exception that a single sided drive, an SF-354 will not read a double sided disk), nor any compatibility issues with different versions of TOS.

The fact that either disk drive will format and write to new disks only demonstrates that the drive is working properly, but does not indicate anything about the alignment of the drive read/write heads.

If both drives were aligned properly, they should be able to read each other's disks. The fact that this cannot be done indicates one (or both) is improperly aligned, undoubtedly caused by wear due to the age of the drives.

I'd agree that the most likely culprit is the drive in the 1040STF, since it's the older of the two systems.

Unfortunately there is no easy solution to getting the newer STE to read the disks formatted by the STF, UNLESS the buyer has an external disk drive available.

With an external drive he could format NEW disks in the external drive, then either read them directly in the STF, or move the external drive to the STF and read them in that way.

Lacking an external drive, I would try formatting new disks in the STE, they trying to write to them with the STF It's just possible they may be close enough to allow things to work that direction, even if they won't work the other way around. IF he can write to an STE formatted disk in the STF, have him try copying the old disks to the new ones in the STF. IF that process works, he should be able to read the new disks back in the STE.

If that fails, he may be forced to use a serial cable link between the two computers to transfer the files, using a telecommunications program to effect the transfer.

The ultimate answer of course would be to replace the disk drive in the STF with a new floppy drive. Most PC style disk drives can be adapted, although it can be tricky to get the faceplates to look right.

BobR

4150. Re: PC <- Serial -> Atari

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 07:08:08 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <nar2ctglk81tlgl3bpa5kmbm1vsvkjfqk1@4ax.com>
Source record: 48387

On Tue, 27 Mar 2001 21:08:23 +0200, "Henrik Johannisson"
<vinco@ebox.tninet.se> wrote:

>Dear all Atarians !
>
>I have now tried for some time to get a null-modem connection
>working between my PC and my Atari 1040 STE.
>
>On the Atari side I use Freeze Dried Terminal and on the PC
>the Hyperterminal delivered by Windows (NT).
>
>I use a "commercial" null-modem cabel and have tested
>most configurations but usually sticks to the simplest
>like 300,8N1, RTS/CTS=Off, Xon/Xoff=Off.

This is good for testing, although if you plan to transfer files, it
would be better to set RTS/CTS=ON (on the Atari end) and
Flowcontrol=Hardware (on the PC end). This will prevent dropping
characters in case the buffers overflow.

>
>But I thought I would be able to for example type
>something in the Hyperterminal and it should
>appear (or at least something should happen)
>on the Atari. But nothing happens.
>

You're correct, what you type on one system should echo on the other
system's screen, exactly as typed.

>Before I was actually using another "commercial"
>null-modem cable but it had some hardware
>defect which I think did that not all pins
>was connected.

A null-modem cable only requires a few pins to be connected.

The transmit of one side goes to the receive of the other, and
vice-versa. (Pins 2 and 3)

The handshake pins are reversed (sometimes 6,8 and 20, and 4 and 5).

The ground is connected straight through (Pin 7).

>But using this cable I could
>see that something happend when I pressed
>some keys. All keys on the Atari with exception

>of the letters (small and large) were transfered
>and displayed as a space on the PC. The other
>was not transfered. But from PC to Atari there
>were response but just junk characteres appeared
>on the Atari.

This sounds like results typical of mismatched settings between the
two systems, most likely the baud rate.

Hyperterm can be tricky to get set properly.

Be sure you select "Connect using: Direct to Com 1" (or whatever
COM: port you're using), at the bottom of the "Phone Number" dialog
box.

Then make sure the port settings on the next display match the
settings on the Atari end.

If you have trouble getting the PC end set up properly, you can just
leave it at its default settings and set the Atari end to match:

2400 Baud, 8N1, RTS/CTS=ON

(Sorry if you've already done all this, but it can be non-intuitive to
get it set right.)

>
>Am I missing something or ? I think this should
>be fairly simple. I have done this before, with
>the same Atari. But Im a little bit worried that
>the ACIA (MC6850) has been blown away
>or something. Or maybe that there is two pins
>in the serial port which is about one half millimeter
>longer in than the rest of the pins. Is there anything
>you can do to test that the serial port is working ?
>Program, loopback, anything ? Ideas ?

That's always a possibility. I've had to fix the serial port in my
original 520ST a number of times.

Generally it's not the ACIA chip that blows, but the data buffer
chips. There's one IC for data in, and another for data out. They
tend to blow from spikes on the com lines, or static discharges,
acting something like a "fuse" to protect the more expensive LSI
chips. Unfortunately they're soldered onto the motherboard, so
replacing them is not a trivial matter. I replaced the chips with
sockets just in case it happened again, which it did.

You can do a crude "loopback" test with a very small flat-bladed metal
screwdriver to check the serial port.

Set the port for RTS/CTS=OFF and XON/XOFF=OFF. Baud rate doesn't
matter.

Look at the serial port on the back of the Atari. Pins 2 and 3 are the Transmit and Receive signals. What you want to do is carefully short those two pins together, to send the signals from the Transmit pin back into the Receive pin so they are displayed on the screen.

Unfortunately, sitting here at my keyboard I can't remember if the pins are numbered from left to right, or right to left on the male connector, but try shorting the second and third pins from either end on the TOP row of pins, then typing on the keyboard (or have someone else do the typing just to be safe so you can concentrate on getting the right pins shorted).

If shorting that set of pins doesn't cause the characters to echo back to the screen, try the second and third from the other end (TOP row again).

Be careful, but don't worry about shorting the wrong ones, you can't hurt anything by shorting pins at RS-232 voltage levels. Just be careful to GROUND yourself first to avoid static discharges, and be careful not to bend the pins.

Not getting an echo can indicate there is no signal coming out the Transmit pin, or that signals are not being accepted into the Receive pin. (Or it may just indicate that you didn't get them shorted well. or had the wrong pins, so it's not 100% conclusive.)

If you have an external modem available, you can use that to do some basic testing too, although shorting the XMT and RCV pins should work.

Incidentally, since you can interchange floppy disks between the Atari and PC, why use the serial connection this way? (Unless it's that you need to transfer files larger than 720K at a time).

BobR

>
>Many thanks !
>
>/Henrik
>
>
>

4151. Re: Wanted: FPU (Falcon, UK)

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 07:40:09 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <99s4d7$6rb$1@pegasus.csx.cam.ac.uk>
Source record: 48382

Carlos wrote in message <3AC07B48.864CE16@nospam.no.no>...
>Would like to buy reasonable spec ...81 FPU.
>Wonder if anyone knows where to buy one.
>Grateful for any help.

I would try Atari Workshop (http://www.atari-workshop.co.uk), they
probably have some in stock or could probably repair your existing one
(assuming thats why your looking for another one).

Stephen Moss

4152. [FS] Atari Portfolio and accessories

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 07:41:27 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3AC1959B.46D5D24@wanadoo.be>
Source record: 48384

Mint condition with brand new screen cable (Stefan Kachele Kit).

Accessories:
- User Manual.
- 64k memory card.
- Genuine Atari bag (rather rare) with multiple places to put cards and batteries, Atari logo on top.
- Serial interface with null modem cable and user manual.
- CD-ROM Portfolio Club Germany.
- Second portfolio only for pieces.

All for UKP 50 (was 60 last time!)

Contact-me by email.

Jo

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

4153. Connecting a PC joystick on an Atari 520 ...

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 07:43:36 UTC
From: Danny <baussetd@ifrance.com>
Message-ID: <99s4gfojj1@reader1.imaginet.fr>
Source record: 48385

Hi everybody,

I wonder if it is possible to connect a joystick for PC on an Atari (by welding the wires to adapt the Atari connector, of course) ??...

If anyone knows a website that has connection schemas, I'm highly-interested !!

Thanks,
Danny.

4154. Re: FMC II

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 07:44:26 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <99s4l7$6um$1@pegasus.csx.cam.ac.uk>
Source record: 48383

Christopher Thorley wrote in message ...
>Hi all,
> does anyone know where i can get the Y2K patch for my FMC II?
>
>Thanks,
>
>Chris Thorley
>

I have e-mailed you a copy, if you don't recieve it let me know.

Stephen Moss

4155. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 09:06:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985849030-113829AEicMi@cwcom.net>
Source record: 48331

From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Date: 27 Mar 2001 19:19:48 GMT

>>I would like to add a battery to my 1040ST so that I don't have to keep
>>resetting the time and date everytime I power up. I was wondering what my

>Me, too. I got plans from the umich site (I think) for an easy modification
>to install a real-time clock chip that had a battery built-in. The

>Unfortunately, the chip was already almost obsolete when I got the plans, and
>now I can't even find it (a Dallas Semiconductor part, 1216E, I think). I'm

I believe that that clock chip was not Y2K compatible.

This clock business was thrashed out in the group quite a long time ago,
mayhap there might still be something in the archive at Google's news site?
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4156. PC <- Serial -> Atari

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 09:08:44 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b6a03@fmlynet.org>
Source record: 48342

FamilyNet Newsgate

Hello Henrik!

HJ> I use a "commercial" null-modem cabel...

Its sad but true that many of today's suppliers do not understand what a null-modem cable is, and will supply the wrong thing by mistake. Have you tested the cable with a continuity checker for correct wiring?

HJ> But I thought I would be able to for example type
> something in the Hyperterminal and it should
> appear (or at least something should happen)
> on the Atari. But nothing happens.

Another possibility is the line driver or receiver chips in one or other of the machines. Does anything appear in the Hyperterm window when you type on the ST? If not, then the cable would certainly be my first suspect.

HJ> Before I was actually using another "commercial" null
> -modem cable but it had some hardware defect which I
> think did that not all pins was connected.

Not all pins should be connected, but I'm guessing that you were referring just to appropriate pins.

HJ> I think this should be fairly simple.

You're correct, it should be.

Let me know if you need a wiring diagram for the cable.

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4157. Re: CAB\EMAILER

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 09:17:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985849034-114740AEicMi@cwcom.net>
Source record: 48333

On 27 Mar 2001 01:34:48 , Jï¿½rgen Nyberg wrote:
>On 24 Mar 2001 16:07:58 , Derryck Croker wrote:

>>I'll get back with results.
>>
>
>Ok, I tried it again, this time with the Mint OVL. Still no probs,
>works directly, no timeouts or dialogs :-)

Hmm, but we aren't comparing like for like. Thanks for the report anyway,
you've reinforced my belief that it's an overlay issue! :-)
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4158. Re: FMC II

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 09:21:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985849040-115633AEicMi@cwcom.net>
Source record: 48335

From: "Christopher Thorley" <chris_thorley@lineone.net>
Date: Wed, 28 Mar 2001 00:00:52 +0100

>does anyone know where i can get the Y2K patch for my FMC II?

STFM still going well? :-)

Look for John Whalley's web site, he's the keeper of the Y2K Atari patch.
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4159. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 10:17:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985849032-114285AEicMi@cwcom.net>
Source record: 48332

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Tue, 27 Mar 2001 20:42:27 -0000

>Is it possible to do two things at one time, I know CAB can't
>download off a website and carry on browsing another site, but how good is
it

Tut tut! With the IConnect overlay at least, you right-click on a file and select "Download" from the resulting context-sensitive PopUp. You can have several (I don't know the maximum limit) download sessions running simultaneously. You can also "Autosurf" the web site for later offline browsing...

You can have several ftp sessions open (fiffi) as well as downloading your news at the same time (Emailer). Biggest bottleneck is likely disk operations, unless you've activated the multitasking disk access thingy in MagiC or HDDriver, can't remember which one ATM.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4160. Re: 1040ST power supply?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 10:17:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985849038-115193AEicMi@cwcom.net>
Source record: 48334

From: pjsmith@netins.net (PHIL SMITH)
Date: 28 Mar 2001 03:01:22 GMT

>The computer refuses to power up. It was having all kinds of problems
>to begin with (just got it yesterday) but I was able to power it up a few
>times before it just quit. For now, I pulled the power supply out of my
>spare ST and swapped it in (the new one has 4 megs of RAM) and it appears
>to be working just fine.

Grab yourself a decent soldering iron (a 25W one should do fine), and
reflow/add some fresh solder as necessary to all the joints on the PSU's
PCB.

Heat often causes these joints to become weak.
--
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4161. Re: Connecting a PC joystick on an Atari 520 ...

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 10:31:44 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <k4jw6.29385$992.185273@news-server.bigpond.net.au>
Source record: 48388

you have to make some converter box from memory, it is possible tho, digital joysticks for sure, analouge i dont know about...

4162. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 10:55:46 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985777102.11370.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 48392

I think I have seen similar that plugs onto the keyboard somewhere.

Mark.

DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote in message
news:99qp4k$it2$1@news.asu.edu...
>
> >I would like to add a battery to my 1040ST so that I don't have to keep
> >resetting the time and date everytime I power up. I was wondering what
my
> >options are.
>
> Me, too. I got plans from the umich site (I think) for an easy
modification
> to install a real-time clock chip that had a battery built-in. The
modification
> was: unplug one of your TOS ROMs, plug the chip in, and plug the TOS ROM
back in
> on top. Easy! It came with some software for setting and reading the
clock.
> Unfortunately, the chip was already almost obsolete when I got the plans,
and
> now I can't even find it (a Dallas Semiconductor part, 1216E, I think).
I'm
> sure they still make parts _like_ this, maybe it's time for an upgrade to
the
> upgrade!
> --

4163. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 10:58:06 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985777241.11439.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 48393

You could find an old external harddisk with a clock on it, I think all Supra Drives at 30Mb+ had them - maybe and ICD Link or others may too (I don't know).

Mark.

PuffPuffin <puffpuffin@aol.com> wrote in message news:20010326224022.22340.00000243@nso-cf.aol.com...
> Hi everyone,
>
> I would like to add a battery to my 1040ST so that I don't have to keep
> resetting the time and date everytime I power up. I was wondering what my
> options are.
>
> I'd really prefer to keep my cartridge slot free for dongles, Spectre GCR, etc.
> I remember one a looooong time ago that actually fit under a TOS ROM. That's
> the one I would like to have, but I'm sure the manufacturer is gone by now.
>
> Any help is appreciated.
>
> -Phil
>

4164. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 10:58:57 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985777292.11468.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 48394

I do not think that this chip is Y2K compliant is it?

Mark.

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tc1ekcqsnv0805@corp.supernews.com...
> On 27 Mar 2001 03:40:22 , PuffPuffin wrote:
> >Hi everyone,
> >
> >I would like to add a battery to my 1040ST so that I don't have to keep
> >resetting the time and date everytime I power up. I was wondering what
my
> >options are.
> >
> >I'd really prefer to keep my cartridge slot free for dongles, Spectre
GCR, etc.
> > I remember one a looooong time ago that actually fit under a TOS ROM.
That's
> >the one I would like to have, but I'm sure the manufacturer is gone by
now.
>
> Ages ago I experimented by keeping the Hitachi keyboard chip alive
> with a small power source after the main power goes down. It did keep
> the time, and that was the problem, it never actually kept going. If
> I boot up it reported the time it was shut down! Oh well, I learnt
> something! :)
>
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

4165. Re: Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 12:14:35 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AC1D5AB.9EF8392F@ooc.de>
Source record: 48389

Wyatt wrote:
>
> I lost a directory. It had some midi files in it. All i get is a long
> number! Can i get my midis back? What happened?

A loss of data can happen, for example, because the media the data were
saved on has bad sectors. This is why regularly making a backup is
strongly recommended for any computer platform.
Disk tools like SED, Diamond Edge or DISKUS can probably save at least
some of the data.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

4166. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 12:17:49 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AC1D66D.C50C5344@ooc.de>
Source record: 48390

Ken Kosut wrote:

> I don't understand why it says BUS 0 ACSI 0 (ID check)
> ACSI 1
> ACSI 2
> ACSI 3
>
> Shouldn't it say SCSI

No, because ACSI is not the same as SCSI. Link adapters can make both
compatible up to a certain degree, but that's all. You cannot have a
full featured SCSI bus with an ST or STE.

> In fact, nothing seems to work with this configuration.

Watch out for the cable length.

> My SCSI chords are about 3 to 4 feet long.
> Could this be a problem?

Yes, this can definitely be the problem.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

4167. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 12:42:35 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985783514.14173.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 48395

This is taking some time, I will probably wait until the weekend and look through everything people have said, if I still have a problem then we can go from there, I do not want people repeating themselves (I have saved all the messages).

Anyway thanks again to everyone (especially Harry).

Mark.

Harry Sideras <sidcelery@cix.co.uk> wrote in message news:99op8c$ia3$2@plutonium.compulink.co.uk...
> On 26 Mar 2001 10:46:01 , "Mark" wrote:
> > Thanks for the help
>
> I may live to regret it at this rate! B)
>
> >> Let me make sure I'm understanding you. If Redirect doesn't work,
> >> then you're saying you only get a screen image via the normal
> >> Atari monitor port. If that's true, then you can't possibly be
> >> getting a 32k colour depth. Redirect only redirects the monitor
> >> output through the graphics card AIUI. If you're getting 32k
> >> colour depth then, by definition, the monitor must be connected to
> >> the graphics card. Therefore redirect is working.
> > Forgetting about Magic for the moment, I have disabled it.
>
> OIC.
>
> > I would expect the Atari logo, etc to be output on the standard
> > monitor (as it does), however my understanding of the REDIRECT
> > program is that the output from the point it is run will be sent to
> > the graphics card. Then a few other AUTO progs run (with no
> > output) and then the SLCT_DEV program, the one which lets you
> > select resolutions from your INF file (yes I have managed to make
> > one no problems), and not the Magic one. However I can not see
> > what is going on with the SLCT_DEV program so I have to guess my
> > way round to select a resolution or set it to delay for only a
> > second or two.
>
> This is definitely a bit wierd and shouldn't happen. Am I right in
> thinking you've never run with a graphics card at all? IIRC I needed
> to do a ruthless job of weeding out redundant and incompatible Auto
> progs and accessories when I first started. I can't think what would
> be screwing up the boot so early on with what you've said up to now.
>
> Can I ask for an Auto and ACC listing from you? Also, do you use a

> boot manager that may still be messing around with your setup? It may
> be worth starting from the basics and building up.
>
> >> In answer to your actual question, yes you should see the rest of
> >> the boot on screen after Redirect has run. But, also note that
> >> even though you are using the graphics card some screen output
> >> will still be forced through the old monitor port. Most
> >> significantly, this will include any error message produced by
> >> NVDI if an error occured in its installation! This is very
> >> significant if you have a faulty NVDIVGA.INF!
> > >
> > After REDIRECT nothing until SLCT_DEV is run, INF file no problems.
> > The answer would be to run SLCT_DEV right after REDIRECT but the
> > problem still standard that I can't see what I'm selecting.
>
> I'm thinking lots of things atm. If you're saying that SLCT_DEV
> doesn't show up on the screen through the card then I'm returning to
> the thought that there's something wrong with the NVDIVGA.INF file.
> Does NVDI run immediately after REDIRECT? The INF file has to be valid
> for it to proceed with the boot through the graphics card. I'm
> suspecting that there really is something wrong with this and whatt
> you've said later seems to back that up.
>
> Look at C:\NVDI.INF and add a line like:
>
> LOGFILE = C:\NVDILOG.TXT
>
> Try the boot again and see what it says. It may give a clue.
>
> >> If it's possible to have two monitors connected at the same time
> >> you will save yourself a helluvalot of confusion (believe me!)
> > Have been doing that to set it up but there is not enough room for
> > it to permanently be there.
>
> It's quite possible (but not entirely advisable) to switch a single
> monitor from one plug to another during this process, but while you
> still have a problem you'll just have to make some room for a while if
> you want to get the setup working.
>
> >>> 2) Viewing documents in TOS just produces funny graphics on the
> >>> screen, is this related to the above?
> >> Do you mean TOS programs that don't output via VT52.PRG? In that
> >> case, it's normal. Redirect is sending the output through the
> >> graphics card, but the program doesn't really support the graphics
> >> card and you will get a screwed up screen. The most obvious
> >> example of this is UUDECODE used via Newsie B<
> > In TOS (not Magic)
>
> OK. I mistakenly assumed you'd run Magic by default (only coz I do).
>

> > double clicking on a text file (e.g README.TXT) produces a screen
> > of characters which simply look to be made of horizontal lines. I
> > am not trying to display a resource file or other code, these are
> > standard ASCII file. The kind of effect I would expect from it not
> > pointing to a bitmap character set but rather a random bit of
> > memory.
>
> But the desktop itself is ok? What about if you try to load the file
> into a viewer or text editor? Is it the same? What settings do you
> show in NVDI's compatibility CPX? I use GDOS, GEMDOS text, Line-A and
> Error messages (not TOS compatibility).
>
> >>> 3) Why did the program select 62Hz when I told it the monitor
> >>> worked from 65-75?
> >> Where are you providing this information? Within VMG4000? If not,
> >> where?
> > Yes, the VMG4000 prog tells you I believe.
> >>
> >>> 4) I selected a Crazy Dots VME card but it said the hardware was
> >>> not responding, is this normal? Could I have a CD II card? How do
> >>> I identify it (I know it has a 15Bit extension)?
> >> If you're getting 32k, then that's 15-bit colour depth, which
> >> could either be CD1 or CD2. What have you set up in your
> >> C:\AUTO\NVDIVGA.INF file that was output from VMG4000?
> > I selected CD VME in the VMG4000 prog but I have not done anything
> > with its more advanced settings.
>
> My Iiyama 15" allows 30-65 kHz horizontal and 50-100 Hz vertical - is
> yours really so limited in range? Are you getting the two mixed up?
> If not, this may be the cause of your problem. Secondly, you may be
> using a CD2 card instead of CD1 card. Third, I'm not convinced the
> settings provided for either card are correct. In this case it may be
> necessary for you to run Detect Dotclocks from the Special hard menu
> option in VMG4000 and start again creating some basic resolutions.
>
> Did you test the resolutions in VMG4000? Did the test card display ok?
>
> > Hope this explains it all a bit more.
>
> I understood a little more, but I think this is going to drag out for
> a long time unless we have a long chat about it and try things out
> while we're on the phone. Let's go to Email and see if we can't report
> back when we finally solve this problem...
>
> rgds
> H

4168. makedisk

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 14:30:10 UTC
From: Tobias Ceglarek <Tobias.Ceglarek@t-online.de>
Message-ID: <3AC1F572.6078724C@t-online.de>
Source record: 48391

I have some problems with makedisk, using the command
"makedisk /write disk.st /auto"
Programm alerts messages like that :
1. "use these settings ?" (I sign up with "yes")
2. "Bad sector detected"
or sometimes
2. "Sector not found"

The disk is ok !! It must be the programm itself.
Can anybody help me please ?

4169. Sparrow for auction on Ebay

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 15:21:44 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AC20188.AC974DB3@hotmail.com>
Source record: 48297

Search out Sparrow, should find it easily.

Thanks,

Mike

4170. 68060 for auction on EBay

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 15:22:14 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AC201A6.EDD757B8@hotmail.com>
Source record: 48298

Search out 68060, should find it easily.

Thanks,
Mike

4171. attools

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 15:45:15 UTC
From: berthuit <fra.berthuit@worldonline.fr>
Message-ID: <3AC2070A.320DA204@worldonline.fr>
Source record: 48296

for those who are interested i give a freeware program called attool
it allows you to manage disks compress, copy, undelete files....
for those who receive this send me your impressions and problems
my email is fra.berthuit@worldonline.fr

4172. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 16:13:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <99t2j0jid1@plutonium.compulink.co.uk>
Source record: 48301

In message <tbskkj3879dled@corp.supernews.com>, bindon@madasafish.com said:

>So what's this Gemscript stuff all about? I thought that was some
>sort of freeware/shareware alternative to Scripter. Hmm, this is
>confusing.

GEMScript is a protocol or a blueprint for interprocess communication
and control. The GSCRIPT.HYP says in the Introduction:

GEMScript is a protocol for remote-controlling GEM applications. The
protocol itself has been kept very simple, so that programmers should
have no major problems to support GEMScript in their own programs.

This documentation defines this GEMScript protocol and is therefore
aimed primarily at programmers. Mark well that with GEMScript we are
not yet dealing with a program as such, but only with the definition
of a communication between GEM programs

etc.. I suggest you read it if you are interested as it contains a lot
of info.

GEMScript needs a program to implement it. Scripter is the leading
one AFAIK. Mark Wherry also had one - haven't tried it, but I am told
it's less advanced.

Regards, /Peter/

4173. Re: [HELP] Opening TT030 Case?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 16:23:56 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AC2101C.2453A86C@ti.com>
Source record: 48302

> I dont think its that simple with the TT, in most cases you'l need a
> replacement memory board to get to a certain spec i believe..
>

Thanks for the help guys. I haven't had time to open her up,
but at least I know what to do now.

I understand that replacement memory boards may be needed and that
they may be difficult to find. However, I am going to take upgrading
one step at a time. The first step is getting the thing open! :)
(I have 4Meg of ST RAM and 4Meg of TT RAM in it at the moment.)

Thanks again,
Chris

4174. Re: Installation order?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 17:38:02 UTC
From: bindon@madasafish.com
Message-ID: <tc48bq9k86v21f@corp.supernews.com>
Source record: 48303

On 26 Mar 2001 19:24:54 , Steve Sweet wrote:
Hi Steve

>BTW, look in the Jinnee menu bar, theres an option under "special" where
>you can train Jinnee to perform quite complex tasks that result in a
>script for future automation of whatever you taught it!

Yeah, I saw that when I first got Jinnee. I'll have to have a play
around and actually read the manuals that people have put hard work
into.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4175. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 17:45:14 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.00000049.00acb550@id-68569.user.dfncis.de>
Source record: 48304

Lyndon Amsdon:

> but how good is it
> for web browsing and FTP'ing (apart from the decrease in bps)?
>
> Stable? CRC/integrity errors?

I tried it out just now, surfing with CAB (2.8) and downloading with Fiffi (1.20), connected via Iconnect on MagiC-PC, there occurred no problems (ISDN).
But I am ashamed to acknowledge that I normally use Windows-programs for my internet-/usenet-activities (I am not yet familiar enough with linux, I hope that I'll understand that OS in my old age).
Javascript is standard and the number of webpages which you can't see with CAB grows daily. And Opera is really faster than CAB!
And there's another weak point: up to now I couldn't find a way to use my ADSL-Account (flatrate) with atari-programs, so I always have to activate ISDN, and that makes 0.029 DM/min additional to the flatrate (49.- DM/month).

Diedrich

4176. New uses for SM-124 monitors?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 17:52:21 UTC
From: scott.parker@usu.edu
Message-ID: <q$MXIU5RP9SI@cc.usu.edu>
Source record: 48310

I have more SM-124 monochrome monitors than STs to plug them into. I really like these monitors and would like to use them on other systems (Mac and/or PC clones). Can anyone comment on the possibility and/or compatibility issues? Any documentation of where it's been done before? TIA, Scott

4177. Re: looking for Cad-3D to DXF converter

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 18:11:46 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AC22962.2813B514@hotmail.com>
Source record: 48306

DynaCadd will convert between the two. I have Rosetta, but it
is pretty buggy. If you email the Cyber file, i'll try to
convert it. EB Modeler will load both formats, is currently
supported, I would give it a try as well.

http://www.ief.u-psud.fr/~lecoat/

Mike

rustynutt@hotmail.com

Lonny Pursell wrote:
>
> As the subject suggests does anynoe know or have such a tool?
>
> Thanks...
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4178. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 18:20:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985890016-48924AEicMi@madasafish.com>
Source record: 48251

Hi Mark

>> I almost had a Falc, but couldnt handle one wife even, so i ditched
>>it. Boy did she hate puters, and anything else i was interested in for
>>that matter!!!!!!!

>Thats not a wife thing, its a women thing;-).

Good point..

>They don't understand we NEED

Thats where i was confused, it always told me "It needed"..

>lots of Ataris and fast cars and HIFI VCRs in order for our lives to be
>complete.

Got all them, the car came yesterday. :-)

>All my hobbies are expensive,

Of course!!.

>Guitar,

I would love to play the guitar..

>shooting,

I'd love to shoot the ex!!.

>Star trek,

Ive now got the Trek boxed set and both seven of nine collections. :-)

>electronics.........

Electricity in my veins...

>the missus hates most of it of course.

Of course.

>Get of that bloody computer and talk to me?

WHAT FOR YOU BITCH YOU ONLY TALK ABOUT YOUR POXY MUTHER!!!!!!!!!!

>Whats that about anyway?

I need another bottle, scuse me a minute.

>Mark

>PS the good lady is going to allow me a DVD player

ALLOW YOU!!!!!!!!!!!!, wos-is-about!!!!

>if I get a job,

I just lost one of them. :-) SO i bought a DVD player and a truck load
of disks, must sit down and get through my Trek colection first though,
after ive watched the Green mile again...

>but I really need NVDI 5.

She doesnt /have/ to eat /every/ week does she??!!

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4179. Re: Help with disk drive issue

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 18:25:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985890020-49644AEicMi@madasafish.com>
Source record: 48252

Hi Tom

>Is this a drive compatibility issue? The STE has Tos 1.62. Are there
>issues with disks drives in this Tos having trouble reading disks
>produced by older versions of Tos?

Its possible he has a single sided drive in the FM. You could try the
STE drive in the FM.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4180. Re: Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 18:26:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985890022-50352AEicMi@madasafish.com>
Source record: 48250

Hi Uwe

>This is why regularly making a backup is strongly recommended for any
>computer platform.

Don't be silly!! :-)
Who'd want to do a daft thing like that. :-)

:-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4181. FS: best offers

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 18:28:56 UTC
From: BlackSwan <fgrumble@hotmail.com>
Message-ID: <I3qw6.510777$ge4.181536924@news2.rdc2.tx.home.com>
Source record: 48305

I am getting rid of all of it. It s taking up space and I'm not using it L
I want it to go to a good home not somewhere it might get dumped.

I will take offers for everything. You pay shipping.

Keep in mind that this is in the U.S. but I'm willing to ship ANYWHERE. And
you're check or money order must clear BEFORE I ship it. I can also take
credit cards.

Games:

Sleepwalker - (GREAT GAME) requires 1 meg or more

Clown-O-Mania

No Second Prize - motorcycle racing

Lotus III

Fantastic Worlds - includes Populace, Mega-Lo-Mania, Piratez, Realms and
Wonderland

Sim City

Falcon Flight Sim

Battle Chess

Falcon

Apps:

Twist 2 - database

Stalker 3/ Steno - telecommunications

Timeworks Desktop Publisher 1 and 2

GFA Draft Plus

Studio Photo - image editor

Genus - font editor

Calamus SL publishing with Oultine Art and Font editor

Neodesk 3

Image Copy 3

Cyber Studio CAD 3D, Cyber Texture and Cyber Sculpt

Maxi File 3

Multi Desk Deluxe

Ultimate Virus Killer

Warp 9

Fontverter- TYPE 1 Converter

Kobold File Copier

Hot Wire

Universal Item Selector

Edhak

Diamond Back 3

Diamond Edge 2

Gem-View

NVDI 4

OutburST 3

ExtenDOS

Programming:

The GP_EDIT Library - for GFA Basic

HiSoft Basic 1

Hisoft C Interpreter

STOS Basic and Compiler

GFA Basic 3.5

Personal Pascal

Hardware

Blow-Up 030 - screen expander for Falcon

Pyramid monochrome hand scanner

MultiSync/RGB monitor switch

Mega Ste - 4 megs RAM / no hard drive

Atari SC1435 - 14 inch color monitor

Atari SM124 - 12 inch monochrome monitor

Atari SC1224 - 12 inch color monitor

Quantum 250 meg internal HD for Falcon

Books

Software Development with GFA Basic 3

Modern Atari System Software

GEM Programmer's Reference Guide

The Atari Compendium

ST Basic to C

Atari ST Tips and Tricks

GFA Basic Programmer's Reference Guide Volume 1

ST Assembly Language Workshop (with Disk)

Your ST Comes Alive

St Applications Guide - Programming in C

Concepts in Programming with GFA Basic

68000 Assembly Language Programming - Second Edition

GEM Programmers reference Guide

Magazines:

ST FORMAT: issues 22-82 with disks

ST REVIEW: May 92-Nov 94

ST USER: 1-34

ST ACTION: 26, 34, 35, 37, 40

Also I will give way disks of shareware to the first bunch of sales. It will be a grab bag of goodies along the lines of the items you bought. The more you buy, the more you get free!

4182. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 18:43:44 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <99tbcu$2tp$1@nnrp1.phx.gblx.net>
Source record: 48307

DAVID L. ORMAND <dlormand@aztec.asu.edu> writes:

: >I would like to add a battery to my 1040ST so that I don't have to keep
: >resetting the time and date everytime I power up. I was wondering what my
: >options are.

: Me, too. I got plans from the umich site (I think) for an easy modification
: to install a real-time clock chip that had a battery built-in. The modification
: was: unplug one of your TOS ROMs, plug the chip in, and plug the TOS ROM back in
: on top. Easy! It came with some software for setting and reading the clock.
: Unfortunately, the chip was already almost obsolete when I got the plans, and
: now I can't even find it (a Dallas Semiconductor part, 1216E, I think). I'm
: sure they still make parts _like_ this, maybe it's time for an upgrade to the
: upgrade!
: --

www.findchips.com, and www.newark.com. About $20 each, last time I
looked.

--
--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4183. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 18:49:14 UTC
From: ebaiz@skyenet.net
Message-ID: <Kmqw6.172$R21.2411@newsfeed.slurp.net>
Source record: 48309

On 27 Mar 2001 03:40:22 , PuffPuffin wrote:
>Hi everyone,
>
>I would like to add a battery to my 1040ST so that I don't have to keep
>resetting the time and date everytime I power up. I was wondering what my
>options are.
>
>I'd really prefer to keep my cartridge slot free for dongles, Spectre GCR, etc.
> I remember one a looooong time ago that actually fit under a TOS ROM. That's
>the one I would like to have, but I'm sure the manufacturer is gone by now.

Try these sites:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4184. Re: 1040ST power supply?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 18:49:22 UTC
From: ebaiz@skyenet.net
Message-ID: <Smqw6.173$R21.2411@newsfeed.slurp.net>
Source record: 48308

On 27 Mar 2001 15:42:38 , PHIL SMITH wrote:
>I have a 1040ST which may have a bad/flakey internal power supply. Does
>anyone know where I might be able to find a replacement one? I know
>Best Electronics lists them but I am not paying $75 for one!

$75 is a bit much, so try the sites below:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4185. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 19:16:37 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac24658277c4c0@pandora.be>
Source record: 48311

on Wed 28-03-2001 01:09 Steve Sweet wrote:

>> I'm looking forward to my new setup, it'll sure beat this current
>>messed up system where it crashs all the time. I haven't had a crash
>>yet with the new system!
>
>Whats a crash!!!

That's something MagiC.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4186. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 21:10:25 UTC
From: swampfox1@earthlink.net
Message-ID: <5rsw6.5386$aP5.433713@newsread2.prod.itd.earthlink.net>
Source record: 48313

On 25 Mar 2001 00:30:30 , John Garone wrote:
>Thanks all for the feedback.
>
>aFTP or GAPftp. Where to get?
>
>I have'nt been a big FTP accessor but Martin's got a nice collection
>goin'! It's a must have! (Chapelie is appreciated!!!)
>
> John G.
>
>.
Again, thanks all for the feedback!
So, where, how do I get aFTP or GAPftp? Are they packaged with another
program? Are they Mint or Magic only or will they run reliably on a stock
Falcon (TOS 4.04)?
John G.

4187. Re: 0.635mm ribbon cable

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 22:12:43 UTC
From: bindon@madasafish.com
Message-ID: <tc4oernkd4d0c9@corp.supernews.com>
Source record: 48314

On 27 Mar 2001 18:24:25 , Martin Whitaker wrote:

Hi

>I believe ATA100 IDE hard disks use this size cable. Try a local PC
>shop or online trader. You'll probably only be able to get it with
>connectors attached, but you can always cut them off. May not be a
>particularly cheap solution (www.dabs.com lists one at £2.50 + VAT),
>but almost certainly cheaper than buying a ready made SCSI cable!

It's OK now.

David Bolt is kindly sending me a small off cut. Thanks!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4188. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 22:34:28 UTC
From: bindon@madasafish.com
Message-ID: <tc4pnkkv78a5f5@corp.supernews.com>
Source record: 48315

On 28 Mar 2001 21:10:25 , John Garone wrote:
>On 25 Mar 2001 00:30:30 , John Garone wrote:
>>Thanks all for the feedback.
>>
>>aFTP or GAPftp. Where to get?
>>
>>I have'nt been a big FTP accessor but Martin's got a nice collection
>>goin'! It's a must have! (Chapelie is appreciated!!!)
>>
>> John G.
>>
>>.
>Again, thanks all for the feedback!
> So, where, how do I get aFTP or GAPftp? Are they packaged with another
>program? Are they Mint or Magic only or will they run reliably on a stock
>Falcon (TOS 4.04)?
> John G.

I think aFTP needs quite a good system, AES 4.1 or better IIRC so
that'll be NAES or Magic etc. GapFTP will run fine. It's made by
Gary Priest so do a search as I'm not sure about the current URL.
GapFTP is more command based, unfortunatly not supporting multiople
file uploads as far as I can see.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4189. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 23:00:43 UTC
From: sidcelery@cix.co.uk
Message-ID: <99tqer$5a4$1@plutonium.compulink.co.uk>
Source record: 48316

On 27 Mar 2001 20:04:03 , Spencer Davies wrote:
> On 26 Mar 2001 23:16:57 GMT, (Harry Sideras) wrote:
>
>> Wotcha Spence! I thought you wuz dead! B>
> Nope not yet ;-)

Do you have a date?!

> Just been lurking and feeling guilty surrounded by PC's as I am
> these days (the STFM, TT and Falcon are boxed up in the shed as I
> ran out of room for them).

Dare I ask about that graphics card? Fancy a swap B^)

> And how are you Harry, any interesting work on (I'm currently
> working on two systems, one involving 23,000 laptops and the other
> uses 6000 desktops)?

Well, nothing like that! That's for sure!

I'm still trying to reinvent the wheel... and it's not going very well
<g>

rgds
H

4190. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 23:00:45 UTC
From: sidcelery@cix.co.uk
Message-ID: <99tqet$5a4$2@plutonium.compulink.co.uk>
Source record: 48317

On 26 Mar 2001 14:50:46 , Derryck Croker wrote:
>From: sidcelery@cix.co.uk (Harry Sideras)
>
>>> I'm guessing that the demo is V2.20, so I think you'll be
>>> unlucky?
>> The only full release seems to be Texel v1.60r5 from Atari
>> Workshop
> The only full _English_ release...

Oops, yes of course. Apologies to my international readers...

> and sadly, unless the author changes his mind, last :-(

This really is a shame. Someone must be able to prevail upon him to
subcontract the work out, even if he's too busy himself... B^<

rgds
H

4191. Re: [HELP] Opening TT030 Case?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 23:00:48 UTC
From: sidcelery@cix.co.uk
Message-ID: <99tqf0$5a4$3@plutonium.compulink.co.uk>
Source record: 48318

On 27 Mar 2001 11:48:49 , "Barrie at Keychange" wrote:
>"Harry Sideras" <sidcelery@cix.co.uk> wrote:
>> On 26 Mar 2001 10:45:51 , Chris Martin wrote:
>>> Well, this may seem like a simple question, but I thought I would
>>> ask before I blindly go mucking around inside my TT030. How do I
>>> open the case? ...
>> Undo the slotted screw first. It's captive, so it won't fall out.
> Presuming you have the TT upside down...Beware.

Hi Barry,
For this bit I always just pull the front of the machine forward to overhang the desk and unscrew it blind. In fact, I don't bother doing the screw back up when I close the machine, just for easy access.

I once took my old MSTe to Paul Rossiter because of a HD problem. He flipped it over to undo the screw and the HD bay flew onto the floor with a hefty bump. Strangely, it started working properly after that B^)

>> The ST RAM expansion area is immediately visible beneath the HD
>> bay - I've never seen an installed board but AIUI it screws into
>> the posts that are sticking up.
> I have a 2mb ST ram board in stock...

Hmm... I may be intersted if you're not asking silly money. I think I asked Brad Korda about one when he came over one year and he was asking something compeltely unreasonable. Email?

rgds
H

4192. Re: FS: best offers

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 23:15:07 UTC
From: Don <dons@qnet.com>
Message-ID: <3AC2707B.2059CD72@qnet.com>
Source record: 48319

This is the second post from this guy and again he leaves a email address that is not correct.

If you interested in selling this stuff please email me or leave a working email.

Don

4193. Re: best offers

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 23:18:11 UTC
From: Roberto Brandi <bobbrandy@libero.it>
Message-ID: <Tiuw6.840$E01.109026@news.infostrada.it>
Source record: 48320

"BlackSwan" <fgrumble@hotmail.com> ha scritto nel messaggio
news:I3qw6.510777$ge4.181536924@news2.rdc2.tx.home.com...
> I am getting rid of all of it. It s taking up space and I'm not using it L
> I want it to go to a good home not somewhere it might get dumped.
>
> I will take offers for everything. You pay shipping.
>
> Keep in mind that this is in the U.S. but I'm willing to ship ANYWHERE.
And
> you're check or money order must clear BEFORE I ship it. I can also take
> credit cards.
>
> Games:
>
> Sleepwalker - (GREAT GAME) requires 1 meg or more
>
> Clown-O-Mania
>
> No Second Prize - motorcycle racing
>
> Lotus III
>
> Fantastic Worlds - includes Populace, Mega-Lo-Mania, Piratez, Realms and
> Wonderland
>
> Sim City
>
> Falcon Flight Sim
>
> Battle Chess
>
> Falcon
>
>
>
> Apps:
>
> Twist 2 - database
>
> Stalker 3/ Steno - telecommunications
>
> Timeworks Desktop Publisher 1 and 2
>
> GFA Draft Plus

>
> Studio Photo - image editor
>
> Genus - font editor
>
> Calamus SL publishing with Oultine Art and Font editor
>
> Neodesk 3
>
> Image Copy 3
>
> Cyber Studio CAD 3D, Cyber Texture and Cyber Sculpt
>
> Maxi File 3
>
> Multi Desk Deluxe
>
> Ultimate Virus Killer
>
> Warp 9
>
> Fontverter- TYPE 1 Converter
>
> Kobold File Copier
>
> Hot Wire
>
> Universal Item Selector
>
> Edhak
>
> Diamond Back 3
>
> Diamond Edge 2
>
> Gem-View
>
> NVDI 4
>
> OutburST 3
>
> ExtenDOS
>
>
>
>
>
> Programming:
>
> The GP_EDIT Library - for GFA Basic

>
> HiSoft Basic 1
>
> Hisoft C Interpreter
>
> STOS Basic and Compiler
>
> GFA Basic 3.5
>
> Personal Pascal
>
>
>
> Hardware
>
> Blow-Up 030 - screen expander for Falcon
>
> Pyramid monochrome hand scanner
>
> MultiSync/RGB monitor switch
>
> Mega Ste - 4 megs RAM / no hard drive
>
> Atari SC1435 - 14 inch color monitor
>
> Atari SM124 - 12 inch monochrome monitor
>
> Atari SC1224 - 12 inch color monitor
>
> Quantum 250 meg internal HD for Falcon
>
>
>
> Books
>
> Software Development with GFA Basic 3
>
> Modern Atari System Software
>
> GEM Programmer's Reference Guide
>
> The Atari Compendium
>
> ST Basic to C
>
> Atari ST Tips and Tricks
>
> GFA Basic Programmer's Reference Guide Volume 1
>
> ST Assembly Language Workshop (with Disk)

>
> Your ST Comes Alive
>
> St Applications Guide - Programming in C
>
> Concepts in Programming with GFA Basic
>
> 68000 Assembly Language Programming - Second Edition
>
> GEM Programmers reference Guide
>
>
>
> Magazines:
>
> ST FORMAT: issues 22-82 with disks
>
> ST REVIEW: May 92-Nov 94
>
> ST USER: 1-34
>
> ST ACTION: 26, 34, 35, 37, 40
>
>
>
> Also I will give way disks of shareware to the first bunch of sales. It
will
> be a grab bag of goodies along the lines of the items you bought. The more
> you buy, the more you get free!

Hi,
you have really good things !!
I love Atari!!
I'm interested on many things!!
But i don't know if I can take all the things !!
I really don't have enough space too!!
An offer Boh ...I really don't know!!
Tell me something !!
I hope to ear from you soon !!
Hi
ROBY

4194. Re: best offers

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 23:24:48 UTC
From: Roberto Brandi <bobbrandy@libero.it>
Message-ID: <4puw6.868$E01.110348@news.infostrada.it>
Source record: 48321

Hi,
I tried to contact you your e-mail is not correct.
You can e-mail me :

rbrandi@interfree.it

4195. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 23:49:42 UTC
From: sidcelery@cix.co.uk
Message-ID: <99ttam$7ea$1@plutonium.compulink.co.uk>
Source record: 48323

On 28 Mar 2001 01:04:16 , Steve Sweet wrote:
>> Just been lurking and feeling guilty surrounded by PC's as I am
>> these days (the STFM, TT and Falcon are boxed up in the shed as I
>> ran out of room for them).
> Making statements like this you soon will be. Anyway, box up the TT
> and Falc, i'l call around for them, dont worry about paying me..

Oi, clear off! You may be closer than me, and you can have the TT if
you want, but I'm having the graphics card even if I have to fight you
for it.

Hell, I'll fight you both for it!

rgds
H

4196. Re: [HELP] Opening TT030 Case?

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 23:49:44 UTC
From: sidcelery@cix.co.uk
Message-ID: <99ttao$7ea$2@plutonium.compulink.co.uk>
Source record: 48322

On 28 Mar 2001 10:23:56 , Chris Martin wrote:
> I understand that replacement memory boards may be needed and that
> they may be difficult to find. However, I am going to take
> upgrading one step at a time. The first step is getting the thing
> open! :) (I have 4Meg of ST RAM and 4Meg of TT RAM in it at the
> moment.)

Someone'll correct me if I'm wrong, but I was sure even the basic
Atari board would allow replacement of the 1Mb 30-pin SIMMs with 4Mb
30-pin SIMMs... isn't that right?

rgds
H

4197. Re: PC <- Serial -> Atari

Newsgroup: comp.sys.atari.st
Date: 2001-03-28 23:59:00 UTC
From: Henrik Johannisson <vinco@ebox.tninet.se>
Message-ID: <99ttn9$87u$1@zingo.tninet.se>
Source record: 48324

Thanks everyone who answered !

First, as Lyndon Amsdon pointed out earlier, the serial port driver
is the MFP 68901 and not the ACIA (handles the serial stuff
with the keyboard and MIDI). Ok, seemed to be a long time I
was into this stuff. Anyway, the loopback test seemed to fit me
since I luckily had a RS-232 Wiring Adapter where I easily
can connect exactly how I want. And yes, the serial port worked
perfect on the Atari !!

So now I will investigate what the #"# is going on at other places
so to speak. Thanks to the many replies and suggestions I have
some starting points. So thanks everyone.

And yes, im a big need of a simple serial cable since I have some kind of
"project" which includes transferring all my Atari disks (demos,magazines
and other non-standard disks) to files (typically using the .MSA file
system)
to be able to secure data and making backups (and of course be able
to share the disks in an easy way). So right now my MegaFile40 is loaded!

/Henrik

"Bob Retelle" <bobr1@provide.net> wrote in message
news:nar2ctglk81tlgl3bpa5kmbm1vsvkjfqk1@4ax.com...
> On Tue, 27 Mar 2001 21:08:23 +0200, "Henrik Johannisson"
> <vinco@ebox.tninet.se> wrote:
>
> >Dear all Atarians !
> >
> >I have now tried for some time to get a null-modem connection
> >working between my PC and my Atari 1040 STE.
> >
> >On the Atari side I use Freeze Dried Terminal and on the PC
> >the Hyperterminal delivered by Windows (NT).
> >
> >I use a "commercial" null-modem cabel and have tested
> >most configurations but usually sticks to the simplest
> >like 300,8N1, RTS/CTS=Off, Xon/Xoff=Off.

<--- must cut away --->

4198. Re: Missionware (FlashII Term.Prg.)

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 00:37:04 UTC
From: danap8@aol.com
Message-ID: <20010328193704.28137.00002239@ng-mi1.aol.com>
Source record: 48326

```
>Thanks for the address Dana,

No problem, John.

-Dana
```

4199. Re: New uses for SM-124 monitors?

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 02:13:25 UTC
From: Simon Osborne <simon@atariactive.fsnet.co.spam>
Message-ID: <99u5pfdtq1@newsg2.svr.pol.co.uk>
Source record: 48341

<scott.parker@usu.edu> wrote in message news:q$MXIU5RP9Sl@cc.usu.edu...
> I have more SM-124 monochrome monitors than STs to plug them into. I
really
> like these monitors and would like to use them on other systems (Mac
and/or PC
> clones). Can anyone comment on the possibility and/or compatibility
issues?
> Any documentation of where it's been done before? TIA, Scott

They wouldnt work with other systems as far as I know. Best thing to do is
sell your surplus monitors, I bet some people would really want one!

Simon

4200. Re: 1040ST power supply?

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 02:16:00 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac2a25b@dnews.tpgi.com.au>
Source record: 48327

PHIL SMITH <pjsmith@netins.net> wrote in message
news:slrn9c2l02.jjt.pjsmith@worf.netins.net...
> In article <3ac14c7e@dnews.tpgi.com.au>, Mark Bedingfield wrote:
> >
> >PHIL SMITH <pjsmith@netins.net> wrote in message
> >news:slrn9c1d7d.nj8.pjsmith@worf.netins.net...
> >> I have a 1040ST which may have a bad/flakey internal power supply.
Does
> >> anyone know where I might be able to find a replacement one? I know
> >> Best Electronics lists them but I am not paying $75 for one!
> >
> >Whats wrong with it maybe a repair is in order?
> >
>
> The computer refuses to power up. It was having all kinds of problems
> to begin with (just got it yesterday) but I was able to power it up a few
> times before it just quit. For now, I pulled the power supply out of my
> spare ST and swapped it in (the new one has 4 megs of RAM) and it appears
> to be working just fine.
>
> I was just curious if anyone knew where I could fine a cheap replacement
> power supply without having to resort to watching ebay listings again.

First thing to do is resolder all the joints on the pcb, failing that check
the capacitors, I have fixed a few psus with this problem. Also had one that
threw a bridge rectifier.

Mark

4201. F/A - Atari monitor/hard drive and software

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 02:22:51 UTC
From: Tom <thenortherner99@yahoo.ca>
Message-ID: <%%ww6.560201$JT5.15534195@news20.bellglobal.com>
Source record: 48328

F/A - Atari monitor/hard drive and software

SC1224 Monitor
http://cgi.ca.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1225359368&r=0&t=0
&showTutorial=0&ed=986261378&indexURL=0&rd=1

SH204 40 MB hard drive
http://cgi.ca.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1225363597&r=0&t=0
&showTutorial=0&ed=986262018&indexURL=0&rd=1

B.E.S.T. Accounting
http://cgi.ca.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1225365311&r=0&t=0
&showTutorial=0&ed=986262339&indexURL=0&rd=1

Calamus Desktop Publishing System
http://cgi.ca.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1225367357&r=0&t=0
&showTutorial=0&ed=986262638&indexURL=0&rd=1

4202. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 05:43:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <8wMVxbSktsw6Ew0s@my-ste.demon.co.uk>
Source record: 48329

In article <tc4pnkkv78a5f5@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> writes:

>
>I think aFTP needs quite a good system, AES 4.1 or better IIRC so
>that'll be NAES or Magic etc. GapFTP will run fine. It's made by
>Gary Priest so do a search as I'm not sure about the current URL.

He moved from Demon some time ago. His pages are now at:

<URL:http://www.gapcs.fsnet.co.uk/atari/atari.html>

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

4203. UREGENT NEED For ATARI LOGO T-SHIRT !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 06:27:51 UTC
From: Aleksandar Gojovic <intelsbg@eunet.yu>
Message-ID: <99ukl5cfi1@news.EUnet.yu>
Source record: 48330

...any link,anybody selling, anything..
thanx
Ivanjah

4204. Re: UREGENT NEED For ATARI LOGO T-SHIRT !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 07:42:03 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <99uoso$ce2$1@pegasus.csx.cam.ac.uk>
Source record: 48337

Aleksandar Gojovic wrote in message <99ukl5cfi1@news.EUnet.yu>...
>...any link,anybody selling, anything..
>thanx
>Ivanjah
>

Try http://www.atariclassic.com/

Stephen Moss

4205. Re: UREGENT NEED For ATARI LOGO T-SHIRT !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 07:42:29 UTC
From: dlormand@aztec.asu.edu
Message-ID: <99up15cjj1@news.asu.edu>
Source record: 48336

J.C. Penneys sells them. At one point I wanted one, too, but now they've become yet another youth fad, so the glory of being a shirt-wearing Atari wierdo is considerably diminished.

Penneys is a catalog store, probably have a website, too. Poke around.
--

4206. Re: makedisk

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 07:45:35 UTC
From: Danny <baussetd@ifrance.com>
Message-ID: <99up0mdno1@reader1.imaginet.fr>
Source record: 48338

You've got to use makedisk in Real-DOS mode (not under Windows) !

> I have some problems with makedisk, using the command
> "makedisk /write disk.st /auto"
> Programm alerts messages like that :
> 1. "use these settings ?" (I sign up with "yes")
> 2. "Bad sector detected"
> or sometimes
> 2. "Sector not found"
>
> The disk is ok !! It must be the programm itself.
> Can anybody help me please ?

4207. Re: UREGENT NEED For ATARI LOGO T-SHIRT !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 10:42:21 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985862697.26857.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 48339

http://www.emerchandise.com/

They have lots, just type ATARI in the search at the top left.

Mark.

Aleksandar Gojovic <intelsbg@eunet.yu> wrote in message
news:99ukl5cfi1@news.EUnet.yu...
> ...any link,anybody selling, anything..
> thanx
> Ivanjah
>
>

4208. Help! hardware info needed...

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 10:51:47 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985886919.14173.2.pluto.d4ee0f47@news.demon.nl>
Source record: 48247

I read in a message:

> Hardware
>
> Blow-Up 030 - screen expander for Falcon

I have the hardware at home called Blow-Up 040 can somebody help me, I don't have a manual for it... I only have the three black cubes with color wires coming out but I am not sure if the upgrade is complete...

TXG

4209. Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 10:52:22 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3AC313E6.CC0F9108@patent.gov.uk>
Source record: 48340

Hi All,

I'm now the proud possesor of an Epson 850C and am in the process of finding those applications that have drivers for it. Good old DA's LayoutTC is no problem, just use the generic Stylus driver, but Calamus is so damned complicated, with it's rastering, at keast to a wrinkly like me , that I can't get acolour print without lines/ artifacts etc. Papyrus gives me a message (in german), that I think, says I haven't enough memory on my C drive, as I deliberately made my C drive smaller than the other partitions, it's difficult to find space. Have any odf you experience with this printer or the like?

Thanks in advance

Bob King

PS, I am still trying to sell my substantially new HP 930c for ï¿½85.

4210. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 12:43:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985935826-120293AEicMi@cwcom.net>
Source record: 48279

Hi Peter,

>DC>chance for another upgrade?
>I don't know, but I'm afraid he won't do so, for he switched over to
>PC. Of course, as he dislikes 'Sinnlos' (are you able to translate

Hmm, obviously a reference to Windows, best I can do is "meaningless"
though :-)

>But if you you ask him kindly, and if there are some more people that
>share your desire, maybe he will... :-))

Anyone?

Just to remind ourselves, this is reference to the inability of the present
version of HPOptimizer to work with the larger partition sizes that are now
possible with MagiC 6.10 and HDDriver 8.X.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4211. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 12:56:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985935830-120733AEicMi@cwcom.net>
Source record: 48278

From: swampfox1@earthlink.net (John Garone)
Date: Wed, 28 Mar 2001 21:10:25 GMT

>So, where, how do I get aFTP or GAPftp? Are they packaged with another
>program? Are they Mint or Magic only or will they run reliably on a stock
>Falcon (TOS 4.04)?

You can get aFTP from the programmers' web site:

http://www.pwp.cz/atack/

It will work with STinG/STiK/IConnect with IFusion/MagiC/plain TOS. You can
pick up a copy of their mailer whilst you're at it.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4212. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 12:58:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985935832-121213AEicMi@cwcom.net>
Source record: 48280

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 28 Mar 2001 23:00:45 GMT

>> and sadly, unless the author changes his mind, last :-(
>
>This really is a shame. Someone must be able to prevail upon him to
>subcontract the work out, even if he's too busy himself... B^<

Any of our German friends have friendly contact with Thomas Much, and could
persuade him to help us out please?
--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4213. Various Atari Chat rooms...

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 13:06:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000bd128@fmlynet.org>
Source record: 48257

FamilyNet Newsgate

For those wondering where some of the Atari activity is tonight and Sundays, we have the online Atari chat every Thursday 8 pm Central Standard time at...

http://stargate.cs.swau.edu/atari

And we have a Europe chat session happening 4pm London time (10 am Central Standard time) every Sunday. If you are across the pond, we'd like to hear from you!

Also, if you'd like to sponsor a chat session, I know a place that could use some activity:

http://www.atariusers.com/aunt/

Just go there, click on the "main chat room" option on the left side of the screen and it goes to a auto refresh screen, or you can access...

http://www.atariusers.com/cgi-bin/chat/chatform.html

Just wanted to let a lot of you know that was out there. Take care and I hope to see some of you tonight.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4214. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 15:29:27 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AC354D7.4307B9E2@hotmail.com>
Source record: 48343

Hey Petr,
Lost contact with you, your address is the same, mine has
changed several times:)
Where are we at on a 040/060 compatible TOS ROM?
I have a ROM I could mail to you.
Get your house finished yet?

Mike

Petr Stehlik wrote:
>
> > The only *legal* free DVD-players I've seen are made by the
> > hardware-manufacturers themselves, purely to boost sales to Linux-geeks.
> > The extra cost is covered by increasing the price on the hardware.
> >
> > The keys are not free, neither is the source AFAIK (I've never seen a open
> > source DVD-player, correct me if I'm wrong)
>
> there are several free players for Linux, e.g.
> http://xine.sourceforge.net. They play unencrypted DVD's only, though.
> Of course there are illegal sites with illegal plugins that do the dirty
> work so you can watch even the encrypted disks :-) But the player itself
> is under GNU GPL and is free.
>
> Petr

4215. Re: DVD?

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 16:42:55 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <99vomflnj1@snipp.uninett.no>
Source record: 48344

Petr Stehlik <pstehlik@sophics.cz> wrote:

> there are several free players for Linux, e.g.
> http://xine.sourceforge.net. They play unencrypted DVD's only, though.

Yes, and unless you're only interested in porn this isn't very useful ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4216. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 16:57:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac37708186d8b3@pandora.be>
Source record: 48345

on Wed 28-03-2001 22:34 Lyndon Amsdon wrote:

>I think aFTP needs quite a good system, AES 4.1 or better IIRC so
>that'll be NAES or Magic etc. GapFTP will run fine. It's made by
>Gary Priest so do a search as I'm not sure about the current URL.
>GapFTP is more command based, unfortunatly not supporting multiople
>file uploads as far as I can see.

Both are available on the Belgian ftp-server.

internet/aftp:
total 312
-rw-rw-r-- 1 ftp 157368 Dec 6 1999 aftp155b.lzh
-rw-rw-r-- 1 ftp 143113 Dec 6 1999 aftp155b.zip
-rw-rw-r-- 1 ftp 423 Dec 6 1999 aftp155b_lzh.upl
-rw-rw-r-- 1 ftp 417 Dec 6 1999 aftp155b_zip.upl

Read first the upl to find out which version is suitable for STing/STik.
I believe it's the zip archive.
The use aftp you need indeed at least AES4.1.

internet:
rw-rw-r-- 1 ftp 18723 Aug 27 1999 gftp088.zip

If you're using MiNT or MagiC go for aftp. It's a very nice good working
ftp client.

For the URL of the webpages go to the UTSI pages. You'll find the links
in the Communication/internet section. Oeps I jus noticed that the link
to GAFTP isn't listed. I'll add that link asap. Anyway this is the
address where you can find gaftp
http://www.gapcs.fsnet.co.uk/atari/atari.html

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4217. Re: makedisk

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 17:20:32 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <QjNulz1g72w6EwQ7@my-ste.demon.co.uk>
Source record: 48246

In article <99up0mdno1@reader1.imaginet.fr>,
Danny <baussetd@ifrance.com> writes:

>You've got to use makedisk in Real-DOS mode (not under Windows) !

Makedisk will work under Windows 95 and 98 using the DOC prompt. I don't know if it'll work under 98SE but I do know it won't work under WinME. WinME won't allow direct access to the hardware, and you can't boot into DOS without some modifications.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

4218. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 17:43:34 UTC
From: vdjole@EUnet.yu
Message-ID: <99vs84sov1@news.EUnet.yu>
Source record: 48254

On 27 Mar 2001 16:06:39 , Lyndon Amsdon wrote:

>I can't afford to buy Iconnect

Isn't Iconnect available for download from ASH site? Try registration
data used in CAB.

4219. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 17:43:37 UTC
From: vdjole@EUnet.yu
Message-ID: <99vs87sov2@news.EUnet.yu>
Source record: 48253

On 27 Mar 2001 20:42:24 , Lyndon Amsdon wrote:
>On 27 Mar 2001 16:23:43 , Chris Crosskey wrote:
>
>Hi,
>
>>TO seperate the power feeds to the memory (you need to put a diode in there
>>to stop the battery trying to run the whole system)
>[...]
>You have to keep the DRAM contoller alive too to refresh the DRAMs,
>then you have a problem because you'd have to isolate all that as
>well.

This gets too complicated. Maybe one might copy the layout from MegaST-
if the RP5C15 chip can still be found. It needs address decoding
(a PAL in a Mega ST) and an arrangement for power supply (two transistors
and a diode in a Mega ST). It would be as compatible as a clock can get.
And it works fine in 21st century.

4220. Re: gcc compiler problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 17:43:41 UTC
From: vdjole@EUnet.yu
Message-ID: <99vs8asov3@news.EUnet.yu>
Source record: 48255

On 24 Mar 2001 17:39:12 , Jeff Armstrong wrote:
>>I know of at least three other FORTRAN77
>>compilers for Atari (BC, Prospero, Absoft), some better than others,

>I'm aware of the first two. However, I've found BC-FORTRAN to have
>some pretty large numerical errors and be a little too basic for me (I
>need some make and debug tools). And I've also heard Prospero can
>create numerical errors too, although I've never used it. I was
>unaware of an Absoft compiler, though.

I have never seen Absoft F77, either- just heard of its existence.
I think it was a reputable name, I know they made F77 for Amiga and
at work we have an old industrial MC68K VMEbus computer with Absoft F77,
running on VersaDOS OS (sic).

Prospero F77 is significantly more accurate than BC (though it could
be better), libraries support a memory mapped FPU and makes standard "GST"
type object files. It is supposed to be link-compatible with Pascal and
ANSI C by the same company. It has a quite good source-code debugger. It is
an integrated environment: a workbench with editor, from which compiler
and linker overlays are called, and also a debuger, cross-reference
lister and library program.

There is a standard library and a GEM library for AES & VDI bindings.
"Make" possibilities are limited, unfortunately. Workbench supports
"link" batch files for linking an executable from a number of object modules
and libraries, but there is no provision for batch-compiling a number
of source files. As the compiler overlays are, in fact, executable
programs, it could be possible in theory, but there is no docommentation
on argument passing. Maybe GemScript might help in batch-compiling and
linking. I know Prospero C was made available on a magazine cover disk.
Maybe F77 can be found somewhere, too.

Concerning accuracy: maybe my standards are too high: I am used to
DEC's FORTRAN 77 which, for example, was shown to be more accurate
than any F77 compilers for DOS/Windows. Most of the time Prospero's
accuracy is fine, but it seemed to me it accumulated errors in a very
complex iterative calculation.

4221. Aan de winnaar van de Ibazar Berg Atari Veiling (in Dutch)

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 17:45:28 UTC
From: FMunniksma@hetnet.nl
Message-ID: <001901c0b877$61a07aa0$4a554bd5@default>
Source record: 48248

(This posting is in Dutch)

Hallo,

zou de gelukkige winnaar van de "hoge berg atari's" op Ibazar mij een
mailtje willen sturen. Ik heb wel belang bij een TT.

Groetjes,

Freek
fmunniksma@hetnet.nl

--
Posted from net090s.hetnet.nl [194.151.104.183] (may be forged)
via Mailgate.ORG Server - http://www.Mailgate.ORG

4222. Re: PC <- Serial -> Atari

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 18:00:19 UTC
From: bindon@madasafish.com
Message-ID: <tc6u1j9hv0nie8@corp.supernews.com>
Source record: 48249

On 28 Mar 2001 09:08:44 , "Andy Ball" wrote:

Hi!

> HJ> I use a "commercial" null-modem cabel...
>
>Its sad but true that many of today's suppliers do not understand what a
>null-modem cable is, and will supply the wrong thing by mistake. Have you
>tested the cable with a continuity checker for correct wiring?

That's a good idea I forgot. Did you try the site I suggested? It
took me some time and dedicated research to make an adpator to
convert Falcon LAN to standard serial port but using a combination of
the Falcon manual, schematics (working my way back to the SCC) and
online Mac information I managed it with hardware flow control. Then
it was a job of soldering up the null modem cable which didn't take
too long.

My main problem was that I fitted myself a MFP speeder to make the
port go at 38400 baud and I forgot that this /isn't/ software
controlled. So if I set it at 19200, it'll still go at 38400, whatever
I do. Maybe you should check if you have one? Try running the link
at 38400. You see, I was trying to connect my two machines at 19200
for ages, until I removed this speeder and remembered that the ST is
forced into 38400 mode. I'm stupid. :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4223. Looking for Spiritware Concordance...

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 18:45:57 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <MoLw6.38$Xc2.827@newsfeed.slurp.net>
Source record: 48256

Does anyone have a clue where to get this package? Their website is down and i can't seem to find it anywhere. If you want to email it to me please do since I have an unlimited mailbox size. Thanks.

Joshua.

4224. Re: Aan de winnaar van de Ibazar Berg Atari Veiling (in Dutch)

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 19:53:19 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985899638.21415.0.pluto.d4ee0f47@news.demon.nl>
Source record: 48260

Hoi,

Lees eerst even [Atari-Nederland} mailinglist bij YAHOO dan veranderd je
mening wel denk ik...

TXG
""Hetnet"" <FMunniksma@hetnet.nl> wrote in message
news:001901c0b877$61a07aa0$4a554bd5@default...
> (This posting is in Dutch)
>
> Hallo,
>
> zou de gelukkige winnaar van de "hoge berg atari's" op Ibazar mij een
> mailtje willen sturen. Ik heb wel belang bij een TT.
>
> Groetjes,
>
> Freek
> fmunniksma@hetnet.nl
>
>
> --
> Posted from net090s.hetnet.nl [194.151.104.183] (may be forged)
> via Mailgate.ORG Server - http://www.Mailgate.ORG

4225. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 20:33:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985974598-394313AEicMi@madasafish.com>
Source record: 48292

Hi Harry baby!!

>> Making statements like this you soon will be. Anyway, box up the TT
>> and Falc, i'l call around for them, dont worry about paying me..

>Oi, clear off! You may be closer than me, and you can have the TT if
>you want,

I know that.

>but I'm having the graphics card even if I have to fight you for it.

I'd book up with francis Chappel now if i was you as youre all but brown
bread!!!!. :-)

>Hell, I'll fight you both for it!

It would only get you hospitalised. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4226. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 20:35:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985974604-395213AEicMi@madasafish.com>
Source record: 48293

Harry baby

> >> Wotcha Spence! I thought you wuz dead! B>
> > Nope not yet ;-)

>Do you have a date?!

Ive got a few pencilled in!!.

>> Just been lurking and feeling guilty surrounded by PC's as I am
>>these days (the STFM, TT and Falcon are boxed up in the shed as I >
>>ran out of room for them).

>Dare I ask about that graphics card? Fancy a swap B^)

Fancy being fed through a drip, he's giving it all to me for nowt, bog
off.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4227. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 20:36:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985974606-395832AEicMi@madasafish.com>
Source record: 48291

Hi Bob

>Papyrus gives me a message (in german), that I think, says I haven't
>enough memory on my C drive,

If your using NVDI this could simply be a hint that your spool partion
(I'm guessing at C:\) is too small, try pointing it elswhere for an
experiment.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4228. Re: makedisk

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 20:43:29 UTC
From: bindon@madasafish.com
Message-ID: <tc77jhl2h1i362@corp.supernews.com>
Source record: 48258

Hi

>WinME won't allow direct access to the hardware, and you can't boot into
>DOS without some modifications.

Hmm, every new release gets worse....DOS is useful.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4229. Falcon C-Lab Mark X case EBay

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 21:57:40 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AC3AFD4.8A2AC808@hotmail.com>
Source record: 48262

Atari Falcon C-lab Mark X case on EBay

Search it out

Thanks,
Mike

4230. Falcon Mighty Sonic & NOVA Graphics EBay

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 21:58:35 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AC3B00B.C65D61FC@hotmail.com>
Source record: 48261

```
Atari Falcon Mighty Sonic 32 accelerator and NOVA Graphics
card on EBay
Search it out!
Thanks,
Mike
```

4231. Re: FS: best offers

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 22:18:09 UTC
From: Dylan O'Brien <DylanSOB@hotmail.com>
Message-ID: <0bTDOjP8Rp9Me3FSjrQKMSH6oihv@4ax.com>
Source record: 48263

On Wed, 28 Mar 2001 18:28:56 GMT, "BlackSwan" <fgrumble@hotmail.com>
wrote:

>I am getting rid of all of it. It s taking up space and I'm not using it L
>I want it to go to a good home not somewhere it might get dumped.
>
>I will take offers for everything. You pay shipping.
>
>Keep in mind that this is in the U.S. but I'm willing to ship ANYWHERE. And
>you're check or money order must clear BEFORE I ship it. I can also take
>credit cards.

I am interested in a few of your items:

Diamond Edge 2 (is that a hard disk defrag program?)

Blow Up 030 (what resolutions will this allow on my Falcon & how much
of a pain is it to install?)

250 meg hard drive

Email me to discuss the details.

Dylan O'Brien
USA

Dylan O'Brien -USA
dsobrien@earthlink.net
Falcon -Nemesis/14meg/Cubase Audio

4232. Re: UREGENT NEED For ATARI LOGO T-SHIRT !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 22:20:09 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <9a0cgg$1jn1$1@news5.isdnet.net>
Source record: 48264

Hi Aleksandar Gojovic !

There is some ATARI logo T-Shirt at :
http://www.insaniteesonline.com/atari.htm
http://www.best-electronics-ca.com/collecta.htm
http://www.ataritshirt.com/
http://www.tees.com
http://www.hiscorearcade.com/tshrt.htm
http://worldofatari.com
http://www.emerchandise.com/browse/ATARI/s.ywO5VO9a
http://www.jackbergsales.com/toys/ataritshirts.htm
http://www.swank.ca/caffeen/candy/index.htm

Bye ...

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

4233. Re: Help with disk drive issue

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 22:26:26 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9a0cqi$7fb$1@plutonium.compulink.co.uk>
Source record: 48265

In message <8qaw6.550144$JT5.15374731@news20.bellglobal.com>, thenortherner99@yahoo.ca said:

>I just sold a 1040STE to someone who has a 1040 STF. The buyer reported to
>me that his disks wouldn't work in the new 1040STE, ergo, the disk drive on
>it was shot.
>Store bought disks work fine in the 1040 STE. It seems that just disks
>created with his 1040STF don't seem to be able to be read or written to in
>the STE drive.
>Is this a drive compatibility issue? The STE has Tos 1.62. Are there issues
>with disks drives in this Tos having trouble reading disks produced by older
>versions of Tos?

The STF is likely to have a single-sided drive, and though the STE should read such disks, it somehow isn't. Possible reason is that the head on one of the drives is out of alignment. If he formats a new disk on the STF, can it be read on that machine? Similarly, can a disk formatted on the STE be read on the STF? The point is that out of alignment heads will read the disks they formatted/wrote but not those with a different track position. The only way to find out which machine is to blame is to try disks written by both machines on a third one. Not 100% foolproof, but if it's a fairly recent machine it should be OK.

Regards, /Peter/

4234. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 22:33:12 UTC
From: bindon@madasafish.com
Message-ID: <tc7e18mtbnkq73@corp.supernews.com>
Source record: 48268

Hi Steve

>>Star trek,
>
>Ive now got the Trek boxed set and both seven of nine collections. :-)
>
>I just lost one of them. :-) SO i bought a DVD player and a truck load
>of disks, must sit down and get through my Trek colection first though,
>after ive watched the Green mile again...

Ahh, I can't stand Star Trek. I thought I got rid of the link between
Ataris and Star Trek when ST Format shut down. I hate it! Why is it
that people that have Ataris like Star Trek.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4235. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 22:33:14 UTC
From: bindon@madasafish.com
Message-ID: <tc7e1alh51vs75@corp.supernews.com>
Source record: 48266

Hi

>This gets too complicated. Maybe one might copy the layout from MegaST-
>if the RP5C15 chip can still be found. It needs address decoding
>(a PAL in a Mega ST) and an arrangement for power supply (two transistors
>and a diode in a Mega ST). It would be as compatible as a clock can get.
>And it works fine in 21st century.

I thought about that (but using the MegaSTE as the example) but the
parts are too difficult to find. Easier to find an FMC or similar.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4236. Richard K

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 22:33:16 UTC
From: bindon@madasafish.com
Message-ID: <tc7e1cgmp49f77@corp.supernews.com>
Source record: 48267

Hi

This is for Richard K, I lost your email address.

Just like to thank you for Musicom you sent me. I'll have a proper play
with it at the weekend. You should buy a Falcon..... :-)

Thanks!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4237. Re: UREGENT NEED For ATARI LOGO T-SHIRT !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 22:41:18 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AC3BA0E.862CA48E@ev1.net>
Source record: 48259

```
"DAVID L. ORMAND" wrote:
>
> J.C. Penneys sells them. At one point I wanted one, too, but now
> they've become yet another youth fad, so the glory of being a shirt-
> wearing Atari wierdo is considerably diminished.
>
Buy a few...and wait for the fad to go away. Then you can wear your
Atari T-shirt with pride!!!

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

4238. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 23:45:34 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac3d084$1@dnews.tpgi.com.au>
Source record: 48269

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:985890016-48924AEicMi@madasafish.com...
> Hi Mark
> I just lost one of them. :-) SO i bought a DVD player and a truck load
> of disks, must sit down and get through my Trek colection first though,
> after ive watched the Green mile again...
>
> >but I really need NVDI 5.
>
> She doesnt /have/ to eat /every/ week does she??!!

I have every video that the Borg (including 7 of 9), has featured in. So I think the DVD will be redundent, will get a nice HIFI vcr so I can enjoy all of those hours of trek;-). The wife is pretty damn good at squireling money away, tho. If it wasn't for her I don't think I would eat. She got rid of all the useless crap out of the back room i.e. beds and clothes horse. I have assimilated it now;-). I have another 3 STs to fix and a total of 20 computers in here.....

Mark

4239. Re: makedisk

Newsgroup: comp.sys.atari.st
Date: 2001-03-29 23:48:49 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac3d147@dnews.tpgi.com.au>
Source record: 48270

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tc77jhl2h1i362@corp.supernews.com...
> Hi
>
> >WinME won't allow direct access to the hardware, and you can't boot into
> >DOS without some modifications.
>
> Hmm, every new release gets worse....DOS is useful.

Whistler (WINXP, I think). Will finally end DOS for good:-). Atari ditched
it 15 years ago, finally microsoft catch up.

Mark

4240. Apple monitor & Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 01:35:16 UTC
From: Simon Osborne <simon@atariactive.fsnet.co.spam>
Message-ID: <9a0nu5$7a4$1@newsg2.svr.pol.co.uk>
Source record: 48284

Hello,

I want to connect an Apple MultiScan 14" monitor to an Atari Falcon. I believe the monitor is VGA, but since it is a multiscan, I wondered if it could do ST Low as well.

Can I plug the monitor straight into the Falcon, as the socket seems to be the same size?

Is the Apple MultiScan able to handle ST Low?

If there is anyone using an Apple monitor with a Falcon, and wishes to give me advice, please do!

Thanks

Simon
simon@atariactive.fsnet.co.woops

replace woops with uk

4241. Re: Looking for Spiritware Concordance...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 03:32:41 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3ac3fe5b$0$12830$272ea4a1@news.execpc.com>
Source record: 48271

On Thu, 29 Mar 2001, Joshua Kaijankoski wrote:

> Does anyone have a clue where to get this package? Their website is down and
> i can't seem to find it anywhere.

Hi Joshua,

Concordance Program - latest version that I know of is version 3.00
plus The Holy Bible: King James Version

Concordance Program Copyright 1988, 1989 by
Fifteenth Avenue Bible Church, Seattle WA 98155.
(You could call information for the number - I don't have it handy)

I called them once, because I wanted to see if they had a
New International Version. I never got a response.

You might also try:

Kingdom Age Software
3368 Governor Drive, Suite F-197
San Diego, CA 92122
(619) 586-1082

They had some Bible programs for Atari.

ken

4242. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 04:01:13 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3ac4050b$0$42870$272ea4a1@news.execpc.com>
Source record: 48272

On Wed, 28 Mar 2001, Uwe Seimet wrote:

> Ken Kosut wrote:
>
> > I don't understand why it says BUS 0 ACSI 0 (ID check)
> > ACSI 1
> > ACSI 2
> > ACSI 3
> >
> > Shouldn't it say SCSI
>
> No, because ACSI is not the same as SCSI. Link adapters can make both
> compatible up to a certain degree, but that's all. You cannot have a
> full featured SCSI bus with an ST or STE.
>

Hello Dr. Seimet,

Mmmm... Then why do directions say,
The controller (link 97) transfers the signals of the ACSI (DMA-)
bus of an Atari ST/STE/TT computer into the signals of a SCSI bus.

Is full featured SCSI bus obtainable only with MEGA STE?
What about MEGA ST4?

> > My SCSI chords are about 3 to 4 feet long.
> > Could this be a problem?
>
> Yes, this can definitely be the problem.
>

thank you. will try shorter cables if I can find.

But directions (Link 97) say that several meters of SCSI cables can
be used.

ken

4243. Re: Parallel Port Midi Expander

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 04:22:10 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <SRTw6.479312$f36.15132331@news20.bellglobal.com>
Source record: 48273

"Trond Einar Garmo" <trond.einar.garmo@hf.ntnu.no> wrote in message news:3AC2D2F0.CBACBF87@hf.ntnu.no...

> There is an expander that use the serial port for three extra outs that is still available. >If you check out http://groups.yahoo.com/group/atari-midi, you will find info on a unit >that is still sold.

Wouldn't an unmodified Atari ST serial port be too slow for MIDI?

> It is Tims Atari MIDI World, at http://sites.netscape.net/timconrardy/timidi.htm. And >Master Tracks Pro version 3.6 is there for free download, along with a lot of other >programs, like KCS v 4.0, MIDI Track, Realtime, M, Tunesmith, MIDI Ax and lots of >other great programs.

Yepper, found the site the other day. Freaking 'A site. So much software there I didn't even know existed for the ST. I felt like a kid in a candy store.

> Hybrid Arts had a device that connected to the hard disk port, MIDIPlexer. C-lab had >a couple of devices with extra outs (Export, Log3), Dr. T's had Phantom with one extra >out plus SMPTE sync. The device that was mentioned in the Atari MIDI group on >Yahoo is an Export clone, and it works (I believe) on Master Tracks Pro, Realtime, >KCS and Notator, maybe also Cubase.

Neato, thanks!

Crackers
(Squeezing all I can out of my Atari ST from hell!!!)

4244. Atari ST on an ethernet - can it be done?

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 04:58:02 UTC
From: "Terrence R. Redding" <terry@oltraining.com>
Message-ID: <B6E97C7B.157%terry@oltraining.com>
Source record: 48274

Hi all. It has been years since I posted here. I still have my Mega ST and use it for basic statistical analysis.

I normally copy the results to a disk - transfer to a PPC and print the graphics and output using graphic converter and Excel.

But I would prefer to move it over my ethernet. Does any one have a plug and play way of doing that?

Terry - w6lmj@arrl.net

4245. Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 05:17:30 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010330010928.28762B-100000@halifax.chebucto.ns.ca>
Source record: 48275

Normally when you move a folder frame (with text listing) from one part of the screen to another, just the outline of the folder will move quickly and relocate in the new position. The text listing will then redraw in the new location along with frame. My Falcon is attempting to move the entire listing with all the text and framing intact and thus moves with a jutting motion.

Any suggestions as to a fix?

Thanks...

4246. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 05:54:16 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <3AC41F88.234163C9@siemens.at>
Source record: 48276

Lyndon Amsdon wrote:
> Why is it that people that have Ataris like Star Trek.

Not always. I own six Ataris and not a single star trek movie.

Gerhard

4247. corrupt game disks ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 06:16:15 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <3AC424AF.232C4E88@siemens.at>
Source record: 48277

Hi,

Two games I bought from different vendors (both games new and in
original
packaging) do not work.
One of them is 'Tusker' a graphic adventure which hangs after the title
screen.
The other one is 'rock n roll clams', a jump&run which on the ST returns
to the desktop after the intro screen. On the Falcon it resumes loading
after the intro but on disk 2 I get a message about a file named Jy that
is missing.
Did anybody else encounter the same problem or do the games work
elsewhere ?
BTW, I think the problems must be with the disks and not with my
machines
since I tried it on 2 STs and on 2 Falcons.

Gerhard

4248. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 07:57:41 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103292349540.2730-100000@shell.pacifier.com>
Source record: 48281
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

Lately I've added more Atari inventory and next I'm adding at least a half a dozen boxes of Atari ST Software, including some choice Games. So please checkout my Catalogs Even my 8 Bit Atari Software grew by 25%! And Now I'm offering a 20% Discount to my regular customers! E-Mail me for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't call/ E-Mail me today? Call/E-Mail me tomorrow! Call Ben anytime: (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

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For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this

message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4249. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 09:14:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <986112502-109653AEicMi@cwcom.net>
Source record: 48154

From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Date: Fri, 30 Mar 2001 01:17:30 -0400

>Normally when you move a folder frame (with text listing) from one part of
>the screen to another, just the outline of the folder will move quickly
>and relocate in the new position. The text listing will then redraw in
>the new location along with frame. My Falcon is attempting to move the
>entire listing with all the text and framing intact and thus moves with a
>jutting motion.

You didn't say, but I'll bet that you're running MagiC. You can turn this
effect off with one of the configuration programs for MagiC if you don't
want to explore the bitmap options as per the manual.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4250. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 10:24:52 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AC45EF4.4838561F@ooc.de>
Source record: 48283

Ken Kosut wrote:

> Is full featured SCSI bus obtainable only with MEGA STE?
> What about MEGA ST4?

You cannot get a full-featured SCSI bus with any ST or STE. The only
Atari machines that have full-featured SCSI are TT and Falcon. Any other
Atari machine can definitely not support full featured SCSI.

> But directions (Link 97) say that several meters of SCSI cables can
> be used.

Hmm. My LINK96 directions say it should not be more than 60 cm. Fact is
that long cables have often been a problem in the past.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

4251. <no subject>

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 10:30:18 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <985948332-742189AEicMi@xs4all.nl>
Source record: 48282

Hi,

Does anyone know how to get the Epson Stylus
color 680 to print a page from Papyrus? My
former printer (the 500 serie) just collapsed so
I bought a new one. But this one only prints
Calamus files properly but no one from Papyrus.
I allready understood that I have to change
something in the NVDI.INF but don't know what.
All the results I get know are a lot of sign
without anything that even looks nearby the
original page. It is a mess. It is needed in a
bit of a hurry...So if anyone has a solution?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4252. Re: Looking for Spiritware Concordance...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 11:20:39 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103300315080.26389-100000@shell.pacifier.com>
Source record: 48285

E-Mail me if your interested. I have it with the Manuals & the King James
version of the Bible.

==Thanx==
===Ben===

On Thu, 29 Mar 2001, Joshua Kaijankoski wrote:

> Does anyone have a clue where to get this package? Their website is down and
> i can't seem to find it anywhere. If you want to email it to me please do
> since I have an unlimited mailbox size. Thanks.
>
> Joshua.
>
>
>

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4253. Re: Richard K

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 15:58:40 UTC
From: felice@zetnet.co.uk
Message-ID: <3ac4ad01.566552@news.in2home.co.uk>
Source record: 48286

Rich's email addy is karies@wxs.nl

I'm not sure if he gets to read these groups very often now ....
though he has posted occasionally as I have seen :)

Cheers,

Felice/Maggie Team

On Thu, 29 Mar 2001 22:33:16 -0000, bindon@madasafish.com (Lyndon
Amsdon) wrote:

>Hi
>
>This is for Richard K, I lost your email address.
>
>Just like to thank you for Musicom you sent me. I'll have a proper play
>with it at the weekend. You should buy a Falcon..... :-)
>
>Thanks!
>
>Lyndon Amsdon
>--
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

4254. Re: Richard K

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 16:01:43 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <PGVlnmGn3Kx6EwZn@lovecraft.demon.co.uk>
Source record: 48287

Once upon a time <3ac4ad01.566552@news.in2home.co.uk>, Heart of Dumballa
<felice@zetnet.co.uk> grabbed chalk and scrawled:
>
>Rich's email addy is karies@wxs.nl

No it's not, he's talking to me ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

4255. Re: Atari ST on an ethernet - can it be done?

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 16:08:09 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985968642.21202.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 48288

Use Elmar Hilgart's Rom Port Adaptor. I have not got one but people say it
works well.

I believe that there is an NFS program for Mint but for other OSs you will
need to use FTP to transfer the files. (this bit could be wrong, can anyone
confirm?)

Find more info at

http://www.asamnet.de/~hilgarte/ether_e.htm

Mark.

Terrence R. Redding <terry@oltraining.com> wrote in message
news:B6E97C7B.157%terry@oltraining.com...
> Hi all. It has been years since I posted here. I still have my Mega ST
and
> use it for basic statistical analysis.
>
> I normally copy the results to a disk - transfer to a PPC and print the
> graphics and output using graphic converter and Excel.
>
> But I would prefer to move it over my ethernet. Does any one have a plug
> and play way of doing that?
>
> Terry - w6lmj@arrl.net
>

4256. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 16:21:33 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac39f1837bf550@pandora.be>
Source record: 48289

on Thu 29-03-2001 17:43 Djordje Vukovic wrote:

>On 27 Mar 2001 16:06:39 , Lyndon Amsdon wrote:
>
>>I can't afford to buy Iconnect
>
>Isn't Iconnect available for download from ASH site? Try registration
>data used in CAB.

Iconnect itselfs is free but not the clients.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4257. Re: Looking for Spiritware Concordance...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 16:58:41 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103301655530.84-100000@Hades060>
Source record: 48204

On Thu, 29 Mar 2001, Ken Kosut wrote:

> On Thu, 29 Mar 2001, Joshua Kaijankoski wrote:
>
> > Does anyone have a clue where to get this package? Their website is down and
> > i can't seem to find it anywhere.
>

I think I have a Concordance program on my forsale page.
Just dug it out of a box, it is by SpiritWare but
version 2.2 is printed on the disks.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4258. Kick Off again

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 17:28:24 UTC
From: Geert.Poels@NOSPAM.skynet.be
Message-ID: <3ac4c22e.4801006@news.skynet.be>
Source record: 48290

The Kick Off games were a popular soccer game series for the Atari ST and Amiga platforms.
Alongside Sensible Soccer, it is one of the best known soccer games prior to today's 3D games and the EA Sports FIFA franchise.
At http://www.kickoff2.cjb.net/ there is a fan site with a forum which developer Steve Screech regularly enters and discusses Kick Off 3 (working title).

Geert

4259. Re: 0.635mm ribbon cable

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 18:44:18 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <985979146-932836AEicMi@xs4all.nl>
Source record: 48294

Hi there,

I am still looking for Xenomorph II or Phoenix
II. Does anyone have it for sale?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4260. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 19:08:51 UTC
From: bindon@madasafish.com
Message-ID: <tc9me37452d271@corp.supernews.com>
Source record: 48295

```
On 30 Mar 2001 07:54:16 , Gerhard Janka wrote:
>Lyndon Amsdon wrote:
>> Why is it that people that have Ataris like Star Trek.
>
>Not always. I own six Ataris and not a single star trek movie.

Good for you!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

4261. Re: Richard K

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 19:08:53 UTC
From: bindon@madasafish.com
Message-ID: <tc9me5l132u874@corp.supernews.com>
Source record: 48196

On 30 Mar 2001 17:01:43 , Richard Kilpatrick wrote:
>Once upon a time <3ac4ad01.566552@news.in2home.co.uk>, Heart of Dumballa
><felice@zetnet.co.uk> grabbed chalk and scrawled:
>>
>>Rich's email addy is karies@wxs.nl
>
>No it's not, he's talking to me ;)

Oops, didn't realise there were two! :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4262. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 19:20:31 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <9a2m9vjnq1@nnrp1.phx.gblx.net>
Source record: 48197

Djordje Vukovic <vdjole@EUnet.yu> writes:
: On 24 Mar 2001 11:43:47 , "Martin \"Nightowl\" Byttebier" wrote:

: >Why don't you use a decent ftp-program for such operations? Newsie never
: >has worked for me.

: Strange, it seems that in some computer configurations Newsie works
: quite properly, while on others it is unusable. Of, course, a really good
: program should not be so picky about the platform it is being run on.
: I use Newsie 0.961 on a MegaST with TOS2.06, and it runs fine (everything
: works: ftp, mail, news), better than any previous version- a lot of bugs
: have been removed, though I notice some- rarely.

On a TT030, running plain TOS, the most decent FTP program I have is
Newsie. The others screw up somehow, usually always, but Newsie gets the
job done. Aftp seems nice enough, but it needs wdialog, as do many things,
but wdialog throws an error, seemingly asking for a handle before there are
any.

That error is OK on plain 3.06, but MiNT crashes, and I am lazy in setting
up SuperBoot.

I got gaFTP, and will look at it. But not everything that runs on a Falcon
or Hades can be made to run on a TT.

Would like to be proved wrong, if it can be done.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4263. WTD Falcon Motherboard

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 19:25:47 UTC
From: info <info@dotqr.com>
Message-ID: <985980231.16321.0.nnrp-10.9e98e6ee@news.demon.co.uk>
Source record: 48198

Looking for a Falcon main board to replace a faulty unit. Must be in unmodified good condition. No PSU case, HD, or case required.

Ian.

4264. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 20:24:04 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <SW5x6.629$bJ2.3365@newsfeed.slurp.net>
Source record: 48201

About bloody time too :) Tired of this IE/Netscape shite...
Joshua.

"Dan" <aahuls@xs4all.nl> wrote in message
news:985986292-672387AEicMi@xs4all.nl...
> Hello,
> Go to (not with CAB :-()
> http://www.paradisewebdesign.net
> and see "News"
> Cheers
> Dan
>
>

4265. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 20:36:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986042192-92952AEicMi@madasafish.com>
Source record: 48226

Hi Derryck

>>But if you you ask him kindly, and if there are some more people that
>>share your desire, maybe he will... :-))
>
>Anyone?
>
>Just to remind ourselves, this is reference to the inability of the
>present version of HPOptimizer to work with the larger partition sizes
>that are now possible with MagiC 6.10 and HDDriver 8.X.

As an owner of some of these large capacity drives/partition systems i'd
like to see the problem addressed for the Magic platform please.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4266. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 20:39:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200103302139.a13437@su2.maus.de>
Source record: 48234

Hi Derryck,

DC>Hmm, obviously a reference to Windows, best I can do is "meaningless"
DC>though :-)
yes, that's fine.

Und TTschï¿½
ps

4267. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 20:41:27 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac4fd1683ba01@pandora.be>
Source record: 48202

on Fri 30-03-2001 22:00 Dan wrote:

>Hello,
>Go to (not with CAB :-()
>http://www.paradisewebdesign.net
>and see "News"
>

And what is to so there? Not very much IMHO. Maybe my browsers aren't good (Mozilla, Netscape, MIE, Icab, Opera, Cab) but as far as I can see there was nothing about a new browser. Maybe I must smoke some stuff before I see the hidden message? :-))

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4268. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 20:44:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986042196-93576AEicMi@madasafish.com>
Source record: 48227

Hi Tony

>Any suggestions as to a fix?

Are you using any software that has an option for "Outline Dragging" mis-
set.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4269. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 20:45:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986042200-94448AEicMi@madasafish.com>
Source record: 48228

Hi Gerhad

>> Why is it that people that have Ataris like Star Trek.

>Not always. I own six Ataris and not a single star trek movie.

Very sad!! :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4270. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 20:48:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986042202-95139AEicMi@madasafish.com>
Source record: 48229

Lyndon,

Step into my office, select a burial robe you like.

>>Ive now got the Trek boxed set and both seven of nine collections. :-)
>>
>>I just lost one of them. :-) SO i bought a DVD player and a truck load
>>of disks, must sit down and get through my Trek colection first
>>though, after ive watched the Green mile again...

>Ahh, I can't stand Star Trek.

That can be cured.

>I thought I got rid of the link between Ataris and Star Trek when ST
>Format shut down.

Stupid boy!!

>I hate it!

You need attitude re-adjusting.

>Why is it that people that have Ataris like Star Trek.

Its the technology aspect i think personally, and the fact that the
Enterprise and Voyager crafts really use MegaSTE's for their Bio-
computer system.

Voyager is in actuall fact suffering from YK bugs in her navigational
system.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4271. Re: Good Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 20:53:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986042210-96564AEicMi@madasafish.com>
Source record: 48231

Hi Delboy

>>This really is a shame. Someone must be able to prevail upon him to
>>subcontract the work out, even if he's too busy himself... B^<
>
>Any of our German friends have friendly contact with Thomas Much, and
>could persuade him to help us out please?

Cant we send dennis around there..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4272. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 20:57:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986042206-95848AEicMi@madasafish.com>
Source record: 48230

Hi Mark

>> She doesnt /have/ to eat /every/ week does she??!!

>I have every video that the Borg (including 7 of 9), has featured in.

So why am i talking to you even!!!

>So I think the DVD will be redundent, will get a nice HIFI vcr so I can

> enjoy all of those hours of trek;-).

Thats better..

>The wife is pretty damn good at squireling money away tho.

I had that problem, it was my k'in money though!!

>If it wasn't for her I don't think I would eat.

Eat!!, oh yeah, that reminds me, ive run out of Mars bars, coke and
cheese &
onion crisps, must go food shopping.

>She got rid of all the useless crap out of the back room i.e. beds and
>clothes horse.

<eeek>

>I have assimilated it now;-).

Phew.
Was that a touch of the Borg creeping into your tone there??.

>I have another 3 STs to fix and a total of 20 computers in here.....

That'l keep you busy for the weekend, what'l you do next week for fun?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4273. New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 21:00:56 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <985986292-672387AEicMi@xs4all.nl>
Source record: 48199

Hello,
Go to (not with CAB :-()
http://www.paradisewebdesign.net
and see "News"
Cheers
Dan

4274. Correction webbrowser

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 21:21:54 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <985987452-88803AEicMi@xs4all.nl>
Source record: 48200

```
Hello,
Sorry,
Go to "current projects" instead of "news" for info about the
webbrowser.
Dan
```

4275. New uses for SM-124 monit

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 21:30:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c1cfd@fmlynet.org>
Source record: 48211

FamilyNet Newsgate

Hello Scott!

SC> I have more SM-124 monochrome monitors than STs to
> plug them into. I really like these monitors...

If they're anything like the SM-125 I used to have, they're close to being my favorite monitor of all time. Having worked in CAD systems, I've seen some pretty high-end stuff but it's hard to beat. Pin-sharp, flicker free, I can use them comfortably for ages.

SC> ...and would like to use them on other systems (Mac
> and/or PC clones). Can anyone comment on the
> possibility and/or compatibility issues?

The horizontal scan rate is about the same as a bog-standard VGA monitor. The vertical is better than VGA at something like 70Hz. I have no idea how an SM-124 would respond to 60Hz from a VGA card, and frankly I wouldn't want to try (these monitors /deserve/ an ST! :-) Another possibly significant difference is that VGA's video output is 75 Ohm 'line level', probably < 1Volt. The ST mono monitors probably have a TTL input, and I expect it would be more hassle than it's worth to use them on a PC.

Why not offer them at a special discount price to readers of this newsgroup? ;-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4276. Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 21:32:05 UTC
From: Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk>
Message-ID: <9a2u5kekv1@newsg3.svr.pol.co.uk>
Source record: 48203

have finally managed to get Eclipse working.

640*480*8@60
1024*768*16@60
No screen corruption

Can any Eclipse users recommend the switch setting so that aniplayer will work.

So far upon loading it exits straight away.

many thanks

Thomas

4277. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 22:01:57 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1er34s1.ahday7yqce66N%roughley@vanc.igs.net.invalid>
Source record: 48205

Dan <aahuls@xs4all.nl> wrote:

> Hello,
> Go to (not with CAB :-()
> http://www.paradisewebdesign.net
> and see "News"
> Cheers
> Dan

For the sake of those who do not have a Java-enabled browser, the news in question is this:

OfficeSuite will be the TOS platform's answer to Microsoft Office. It features a powerful WYSIWIG (with NVDI) Word Processor supporting TrueType fonts and RTF documents, an Excel compatible SpreadSheet, Paradise Presentations presentation manager and ParadiseBrowser, the platform's FIRST web browser that supports Java 2, HTML 4, secure connections and more. All fully integrated with the same GUI interface and drag and drop capablility. There is currently NO release date, but we expect to be beta testing by the end of Summer 2001.

I am skeptical of such claims.

<< Neil >>

4278. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 23:10:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac51ffa109b2d2@pandora.be>
Source record: 48206
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/funmedia.zip (340.097 bytes)
(video editing tool)

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/gemtidy_066.zip (127.921)
(GEM version of Tidy. Cleans up badly written html pages. Interacts
with Luna and Joe)

ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/htmstrip10.lzh (14.181 bytes)
(strips out html and xml tags. German language)

ftp://chapelie.rma.ac.be/atari/html-edit/ahtmlgen.zip (7.587 bytes)
(creates html pages very easy)

**programming**
ftp://chapelie.rma.ac.be/atari/programming/GCC/gccshell_48.lzh (316.720 bytes)
(Graphic shell for GCC. French docs but with French/English rsc)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/ws_time.zip (12.113 bytes)
(switch from winter to summer time and back. German language)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4279. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 23:18:50 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <as8x6.10$JI1.3723@nsw.nnrp.telstra.net>
Source record: 48207

```
Neil Roughley wrote in message
<1er34s1.ahday7yqce66N%roughley@vanc.igs.net.invalid>...
>Dan <aahuls@xs4all.nl> wrote:
>
>> Hello,
>> Go to (not with CAB :-()
>> http://www.paradisewebdesign.net
>> and see "News"
>> Cheers
>> Dan
>
>For the sake of those who do not have a Java-enabled browser, the news
>in question is this:
>
> OfficeSuite will be the TOS platform's answer to Microsoft
> Office. It features a powerful WYSIWIG (with NVDI) Word Processor
> supporting TrueType fonts and RTF documents, an Excel compatible
> SpreadSheet, Paradise Presentations presentation manager and
> ParadiseBrowser, the platform's FIRST web browser that supports
> Java 2, HTML 4, secure connections and more. All fully integrated
> with the same GUI interface and drag and drop capablility. There
> is currently NO release date, but we expect to be beta testing by
> the end of Summer 2001.
>
>I am skeptical of such claims.
>

Development time and money = potential sales

No, I don't think so.

Regards,

Clockmeister.
```

4280. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-03-30 23:38:29 UTC
From: rking@zetnet.co.uk
Message-ID: <3ac518f5$0$8834@news.zetnet.co.uk>
Source record: 48208

On 29 Mar 2001 19:36:42 , Steve Sweet wrote:
>Hi Bob
>
>>Papyrus gives me a message (in german), that I think, says I haven't
>>enough memory on my C drive,
>
>If your using NVDI this could simply be a hint that your spool partion
>(I'm guessing at C:\) is too small, try pointing it elswhere for an
>experiment.
>
>--
>
>eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Hi Steve,

I'm almost sure your correct. I'll do just that. When I try to print the Example.Pap, the one with the watch and the animation frames (JPG's), it starts by saying that it can't load the images due to lack of memory, BEFORE giving me the (NVDI) error message. I guess I have a lack of RAM (only 20Meg, one bank is faulty) as well as too small a C: partition. All this too small this and too small that is very 'Windows'!!!!!!!!!!!!

Bob

4281. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 00:32:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9a38ijdja1@plutonium.compulink.co.uk>
Source record: 48209

In message <Pine.GSO.3.95.iB1.0.1010330010928.28762B-100000@halifax.chebucto.ns.ca>,
ab616@chebucto.ns.ca said:

>Normally when you move a folder frame (with text listing) from one part of
>the screen to another, just the outline of the folder will move quickly
>and relocate in the new position. The text listing will then redraw in
>the new location along with frame. My Falcon is attempting to move the
>entire listing with all the text and framing intact and thus moves with a
>jutting motion.
>
>Any suggestions as to a fix?

You don't say what desktop you are using - a TOS one (which?) or one of
the substitutes. On some desktops you can switch between the two modes.
In jinnee you can do this sesparately for text and icon display in
directory windows.

Regards, /Peter/

4282. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 01:24:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986063526-79967AEicMi@gmx.net>
Source record: 48239

From: Diedrich Dirks <hddirks@t-online.de>
Date: Wed, 28 Mar 2001 19:45:14 +0200

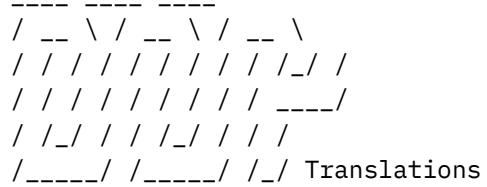
Hi Diedrich,

>I tried it out just now, surfing with CAB (2.8) and downloading with
>Fiffi (1.20), connected via Iconnect on MagiC-PC, there occurred no
>problems (ISDN).
The combination CAB, Fiffi, Emailer & Chatter works great on a humble Atari 68030 based computer as well, you don't really need MagiC-PC or MagiCMac for this, and a 56K modem wont slow it down either...
I've been shouting this for well over three years here.... :-/

>And there's another weak point: up to now I couldn't find a way to
>use my ADSL-Account (flatrate) with atari-programs, so I always have
>to activate ISDN, and that makes 0.029 DM/min additional to the
>flatrate (49.- DM/month).
True... but that's off topic. It would make an interesting thread though.

>Javascript is standard and the number of webpages which you can't see
>with CAB grows daily. And Opera is really faster than CAB!
True again, but we're not comparing Opera, IE or Netscape here... the ASH OVL is every bit as good as the two alternative STiNG OVL's, IMO it's the best of the bunch....While Emailer is doing it's thing, Fiffi downloads some stuff and CAB visits ATOS, Place2Be and magiCOnline, the speed always remains relatively high, thanks to IConnect running in threads.
As an Atari user I don't encounter that many JavaScript pages either... and if I do, I just ignore them, it's their loss.... not mine.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4283. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 02:56:44 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac54ebb@dnews.tpgi.com.au>
Source record: 48210

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tc9me37452d271@corp.supernews.com...
> On 30 Mar 2001 07:54:16 , Gerhard Janka wrote:
> >Lyndon Amsdon wrote:
> >> Why is it that people that have Ataris like Star Trek.
> >
> >Not always. I own six Ataris and not a single star trek movie.
>
> Good for you!

Resistance is futile.I guess because the borg remind us of Bill Gates. If everybody liked star trek it would probably be over commercialised and become Beverly Hills NCC-1701;-). Don't tell me you are a Babylon 5 fan Lyndon?

Mark

4284. Atari ST Equipment FS

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 05:35:06 UTC
From: Walter Remson <w.remson@worldnet.att.net>
Message-ID: <e0ex6.2574$RF1.191125@bgtnsc06-news.ops.worldnet.att.net>
Source record: 48212

I have a lot of Atari ST equipment and software that I would like to find a Good Home for. I have used many versions of the ST from the original 520 ST to the Mega ST. The software i have, just about includes every known type from Word Processors to 3D graphics (Cyber collection) as well as numerous games. I do not want to sell these items one at a time, because of the hassle of making many trips to the Post Office. If someone is interested in a Very Large Personal inventory of Atari ST equipment (computers & monitors and other items) and the software please send me an email to the following address for specific details.

Walter Remson
w.remson@att.net

4285. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 07:26:24 UTC
From: puffpuffin@aol.com
Message-ID: <20010331022624.09227.00000468@nso-mp.aol.com>
Source record: 48213

>You could find an old external harddisk with a clock on it, I think all
>Supra Drives at 30Mb+ had them - maybe and ICD Link or others may too (I
>don't know).

None of those ICD Link-type host adapters have clocks.

I remember way back when the 520/1040 ST/STes were the norm, I noticed people usually solved this clock problem by adding a hard drive since most SCSI host adapters came with a battery for the clock. However, after ICD's "The Link" was released, it seemed like all the internal host adapters with batteries were discontinued. Sure, "The Link" (and all its cousins) made it easier than ever to add a hard drive to an ST, but that meant going back to resetting the clock everytime you turned it on, or buying a cartridge clock which takes up desk space unless I spend more money for a cart extender.

>I thought about that (but using the MegaSTE as the example) but the
>parts are too difficult to find. Easier to find an FMC or similar.

An FMC is easier to find? Where? Since it seems like the internal way is a lost cause, I'll spring for the cartridge clock if someone can point me to a place that has FMC IIs for sale at a reasonable price. (I definitely need the cart pass-thru)

Thanks, Phil

4286. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 08:35:16 UTC
From: osian@zetnet.co.uk
Message-ID: <3ac596c4$0$8830@news.zetnet.co.uk>
Source record: 48214

On 30 Mar 2001 22:32:05 , "Thomas Jordan" wrote:
>Can any Eclipse users recommend the switch setting so that aniplayer will
>work.

It loads OK for me - here's my FVDI.SYS for comparison. (BTW
Aniplayer won't work if I use the DSP option, but I think I've got
soemthing wrong with my DSP as Imagecopy locks up regularly if I have
the DSP JPG loader turned on).

```
# fVDI configuration
# Last modified 000220

# ----- General setup -----

# This will turn on a few debug features in fVDI if uncommented.
# If something bombs, the information given at startup (this is before
# fVDI is running, so it will be on the normal Atari screen) using this,
# together with what for example ERR_RPRT.PRG shows, is very useful.
#debug

# This is the path to fonts and drivers.
PATH = D:\FONTS\GDOS

# If fVDI isn't being started from the AUTO folder, comment out this one.
booted

# Uncomment this one to use the mouse routines from the old VDI.
# You'll also need to add the same switch to the driver configuration line.
#oldmouse

# To test the boot code without actually rebooting the system, it can
# be useful to uncomment the following. With this enabled, no previous
# virtual workstations will be copied by fVDI. They will actually continue
# to be handled by the old VDI
#fakeboot

# For testing purposes it can be useful to make fVDI available in
# parallel with the normal VDI. See the documentation for information.
#disable

# ----- Various fixes -----

# With this uncommented fVDI can use NVDI as a background VDI (for dealing
# with non-screen devices). Some strange problems still remain, though.
#nvdifix

# Some programs look in the lineA variables for certain information.
# Uncomment this to make fVDI do a few more changes there.
```

```
# Note: required by GT Look. CS. 20/8/00
#lineafix

# With this uncommented fVDI will make the XBIOS report the correct screen
# address even if using a graphics card. There are still problems with this.
xbiosfix

width 284
height 212

# ----- Driver configuration -----
01r rage.sys 4mb mode 1024x768x16@75 pcibios screencache imgcache doblit
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !
```

4287. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 08:45:21 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac5a6be8c1b20@pandora.be>
Source record: 48215

on Fri 30-03-2001 23:38 Bob King wrote:

>On 29 Mar 2001 19:36:42 , Steve Sweet wrote:
>
>
>I'm almost sure your correct. I'll do just that. When I try to print
>the Example.Pap, the one with the watch and the animation frames
>(JPG's), it starts by saying that it can't load the images due to
>lack of memory, BEFORE giving me the (NVDI) error message. I guess I
>have a lack of RAM (only 20Meg, one bank is faulty) as well as too
>small a C: partition. All this too small this and too small that is
>very 'Windows'!!!!!!!!!!!!

It's more a setup fault. Launch Papyrus and go to the Options menu.
Choose there options/memory. Here you can change the memory that Papyrus
takes for itself, I believe by default 8 MB. Here you can also play
around with speedo cache and print cache etc..

hTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4288. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 09:01:52 UTC
From: bindon@madasafish.com
Message-ID: <tcb780q9cuip60@corp.supernews.com>
Source record: 48216

Hi,

>I got gaFTP, and will look at it. But not everything that runs on a Falcon
>or Hades can be made to run on a TT.
>
>Would like to be proved wrong, if it can be done.

It's not Falcon specific. I remeber using it on the STE. It's got no
fancy GUI and it's not a complex program. Does the job very well,
good for more basic systems and should run fine under Mint.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4289. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 09:01:54 UTC
From: bindon@madasafish.com
Message-ID: <tcb782esdnp661@corp.supernews.com>
Source record: 48217

On 30 Mar 2001 22:00:56 , Dan wrote:
>Hello,
>Go to (not with CAB :-()
>http://www.paradisewebdesign.net
>and see "News"
>Cheers

What's this about. I suppose this site is Java? I don't have access
to java browser, tell me more.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4290. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 09:21:39 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010331051951.24189A-100000@halifax.chebucto.ns.ca>
Source record: 48218

Just plain old Gem desktop. Tos 4? Whatever the Tos native to Falcon. I
don't use alternate desktops.

On 31 Mar 2001 xlator@cix.compulink.co.uk wrote:

> You don't say what desktop you are using - a TOS one (which?) or one of
> the substitutes. On some desktops you can switch between the two modes.
> In jinnee you can do this sesparately for text and icon display in
> directory windows.
>
> Regards, /Peter/
>
>
>

4291. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 09:41:15 UTC
From: bindon@madasafish.com
Message-ID: <tcb9hrc9cp7jc5@corp.supernews.com>
Source record: 48220

On 31 Mar 2001 12:56:44 , "Mark Bedingfield" wrote:

Hi!

>> >> Why is it that people that have Ataris like Star Trek.
>> >
>> >Not always. I own six Ataris and not a single star trek movie.
>>
>> Good for you!
>
>Resistance is futile.I guess because the borg remind us of Bill Gates. If
>everybody liked star trek it would probably be over commercialised and
>become Beverly Hills NCC-1701;-). Don't tell me you are a Babylon 5 fan
>Lyndon?

No, I can't stand Babylon 5 either. They're all the same as far as I
can see. :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4292. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 09:41:20 UTC
From: bindon@madasafish.com
Message-ID: <tcb9i0l602cdc7@corp.supernews.com>
Source record: 48219

On 31 Mar 2001 07:26:24 , PuffPuffin wrote:

Hi

>An FMC is easier to find? Where? Since it seems like the internal way is a
>lost cause, I'll spring for the cartridge clock if someone can point me to a
>place that has FMC IIs for sale at a reasonable price. (I definitely need the
>cart pass-thru)

I have one on my STe, but the machine doesn't get used much these
days. Have you checked on ebay, someone here may have one.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4293. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 09:59:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac5b8028fc610@pandora.be>
Source record: 48221

on Sat 31-03-2001 09:01 Lyndon Amsdon wrote:

>On 30 Mar 2001 22:00:56 , Dan wrote:
>>Hello,
>>Go to (not with CAB :-()
>>http://www.paradisewebdesign.net
>>and see "News"
>>Cheers
>
>What's this about. I suppose this site is Java? I don't have access
>to java browser, tell me more.

Not much to see there. They states that they are working on a new browser for Atari, called Paradisebrowser, capable to use Java 2, HTML 4, secure connections and more. They also says that there is currently NO release date, but they expect to be beta testing by the end of summer 2001.

Frankly I don't believe a word of it.

ps. if you want to see it yourself go to http://www.paradisewebdesign.net/paradise/projects.htm (tested with Cab 2.80)

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4294. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 09:59:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac5b8028fc611@pandora.be>
Source record: 48222

on Sat 31-03-2001 09:33 Hallvard Tangeraas wrote:

>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> On 30 Mar 2001 22:00:56 , Dan wrote:
>> >Hello,
>> >Go to (not with CAB :-()
>> >http://www.paradisewebdesign.net
>> >and see "News"
>> >Cheers
>>
>> What's this about. I suppose this site is Java? I don't have access
>> to java browser, tell me more.
>
>Same here, though I have Javascript support as I'm using Netscape 4.08
>on a Mac.
>When entering the URL above it suddenly changes to:
>
>http://www.paradisewebdesign.net/paradise/paradise.htm
>
>And gives me a frame with some information (among others a link to
>http://www.xtos.de), but no "site map" or anything.
>

You must use the latest Mac Runningtime Java (MRJ)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4295. Re: Atari ST on an ethernet - can it be done?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 10:19:03 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3AC5AE5F.DB7E2D5D@village.uunet.be>
Source record: 48223

Yowdy,

Terrence R. Redding wrote:
>
> But I would prefer to move it over my ethernet. Does any one have a plug
> and play way of doing that?

Atari ST... well there are a few things you can use. But it's a pitty almost none of them is still available.
1/ Genius LAN adaptor (with ROM port adaptor cfr Elmar Hilgart) => not available anymore
2/ Rieble Card Mega ST Bus => not available anymore

some other parallel port ethernet adaptors who aren't available anymore.

If you can do some soldering yourself, I propose you make a ACSI-ISA interface and connect a ISA NE2000 compatible card to it. STiNG drivers are available.

A couple of links are available here :
http://gallery.uunet.be/saka/atari/ethernet/index.htm
+---> ACSI - ISA :
http://home.nexgo.de/thomas.redelberger/prj/atari/ethernea/

If you have other questions, feel free to contact me.

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4296. Atari ST on an ethernet -

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 10:44:10 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c3151@fmlynet.org>
Source record: 48241

FamilyNet Newsgate

Hello Terrence!

TRR> I still have my Mega ST and use it for basic
> statistical analysis.

I'm always glad to hear of an Atari being put to good use!
:-)

TRR> I normally copy the results to a disk - transfer to
> a PPC and print the graphics and output using graphic
> converter and Excel.

Is your PPC machine a PowerMac? If it's one of the older beige Macs, and if you have a free serial port, it may be easier (and less expensive) to use a serial 'null-modem' cable to transfer the files. How large are they? If your Mac is newer and lacks a serial port, it should be possible to add one via USB. If your PPC machine isn't a Mac, check its user guide for information about serial ports.

TRR> Terry - w6lmj@arrl.net

73 DE KB9YLW

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4297. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 10:45:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986063530-80647AEicMi@gmx.net>
Source record: 48238

From: Bob King <robert.king@patent.gov.uk>
Date: Thu, 29 Mar 2001 11:52:22 +0100

Hi Bob,

>Have any of you experience with this printer or the like?
Yep I've got one...

>but Calamus is so damned complicated, with it's rastering, at keast to a
>wrinkly like me , that I can't get acolour print without lines/ artifacts
>etc.
The trick is to find some good combinations, forget all about the HP settings since an Epson needs completely different values. I've mailed you my settings (CRI, CK4 and CK7) which hopefully improve things a little....

>Papyrus gives me a message (in german), that I think, says I haven't
>enough memory on my C drive, as I deliberately made my C drive smaller
>than the other partitions,
Edit the NVDI.INF file and tell it to make a spooler file somewhere else.
SPOOLPATH = C:\GEMSYS\SPOOL\ (it doesn't need to be in a folder)...

You should make sure that at least 100MB is free, an A4 in true colour eats memory...

Cheers from Belgium
Dennis
--

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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4298. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 11:03:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986063534-81295AEicMi@gmx.net>
Source record: 48240

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Tue, 27 Mar 2001 20:42:27 -0000

Hi Lyndon,

>Thats about ï¿½30, not too bad I guess. The good thing would be the way
>it intergrates with Scripter and Magic.
Indeed, all the IConnect clients are GemScript clients and can interact with each other, it's these features which IMO make them stand out compared to STiNG/MintNeT clients. One should regard the seperate clients as a suit, since once installed that's the way they work...

>Is it possible to do two things at one time, I know CAB can't download off a
>website and carry on browsing another site,
I usally download from two or three sites at once...

>but how good is it for web browsing and FTP'ing (apart from the decrease in
>bps)?
If IConnect has been set up correctly, you'll hardly notice a drop in bps, in normal conditions I access ATOS with CAB at 6000cps, while Fiffi is pulling in files from a fast ftp server at 5000cps, when Emailer is busy with exchanging postings the overall speed will drop with 650cps. Chatter doesn't influence the bps at all....

>Stable? CRC/integrity errors?
The CAB OVL is every bit as good as the STiNG OVL's, I've never known Emailer to drop a connection, and FIffi is rock solid. Can't really comment on Chatter since I hardly use this...

>Thats about ï¿½30, not too bad I guess.
Assuming you use a commercial version of CAB, then reinstall it. All versions of CAB come supplied with IConnect. Fiffi is included in CAB as well, so this only leaves Emailer....

Cheers from Belgium
Dennis
--

Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk

http://www.cix.co.uk/~derryck/index.htm

4299. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 11:14:16 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1er45im.80oqow5nwcskN%roughley@vanc.igs.net.invalid>
Source record: 48225

Hallvard Tangeraas <this-address@is.invalid> wrote:

> Same here, though I have Javascript support as I'm using Netscape 4.08
> on a Mac.
> When entering the URL above it suddenly changes to:
>
> http://www.paradisewebdesign.net/paradise/paradise.htm
>
> And gives me a frame with some information (among others a link to
> http://www.xtos.de), but no "site map" or anything.
>
> What a smart thing to do, when Atari web browsers for sure can't access
> the site where information about a new browser is supposed to be found!
>
>
> OK, how about a *complete* URL to that "news" page then?

You need Java -- not JavaScript -- to access the specific page from the
URL above. The frame on the left contains an applet to navigate the
site's various pages, which then open in the main frame.

But the page in question can be viewed directly (without Java) at:

http://www.paradisewebdesign.net/paradise/projects.htm

<< Neil >>

4300. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 11:27:14 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac5cc5e18e4851@pandora.be>
Source record: 48224

on Sat 31-03-2001 09:59 Martin "Nightowl" Byttebier wrote:

>>
>>And gives me a frame with some information (among others a link to
>>http://www.xtos.de), but no "site map" or anything.
>>
>
>You must use the latest Mac Runningtime Java (MRJ)

But this won't help you if you use Netscape but I'll help you if you use
the latest Icab.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4301. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 13:33:59 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1er49b8.hyd6ym1o8dyd4N%roughley@vanc.igs.net.invalid>
Source record: 48232

Martin "Nightowl" Byttebier <tos4ever@pandora.be> wrote:

> But this won't help you if you use Netscape but I'll help you if you use
> the latest Icab.

There's a Netscape plug-in to allow use of MRJ (Mac OS Runtime for
Java), but this doesn't matter since it requires a PPC. Because Hallvard
runs a 68K Mac, he won't be able to use MRJ in any way.

Netscape last supported Java on a 68K Mac in v3.04, which I suspect
would be inadequate today (the Java implementation, not the browser).

<< Neil >>

4302. New webrowser for us

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 13:54:00 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c3933@fmlynet.org>
Source record: 48146
Body handling: HTML body converted to readable text

FamilyNet Newsgate

Hello Hallvard!

HT> .....looking at the HTML source code I see that it's
> been made with microcrap backpage using CSS and all
> sorts of rubbish. No wonder it won't work!

This is probably nit-picking but CSS is, in principal, a good thing. It enables people to separate presentation from content when developing a web site, and is an important step towards undoing the horrible pollution of HTML (" tag considered harmful...") that has resulted largely from web authoring tools like MS FrontPage, written by people who evidently don't understand the Web.

I use CSS on most of the sites I work on these days, but always in a way that is backward compatible with older browsers. I test them with an old version of Mosaic to verify that although the presentation isn't quite as polished without CSS, no information is lost.

A trivial example: On my (very spartan) personal site, I use CSS to render as black text on a yellow background (as though it had a highlighter pen run over it). An older CSS unaware browser won't do that, but should still emphasise the text in question.

HT> (hmmm.... it won't work here even if I turn on CSS in
> my browser!)

If it was produced in FrontPage as you imply, there's probably much worse stuff going on than use of CSS.

I would welcome feedback from users of CAB (or other Atari browsers) regarding my personal site, as I would like all the sites I work on to be accessible to Atari users.

Regards,
- Andy Ball. http://grex.cyberspace.org/~ball/

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4303. DOS

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 13:54:00 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c3934@fmlynet.org>
Source record: 48245

FamilyNet Newsgate

Hello Mark!

[DOS]

MB> Atari ditched it 15 years ago, finally microsoft catch
> up.

Was it just me that thought the Windows 95 user interface
reminiscent of GEM? (note that I'm not claiming it was as
efficient, or as stable as GEM ;o)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4304. Re: New webrowser for us ?

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 14:42:52 UTC
From: bindon@madasafish.com
Message-ID: <tcbr7crtuh5t21@corp.supernews.com>
Source record: 48233

On 31 Mar 2001 09:42:13 , Hallvard Tangeraas wrote:

Hi

>.....looking at the HTML source code I see that it's been made with
>microcrap backpage using CSS and all sorts of rubbish.
>No wonder it won't work!
>(hmmm.... it won't work here even if I turn on CSS in my browser!)

I wrote one line in Word and saved it as HTML. I did the same
sentance in hand written HTML in Notepad. Words HTML file size was
2,133 bytes whereas my own Notepad file was 59 bytes! Just imagine
writting a whole site in Word! I looked in the source and it was
shoved full with rubbish you don't need.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4305. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 15:36:59 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9a4tirjh1@snipp.uninett.no>
Source record: 48235

Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk> wrote:
> have finally managed to get Eclipse working.

> 640*480*8@60
> 1024*768*16@60
> No screen corruption

> Can any Eclipse users recommend the switch setting so that aniplayer will
> work.

Unfortunately there is none...

> So far upon loading it exits straight away.

Well, the latest version will actually work pretty well, if you enable the "direct screen"-option. However, the mouse-cursor may stop moving in this case. Apparently there is a timing-problem with the Eclipse that might lead to missed writes if you have a fast CPU (Afterburner or similar), and optimized software like Aniplayer suffers the most.

If you disable "direct screen" things will improve, but the colours will be all wrong (atleast in 16 bit mode) since the physical pixel-layout (which Aniplayer use when building the device-dependant bitmap later blitted to the framebuffer using the VDI) differs from the device-dependant layout. Hmm, I was supposed to report this behaviour to Johan but I believe I've forgotten it... Johan, if you read this, can you contact's the author of Aniplayer? He's aware of the problem.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4306. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 15:39:38 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9a4tnqjh2@snipp.uninett.no>
Source record: 48236

Chris Simon <osian@zetnet.co.uk> wrote:

> Aniplayer won't work if I use the DSP option, but I think I've got
> soemthing wrong with my DSP as Imagecopy locks up regularly if I have
> the DSP JPG loader turned on).

Do you use MagiC? I had the exact same problem when I used MagiC on my
Falcon, it required a soft reset before the DSP could be used.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4307. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 15:44:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9a4u13qc1@snipp.uninett.no>
Source record: 48237

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

>> Can any Eclipse users recommend the switch setting so that aniplayer will
>> work.

> Unfortunately there is none...

Actually, there is, if you're using a 030-Falcon. Use "direct screen" and
enable "xbiosfix" in fvdi.sys, the latest version of Aniplayer will work
fine with this.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4308. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 17:13:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986127766-85697AEicMi@madasafish.com>
Source record: 48158

Hi Phil

>
>An FMC is easier to find? Where? Since it seems like the internal way
>is a lost cause, I'll spring for the cartridge clock if someone can
>point me to a place that has FMC IIs for sale at a reasonable price.
>(I definitely need the cart pass-thru)

I have two of those i no longer use. One with a pass through. You should
be aware that the software for these suffer from Y2K probs and that
you'l have to look to the web for patches.

Make me an offer that i wont laugh at. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4309. New address for UTSI

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 19:13:23 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac639d41787ea0@pandora.be>
Source record: 48242
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
Hello/Bonjour

The UTSI page has found a new home:
L' UTSI a trouver une nouvelle maison:

http://users.pandora.be/tos4ever/utsi.htm

Thanks/Merci

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4310. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 19:30:49 UTC
From: rking@zetnet.co.uk
Message-ID: <3ac63069$0$8831@news.zetnet.co.uk>
Source record: 48243

On 31 Mar 2001 12:45:06 , Dennis Vermeire wrote:
>From: Bob King <robert.king@patent.gov.uk>
>Date: Thu, 29 Mar 2001 11:52:22 +0100
>
>Hi Bob,
>
>>Have any of you experience with this printer or the like?
>Yep I've got one...
>
>>but Calamus is so damned complicated, with it's rastering, at keast to a
>>wrinkly like me , that I can't get acolour print without lines/ artifacts
>>etc.
>The trick is to find some good combinations, forget all about the HP settings
>since an Epson needs completely different values. I've mailed you my settings
>(CRI, CK4 and CK7) which hopefully improve things a little....
>
>>Papyrus gives me a message (in german), that I think, says I haven't
>>enough memory on my C drive, as I deliberately made my C drive smaller
>>than the other partitions,
>Edit the NVDI.INF file and tell it to make a spooler file somewhere else.
>SPOOLPATH = C:\GEMSYS\SPOOL\ (it doesn't need to be in a folder)...
>
>You should make sure that at least 100MB is free, an A4 in true colour eats
>memory...
>
>Cheers from Belgium
>Dennis
>--
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> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.
Hi Dennis,

100MB free spool, ye spirits we're talking big time here :)) But an
A4 in TC doesn't know and doesn't care a TOS (get'it!!) whether it's

talking to a humble Falcon/Milan or a Pentium IV.
I've already switched the spool to my F: partition, but can't find 100MB. What with more RAM, the DM80 for the SCSI driver, this Milan is getting to be a costly baby!!!

All the best from Wales, the land of the burning cattle and sheep pyres and all started by a Mandella Biltong sandwich at the Labour Party Conf?????

Bob.

4311. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 19:37:17 UTC
From: rking@zetnet.co.uk
Message-ID: <3ac631ed$0$8831@news.zetnet.co.uk>
Source record: 48244

```
On 31 Mar 2001 12:45:06 , Dennis Vermeire wrote:
>From: Bob King <robert.king@patent.gov.uk>
>Date: Thu, 29 Mar 2001 11:52:22 +0100
>
>Hi Bob,
>
>>Have any of you experience with this printer or the like?
>Yep I've got one...
>
>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.
```

Hi again Dennis,

the CMY cartrige died soon after arriving and then two days afterwards the black followed. Out of curiosity (I was a cat in a prior incarnation) I took the cartridge apart. It's 99% sponge!!!!!!!. I managed 2 tablespoons of water before it saturated!!!! And for that they charge £25!!!!!!!! At least with an HP cartridge you get a whole lot more ink and a printed circuit thrown in. What a way for Epson to make money, and hey ho for refills!!!

Bob

4312. Re: New address for UTSI

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 21:29:23 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <9a5i96$1csq$1@news6.isdnet.net>
Source record: 48147
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Bonjour Martin "Nightowl" Byttebier !

> The UTSI page has found a new home:
> L' UTSI a trouver une nouvelle maison:
>
> http://users.pandora.be/tos4ever/utsi.htm

Bon ... eh bien maintenant va falloir que je mette jour ma page de liens
:-)

Cordialement ...

Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

4313. Pictures.

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 22:24:45 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <KPsx6.8423$NS2.17989@NewsReader>
Source record: 48148

Hello.

At the bottom of my web page, www.keychange.co.uk there are two
pictures maybe of interest to musicians.

Barrie at Keychange.

4314. Re: Missionware (FlashII Term.Prg.)

Newsgroup: comp.sys.atari.st
Date: 2001-03-31 23:25:34 UTC
From: swampfox1@earthlink.net
Message-ID: <OHtx6.13411$aP5.1268219@newsread2.prod.itd.earthlink.net>
Source record: 48149

On 28 Mar 2001 02:09:27 , John Garone wrote:
>On 28 Mar 2001 00:21:06 , DANAP8 wrote:
>>John,
>>
>>> Anyone know the status of Missionware Software (Palatine, Ill.)
>>>regarding passing around their programs (in particular, FlashII
>>>Terminal Program)? Shareware, Freeware, etc.?
>>
>>I would say that John Trautschold, of Missionware, still considers Flash II a
>>commercial program. You can reach John at JTRAUTSCHOLD@DELPHI.COM and ask.
>>
>

OK, John got back to me and stated he's no longer involved with FlashII
and (basically) it's in the limbo commercialware catagory! So until it's
status is officially changed I won't be passing it around!
However, if anybody knows where to get a demo version that would work.
John G.

4315. Re: Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 00:01:02 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <917.491T100T613825optimus@canit.se>
Source record: 48150

Hans Wessels skrev:

>> 6) Upgrade the TOS to 2.06

>Have a look at KAOS TOS. I am still using it. It is nice compact and fast.
>You need a decent desktop replacement though.

Where does one have a look? Seems like a nice excuse to sacrifice some VGA board EPROMs.

>I think a decent emulator is needed. One to toy with. Spare parts are
>becomming rare. I heve to get a fully functional alternative before I run
>out of spareparts.

I have got five STs, and refused to buy a sixth (probably at an 8 EUR price) only this week. With the ridiculous amounts of superfluous STs around, surely spare parts can't be a concern?

--
En ligne avec Thor 2.6a.

Programming today is a race between software engineers striving to build bigger and better idiot-proof programs, and the universe trying to produce bigger and better idiots. So far, the universe is winning.
-- Rick Cook, Mission Manager, NASA Mars Pathfinder Project

4316. multiple midi instruments

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 01:22:23 UTC
From: john bliss <blissboy@one.net.au>
Message-ID: <3ac6821e_2@news01.one.net.au>
Source record: 48151

hi all
i have several different controllers fed into a UNITOR attached to an atari
and using notator
I cannot work out how to have notator recognize the different midi inputs so
that i can use different input assignments????????

HELP HELP HELP HELPHELP HELPHELP HELPHELP HELPHELP HELPHELP HELPHELP
HELPHELP HELPHELP HELPHELP HELPHELP HELPHELP HELPHELP HELPHELP HELPHELP
HELPHELP HELPHELP HELP

THNX IN ADVANCE
BLISS

4317. Re: New webrowser for us

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 01:31:26 UTC
From: john nicholas oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.46cbe36f.47da0420.doyene@zetnet.co.uk>
Source record: 48160

Hei Andy.
No problem with my WenSuite3 or DraconisPro only
the HTML4.01 and CSS do not display but saved on the system.
Everything elese work well.

If it was produced in FrontPage as you imply, there's
> probably much worse stuff going on than use of CSS.

> I would welcome feedback from users of CAB (or other Atari
> browsers) regarding my personal site, as I would like all
> the sites I work on to be accessible to Atari users.

> Regards,
> - Andy Ball. http://grex.cyberspace.org/~ball/

>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
regards

--
-
with kindest regards.

John Nicholas Oakes
Manchester
England

email: doyene@zetnet.co.uk

4318. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 04:08:42 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010401000734.28373A-100000@halifax.chebucto.ns.ca>
Source record: 48152

The only programs running at startup is ICD boot and a mouse accelerator.
I checked every option I can find with no luck.

On Fri, 30 Mar 2001, Steve Sweet wrote:

> Are you using any software that has an option for "Outline Dragging" mis-
> set.

4319. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 07:15:00 UTC
From: swampfox1@earthlink.net
Message-ID: <UzAx6.14578$aP5.1382023@newsread2.prod.itd.earthlink.net>
Source record: 48153

On 30 Mar 2001 19:44:44 , Steve Sweet wrote:
>Hi Tony
>
>>Any suggestions as to a fix?
>
>Are you using any software that has an option for "Outline Dragging" mis-
>set.
>
>--
>
>eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Like Let m' Fly CPX!
John G.

4320. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 09:56:58 UTC
From: bindon@madasafish.com
Message-ID: <tcdura4htvne7b@corp.supernews.com>
Source record: 48155

On 31 Mar 2001 13:03:20 , Dennis Vermeire wrote:

Hi Dennis,

>>Is it possible to do two things at one time, I know CAB can't download off a
>>website and carry on browsing another site,
>I usally download from two or three sites at once...

How? When I download something from CAB (not via ftp) and click the
home button to get back to my search engine, it says "connection has
been aborted" I end up at my search engine page with a corrupted
download as it shut off halfwy through.

>>but how good is it for web browsing and FTP'ing (apart from the decrease in
>>bps)?
>If IConnect has been set up correctly, you'll hardly notice a drop in bps, in
>normal conditions I access ATOS with CAB at 6000cps, while Fiffi is pulling in
>files from a fast ftp server at 5000cps, when Emailer is busy with exchanging
>postings the overall speed will drop with 650cps. Chatter doesn't influence
>the bps at all....

Hmm, I wonder if Iconnect can get a faster cps than Sting or Stik.
The max I've seen is 4000cps. Maybe it's something to do with having
bad phone line living in a village.

>>Thats about £30, not too bad I guess.
>Assuming you use a commercial version of CAB, then reinstall it. All versions
>of CAB come supplied with IConnect. Fiffi is included in CAB as well, so this
>only leaves Emailer....

No, CAB 2.8 was one piece of software I didn't get from Atari
Workshop. I'd rather palce 30 pounds on a piece of software that is
actually being developed and enhanced. The money will be going
nohere.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4321. Re: New uses for SM-124 monit

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 10:41:19 UTC
From: jlog@zetnet.co.uk
Message-ID: <3ac705cf$0$8831@news.zetnet.co.uk>
Source record: 48156

On 30 Mar 2001 21:30:30 , "Andy Ball" wrote:

| SC> I have more SM-124 monochrome monitors than STs to
| > plug them into. I really like these monitors...
|
| If they're anything like the SM-125 I used to have, they're
| close to being my favorite monitor of all time. Having
| worked in CAD systems, I've seen some pretty high-end stuff
| but it's hard to beat. Pin-sharp, flicker free, I can use
| them comfortably for ages.

The 125 was, I think, very similar to the 124 but with a swivel base
(and maybe one or two other changes). The display was certainly
ahead of its time but nowhere near as good as the TT High res with
an Eizo large screen monitor.
--
JI Logan

4322. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 11:20:20 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ac71c462c822f0@pandora.be>
Source record: 48157

on Sun 01-04-2001 09:56 Lyndon Amsdon wrote:

>On 31 Mar 2001 13:03:20 , Dennis Vermeire wrote:
>
>Hi Dennis,
>
>>>Is it possible to do two things at one time, I know CAB can't download off a
>>>website and carry on browsing another site,
>>I usally download from two or three sites at once...
>
>How? When I download something from CAB (not via ftp) and click the
>home button to get back to my search engine, it says "connection has
>been aborted" I end up at my search engine page with a corrupted
>download as it shut off halfwy through.

That's normal I should say. Try once a right mouse click on the link.
Normally this should provoked background downloading. Nice and very
usefull. You can have as many as background downloading as you like.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4323. Re: Falcon030 and Philips CDD 2600

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 11:39:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200104011339.a17809@ki.maus.de>
Source record: 48163

In Msg 200103132338.a15684@ki.maus.de (comp.sys.atari.st), Eick Wagner (Eick Wagner @ KI) wrote:

>I have a problem with writing Audio CDs with my Falcon030 and the
>Philips CDD 2600 CD writer.

Hi,

After trying all hints I received concerning my problem unsuccesfully, I decided to order ExtenDOS (Hi Robert!). :-)

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

4324. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 13:32:34 UTC
From: bindon@madasafish.com
Message-ID: <tcebfiqsjcd694@corp.supernews.com>
Source record: 48159

Hi

>>How? When I download something from CAB (not via ftp) and click the
>>home button to get back to my search engine, it says "connection has
>>been aborted" I end up at my search engine page with a corrupted
>>download as it shut off halfwy through.
>
>That's normal I should say. Try once a right mouse click on the link.
>Normally this should provoked background downloading. Nice and very
>usefull. You can have as many as background downloading as you like.

Thanks Martin, I'll try that when I need to do multiple downloading.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4325. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 14:47:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986241874-98022AEicMi@madasafish.com>
Source record: 48101

Hi Jo.

>>Imagecopy locks up regularly if I have the DSP JPG loader turned on).

>Do you use MagiC? I had the exact same problem when I used MagiC on my
>Falcon, it required a soft reset before the DSP could be used.

I'm sure i read about this somewhere recently and so it reminds me of a
boot prg that correctly initialises the DSP at boot time.

Dont recall the title?, this may jog someones memory though!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4326. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 14:51:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986241876-98683AEicMi@madasafish.com>
Source record: 48100

Hi Tony

>> Are you using any software that has an option for "Outline Dragging"
>>mis-set.

>The only programs running at startup is ICD boot and a mouse
>accelerator. I checked every option I can find with no luck.

Hm!, maybe the Falc is confused, try re-setting the NVRAM.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4327. Re: Atari ST on an ethernet -

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 16:42:55 UTC
From: "Terrence R. Redding" <terry@oltraining.com>
Message-ID: <B6ECD2A7.6B2%terry@oltraining.com>
Source record: 48161

Andy, thanks for the information. I am on 14.325 Mhz in the MicroComputer Net. It started as an Atari net - but now has users of a wide variety of computer platforms.

I may try the null modem through the serial port - but I am not really looking for a file transfer, as much as I am interested in a network share drives and the Internet procedure.

I have TCP/IP ethernet and service NT, PC, and Macs on the same network all with access to the Internet through the TCP/IP network.

I was hoping for a way to add the Atari to the ethernet.

Good to hear from you. May be you can join us Sunday at 1600 UTC on 14.325 MHz from time to time.

Terry - W6LMJ

> From: "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org>
> Organization: www.fmlynet.org
> Newsgroups: comp.sys.atari.st
> Date: Fri, 31 Mar 2001 10:44:10
> Subject: Atari ST on an ethernet -
>
> FamilyNet Newsgate
>
> Hello Terrence!
>
> TRR> I still have my Mega ST and use it for basic
>> statistical analysis.
>
> I'm always glad to hear of an Atari being put to good use!
> :-)
>
> TRR> I normally copy the results to a disk - transfer to
>> a PPC and print the graphics and output using graphic
>> converter and Excel.
>
> Is your PPC machine a PowerMac? If it's one of the older
> beige Macs, and if you have a free serial port, it may be
> easier (and less expensive) to use a serial 'null-modem'
> cable to transfer the files. How large are they? If your
> Mac is newer and lacks a serial port, it should be possible
> to add one via USB. If your PPC machine isn't a Mac, check
> its user guide for information about serial ports.
>

> TRR> Terry - w6lmj@arrl.net
>
> 73 DE KB9YLW
>
> Regards,
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

4328. Re: Atari ST on an ethernet - can it be done?

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 16:57:15 UTC
From: "Terrence R. Redding" <terry@oltraining.com>
Message-ID: <B6ECD604.6B4%terry@oltraining.com>
Source record: 48162

Saka - thank you for the help. I was able to access the second link and have downloaded the instructions and sofware. Now it appears to be a question of whether the NEC2000 is still available and how current this material is in terms of being compatible with my other systems.

But thanks again for the help. I will let the group know whether I am successfull or not.

Terry - W6LMJ

> From: Karl Samyn <saka@village.uunet.be>
> Organization: I.T. Consulting
> Newsgroups: comp.sys.atari.st
> Date: Sat, 31 Mar 2001 10:19:03 GMT
> Subject: Re: Atari ST on an ethernet - can it be done?
>
> Yowdy,
>
> Terrence R. Redding wrote:
>>
>> But I would prefer to move it over my ethernet. Does any one have a plug
>> and play way of doing that?
>
> Atari ST... well there are a few things you can use. But it's a pitty almost
> none of them is still available.
> 1/ Genius LAN adaptor (with ROM port adaptor cfr Elmar Hilgart) => not
> available anymore
> 2/ Rieble Card Mega ST Bus => not available anymore
>
> some other parallel port ethernet adaptors who aren't available anymore.
>
> If you can do some soldering yourself, I propose you make a ACSI-ISA interface
> and connect a ISA NE2000 compatible card to it. STiNG drivers are available.
>
> A couple of links are available here :
> http://gallery.uunet.be/saka/atari/ethernet/index.htm
> +---> ACSI - ISA :
> http://home.nexgo.de/thomas.redelberger/prj/atari/ethernea/
>
> If you have other questions, feel free to contact me.
>
> --
> Saka -- Karl Samyn
> ICQ : 19321298
> ir telecommunications

4329. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 19:46:17 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010401164537.9477A-100000@halifax.chebucto.ns.ca>
Source record: 48164

Where can I get Let'em fly? Is it on an ftp site?

On Sun, 1 Apr 2001, John Garone wrote:

> >Are you using any software that has an option for "Outline Dragging" mis-
> >set.
>
> Like Let m' Fly CPX!
> John G.
>
>

4330. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 21:31:46 UTC
From: osian@zetnet.co.uk
Message-ID: <3ac79e42$0$8832@news.zetnet.co.uk>
Source record: 48165

On 31 Mar 2001 15:39:38 , Jo Even Skarstein wrote:
>Chris Simon <osian@zetnet.co.uk> wrote:
>
>> Aniplayer won't work if I use the DSP option, but I think I've got
>> soemthing wrong with my DSP as Imagecopy locks up regularly if I have
>> the DSP JPG loader turned on).
>
>Do you use MagiC? I had the exact same problem when I used MagiC on my
>Falcon, it required a soft reset before the DSP could be used.

No, I'm using vanilla-TOS. My original Falcon did have that problem
too, that using one program dodn't seem to reset the DSP properly and
subsequent programs would only work after a reboot. But my 'new'
Falcon's DSP (motherboard replaced after a lightning strike) doesn't
seem to work at all, or maybe flakily.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4331. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 21:33:30 UTC
From: osian@zetnet.co.uk
Message-ID: <3ac79eaa$0$8832@news.zetnet.co.uk>
Source record: 48166

On 31 Mar 2001 15:44:35 , Jo Even Skarstein wrote:
>Actually, there is, if you're using a 030-Falcon. Use "direct screen" and
>enable "xbiosfix" in fvdi.sys, the latest version of Aniplayer will work
>fine with this.

Futher info - as shown in my copy of FVDI.SYS that I posted, GT Look
II also seems to require xbiosfix, howere Newsie then can't extract
files from emails! Peculiar, but that seems to be what happens. So I
only enable xbiosfix when I need to use GT Look II.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4332. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 21:39:31 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <986161171.29924.0.nnrp-08.9e983130@news.demon.co.uk>
Source record: 48167

>As an owner of some of these large capacity drives/partition systems i'd
>like to see the problem addressed for the Magic platform please.
>
>--
>
My SCSI drive packed up. New ones are expensive. Thought I'd put an IDE in
it's place. Got a 20Gig. Now find I'm stuck with 10 x 2 Gig partitions &
running out of drive letters. That's under Magic 6.1 & HDDriver 7.71.
Or have I missed something?
Glad I didn't get a 30Gig ;-)

Mike Bedford

4333. midi midi midi input???

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 22:56:50 UTC
From: john bliss <blissboy@one.net.au>
Message-ID: <3ac7b17f$1_5@news01.one.net.au>
Source record: 48168

hi all
i have several different controllers fed into a UNITOR attached to an atari
and using notator
I cannot work out how to have notator recognize the different midi inputs so
that i can use different input assignments????????
in other words i want to play in real time using the drum pads while someone
else plays keyboard with say a piano sound?????

4334. SPEKTRUM TC1 and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 23:19:21 UTC
From: Jos Vlietstra <joolie@superweb.nl>
Message-ID: <9a8d0adqi1@nereid.worldonline.nl>
Source record: 48169

Hi
I have a MegaSTE with a Spektrum TC1 graphic card (Wilhelm Mickroeletronik).
I want to use NVDI 5.1/5.3 but I don't see my card in the NVDI list of
cards. I tried ET4000 , didn't work.
Is there anybody who has this card and can help me ?
Please mail me at :
mailto:jo.vlie@12move.nl

JOs

4335. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 23:31:59 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac7c18e$1@dnews.tpgi.com.au>
Source record: 48170

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:986042206-95848AEicMi@madasafish.com...
> Hi Mark
>
> >> She doesnt /have/ to eat /every/ week does she??!!
>
> >I have every video that the Borg (including 7 of 9), has featured in.
>
> So why am i talking to you even!!!
>
> >So I think the DVD will be redundent, will get a nice HIFI vcr so I can
>
> > enjoy all of those hours of trek;-).
>
> Thats better..
>
> >The wife is pretty damn good at squireling money away tho.
>
> I had that problem, it was my k'in money though!!
>
> >If it wasn't for her I don't think I would eat.
>
> Eat!!, oh yeah, that reminds me, ive run out of Mars bars, coke and
> cheese &
> onion crisps, must go food shopping.
>
> >She got rid of all the useless crap out of the back room i.e. beds and
> >clothes horse.
>
> <eeek>
>
> >I have assimilated it now;-).
>
> Phew.
> Was that a touch of the Borg creeping into your tone there??.
>
> >I have another 3 STs to fix and a total of 20 computers in here.....
>
> That'l keep you busy for the weekend, what'l you do next week for fun?.

Look for work, incedently, this mega STE will be finnished soon. I might do
a sweet on it. Crank the crapper out of it. Add a PPC card when they become
avaliable. I do need a hard drive cover for it tho. Any ideas on where to
get one?

Mark

4336. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 23:34:32 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac7c226@dnews.tpgi.com.au>
Source record: 48171

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tcb9hrc9cp7jc5@corp.supernews.com...
> On 31 Mar 2001 12:56:44 , "Mark Bedingfield" wrote:
>
> Hi!
>
> >> >> Why is it that people that have Ataris like Star Trek.
> >> >
> >> >Not always. I own six Ataris and not a single star trek movie.
> >>
> >> Good for you!
> >
> >Resistance is futile.I guess because the borg remind us of Bill Gates. If
> >everybody liked star trek it would probably be over commercialised and
> >become Beverly Hills NCC-1701;-). Don't tell me you are a Babylon 5 fan
> >Lyndon?
>
> No, I can't stand Babylon 5 either. They're all the same as far as I
> can see. :)

Ahhhhh.. I can't stand it anymore. Bab 5 is like the Amiga and Star trek is
like the Atari. Bab 5 is not really up to the job;-)

Mark

4337. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 23:34:40 UTC
From: rand@cd.chalmers.se
Message-ID: <9a8dugqnh1@nyheter.chalmers.se>
Source record: 48173

In article <3ac79eaa$0$8832@news.zetnet.co.uk>,
Chris Simon <osian@zetnet.co.uk> wrote:
>On 31 Mar 2001 15:44:35 , Jo Even Skarstein wrote:
>>Actually, there is, if you're using a 030-Falcon. Use "direct screen" and
>>enable "xbiosfix" in fvdi.sys, the latest version of Aniplayer will work
>>fine with this.
>
>Futher info - as shown in my copy of FVDI.SYS that I posted, GT Look
>II also seems to require xbiosfix, howere Newsie then can't extract
>files from emails! Peculiar, but that seems to be what happens. So I
>only enable xbiosfix when I need to use GT Look II.

If you are not interested in getting debug output (and other text output)
on the normal Atari screen, keeping 'xbiosfix' and 'lineafix' active
at all times might be a good idea. Neither should be necessary for
proper GEM programs to run, but...
Some programs might be unhappy with one or the other switch, but they
are not common (The latest version of fVDI can work together with the
latest ACC to modify some parameters on the fly. 'xbiosfix'/'lineafix'
are not currently among them, but I expect them to be shortly.)

'xbiosfix' patches the XBIOS to make physbase() and logbase() return
the RageII frame buffer address, and getrez() to return 7.
There should never be a reason to call the latter, and the first two
are only of use for programs that access the screen directly.
There is no other way of getting at the address of the screen, but that
isn't a terribly good idea in the first case.

When running without the PCI BIOS, direct screen accesses on the
Eclipse/RageII are not possible at all (the PCI memory space is banked
to fit into the available memory map (unlike the NOVAs, which take over
space usually occupied by Falcon RAM expansion above 4 Mbyte)).

With the PCI BIOS, bus errors are caught by a handler which then maps
the appropriate PCI memory areas into the 68k address space. On an '030
this should always work fine, although things can obviously get horribly
slow if accesses jump around the screen (for example when copying from
one location to another). On an '040, certain kinds of accesses (such as
trying to move to/from a long word spanning two banks) will cause an
infinite loop of bus errors...

As long as only word accesses are done (which isn't much of a limitation
since the Falcon bus is only 16 bit wide, anyway), things should work
fine even on an '040 (as long as the PCI BIOS is active).
Except when pixels are generated on the fly (not buffered in normal RAM),
using the VDI should have negligable performance impact or even be

faster, however.

As Jo Even mentioned, there seems to be some kind of timing problem
which causes trouble directly after a bank switch on a fast CPU (at
least noone has reported similar problems on an '030).
The most common place in the VDI where such bank switching is done is in
the mouse movement routines. An interaction with an internal 'semaphore'
can then cause the mouse routines to behave as if there is a drawing
operation in progress and discontinue the mouse updating.
The same kind of problem can occur when blitting from the screen to
normal RAM (another reason for having 'imgcache' and 'aescache' active ;-)
or when a program does direct screen accesses.

The only place where I've been able to reproduce the timing problem
consistently has been 'fixed', but the problem is not gone. It ought
to be possible to implement a better fix inside the bus error handler,
and I'll get to that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4338. Re: Atari ST - Emulation VS. Hacking One Up

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 23:36:36 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac7c2a5@dnews.tpgi.com.au>
Source record: 48172

Iggy Drougge <optimus@canit.se> wrote in message
news:917.491T100T613825optimus@canit.se...
> Hans Wessels skrev:
>
> >> 6) Upgrade the TOS to 2.06
>
> >Have a look at KAOS TOS. I am still using it. It is nice compact and
fast.
> >You need a decent desktop replacement though.
>
> Where does one have a look? Seems like a nice excuse to sacrifice some VGA
> board EPROMs.
>
> >I think a decent emulator is needed. One to toy with. Spare parts are
> >becomming rare. I heve to get a fully functional alternative before I run
> >out of spareparts.
>
> I have got five STs, and refused to buy a sixth (probably at an 8 EUR
price)
> only this week. With the ridiculous amounts of superfluous STs around,
surely
> spare parts can't be a concern?

That pretty much sums it up. I have a couple of space scrap machines lying
around for that reason.

Mark

4339. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-01 23:51:20 UTC
From: swampfox1@earthlink.net
Message-ID: <Y9Px6.21698$Uw.1710149@newsread1.prod.itd.earthlink.net>
Source record: 48174

On 1 Apr 2001 16:46:17 -, Tony Cianfaglione wrote:
>
>Where can I get Let'em fly? Is it on an ftp site?
>
>--
>
>On Sun, 1 Apr 2001, John Garone wrote:
>
>> >Are you using any software that has an option for "Outline Dragging" mis-
>> >set.
>>
>> Like Let m' Fly CPX!
>> John G.
>>
>>
>
>.

Tony,
Don't know where else to get it (came on one of my Falcon language disks)
but if we can be assured it is'nt commercial I'll be glad to E-mail it
to you! Comes with Auto folder program and CPX (used together).
John G.

4340. New webrowser for us

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 00:10:24 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c7b97@fmlynet.org>
Source record: 48180

FamilyNet Newsgate

Hello John!

JNO> No problem with my WenSuite3 or DraconisPro...

That's good to hear. Thanks for taking the time to check
that out for me.

JNO> ...only the HTML4.01 and CSS do not display but saved
> on the system.

Hmm, I may have linked to .PNG rather than .GIF images which
may be better supported in Atari browsers. Thanks for the
heads-up.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4341. Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 00:10:24 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c7b96@fmlynet.org>
Source record: 48181

FamilyNet Newsgate

Hello Terry!

W6LMJ> I am on 14.325 Mhz in the MicroComputer Net. It
> started as an Atari net - but now has users of a
> wide variety of computer platforms.

Once again I'm left wishing I had a radio. :-/

W6LMJ> I may try the null modem through the serial port -
> but I am not really looking for a file transfer, as
> much as I am interested in a network share drives
> and the Internet procedure.

It's possible to run Internet protocols over a serial cable. That is slower than Ethernet, but adequate for some applications and almost certainly less expensive for an Atari.

TRR> I have TCP/IP ethernet and service NT, PC, and Macs
> on the same network all with access to the Internet
> through the TCP/IP network.

I work with some basically similar networks (sans NT). I've never used an ST with Ethernet though. I have seen an interesting site by an Atari enthusiast who hoped to encourage a developer to write drivers for the SCSI -> Ethernet network adaptors that were used with some older Macs. It doesn't seem to have been updated for some time though, so perhaps the project has been abandoned.

Older Ataris can be networked together via their MIDI ports, and newer ones presumably via their LAN (probably RS-485) ports. A spare TT (or perhaps even a MegaSTE) with a VME Ethernet card might be able to act as a bridge between Ethernet and the other Ataris. Not directly relevent to your situation I know, but a possiblity that interests me (anyone here done this?)

W6LMJ> Good to hear from you.

Likewise!

W6LMJ> May be you can join us Sunday at 1600 UTC on 14.325
> MHz from time to time.

Thanks for the invitation. Unfortunately I am currently a
no-code tech. If space, time and finances permit I may
eventually become active on HF.

Regards,
- Andy KB9YLW

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4342. Atari Online News, Etc. #03-13

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 00:21:10 UTC
From: danap8@aol.com
Message-ID: <20010401202110.22156.00003609@ng-fc1.aol.com>
Source record: 48175

```
A-ONE #0313 03/30/01

~ Adobe's 3-D Web Tool! ~ People Are Talking! ~ HDDRIVER 8 News!
~ Windows-Linux Virus! ~ Jinnee 2.5 News! ~ Scripter News!
~ Electronic Rights Case ~ Kids Privacy Ignored? ~ 'Lion' Worm Found!
~ DHCP Client Available ~ IBM/Nazi Suit Dropped ~ HTMLGen Released!

-* Napster Finding Loopholes?!? *-
-* PC Price War Getting More Cutthroat *-
-* House Committee Approves Anti-Spam Bill! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4343. WTB: Atari Portfolio in working condition!

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 02:36:37 UTC
From: "L. Rodriguez" <pilot77@spinxs.com>
Message-ID: <B6ED4FE5.2EC6D%pilot77@spinxs.com>
Source record: 48176
Cross-posted to: comp.sys.atari.st.misc,comp.sys.atari.st

Hello, I am looking for a working portfolio. If you have one lying around
and would like to get rid of it, please e-mail me at: pilot77@spinxs.com
Thanks, Larry!

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

4344. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 03:24:44 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010402002346.28855A-100000@halifax.chebucto.ns.ca>
Source record: 48177

Does have a copyright notice and an address to write the author?

On Sun, 1 Apr 2001, John Garone wrote:

> Don't know where else to get it (came on one of my Falcon language disks)
> but if we can be assured it is'nt commercial I'll be glad to E-mail it
> to you! Comes with Auto folder program and CPX (used together).
> John G.
>
>
>

4345. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 03:24:48 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3ac7f101$0$14439$272ea4a1@news.execpc.com>
Source record: 48178

On Tue, 27 Mar 2001, Ken Kosut wrote:

Hello Dr. Seimet

I rewired my system with shorter SCSI cords.
(as you suggested)

Booted with better results. But still not right.

Setup:

SCSI Hard drive Set to ID 0
CD-ROM Set to ID 1
Floppy Optical Set to ID 2
Syquest Removeable Set to ID 3 (Terminator on Syquest)

DMA OUT of Link 97 --> IN of SLM804 Controller.
OUT of SLM 804 Controller --> IN of SH204.

Problem:

> From my understanding, the Link converts the ATARI DMA signal to SCSI.
> I don't understand why it says BUS 0 ACSI 0 (ID check)
> ACSI 1
> ACSI 2
> ACSI 3
>
> Shouldn't it say SCSI
> As that is what the signal is being converted to?
> ========

Ok, so the STE does not have full feature SCSI BUS.
I assumed it did, so I did not change the dip switches in the
SH204.
Thinking that all SCSI devices would be separate from ASCI devices,
my SH204 dip swithces are set to Unit Adress 0.
Thus conflicting with my SCSI device (set to ID 0)
upon bootup. (I think)

So if the Terminator is on the Syquest (ID 3),
should I set the dip swithes on the SH204 to Unit address 3,
and move the Syquest to ID 4?

thank you for your help.

ken

4346. Re: midi midi midi input???

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 05:36:39 UTC
From: john bliss <blissboy@one.net.au>
Message-ID: <3ac80f33_2@news01.one.net.au>
Source record: 48179

can anyone tell me ofr a better midi prog for the atari than
notator?????????

"john bliss" <blissboy@one.net.au> wrote in message
news:3ac7b17f$1_5@news01.one.net.au...
> hi all
> i have several different controllers fed into a UNITOR attached to an
atari
> and using notator
> I cannot work out how to have notator recognize the different midi inputs
so
> that i can use different input assignments????????
> in other words i want to play in real time using the drum pads while
someone
> else plays keyboard with say a piano sound?????
>
>

4347. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 06:34:18 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <D89aiHUq1By6EwyR@my-ste.demon.co.uk>
Source record: 48182

In article
<Pine.GSO.3.95.iB1.0.1010401164537.9477A-100000@halifax.chebucto.ns.ca>,
Tony Cianfaglione <ab616@chebucto.ns.ca> writes:

>
>Where can I get Let'em fly? Is it on an ftp site?

It's available from ftp.funet.fi and, most likely chapelie.rma.ac.be.
Here's the URL for it on funet:

<URL:ftp://ftp.funet.fi/pub/atari/sysutil/letmf120.lzh>

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

4348. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 08:41:40 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ac84918fba1f0@tripnet.se>
Source record: 48183

On Mon 02-04-2001 00:10 (GMT) Andy Ball wrote:

>Older Ataris can be networked together via their MIDI ports,
>and newer ones presumably via their LAN (probably RS-485)
>ports. A spare TT (or perhaps even a MegaSTE) with a VME
>Ethernet card might be able to act as a bridge between
>Ethernet and the other Ataris. Not directly relevent to your
>situation I know, but a possiblity that interests me (anyone
>here done this?)

I have used a Win-95 pc as gateway for my Ataris with tcp/ip through COM2
- nullmodem - Atari. This setup will work with any ST, TT, Falcon. The
problem to make the pc use COM2 as part of a LAN was solved with NAT32
from http://www.nat32.com/ . This setup worked quite nice and the pc
could still be used for normal tasks too.

Fortunately I was able to get one of the Ethernet-ROMport adaptors so now
I'm using that instead.

>W6LMJ> Good to hear from you.
Actually I once (>20 years ago) was SM5HVT

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4349. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 09:17:21 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AC843A1.7D9CB234@ooc.de>
Source record: 48184

Ken Kosut wrote:

> So if the Terminator is on the Syquest (ID 3),
> should I set the dip swithes on the SH204 to Unit address 3,
> and move the Syquest to ID 4?

As long as only the last drives in a SCSI chain are terminated and there
are no duplicate IDs everything is fine with your choice of IDs.
Note that regardless of the fact that the ST/STE does not have a real
SCSI bus the IDs for any device have to be unique. It is not correct,
for example, that a Megafile drive has the same ID as a SCSI drive on
the same bus. And you must not use ID 7, as with the LINK96/97 this is
the ID of the LINK.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

4350. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 09:19:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <986280886-81668AEicMi@cwcom.net>
Source record: 48094

From: mike@mbedford.demon.co.uk (M.Bedford)
Date: Sun, 01 Apr 2001 21:39:31 GMT

>My SCSI drive packed up. New ones are expensive. Thought I'd put an IDE in
>it's place. Got a 20Gig. Now find I'm stuck with 10 x 2 Gig partitions &
>running out of drive letters. That's under Magic 6.1 & HDDriver 7.71.
>Or have I missed something?

Yes. Use MagiC 6.10 and HDDriver 8.X and use FAT32 as your partitioning
scheme. MagiC 6.10 is only available from ASH and their French reseller.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4351. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 09:41:28 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <9a9hhv$6pd$1@lola.hrz.fh-lausitz.de>
Source record: 48185

I have problems with NAT32.
Can you give me any config help?
Screenshotï¿½s of NAT32 config?
Thanks.

--

MfG Mathias

"Kenneth Medin" <kennethm@tripnet.se> schrieb im Newsbeitrag
news:3ac84918fba1f0@tripnet.se...
> On Mon 02-04-2001 00:10 (GMT) Andy Ball wrote:
>
> >Older Ataris can be networked together via their MIDI ports,
> >and newer ones presumably via their LAN (probably RS-485)
> >ports. A spare TT (or perhaps even a MegaSTE) with a VME
> >Ethernet card might be able to act as a bridge between
> >Ethernet and the other Ataris. Not directly relevent to your
> >situation I know, but a possiblity that interests me (anyone
> >here done this?)
>
> I have used a Win-95 pc as gateway for my Ataris with tcp/ip through COM2
> - nullmodem - Atari. This setup will work with any ST, TT, Falcon. The
> problem to make the pc use COM2 as part of a LAN was solved with NAT32
> from http://www.nat32.com/ . This setup worked quite nice and the pc
> could still be used for normal tasks too.
>
> Fortunately I was able to get one of the Ethernet-ROMport adaptors so now
> I'm using that instead.
>
> >W6LMJ> Good to hear from you.
> Actually I once (>20 years ago) was SM5HVT
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Normal homepage: http://www5.tripnet.se/~kennethm/
> Atari TT webserver at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

4352. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 10:25:38 UTC
From: jflemaire@belgacom.net
Message-ID: <3ac861e41b541d0@belgacom.net>
Source record: 48124

Hi,

on Mon 02-04-10 07:34 David Bolt wrote:

>In article
><Pine.GSO.3.95.iB1.0.1010401164537.9477A-100000@halifax.chebucto.ns.ca>,
>Tony Cianfaglione <ab616@chebucto.ns.ca> writes:
>
>
>>Where can I get Let'em fly? Is it on an ftp site?
>
>It's available from ftp.funet.fi and, most likely chapelie.rma.ac.be.
>Here's the URL for it on funet:
>
><URL:ftp://ftp.funet.fi/pub/atari/sysutil/letmf120.lzh>

Better get this one: ftp://ftp.lip6.fr/pub/atari/Utilities/ltmf130e.zip

(Let Them Fly 1.30 english, and last, version.)

J-F.

4353. Re: Re: midi midi midi input???

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 11:00:42 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D020856035CA4B@FILESERV>
Source record: 48186

Cubase :-))

<pulls on flameproof underwear>

chrisc

--
Posted from IDENT:root@mx4.i-way.net.uk [212.49.192.38]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4354. FS: Atari Hardware & Software

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 11:23:17 UTC
From: custom@inet.net.nz
Message-ID: <3ac860ce.16376638@news.inet.net.nz>
Source record: 48187

```
Atari ST Hardware & Software

Atari 520STFM computer
SC1224 color monitor
Mouse
Serial Mouse Interface (new)
ST video cable

GFA Basic Book
GEM Programmers Reference Book (poor cond)
Base Two Database
1st Word Plus Word Pro
Speedball 2 game (new)
Immortal game (new)
41 assorted disks

Lots of Magazines

Mike Smith

Christchurch

New Zealand
```

4355. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 12:24:52 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986214446.23447.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 48188

I have also found that some devices do not terminate very well (with their
built in termination), you could try terminating with a different device or
a proper terminator block.

Mark.

Ken Kosut <kjcat@execpc.com> wrote in message
news:3ac7f101$0$14439$272ea4a1@news.execpc.com...
> On Tue, 27 Mar 2001, Ken Kosut wrote:
>
> Hello Dr. Seimet
>
> I rewired my system with shorter SCSI cords.
> (as you suggested)
>
> Booted with better results. But still not right.
>
> Setup:
>
> SCSI Hard drive Set to ID 0
> CD-ROM Set to ID 1
> Floppy Optical Set to ID 2
> Syquest Removeable Set to ID 3 (Terminator on Syquest)
>
> DMA OUT of Link 97 --> IN of SLM804 Controller.
> OUT of SLM 804 Controller --> IN of SH204.
>
> Problem:
>
> > From my understanding, the Link converts the ATARI DMA signal to SCSI.
> > I don't understand why it says BUS 0 ACSI 0 (ID check)
> > ACSI 1
> > ACSI 2
> > ACSI 3
> >
> > Shouldn't it say SCSI
> > As that is what the signal is being converted to?
> > ========
>
> Ok, so the STE does not have full feature SCSI BUS.
> I assumed it did, so I did not change the dip switches in the
> SH204.
> Thinking that all SCSI devices would be separate from ASCI devices,
> my SH204 dip swithces are set to Unit Adress 0.
> Thus conflicting with my SCSI device (set to ID 0)

> upon bootup. (I think)
>
> So if the Terminator is on the Syquest (ID 3),
> should I set the dip swithes on the SH204 to Unit address 3,
> and move the Syquest to ID 4?
>
> thank you for your help.
>
> ken
>
>

4356. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 13:13:21 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986217355.24611.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 48189

> Not always. I own six Ataris and not a single star trek movie.

Me neither, although I do enjoy Voyager but there is only a few more
episodes left. I hate Bab5, never managed to get into it.

Mark.

4357. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 13:38:29 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AC880D5.EB82D2CF@ooc.de>
Source record: 48190

Mark wrote:

> I have also found that some devices do not terminate very well (with their
> built in termination), you could try terminating with a different device or
> a proper terminator block.

Can you give more details on the devices where it didn't work for you?
Usually I always use external terminators, which ensures that you can
always add another device to the chain without having to fiddle with
jumpers or resistor packs and without having to open the case.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

4358. Re: Atari ST on an ethernet - can it be done?

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 13:42:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200104021542.a23175@du3.maus.de>
Source record: 48116

KS>1/ Genius LAN adaptor (with ROM port adaptor cfr Elmar Hilgart) => not
KS>available anymore
KS>2/ Rieble Card Mega ST Bus => not available anymore

If you've got a PAK (processor card) you can get a Panther with two ISA
slots one for a ISA graphics card the second for a networking card (there
are drivers for both available).

Tschuess,

Frank

4359. weird Superbase problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 13:55:38 UTC
From: pjsmith@netins.net
Message-ID: <slrn9ch16q.igv.pjsmith@worf.netins.net>
Source record: 48191

I'm attempting to run Superbase Professional on a 4 meg Atari 1040ST with TOS 1.04 and I'm experiencing something really weird. Every time I open the program editor, it acts like the '-' key is stuck and starts printing dashes continuously across the screen. This is the only program I have that does this so I don't think its a problem with my keyboard.

Anyone have ideas/solutions to this problem?

Thanks!

Phil Smith

4360. Re: Magic OS.Where can i get a copy???

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 14:48:37 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <569.492T1850T9485207optimus@canit.se>
Source record: 48105

Gill Bates skrev:

>"Hallvard Tangeraas" <this-address@is.invalid> wrote in message
>> dolan morrison <dolan.morrison@ntlworld.com> wrote:
>>
>> > Where can i download a copy of Magic 6 OS.??
>>
>> You can't!
>> It's a commercial program, so instead of stealing you should buy it.

>yes stealing Atari programs is bad, unlike stealing Microsoft products which
>is good

Actually, destroying M$ products is good, stealing them with the intent of
using them is bad.

--
En ligne avec Thor 2.6a.

Amiga 4000/040 25MHz/44MB/20GB RetinaBLTZ3/VLab/FastlaneZ3/Ariadne/Toccata

4361. Re: Atari ST on an ethernet - can it be done?

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 15:54:50 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104021853440.32002-100000@hal.pp.fishpool.fi>
Source record: 48192

On Sat, 31 Mar 2001, Karl Samyn wrote:

> 2/ Rieble Card Mega ST Bus => not available anymore

Last I heard, Alex Gerhinger still had some. He also claims to
have the schematics of all Riebl variants.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4362. Mega DI Images are done

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 16:04:35 UTC
From: ebaiz@skyenet.net
Message-ID: <nq1y6.26$f35.282@newsfeed.slurp.net>
Source record: 48193

Hello All,

The Mega DI Images are done. There are 22 of them and they hold 800+
8-bit games. There are some real nice titles like BallBlazer, Archon I
and II, ChoppLifter, Pacman, Necromencer, Fort Apocolypse, One on One
and more. These images work with an 800 XL or 130 XE computer. I did
not try it out with my 400 computer yet, so I am not sure about it. You
also need a SIO2ST(PC) cable which is the same one that works with APE.
Then you need an Atari 16-bit or greater computer. And finally 800XLDJ.
The games work great and I really love it since now I can store these
on my hard drive and not have o work about the disks.

I will be uploading them to Aaron Wheeler who will be putting them on
the site below:

http://homepages.paradise.net.nz/atari/This process with take a couple of weeks. if there are any questions or
comments, please email me or post them here....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4363. Re: Apple monitor & Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 17:02:38 UTC
From: Andy aka 'wim' <studio_fm@poczta.onet.pl>
Message-ID: <9aabal$7tl$1@news.onet.pl>
Source record: 48194

"Simon Osborne" wrote in his message:
> Hello,
>
> I want to connect an Apple MultiScan 14" monitor to an Atari Falcon. I
> believe the monitor is VGA, but since it is a multiscan, I wondered if it
> could do ST Low as well.

You can find at least few answers for your questions here:
http://bales.online.fr/atari/ (The Atari ST Quick FAQ). I doubt that's
enough, but everything I remember about so far.

Regards,
Andy

4364. Re: Battery-powered clock for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 17:45:28 UTC
From: vdjole@EUnet.yu
Message-ID: <9aadrn$c1q$1@news.EUnet.yu>
Source record: 48195

If it may be of help to anyone, I also have some schematics (from a magazine article) for a cartdidge-port real time clock. Uses MM58274 clock chip and 74LS374, 74LS244 and 74LS74 TTLs. I don't know if it is easier to find than RP5C15 clock chip from a MegaST.
cu.

4365. Re: SPEKTRUM TC1 and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 18:37:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200104022037.a16623@su2.maus.de>
Source record: 48047

Hi Jos,

JV>I have a MegaSTE with a Spektrum TC1 graphic card (Wilhelm
JV>Mickroeletronik).
maybe I've got the same. True Color with 1 MB video RAM.

JV>I tried ET4000 , didn't work.
Mine is an ET-4000, and it works with NVDI.

You need NVDI.PRG and NVDIVGA.INF in the AUTO folder and the whole
NVDI stuff anywhere.

NVDIVGA.INF may be prepared by VMG4000 (video mode generator for ET-
4000) that comes with NVDI. But be careful not to install modes your
monitor can't bear!!!

And do not mix up the original Wilhelm drivers and NVDI! Either
original or NVDI!

If I'm able to help you, I'll do so, but I don't know if there's any
major difference between your STE an my TT. I hope there's none. At
least concerning this point.

Und TTschï¿½
ps

4366. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 18:52:00 UTC
From: bindon@madasafish.com
Message-ID: <tchiigncajusae@corp.supernews.com>
Source record: 48096

Hi

>No, I'm using vanilla-TOS. My original Falcon did have that problem
>too, that using one program dodn't seem to reset the DSP properly and
>subsequent programs would only work after a reboot. But my 'new'
>Falcon's DSP (motherboard replaced after a lightning strike) doesn't
>seem to work at all, or maybe flakily.

Have you tried playing with Iphigeny? Useful tool as you can "see"
the connections being made and a simple LOD file will help to see if
it works. Runs under TOS as ACC I think. I'm sorry to hear about the
Flacon mobo, where did you get a replacement too?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4367. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 18:52:03 UTC
From: bindon@madasafish.com
Message-ID: <tchiijo5enp8b0@corp.supernews.com>
Source record: 48098

```
On 1 Apr 2001 21:39:31 G, M.Bedford wrote:
>
>>As an owner of some of these large capacity drives/partition systems i'd
>>like to see the problem addressed for the Magic platform please.
>>
>>--
>>
>My SCSI drive packed up. New ones are expensive. Thought I'd put an IDE in
>it's place. Got a 20Gig. Now find I'm stuck with 10 x 2 Gig partitions &
>running out of drive letters. That's under Magic 6.1 & HDDriver 7.71.
>Or have I missed something?
>Glad I didn't get a 30Gig ;-)

You could try buying the German version of Magic, as this (v6.10)
supports FAT32 which means big partitons, a least a terabyte IIRC.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

4368. Re: WTB: Atari Portfolio in working conditi

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 18:52:05 UTC
From: bindon@madasafish.com
Message-ID: <tchiilelhq1ob2@corp.supernews.com>
Source record: 48099

On 1 Apr 2001 21:36:37 -, "L. Rodriguez" wrote:
>Hello, I am looking for a working portfolio. If you have one lying around
>and would like to get rid of it, please e-mail me at: pilot77@spinxs.com
>Thanks, Larry!

Someone posted here a couple of days ago with a good Portfolio for
sale. Maybe doing a newsgroups search will help?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4369. Re: weird Superbase problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 18:52:07 UTC
From: bindon@madasafish.com
Message-ID: <tchiinnd33t6b6@corp.supernews.com>
Source record: 48097

On 2 Apr 2001 13:55:38 G, PHIL SMITH wrote:

Hi

>I'm attempting to run Superbase Professional on a 4 meg Atari 1040ST with
>TOS 1.04 and I'm experiencing something really weird. Every time I open
>the program editor, it acts like the '-' key is stuck and starts printing
>dashes continuously across the screen. This is the only program I have that
>does this so I don't think its a problem with my keyboard.

Boot up with a clean system. Run it and if it still does it tell me
if it makes the keyboard click noise, you know, the annoying one.
Report back.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4370. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 19:22:25 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <Rj4y6.506138$f36.15539661@news20.bellglobal.com>
Source record: 48102

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:986217355.24611.0.nnrp-01.9e98a620@news.demon.co.uk...

> Me neither, although I do enjoy Voyager but there is only a few more
> episodes left. I hate Bab5, never managed to get into it.

Voyager!?

Ackkk!!! The only Star Trek series worse than the animated series. The only
decent
thing about Voyager is the HoloDoc. I hope the series ends with the
destruction of
the entire ship and crew except for the HoloDoc who somehow makes it back to
the
Alpha Quadrant without them.

Crackers
(Worst episode ever from hell!!)

4371. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 20:05:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9aam1n$it5$1@snipp.uninett.no>
Source record: 48103

Steve Sweet <steve_sweet@madasafish.com> wrote:

> I'm sure i read about this somewhere recently and so it reminds me of a
> boot prg that correctly initialises the DSP at boot time.

Now that you mention it... Didn't Didier Mequignon write a replacement for
the buggy DSP-routines in TOS and MagiC?

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

4372. Re: Atari ST on an ethernet - can it be

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 20:15:46 UTC
From: bindon@madasafish.com
Message-ID: <tchnfi1j2nfb9b@corp.supernews.com>
Source record: 48104

```
On 2 Apr 2001 18:54:50 +, =?iso-8859-1?Q?Martin-=C9ric_Racine?= wrote:
>On Sat, 31 Mar 2001, Karl Samyn wrote:
>
>> 2/ Rieble Card Mega ST Bus => not available anymore
>
>Last I heard, Alex Gerhinger still had some. He also claims to
>have the schematics of all Riebl variants.

I feel the problem here is the drivers are Mint only. There needs to
be a solution for every OS and Atari.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

4373. VISION 4.0c

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 21:02:42 UTC
From: jlusetti <jlusetti@libertysurf.fr>
Message-ID: <9aapcpprd1@news5.isdnet.net>
Source record: 48106

Hello !

VISION 4.0c is just out !
It fixes some little bugs (like a freeze on TOS 2.04...).

I also remind you that I've develloped what tou need to write modules for
VISION with LDGs (thanks to their authors !), so if you can write one or two
modules, it will help me ...

See you, Jean
http://vision.atari.org
vision@atari.org

4374. Re: Looking for Spiritware Concordance...

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 22:42:39 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3ac9005f$0$8833@news.zetnet.co.uk>
Source record: 48107

On 29 Mar 2001 13:45:57 , "Joshua Kaijankoski" wrote:
>Does anyone have a clue where to get this package? Their website is down and
>i can't seem to find it anywhere. If you want to email it to me please do
>since I have an unlimited mailbox size. Thanks.

The first point that occurs to me is are you looking for the Atari
version? I notice you're using Outlook Express. The Atari version I
have is 3.107

I don't want to seem tight but the reason I ask is because there are 6
zip files totalling 1.5Mb, and I wouldn't want to spend some time
e-mailing them to you if you were looking for a PC version bearing in
mind over here we pay by the minute for net access. :-))

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

4375. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 23:12:11 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac90e56@dnews.tpgi.com.au>
Source record: 48108

```
Crackers <bcracknell@sympatico.ca> wrote in message
news:Rj4y6.506138$f36.15539661@news20.bellglobal.com...
>
> "Mark" <mark@recycledsteel.co.uk> wrote in message
> news:986217355.24611.0.nnrp-01.9e98a620@news.demon.co.uk...
>
> > Me neither, although I do enjoy Voyager but there is only a few more
> > episodes left. I hate Bab5, never managed to get into it.
>
> Voyager!?
>
> Ackkk!!! The only Star Trek series worse than the animated series. The
only
> decent
> thing about Voyager is the HoloDoc. I hope the series ends with the
> destruction of
> the entire ship and crew except for the HoloDoc who somehow makes it back
to
> the
> Alpha Quadrant without them.
>

Whaatt? Voyager is brill. Same principal as TOS. A ship out where no man has
gone before. Incedently they are home now. Filming is done. There is a new
series coming out, it is supposidly NCC-1701-F, uss enterprise, in the 25th
century.

Mark
```

4376. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-04-02 23:46:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986328050-988450AEicMi@madasafish.com>
Source record: 48135

Hi Mark

>> That'l keep you busy for the weekend, what'l you do next week for
>>fun?.

>Look for work,

I should be doing that, but dont fancy it ATM.

>incedently, this mega STE will be finnished soon.

Ooooooooooooohhhhhhh!!

>I might do a sweet on it.

Pervert!!!

>Crank the crapper out of it.

Spank me soundly

>Add a PPC card when they become avaliable.

You'l burn in hell for that.

>I do need a hard drive cover for it tho. Any ideas on where to
>get one?

Hard drive cover or empty drive bay cover?

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4377. New uses for SM-124 m

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 00:08:42 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000cb164@fmlynet.org>
Source record: 48115

FamilyNet Newsgate

Hello!

JIL> The 125 was, I think, very similar to the 124 but
> with a swivel base (and maybe one or two other
> changes).

Yes, mine had a tilt & swivel base.

JIL> The display was certainly ahead of its time but
> nowhere near as good as the TT High res with an Eizo
> large screen monitor.

Was the TTM-195 made by Eizo? I kind of have my eye out for a 1152x864 monochrome monitor for some SUN equipment. At 80 DPI that works out at 18" visible diagonal. At 96 DPI it is 15". Of course, I'll have to figure out how to tell X what resolution it's running at! :o) I may have asked this already, but what is the actual picture size of the TTM-195? 16 2/3"?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4378. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 01:09:05 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ab7rh$66f$1@plutonium.compulink.co.uk>
Source record: 48109

On 29 Mar 2001 19:33:22 , Steve Sweet wrote:
>>> Anyway, box up the TT and Falc, i'll call around for them, dont
>>> worry about paying me.
>> Oi, clear off! You may be closer than me, and you can have the TT
>> if you want,
> I know that.
>
>> but I'm having the graphics card even if I have to fight you for it.
> I'd book up with francis Chappel now if i was you as youre all but
> brown bread!!!!. :-)
>
>> Hell, I'll fight you both for it!
> It would only get you hospitalised. :-)

Outside... now!!

rgds
H

4379. Re: weird Superbase problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 01:53:49 UTC
From: pjsmith@netins.net
Message-ID: <slrn9cib9d.dpg.pjsmith@worf.netins.net>
Source record: 48110

In article <tchiinnd33t6b6@corp.supernews.com>, Lyndon Amsdon wrote:
>
>Boot up with a clean system. Run it and if it still does it tell me
>if it makes the keyboard click noise, you know, the annoying one.
>Report back.
>

I booted with the Superbase system disk and it worked just fine. This is
really weird. BTW, probably should've mentioned that I'm trying to run
Superbase off an Atari SH204 hard disk.

Phil

4380. Wanted: Sound Diver Atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 02:59:18 UTC
From: Laurence Shields <lshields@carolina.rr.com>
Message-ID: <a0by6.1425$uo6.550322@typhoon.southeast.rr.com>
Source record: 48111

Does anyone have a copy of Sound Diver for the Atari (in good condition)
that they'd like to part with? It's definitely "Diver" that I need, not
"Surfer".

Thanks,
Laurence

4381. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 04:06:11 UTC
From: "Terrence R. Redding" <terry@oltraining.com>
Message-ID: <B6EEB651.AD1%terry@oltraining.com>
Source record: 48112

This looks like a potential solution. Is there an answer concerning the
NAT32 issue?

Terry - W6LMJ@arrl.net

> From: "Mathias" <mpichotz@fh-lausitz.de.nospam>
> Organization: FHL LAUNOC
> Newsgroups: comp.sys.atari.st
> Date: Mon, 2 Apr 2001 11:41:28 +0200
> Subject: Re: Atari ST on an ethern
>
> I have problems with NAT32.
> Can you give me any config help?
> Screenshoti¿½s of NAT32 config?
> Thanks.
>
> --
>
> MfG Mathias
>
> "Kenneth Medin" <kennethm@tripnet.se> schrieb im Newsbeitrag
> news:3ac84918fba1f0@tripnet.se...
>> On Mon 02-04-2001 00:10 (GMT) Andy Ball wrote:
>>
>>> Older Ataris can be networked together via their MIDI ports,
>>> and newer ones presumably via their LAN (probably RS-485)
>>> ports. A spare TT (or perhaps even a MegaSTE) with a VME
>>> Ethernet card might be able to act as a bridge between
>>> Ethernet and the other Ataris. Not directly relevent to your
>>> situation I know, but a possiblity that interests me (anyone
>>> here done this?)
>>
>> I have used a Win-95 pc as gateway for my Ataris with tcp/ip through COM2
>> - nullmodem - Atari. This setup will work with any ST, TT, Falcon. The
>> problem to make the pc use COM2 as part of a LAN was solved with NAT32
>> from http://www.nat32.com/ . This setup worked quite nice and the pc
>> could still be used for normal tasks too.
>>
>> Fortunately I was able to get one of the Ethernet-ROMport adaptors so now
>> I'm using that instead.
>>
>>> W6LMJ> Good to hear from you.
>> Actually I once (>20 years ago) was SM5HVT
>>
>> --

>> Kenneth Medin <kennethm@tripnet.se>
>> Normal homepage: http://www5.tripnet.se/~kennethm/
>> Atari TT webserver at home: http://atari.mine.nu/
>> <<Produced with 100% pure Atari equipment>>
>

4382. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 04:18:31 UTC
From: "Terrence R. Redding" <terry@oltraining.com>
Message-ID: <B6EEB935.AD3%terry@oltraining.com>
Source record: 48113

This is a very interesting piece of kit. There is a similar program on the Mac side of the house, IPNetRouter, that serves as a robust router, firewall, among other things.

Here is some of the information from its website:

IPNetRouter Overview

IPNetRouter is the simple low cost way to share your cable modem, xDSL, or dial-up internet connection with your entire LAN. With IPNetRouter, you can use multiple IP interfaces at the same time (such as Ethernet and OT/PPP for example), and specify additional routes for communicating with more than one IP gateway.

IPNetRouter is a complete IP router and firewall solution including a built-in DHCP Server, NAT with inbound port mapping, and IP filtering to setup your own firewall. Other features include support for PPPoE and Quicktime streaming. IPNetRouter's OT native design offers superior performance easily outperforming other low cost hardware and software solutions.

System Requirements

* MacOS 7.5.3 and Open Transport 1.1.1 or later (OT 1.1.2 for 68k)
* Macintosh PowerPC or 68030 or higher.
* A Macintosh capable of connecting to the Internet using the TCP/IP protocol suite.

The website is http://www.sustworks.com.

The question now is whether the IPNR can route TCP/IP through the serial port? My guess is it can - I just never thought to try it.

I also have a ASIP server on the network that implements SAMBA allowing all my windows PCs to share file space. I wonder if it will also allow the Mega STe to do the same thing. My guess is it will, as long as I grant access to "guest" computers.

Thanks for all the responses.

Terry - w6lmj@arrl.net

> From: "Kenneth Medin" <kennethm@tripnet.se>
> Organization: Telia Internet
> Newsgroups: comp.sys.atari.st
> Date: Mon, 02 Apr 2001 08:41:40 GMT
> Subject: Re: Atari ST on an ethern
>

> On Mon 02-04-2001 00:10 (GMT) Andy Ball wrote:
>
>> Older Ataris can be networked together via their MIDI ports,
>> and newer ones presumably via their LAN (probably RS-485)
>> ports. A spare TT (or perhaps even a MegaSTE) with a VME
>> Ethernet card might be able to act as a bridge between
>> Ethernet and the other Ataris. Not directly relevent to your
>> situation I know, but a possiblity that interests me (anyone
>> here done this?)
>
> I have used a Win-95 pc as gateway for my Ataris with tcp/ip through COM2
> - nullmodem - Atari. This setup will work with any ST, TT, Falcon. The
> problem to make the pc use COM2 as part of a LAN was solved with NAT32
> from http://www.nat32.com/ . This setup worked quite nice and the pc
> could still be used for normal tasks too.
>
> Fortunately I was able to get one of the Ethernet-ROMport adaptors so now
> I'm using that instead.
>
>> W6LMJ> Good to hear from you.
> Actually I once (>20 years ago) was SM5HVT
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Normal homepage: http://www5.tripnet.se/~kennethm/
> Atari TT webserver at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

4383. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 04:56:52 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010403015608.23294B-100000@halifax.chebucto.ns.ca>
Source record: 48114

Thanks.

On Mon, 2 Apr 2001, David Bolt wrote:

> It's available from ftp.funet.fi and, most likely chapelie.rma.ac.be.
> Here's the URL for it on funet:
>
> <URL:ftp://ftp.funet.fi/pub/atari/sysutil/letmf120.lzh>

4384. Re: Falcon folder problem...

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 07:34:44 UTC
From: swampfox1@earthlink.net
Message-ID: <o2fy6.157$rk1.23861@newsread2.prod.itd.earthlink.net>
Source record: 48117

Tony,
I don't use Letemfly but if you need, here's the E-mail of the author:
oliver_scheel@k2.maus.de (have'nt tried the address!).
The version I have is 1.20 (1991/1992).

John G.

4385. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 08:07:18 UTC
From: swampfox1@earthlink.net
Message-ID: <Wwfy6.338$B84.35734@newsread1.prod.itd.earthlink.net>
Source record: 48118

>You can get aFTP from the programmers' web site:
>
>http://www.pwp.cz/atack/
>
>It will work with STinG/STiK/IConnect with IFusion/MagiC/plain TOS. You can
>pick up a copy of their mailer whilst you're at it.
>
>--

Derryck,
The address seems to have problems.
There's a re-direct to atack.maiva.cz where I get "unable to resolve..."
Tried two different nights.
John G.

4386. Atari For Sale

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 08:15:48 UTC
From: Mike Ford <windfall1@sympatico.ca>
Message-ID: <3AC987C9.FD3D9AC5@sympatico.ca>
Source record: 48119

Black Swamp
Mike Here:
I"m interested in the
Mega STE
Multi Sync/RGB Switch
and Image Copy

Do you still have them?

Mike

4387. Re: FS: It all needs a good home....

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 08:20:59 UTC
From: Mike Ford <windfall1@sympatico.ca>
Message-ID: <3AC98900.ABC81384@sympatico.ca>
Source record: 48120

Mike Ford Here:
I'm interested in the
Mega 4
multi sync?RGB switch
and Image Copy,NVDI

Do you still have them?

Mike

BlackSwan wrote:

> I am getting rid of all of it. It s taking up space and I'm not using it L
> I want it to go to a good home not somewhere it might get dumped.
>
> I will take offers for everything. You pay shipping.
>
> Keep in mind that this is in the U.S. but I'm willing to ship ANYWHERE. And
> you're check or money order must clear BEFORE I ship it. I can also take
> credit cards.
>
> Games:
>
> Sleepwalker - (GREAT GAME) requires 1 meg or more
>
> Clown-O-Mania
>
> No Second Prize - motorcycle racing
>
> Lotus III
>
> Fantastic Worlds - includes Populace, Mega-Lo-Mania, Piratez, Realms and
> Wonderland
>
> Sim City
>
> Falcon Flight Sim
>
> Battle Chess
>
> Falcon
>
> Apps:
>
> Twist 2 - database

>
> Stalker 3/ Steno - telecommunications
>
> Timeworks Desktop Publisher 1 and 2
>
> GFA Draft Plus
>
> Studio Photo - image editor
>
> Genus - font editor
>
> Calamus SL publishing with Oultine Art and Font editor
>
> Neodesk 3
>
> Image Copy 3
>
> Cyber Studio CAD 3D, Cyber Texture and Cyber Sculpt
>
> Maxi File 3
>
> Multi Desk Deluxe
>
> Ultimate Virus Killer
>
> Warp 9
>
> Fontverter- TYPE 1 Converter
>
> Kobold File Copier
>
> Hot Wire
>
> Universal Item Selector
>
> Edhak
>
> Diamond Back 3
>
> Diamond Edge 2
>
> Gem-View
>
> NVDI 4
>
> OutburST 3
>
> ExtenDOS
>
> Programming:

>
> The GP_EDIT Library - for GFA Basic
>
> HiSoft Basic 1
>
> Hisoft C Interpreter
>
> STOS Basic and Compiler
>
> GFA Basic 3.5
>
> Personal Pascal
>
> Hardware
>
> Blow-Up 030 - screen expander for Falcon
>
> Pyramid monochrome hand scanner
>
> MultiSync/RGB monitor switch
>
> Mega Ste - 4 megs RAM / no hard drive
>
> Atari SC1435 - 14 inch color monitor
>
> Atari SM124 - 12 inch monochrome monitor
>
> Atari SC1224 - 12 inch color monitor
>
> Quantum 250 meg internal HD for Falcon
>
> Books
>
> Software Development with GFA Basic 3
>
> Modern Atari System Software
>
> GEM Programmer's Reference Guide
>
> The Atari Compendium
>
> ST Basic to C
>
> Atari ST Tips and Tricks
>
> GFA Basic Programmer's Reference Guide Volume 1
>
> ST Assembly Language Workshop (with Disk)
>
> Your ST Comes Alive

>
> St Applications Guide - Programming in C
>
> Concepts in Programming with GFA Basic
>
> 68000 Assembly Language Programming - Second Edition
>
> GEM Programmers reference Guide
>
> Magazines:
>
> ST FORMAT: issues 22-82 with disks
>
> ST REVIEW: May 92-Nov 94
>
> ST USER: 1-34
>
> ST ACTION: 26, 34, 35, 37, 40
>
> Also I will give way disks of shareware to the first bunch of sales. It will
> be a grab bag of goodies along the lines of the items you bought. The more
> you buy, the more you get free!

4388. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 09:05:28 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ac9a020136ed51@tripnet.se>
Source record: 48122

On Tue 03-04-2001 04:06 (GMT) Terrence R. Redding wrote:

>This looks like a potential solution. Is there an answer concerning the
>NAT32 issue?

I have written a rather long text on the subject and I am right now
working on the screenshots and on my new webpages in general. Should not
take very long at all now as I have some spare time at the moment.

I'll be back! In the meantime you might take the opportunity to read up
on proper quoting techniques. Those who replies above the original text,
quoting everything, really leave a lazy impression on me. Maybe that's
the reason they need help in the first place?

>> From: "Mathias" <mpichotz@fh-lausitz.de.nospam>

>> I have problems with NAT32.
>> Can you give me any config help?
>> Screenshotï¿½s of NAT32 config?
>> Thanks.

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4389. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 09:05:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ac9a020136ed52@tripnet.se>
Source record: 48121

On Tue 03-04-2001 04:18 (GMT) Terrence R. Redding wrote:

>IPNetRouter is the simple low cost way to share your cable modem, xDSL, or
>dial-up internet connection with your entire LAN. With IPNetRouter, you can
>use multiple IP interfaces at the same time (such as Ethernet and OT/PPP for
>example), and specify additional routes for communicating with more than one
>IP gateway.

They do mention ppp so maybe? NAT32 has a built in _dial in server_. If
you have a permanent connection on the pc you can use a standard modem
and have a sort of "isp of your own". That's the reason they have support
for COM2 built in. Luckilly it could also be used with only a nullmodem
cable.

On the other hand as Macs nowadays lacks serial ports the chanses are
less compared to pcs?

>I also have a ASIP server on the network that implements SAMBA allowing all
>my windows PCs to share file space. I wonder if it will also allow the Mega
>STe to do the same thing. My guess is it will, as long as I grant access to
>"guest" computers.

You will be able to use ftp between the Atari and other computers. "File
share" can mean a lot of things and they all need some sort of
client/protocol on the Atari side...

[30 wothless lines from my original message deleted. Please think of
those who gets this group with ST's at 19200bps!]

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4390. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 10:26:16 UTC
From: tarbez@chez.com
Message-ID: <3ac9a3f6.95856464@news.free.fr>
Source record: 48123

Le Sun, 1 Apr 2001 22:24:48 -0500, Ken Kosut <kjcat@execpc.com> crit:

```
>...
>So if the Terminator is on the Syquest (ID 3),
>should I set the dip swithes on the SH204 to Unit address 3,
>and move the Syquest to ID 4?
>
I'm not sure SH204 dip switches work correctly. I remember a hardware
bug with ID on some SH20X(megafile 30 is ok).
Try to put your SH204 alone with ID 4.
If ok, try to add your hard drive with ID 0.
If fine, you got it
```

4391. UK Fantastic?

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 12:45:17 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3AC9C5DD.BA0FAABF@patent.gov.uk>
Source record: 48125

Hi All,

following a plug a while back on this NG, I joined UKFantastic. It was easy joining using my works PC and logical how to write my Sting and Dialer CFG and SCR. It's a faster connection than zetnet, though I'll run the two in tandem for now. However for a 'new' company, plugging itself as the way to go, it's a bit disconcerting to find their main UKF Extras page at:

www.ukf.co.uk

talking about the 'millenium bug' and 'the turn of the century only a few months away'. Hadn't some one have a quiet word in their shell likes about public image!!

Bob King

4392. Re: Apple monitor & Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 12:52:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <618.493T1150T8324703optimus@canit.se>
Source record: 48140

>"Simon Osborne" wrote in his message:
>>
>> I want to connect an Apple MultiScan 14" monitor to an Atari Falcon. I
>> believe the monitor is VGA, but since it is a multiscan, I wondered if it
>> could do ST Low as well.

It cannot. Though it is multisync, it most probably won't sync below 31 KHz.

--
En ligne avec Thor 2.6a.

Php/fi: The syntax does a very good job on combining the drawbacks of C with
the disadvantages of Perl, in general resulting in a completely unreadable
sequence of seemingly random characters. Therefor it became quite popular
among Unix-fossils.
-- README for the HTML preprocessor "hsc"

4393. Re: Atari ST on an ethernet - can it be

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 12:54:37 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <704.493T1850T8345747optimus@canit.se>
Source record: 48141

Lyndon Amsdon skrev:

>On 2 Apr 2001 18:54:50 +, =?iso-8859-1?Q?Martin-=C9ric_Racine?= wrote:
>>On Sat, 31 Mar 2001, Karl Samyn wrote:
>>
>>> 2/ Rieble Card Mega ST Bus => not available anymore
>>
>>Last I heard, Alex Gerhinger still had some. He also claims to
>>have the schematics of all Riebl variants.

>I feel the problem here is the drivers are Mint only. There needs to
>be a solution for every OS and Atari.

IIRC, there are STiNG drivers for the Riebl as well.

Anyway, there are solutions for every OS and Atari, but if you've got a Mega bus slot, you'd do better putting that to use.

--
En ligne avec Thor 2.6a.

Amiga 4000/040 25MHz/44MB/20GB RetinaBLTZ3/VLab/FastlaneZ3/Ariadne/Toccata

4394. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 15:43:58 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <9acr3u$d2p$1@wanadoo.fr>
Source record: 48126

On 2 Apr 2001 20:05:11 G, Jo Even Skarstein wrote:
>Steve Sweet <steve_sweet@madasafish.com> wrote:
>
>> I'm sure i read about this somewhere recently and so it reminds me of a
>> boot prg that correctly initialises the DSP at boot time.
>
>Now that you mention it... Didn't Didier Mequignon write a replacement for
>the buggy DSP-routines in TOS and MagiC?

http://perso.wanadoo.fr/didierm/files/dspxbios.zip
or
http://didier.mequignon.free.fr/files/dspxbios.zip

Handshake is used always in this routines (each transfer), so a faster
CPU than the original 68030 works with the 56001 without problems.

What news about the Eclipse's driver ?

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

4395. Re: Richard K

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 16:22:02 UTC
From: felice@zetnet.co.uk
Message-ID: <3ac9f889.593490@news.in2home.co.uk>
Source record: 48127

oops, my mistake here.
When you said 'Rich K' I thought you meant Rich Karsmakers !!

I'll go back to sleep ......

cya

On Fri, 30 Mar 2001 19:08:53 -0000, bindon@madasafish.com (Lyndon
Amsdon) wrote:

>On 30 Mar 2001 17:01:43 , Richard Kilpatrick wrote:
>>Once upon a time <3ac4ad01.566552@news.in2home.co.uk>, Heart of Dumballa
>><felice@zetnet.co.uk> grabbed chalk and scrawled:
>>>
>>>Rich's email addy is karies@wxs.nl
>>
>>No it's not, he's talking to me ;)
>
>Oops, didn't realise there were two! :)
>
>Lyndon Amsdon
>--
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

4396. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 16:23:38 UTC
From: bindon@madasafish.com
Message-ID: <tcju8a1ru8b19e@corp.supernews.com>
Source record: 48128

On 2 Apr 2001 20:05:11 G, Jo Even Skarstein wrote:
>Steve Sweet <steve_sweet@madasafish.com> wrote:
>
>> I'm sure i read about this somewhere recently and so it reminds me of a
>> boot prg that correctly initialises the DSP at boot time.
>
>Now that you mention it... Didn't Didier Mequignon write a replacement for
>the buggy DSP-routines in TOS and MagiC?

There is something about it on his website. Maybe I should check this
out. I must admit though, I've never encountered any problems with my
Falcon.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4397. Re: VISION 4.0c

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 16:54:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <986329072-810292AEicMi@xs4all.nl>
Source record: 48133

Another try: does anyone have Xenomorph II for
sale? Might also be called Phoenix renderer
II...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4398. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 17:25:54 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9ad132$609$1@snipp.uninett.no>
Source record: 48129

Didier MEQUIGNON <didier.mequignon@remove.wanadoo.fr> wrote:

> Handshake is used always in this routines (each transfer), so a faster
> CPU than the original 68030 works with the 56001 without problems.

I've never had any problems with the DSP on my Falcon/Afterburner.

> What news about the Eclipse's driver ?

I'm afraid you'll have to ask Johan Klockars about that. I forgot to mail
him when I reported the Aniplayer/Eclipse-problem to you, so he has only
known about this for a couple of days.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4399. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 17:28:51 UTC
From: osian@zetnet.co.uk
Message-ID: <3aca0853$0$8831@news.zetnet.co.uk>
Source record: 48130

On 2 Apr 2001 18:52:00 -, Lyndon Amsdon wrote:
> I'm sorry to hear about the
>Flacon mobo, where did you get a replacement too?

System Solutions!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4400. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 18:50:02 UTC
From: rsmac@t-online.de
Message-ID: <1erb03n.18kidbp16snio0N%rsmac@t-online.de>
Source record: 48131

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> I'm afraid you'll have to ask Johan Klockars about that. I forgot to mail
> him when I reported the Aniplayer/Eclipse-problem to you, so he has only
> known about this for a couple of days.

ï¿½hm..

Anyone had an real exist and running Eclipse? Suprised :)
Pictures? Results? Opinions?

Need informations for DOITF030. Any language. Any tip welcome.
doitarchive@doitarchive.de

Thank you :)

Regards, Robert

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

4401. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 19:08:31 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3aca2bb23786bb0@pandora.be>
Source record: 48132

on Tue 03-04-2001 08:07 John Garone wrote:

>>You can get aFTP from the programmers' web site:
>>
>>http://www.pwp.cz/atack/
>>
>>It will work with STinG/STiK/IConnect with IFusion/MagiC/plain TOS. You can
>>pick up a copy of their mailer whilst you're at it.
>>
>>--
>
>Derryck,
>The address seems to have problems.
>There's a re-direct to atack.maiva.cz where I get "unable to resolve..."
>Tried two different nights.

Ofcourse you can get aftp from the Belgian ftp-server.
ftp://chapelie.rma.ac.be/atari/internet/aftp

total 312
-rw-rw-r-- 1 ftp 157368 Dec 6 1999 aftp155b.lzh
-rw-rw-r-- 1 ftp 143113 Dec 6 1999 aftp155b.zip
-rw-rw-r-- 1 ftp 423 Dec 6 1999 aftp155b_lzh.upl
-rw-rw-r-- 1 ftp 417 Dec 6 1999 aftp155b_zip.upl

The lzh archive is for MiNT-net, Zip is for STing/Stik users.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be**********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4402. Re: UK Fantastic?

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 19:53:16 UTC
From: bindon@madasafish.com
Message-ID: <tckahcfpnkrj55@corp.supernews.com>
Source record: 48134

On 3 Apr 2001 13:45:17 +, Bob King wrote:

Hi Bob

>following a plug a while back on this NG, I joined UKFantastic.

I wasn't "plugging" them. I don't use them yet as my account with
Madasafish has suddenly got a lot better. It did seem good though,
but without having a phoneline that can support high data speeds its a
waste here.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4403. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 20:35:10 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <986330110.1404.0.nnrp-10.9e983130@news.demon.co.uk>
Source record: 48136

On 2 Apr 2001 18:52:03 -, Lyndon Amsdon wrote:
>On 1 Apr 2001 21:39:31 G, M.Bedford wrote:
>>
>>>As an owner of some of these large capacity drives/partition systems i'd
>>>like to see the problem addressed for the Magic platform please.
>>>
>>>--
>>>
>>My SCSI drive packed up. New ones are expensive. Thought I'd put an IDE in
>>it's place. Got a 20Gig. Now find I'm stuck with 10 x 2 Gig partitions &
>>running out of drive letters. That's under Magic 6.1 & HDDriver 7.71.
>>Or have I missed something?
>>Glad I didn't get a 30Gig ;-)
>
>You could try buying the German version of Magic, as this (v6.10)
>supports FAT32 which means big partitons, a least a terabyte IIRC.

Oh for the early days of computing. The first disk drive I bought (floppy not hard) stored a whopping 80K (40 x 2K tracks). Disregarding inflation it cost 4x what the 20 Gig did. My jottings have got no bigger and Atari files aren't as bloated as some systems. What the heck could I do with a terabyte?
Brag perhaps in my sig ;-)

Mike Bedford

4404. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 21:31:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9adfelkad1@plutonium.compulink.co.uk>
Source record: 48137

In message <3ac7f101$0$14439$272ea4a1@news.execpc.com>, kjcat@execpc.com said:

>On Tue, 27 Mar 2001, Ken Kosut wrote:

>Booted with better results. But still not right.
>
>Setup:
>
>SCSI Hard drive Set to ID 0
>CD-ROM Set to ID 1
>Floppy Optical Set to ID 2
>Syquest Removeable Set to ID 3 (Terminator on Syquest)
>
>DMA OUT of Link 97 --> IN of SLM804 Controller.
>OUT of SLM 804 Controller --> IN of SH204.

I think your problem may lie the last 2 lines. Shouldn't the SLM804 be
on the ACSI bus? In which case the Link 97 should be on the OUT port and
not between the computer and printer.

Regards, /Peter/

4405. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 21:32:08 UTC
From: swampfax@atlantic.net
Message-ID: <sjry6.73$1k5.146311@news1.atlantic.net>
Source record: 48138

On 3 Apr 2001 19:08:31 G, "Martin \"Nightowl\" Byttebier" wrote:

>>Derryck,
>>The address seems to have problems.
>>There's a re-direct to atack.maiva.cz where I get "unable to resolve..."
>>Tried two different nights.
>
>Ofcourse you can get aftp from the Belgian ftp-server.
>ftp://chapelie.rma.ac.be/atari/internet/aftp
>
>total 312
>-rw-rw-r-- 1 ftp 157368 Dec 6 1999 aftp155b.lzh
>-rw-rw-r-- 1 ftp 143113 Dec 6 1999 aftp155b.zip
>-rw-rw-r-- 1 ftp 423 Dec 6 1999 aftp155b_lzh.upl
>-rw-rw-r-- 1 ftp 417 Dec 6 1999 aftp155b_zip.upl
>
>The lzh archive is for MiNT-net, Zip is for STing/Stik users.
>
>CU
>Martin

Thanks Martin,
But therein lies the problem! I can access your files but Newsie
is downloading the same file multiple times which means the larger the
file, the longer the download time! Still trying to track down why!
Hence the need to try another FTP prg.
John G.

4406. Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 21:47:46 UTC
From: Happy <bizboz@whodunit.fsnet.co.uk>
Message-ID: <9adgm9qei1@news7.svr.pol.co.uk>
Source record: 48139

You really do live up to your reputation. Where you the
type of person at school to have a strange hairstyle and
get expelled ? Did you ever leave the playground and
join a civilised society ?

Your only response to my polite posting was to try and
be abusive to me. Better people than you have tried and
failed to annoy me. For your information i am not on
tablets (as i am 'HAPPY') but you probably will be if
you carry on the way you are.

Just for your information I am not new to this group and
have been an active participant for about 3 years, I have
posted under an alias as I for one am getting fed up of
your abuse and other regular members agreed with me.

I am well aware of the regular posters to the group. I must
admit at first it was slightly funny to read some of your milder
abuse years ago but I and other members are fed up with
your constant lack of regard for other descent members.

Please either curb your abusive postings, or leave the group.
You are by far the worst abuser and people are fed up with
reading your drivel. I understand that you have too much time
on your hands at the moment but get a life - it really does have
a lot to offer.

HAPPY.

4407. Re: UK Fantastic?

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 22:12:51 UTC
From: rking@zetnet.co.uk
Message-ID: <3aca4ae3$0$8833@news.zetnet.co.uk>
Source record: 48142

On 3 Apr 2001 19:53:16 -, Lyndon Amsdon wrote:
>On 3 Apr 2001 13:45:17 +, Bob King wrote:
>
>Hi Bob
>
>>following a plug a while back on this NG, I joined UKFantastic.
>
>I wasn't "plugging" them. I don't use them yet as my account with
>Madasafish has suddenly got a lot better. It did seem good though,
>but without having a phoneline that can support high data speeds its a
>waste here.
>
>Lyndon Amsdon
>--
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+
>.

Hi Lyndon,

No accusation intended, I just used 'plugging' out the top of my empty head. They seem to be as good as any other, and theye are free. As for the quality of the phone line, my connection to the high speed V90 line at Zetnet can get very noisy, and more often than not lately, I've been thrown out. It seems to be some thing of a random chance as to what line I get. Could be due to me being up a welsh mountain with overhead lines etc. I have only experimented with UKFantastic, I was very pleased to find it so simple to log on with Sting. But I can't be bothered to change all my INF and CFG files for aMail and Newsie to make it my permanent ISP. That may change however, as Zetnet were grumbling that BT wouldn't give them the use of the free 0800 line since BT said they were not 'a premium (or quality) server). If UKFantastic can get the use of the free BT service, then I will change.

Bob King.

4408. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 22:22:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986405438-452673AEicMi@madasafish.com>
Source record: 48073

Harry baby

> >> but I'm having the graphics card even if I have to fight you for
>it.
> > I'd book up with francis Chappel now if i was you as youre all but
> > brown bread!!!!. :-)
> >

> >> Hell, I'll fight you both for it!

> > It would only get you hospitalised. :-)

>Outside... now!!

Ive been outside all the time you pansy. I suggest you leave your fluffy
pink slippers indoors, and take off that american football kit.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4409. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 22:26:52 UTC
From: swampfox1@earthlink.net
Message-ID: <M6sy6.2087$B84.196557@newsread1.prod.itd.earthlink.net>
Source record: 48143

On 3 Apr 2001 22:47:46 +, "Happy" wrote:

Snip

>Please either curb your abusive postings, or leave the group.
>You are by far the worst abuser and people are fed up with
>reading your drivel.
>
>HAPPY.

Happy
None of my business to interfere with your despute but, out of
curiousity, why do you respond to (or even read) Steve's posts if you are
"un" happy with their content?

John G.

4410. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 22:45:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <g6Myz7dsJly6Ew3K@my-ste.demon.co.uk>
Source record: 48144

In article <M6sy6.2087$B84.196557@newsread1.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> writes:

>On 3 Apr 2001 22:47:46 +, "Happy" wrote:
>
>Snip
>
>>Please either curb your abusive postings, or leave the group.
>>You are by far the worst abuser and people are fed up with
>>reading your drivel.
>>
>>HAPPY.
>
>Happy
> None of my business to interfere with your despute but, out of
>curiousity, why do you respond to (or even read) Steve's posts if you are
>"un" happy with their content?

Maybe because (s)he needs something to complain about? As for people
being fed up with his 'drivel', if they don't want to read what Steve
says, they can either use a killfile or just don't click on messages
that are sent by him.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

4411. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 23:12:04 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <wuokVXIEjly6Ew19@lovecraft.demon.co.uk>
Source record: 48145

Once upon a time <9adgm9qei1@news7.svr.pol.co.uk>, Happy
<bizboz@whodunit.fsnet.co.uk> grabbed chalk and scrawled:
>Please either curb your abusive postings, or leave the group.
>You are by far the worst abuser and people are fed up with
>reading your drivel. I understand that you have too much time
>on your hands at the moment but get a life - it really does have
>a lot to offer.

Heeheee :)

Aren't people with a sense of humour fun...

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

4412. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-03 23:13:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <9u2n1gI8jly6Ew0p@lovecraft.demon.co.uk>
Source record: 48046

Once upon a time <g6Myz7dsJly6Ew3K@my-ste.demon.co.uk>, David Bolt
<nospam@my-ste.demon.co.uk> grabbed chalk and scrawled:
>Maybe because (s)he needs something to complain about?

Eh? Something we don't know?

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

4413. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 00:24:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986404300-152279AEicMi@gmx.net>
Source record: 48065

From: rking@zetnet.co.uk (Bob King)
Date: 31 Mar 2001 19:30:49 GMT

Hi Bob,

>I've already switched the spool to my F: partition, but can't find
>100MB. What with more RAM, the DM80 for the SCSI driver, this Milan
>is getting to be a costly baby!!!
100Mb is the maximum, it might fit in 75MB...
NVDI is page oriented, unlike i.e Calamus or ImageCopy which build up the
image line by line. Just place a little thumbnail in a corner of the page
and see NVDI go berzerk over it... before the page is finally processed
and printed a line oriented printer driver will have printed ten of those
pages...

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4414. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 00:25:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986404298-151655AEicMi@gmx.net>
Source record: 48064

From: rking@zetnet.co.uk (Bob King)
Date: 31 Mar 2001 19:37:17 GMT

Hi Bob,

>the CMY cartrige died soon after arriving and then two days
>afterwards the black followed. Out of curiosity (I was a cat in a
>prior incarnation) I took the cartridge apart. It's 99%
>sponge!!!!!!!. I managed 2 tablespoons of water before it
>saturated!!!! And for that they charge ï¿½25!!!!!!!!
The black cartridge holds 30ml and the CMY cartridge 15ml of each colour,
that's a lot more then 2 tablespoons, unless ofcourse you're using *very*
large spoons ;-)

>At least with an HP cartridge you get a whole lot more ink and a printed
>circuit thrown in.
The black cartridge on average is good for 800 pages, the CMY cartridge
can handle up to 100 pages of A4 photographs and/or 550 pages of coloured
text. AFAIK these figures are comparable with HP and Canon printers.

>What a way for Epson to make money, and hey ho for refills!!!
All printer manufacturers earn a fortune selling these cartridges, I buy
the ink for the Epson in bulk from a German supplier.
A bottle containing one litre costs roughly 30 Pounds, which is less then
one Pound for a refilled cartridge...
http://www.ren.de , they accept credit cards and are very reliable...

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4415. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 00:27:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986404304-152839AEicMi@gmx.net>
Source record: 48062

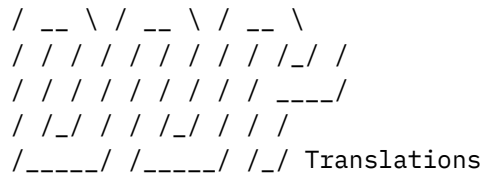
From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sun, 01 Apr 2001 09:56:58 -0000

Hi Lyndon,

>Hmm, I wonder if Iconnect can get a faster cps than Sting or Stik.
>The max I've seen is 4000cps. Maybe it's something to do with having
>bad phone line living in a village.
IMO yes... but the quality of the phone line and your ISP will influence
it a little ofcourse. I usally connect to my ISP at 46600 or 48000bps,
don't underestimate the ISP, the one I'm using now (Versatel) is the
fastest I've ever encountered, between Versatel and Wanadoo (my previous
one) there's at least a difference of 25% in speed...
You should always inform how much minimum bandwidth the ISP guarantees,
if it is lower than 10.000bps, forget all about it and start looking for
a better (faster) one...

>No, CAB 2.8 was one piece of software I didn't get from Atari
>Workshop. I'd rather palce 30 pounds on a piece of software that is
>actually being developed and enhanced. The money will be going
>nohere.
IConnect is supplied with CAB since version 2.3, Fiffi is supplied since
version 2.7...
I wasn't even aware that Atari Workshop sells CAB 2.8... :-/

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4416. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 02:39:56 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9ae1hs$6c2$1@zingo.tninet.se>
Source record: 48048

On 3 Apr 2001 21:32:08 G, John Garone wrote:

>
>Thanks Martin,
> But therein lies the problem! I can access your files but Newsie
>is downloading the same file multiple times which means the larger the
>file, the longer the download time! Still trying to track down why!
>Hence the need to try another FTP prg.
> John G.
>
>.
Hi John

As a temporary solution, you could install CAB-FTP MODULE. It isn't a full blown FTP prog, but if you write the exact address in CAB, you can use it to download from ftp archives. I could mail it to you, if you would like to give it a try (about 60k IIRC).

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4417. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 02:55:54 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3aca8d3c$0$42870$272ea4a1@news.execpc.com>
Source record: 48049

On Mon, 2 Apr 2001, Uwe Seimet wrote:

> It is not correct,
> for example, that a Megafile drive has the same ID as a SCSI drive on
> the same bus. And you must not use ID 7, as with the LINK96/97 this is
> the ID of the LINK.

Hi Dr. Seimet,

ID 0 (SCSI device)
ID 1 (SCSI device)
ID 2 (SCSI device)
ID 3 (SCSI device - terminated with block terminator)

ID 4 (DMA device - SH204 dip switches set to unit address 4)

New Problem:

SLMC804 Controller has dip switches.
Factory set to Unit Address 7.
If Link 97 intern occupies 7,
SLMC804 Controller dip switches must be changed to Unit Address 6.

==========
Summary:

ID 0 (SCSI)
ID 1 (SCSI)
ID 2 (SCSI
ID 3 (SCSI - terminator block)
ID 4 (DMA - SH204)
ID 5 _
ID 6 (DMA - SLMC804 Controller)
ID 7 Link 97 intern
==========
correct?

thank you.

ken

4418. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 02:58:26 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3aca8dd4$0$14442$272ea4a1@news.execpc.com>
Source record: 48050

On Mon, 2 Apr 2001, Mark wrote:

>
> I have also found that some devices do not terminate very well (with their
> built in termination), you could try terminating with a different device or
> a proper terminator block.
>
> Mark.

Hello Mark,

Thanks for your email.
I am terminating with a block. Built in termination is set to off.

ken

4419. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 03:06:33 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3aca8fbc$0$14440$272ea4a1@news.execpc.com>
Source record: 48052

On Tue, 3 Apr 2001, Thierry ARBEZ-CARME wrote:

> Le Sun, 1 Apr 2001 22:24:48 -0500, Ken Kosut <kjcat@execpc.com> écrit:
>
> >...
> >So if the Terminator is on the Syquest (ID 3),
> >should I set the dip swithes on the SH204 to Unit address 3,
> >and move the Syquest to ID 4?

Hello Thierry ARBEZ-CARME,

> I'm not sure SH204 dip switches work correctly. I remember a hardware
> bug with ID on some SH20X(megafile 30 is ok).
> Try to put your SH204 alone with ID 4.
> If ok, try to add your hard drive with ID 0.
> If fine, you got it
>

Well,
I have a Mega ST4 (TOS 1.04) Mega file 30.
Out of Mega file 30 to In of SH204.
I set dip switches on SH204 to Unit address 1

Works fine with AHDI.

thanks for your suggestion.

ken.

4420. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 03:14:33 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3aca9887$1@dnews.tpgi.com.au>
Source record: 48051

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:986328050-988450AEicMi@madasafish.com...
> Hi Mark
>
> >> That'l keep you busy for the weekend, what'l you do next week for
> >>fun?.
>
> >Look for work,
>
> I should be doing that, but dont fancy it ATM.
>
> >incedently, this mega STE will be finnished soon.
>
> Ooooooooooooohhhhhhh!!
>
> >I might do a sweet on it.
>
> Pervert!!!
>
> >Crank the crapper out of it.
>
> Spank me soundly
>
> >Add a PPC card when they become avaliable.
>
> You'l burn in hell for that.
>
> >I do need a hard drive cover for it tho. Any ideas on where to
> >get one?
>
> Hard drive cover or empty drive bay cover?

Dosen't matter really. This is a diskless machine. Actually all my megas
are:-(, external drives only. I have the schematics for a SCSI controller, I
might try it out. Live long and prosper.

Mark

4421. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 03:21:29 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3aca933c$0$12825$272ea4a1@news.execpc.com>
Source record: 48053

On 3 Apr 2001 xlator@cix.compulink.co.uk wrote:

> >DMA OUT of Link 97 --> IN of SLM804 Controller.
> >OUT of SLM 804 Controller --> IN of SH204.
>
> I think your problem may lie the last 2 lines. Shouldn't the SLM804 be
> on the ACSI bus? In which case the Link 97 should be on the OUT port and
> not between the computer and printer.
>
> Regards, /Peter/
>

Hello,

I may be misunderstanding:
The Link 97 intern is a ciruit board with 3 connectors.
DMA IN DMA OUT - these are external.
SCSI connector is Internal.

So the Link 97 has a DMA OUT (or ACSI).
I am trying to use this port so that I do not have to run the
laser everytime I use the computer.

thanks for your email.

ken

4422. Falcon Folder problem solved...

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 04:01:33 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010404005632.6331A-100000@halifax.chebucto.ns.ca>
Source record: 48054

It seems I had a program called Winx running at startup. Disabling it allows my folders to move quickly as outlines. I don't know what Winx does because the instructions are in German but I was able to understand a couple of words, one of which was 'redraw' and presumed it was telling my system to redraw the folders constantly while they were moving.

Thanks to all for the suggestions.

PS- By the way, LetEmFly is a confusing program which is basically a line of buttons on a bar for STinG and CAB in the upper right corner of the screen. If this is not the program then there is a mistake as such on the ftp site as this is what I downloaded and opened.

4423. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 06:58:16 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104040955500.4654-100000@hal.pp.fishpool.fi>
Source record: 48055

On Sun, 2 Apr 2001, Andy Ball wrote:

> Older Ataris can be networked together via their MIDI ports,
> and newer ones presumably via their LAN (probably RS-485)

RS-422

> ports. A spare TT (or perhaps even a MegaSTE) with a VME
> Ethernet card might be able to act as a bridge between
> Ethernet and the other Ataris. Not directly relevent to your
> situation I know, but a possiblity that interests me (anyone
> here done this?)

Yep. TT #1 has a Riebl, #2 is connected to it using PLIP.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4424. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 08:15:11 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3ACAD80F.F443CD3E@ooc.de>
Source record: 48056

Ken Kosut wrote:

> ============================
> Summary:
>
> ID 0 (SCSI)
> ID 1 (SCSI)
> ID 2 (SCSI
> ID 3 (SCSI - terminator block)
> ID 4 (DMA - SH204)
> ID 5 _
> ID 6 (DMA - SLMC804 Controller)
> ID 7 Link 97 intern
> ============================
> correct?

As I already mentioned, everything is OK as long as there is no duplicat
SCSI ID, the cables are not too long, and as long as only the last
devices in the chain are terminated.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

4425. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 09:46:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <986453574-233192AEicMi@cwcom.net>
Source record: 48095

From: swampfox1@earthlink.net (John Garone)
Date: Tue, 03 Apr 2001 08:07:18 GMT

>>You can get aFTP from the programmers' web site:
>The address seems to have problems.
>There's a re-direct to atack.maiva.cz where I get "unable to resolve..."
>Tried two different nights.

OK, in that case you'll probably find it on the Chapelie ftp site.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4426. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 09:48:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3acafba61d52910@tripnet.se>
Source record: 48057

On Tue 03-04-2001 09:05 (GMT) Kenneth Medin wrote:

>On Tue 03-04-2001 04:06 (GMT) Terrence R. Redding wrote:
>
>>This looks like a potential solution. Is there an answer concerning the
>>NAT32 issue?
>
>I have written a rather long text on the subject and I am right now
>working on the screenshots and on my new webpages in general. Should not
>take very long at all now as I have some spare time at the moment.
>
>I'll be back!

OK, Now a "Networking" article covering the subject how to get an Atari
without Ethernet on a DSL connection by help of a pc running NAT32 is
online at:

http://atari.mine.nu/

I have also put up a picture showing my equipment. I will be out now
until 8 pm GMT tonight so hopefully the server is still online when I get
home. Actually it has proven to be very stable, the TT running the server
has put up bombs on the screen only once and the reason was severe memory
fragmentation within STinG.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4427. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 09:59:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <986453576-233712AEicMi@cwcom.net>
Source record: 47996

From: Ken Kosut <kjcat@execpc.com>
Date: Tue, 3 Apr 2001 22:21:29 -0500

>So the Link 97 has a DMA OUT (or ACSI).
>I am trying to use this port so that I do not have to run the
>laser everytime I use the computer.

I haven't joined this thread before because I've no experience of the setup that you're describing. But if all this is only because you want to be able to use the computer without having to switch the laser on, then I'm afraid that no amount of fiddling with the plugging or IDs will help.

Instead, you must investigate ways of powering the controller seperately, so that the laser can be left switched off. Open the controller and snip all the pins to the PCB from the large connector which leads to the laser that carry the 5V supply from it to the controller, and connect a *regulated* 5V "wall wart" supply across the nearby electrolytic capacitor observing polarity.

I've described this and a similar, less invasive, method in the group before.

All at your own risk.

--

____ ____ ____
/ __ \ / __ \ / __ \
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4428. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 12:40:36 UTC
From: swampfox1@earthlink.net
Message-ID: <8DEy6.668$VF3.26126@newsread2.prod.itd.earthlink.net>
Source record: 48058

On 4 Apr 2001 00:12:04 +, Richard Kilpatrick wrote:
>Once upon a time <9adgm9qei1@news7.svr.pol.co.uk>, Happy
><bizboz@whodunit.fsnet.co.uk> grabbed chalk and scrawled:
>>Please either curb your abusive postings, or leave the group.
>>You are by far the worst abuser and people are fed up with
>>reading your drivel. I understand that you have too much time
>>on your hands at the moment but get a life - it really does have
>>a lot to offer.
>
>Heeheee :)
>
>Aren't people with a sense of humour fun...
>
>Richard

Hey Richard,
Are you still developing that anti-bad language software?
(:->)~
John G.

4429. New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 12:46:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <986453580-234231AEicMi@cwcom.net>
Source record: 47997

Hi all,

I've just spent some time tidying up the resource files for jinnee 2.05, the English version of which is available from

http://www.atari-workshop.co.uk

The package also includes fully translated Scripter scripts (handy if you want to see how to program your own plugins), and a corrected ext-conv.cfg for the lengthen/shorten extenders plugins.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm
```

4430. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 13:02:23 UTC
From: swampfox1@earthlink.net
Message-ID: <zXEy6.713$VF3.26126@newsread2.prod.itd.earthlink.net>
Source record: 48059

On 4 Apr 2001 02:39:56 G, J�rgen Nyberg wrote:
>On 3 Apr 2001 21:32:08 G, John Garone wrote:
>
>>
>>Thanks Martin,
>> But therein lies the problem! I can access your files but Newsie
>>is downloading the same file multiple times

>Hi John
>
>As a temporary solution, you could install CAB-FTP MODULE. It isn't a
>full blown FTP prog, but if you write the exact address in CAB, you
>can use it to download from ftp archives. I could mail it to you, if
>you would like to give it a try (about 60k IIRC).
>
>Cheer's J�rgen

Hi Jorgen (how did you get those dots over the "o"? Swedish keyboard?),
I have CAB-FTP but couldn't figure how to get it to work! I tried it in
the folder and as a separate program (APP) but it did'nt run. Maybe it's
for Mint or Magic. Running a stock MKI (14 meg) TOS 4.04 Falcon here.
John G.
P.S. Got aFTP from Chapelie (Newsie let the file download only once)
and it works well! No repeats! Now I'm concerned with speed (cps).
For another thread.

4431. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 13:23:20 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9af788dqd1@zingo.tninet.se>
Source record: 48060

On 4 Apr 2001 13:02:23 G, John Garone wrote:

>
>Hi Jorgen (how did you get those dots over the "o"? Swedish keyboard?),

Yep, that's right. But if you're really like to get foreign
characters, then use QED to write the answer and click on character
set.

> I have CAB-FTP but couldn't figure how to get it to work! I tried
it in >the folder and as a separate program (APP) but it did'nt run.
Maybe it's
>for Mint or Magic. Running a stock MKI (14 meg) TOS 4.04 Falcon here.
> John G.
>P.S. Got aFTP from Chapelie (Newsie let the file download only once)
> and it works well! No repeats! Now I'm concerned with speed (cps).
> For another thread.
>
>.

No it's not for multitasking, should work alright in straight TOS.
One selects it under "Internetclients" IIRC, then it should be
working.

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4432. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 13:27:33 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <pf+8R0DFFyy6EwFQ@lovecraft.demon.co.uk>
Source record: 48061

Once upon a time <8DEy6.668$VF3.26126@newsread2.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> grabbed chalk and scrawled:

>Hey Richard,
> Are you still developing that anti-bad language software?
> (:->)~

Nah. It filtered out 80% of alt.gothic, and that simply wouldn't do!

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

4433. Re: VISION 4.0c

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 16:09:33 UTC
From: bindon@madasafish.com
Message-ID: <tcmhptafnb39df@corp.supernews.com>
Source record: 48063

On 3 Apr 2001 18:54:00 +, Raoul Teulings wrote:
>Another try: does anyone have Xenomorph II for
>sale? Might also be called Phoenix renderer
>II...

It's probably not a good idea to change the subject of posts.....

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4434. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 16:46:05 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3acb5d0017684f2@pandora.be>
Source record: 48066

on Wed 04-04-2001 02:39 Jï¿½rgen Nyberg wrote:

>On 3 Apr 2001 21:32:08 G, John Garone wrote:
>
>>
>>Thanks Martin,
>> But therein lies the problem! I can access your files but Newsie
>>is downloading the same file multiple times which means the larger the
>>file, the longer the download time! Still trying to track down why!
>>Hence the need to try another FTP prg.
>> John G.
>>
>>.
>Hi John
>
>As a temporary solution, you could install CAB-FTP MODULE. It isn't a
>full blown FTP prog, but if you write the exact address in CAB, you
>can use it to download from ftp archives. I could mail it to you, if
>you would like to give it a try (about 60k IIRC).

The Belgian ftp server can be accessed by Cab. Just use
ftp://chapelie.rma.ac.be/atari as address.
It's possible however that you have to use a proxyserver. At least that
is what I must do if I want to get to the server.

Sting users must use a syntax like this in the proxy settings:

For HHTP proxy.pandora.be:8080
For FTP proxy.pandora.be:8080

MiNT-net users who use the MiNT-net.ovl must use this:
For HTTP http://proxy.pandora.be:8080
For FTP http://proxy.pandora.be:8080

Needless to say ofcourse that the above is just an example taken from my
setup. You'll have to edit the proxy server name to suits your setup.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4435. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 16:46:17 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104041622510.82-100000@Hades060>
Source record: 48086

On Tue, 3 Apr 2001, Happy wrote:

> Please either curb your abusive postings, or leave the group.
> You are by far the worst abuser and people are fed up with
> reading your drivel. I understand that you have too much time
> on your hands at the moment but get a life - it really does have
> a lot to offer.

If you follow Steve's threads that closely then you know
that Steve and I have had our share of disagreements.
We got past that. So what if Steve is a little rough around
the edges, or you dislike his humor. Telling someone what
to do or how to act won't work, never does. If you have time to
complain you have time to set filters or skip his posts.
If you can't do those things you might consider getting
newer software as well.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4436. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 16:47:50 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <528.494T2500T10675693optimus@canit.se>
Source record: 48072

John Garone skrev:

>On 4 Apr 2001 02:39:56 G, J�rgen Nyberg wrote:
>>
>>Cheer's J�rgen

>Hi Jorgen (how did you get those dots over the "o"? Swedish keyboard?),

It's funny, but I never get J�rgen's �. I think NEWSie is incapable of
transforming the Atari charset into ISO.

--
En ligne avec Thor 2.6a.

Kimagure Orange Road inneh�ller v�ldigt mycket ton�rsromantik, extremt mycket
ton�rsromantik faktiskt. Men det �r samtidigt en av de st�rsta klassikerna
inom shojo, kanske till och med den absolut st�rsta.
- Animanga.nu

4437. Re: Derryck: OPTIMIZE 2.9x

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 17:01:35 UTC
From: bindon@madasafish.com
Message-ID: <tcmkrfld0f6j25@corp.supernews.com>
Source record: 48067

Hi

>What the heck could I do with a terabyte?
>Brag perhaps in my sig ;-)

You've got the idea! :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4438. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 17:01:37 UTC
From: bindon@madasafish.com
Message-ID: <tcmkrheru7mn26@corp.supernews.com>
Source record: 48068

Hi

>OK, Now a "Networking" article covering the subject how to get an Atari
>without Ethernet on a DSL connection by help of a pc running NAT32 is
>online at:

Now am I going to be the first person ever to use the Falcon as a
gateway to the ISP from my 486? I'm just getting it sorted out now.
Hmm, I really need some ethernet solutions for my STe and Falcon.....

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4439. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 17:04:15 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986404010.1126.0.nnrp-10.9e98a620@news.demon.co.uk>
Source record: 48070

I agree.

John Garone <swampfox1@earthlink.net> wrote in message
news:M6sy6.2087$B84.196557@newsread1.prod.itd.earthlink.net...
> On 3 Apr 2001 22:47:46 +, "Happy" wrote:
>
> Snip
>
> >Please either curb your abusive postings, or leave the group.
> >You are by far the worst abuser and people are fed up with
> >reading your drivel.
> >
> >HAPPY.
>
> Happy
> None of my business to interfere with your despute but, out of
> curiousity, why do you respond to (or even read) Steve's posts if you are
> "un" happy with their content?
>
> John G.
>

4440. Re: Atari ST on an ethernet - can it be

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 17:04:59 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3ACB53AC.AC5633A@village.uunet.be>
Source record: 48069

Lyndon Amsdon wrote:
>
> > > 2/ Rieble Card Mega ST Bus => not available anymore
> >
> >Last I heard, Alex Gerhinger still had some. He also claims to
> >have the schematics of all Riebl variants.
>
> I feel the problem here is the drivers are Mint only. There needs to
> be a solution for every OS and Atari.

Take a look here if you want to see what drivers are available for what
ethernet solution...
http://gallery.uunet.be/saka/atari/ethernet/commoneth.htm
Mint drivers are realy rare to find... just like STiNG drivers... but the
Rieble card has both of them, together with some other drivers...

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4441. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 17:16:41 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986404756.1523.0.nnrp-10.9e98a620@news.demon.co.uk>
Source record: 48071

> Can you give more details on the devices where it didn't work for you?
> Usually I always use external terminators, which ensures that you can
> always add another device to the chain without having to fiddle with
> jumpers or resistor packs and without having to open the case.

Nothing special, I have had problems with a couple of devices when using
their inbuilt termination, this could simply be a bad dip switch, etc.

I have had devices in the middle of a chain being repeated after the end of
a chain for every spare ID, giving the impression there is something wrong
with this devices, using a proper block resolves the problem.

Mark.

4442. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 17:56:34 UTC
From: rking@zetnet.co.uk
Message-ID: <3acb6052$0$8834@news.zetnet.co.uk>
Source record: 48074

On 4 Apr 2001 02:25:28 +, Dennis Vermeire wrote:
>From: rking@zetnet.co.uk (Bob King)
>Date: 31 Mar 2001 19:37:17 GMT
>
>Hi Bob,
>
>>the CMY cartrige died soon after arriving and then two days
>>afterwards the black followed. Out of curiosity (I was a cat in a
>>prior incarnation) I took the cartridge apart. It's 99%
>>sponge!!!!!!!. I managed 2 tablespoons of water before it
>>saturated!!!! And for that they charge £25!!!!!!!!
>The black cartridge holds 30ml and the CMY cartridge 15ml of each colour,
>that's a lot more then 2 tablespoons, unless ofcourse you're using *very*
>large spoons ;-)
>
>>At least with an HP cartridge you get a whole lot more ink and a printed
>>circuit thrown in.
>The black cartridge on average is good for 800 pages, the CMY cartridge
>can handle up to 100 pages of A4 photographs and/or 550 pages of coloured
>text. AFAIK these figures are comparable with HP and Canon printers.
>
>>What a way for Epson to make money, and hey ho for refills!!!
>All printer manufacturers earn a fortune selling these cartridges, I buy
>the ink for the Epson in bulk from a German supplier.
>A bottle containing one litre costs roughly 30 Pounds, which is less then
>one Pound for a refilled cartridge...
>http://www.ren.de , they accept credit cards and are very reliable...
>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Dennis,

Yes, wellll perhaps I exagerated a little :)) I have got some replacement cartridges from Cartex at:

www.cartex.co.uk

for £11.74 the pair.

when these go, it'll be ink refills. The cost of their CD cut out papers and glossy paper is also very good. No doubt the germans do them cheaper, but it's the import cost!!!!!!!!

Still wondering at your knowledge, and waiting for your Calamus files :))

Bob

4443. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 17:57:07 UTC
From: gokmase@hem.passagen.se
Message-ID: <9afn9j$bv6$1@cubacola.tninet.se>
Source record: 48075

On 4 Apr 2001 18:04:15 +, "Mark" wrote:
>I agree.
>
>
>
>
>John Garone <swampfox1@earthlink.net> wrote in message
>news:M6sy6.2087$B84.196557@newsread1.prod.itd.earthlink.net...
>> On 3 Apr 2001 22:47:46 +, "Happy" wrote:
>>
>> Snip
>>
>> >Please either curb your abusive postings, or leave the group.
>> >You are by far the worst abuser and people are fed up with
>> >reading your drivel.
>> >
>> >HAPPY.
>>
>> Happy
>> None of my business to interfere with your despute but, out of
>> curiousity, why do you respond to (or even read) Steve's posts if you are
>> "un" happy with their content?
>>
>> John G.
>>
>
>
>.

4444. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 18:13:40 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9afo8k$q00$1@snipp.uninett.no>
Source record: 48076

Robert Schaffner <rsmac@t-online.de> wrote:

> Anyone had an real exist and running Eclipse? Suprised :)

Sure. It has been shipping for qutie a while now, I got mine last June.

> Pictures? Results? Opinions?

Installation is very easy, just plug it in. Works perfectly with my
Afterburner, so it should work with any accelerator that actually allows
additional expansion-cards.

fVDI and the Eclipse driver has evolved a lot the last year, I ditched
NVDI a few months ago since I don't have a printer and can live with just
bitmap-fonts. In fact, fVDI/Eclipse is extremely fast at this, text-output
is incredibly fast compared to any other VDI I've seen. This also applies
to blitting and most (if not all) VDI primitives. Here's the GEMBench
results on my Afterburner:

```
GEM Bench v4.03 ï¿½ Ofir Gal - 3 March 95
==========================================
Falcon 030 TOS 4.04
AES v4.10
GEMDOS v0.48
MiNT 1.0F
Blitter not present
NVDI not present
Video Mode: 1280*1024*65536
FPU cookie value=$80000
Run and Malloc from FastRAM
Ref: F030 + FPU, 640*480*256
==========================================
GEM Dialog Box: 0.170 3941%
VDI Text: 0.135 5518%
VDI Text Effects: 0.255 5745%
VDI Small Text: 0.105 5904%
VDI Graphics: 0.420 3976%
GEM Window: 0.300 1250%
Blitting: 0.290 3000%
VDI Scroll: 0.435 3448%
Justified Text: 0.305 3114%
VDI Enquire: 0.145 1413%
New Dialogs: 0.450 1900%
==========================================
Graphics: 3564%
```

> Need informations for DOITF030. Any language. Any tip welcome.
> doitarchive@doitarchive.de

I'm going away for a couple of weeks, could you mail me after Easter and
remind me to send you some stuff?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4445. Converting MIDIfiles between formats - help please

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 19:44:24 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <9aftio$d8m$1@newsg2.svr.pol.co.uk>
Source record: 48077

Hi folks

Can anyone here help me out with a music-related problem I've come across recently? My main sequencer is Passport's rather excellent Master Tracks Pro 3.6 which can read and write MIDIfiles in either format. I'm running a single TOS 1.62 STE 2 meg.

I've a few Format 0 (all on one track)es I'd like to convert to Format 1 (all parts exploded) and have used MIDI Music Maker 2.26 in the past to get this done with no problems. However, I have just tried to convert some Format 0s and when I load the new (supposedly Format 1) file into MT Pro to do some work on it, it chews it over for a while and then crashes!

Admittedly I don't use MMM very often and may've forgotten something important along the way, but if anyone here has also come across this and knows a solution or even another program which converts between MIDIfile formats, please get in touch.

Cheers for any help and may the Fuji always be with you!

Al :)
sonik@wearelondon.fsnet.co.uk

ps I've tried loading a Format 0 into MTPro and then saving it as Format 1 but this doesn't seem to work either...

4446. Re: New uses for SM-124 m

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 19:55:18 UTC
From: jlog@zetnet.co.uk
Message-ID: <3acb7c26$0$8830@news.zetnet.co.uk>
Source record: 48078

On 3 Apr 2001 00:08:42 , "Andy Ball" wrote:

| . . . .
| Was the TTM-195 made by Eizo?

Don't know. The Eizo Flexscan 6500 (21 inch screen) works in ECL mode for TT High - on the Hades I have to use the VGA(?) mode and although the resolution is similar (1280 x 960), the quality is poorer.

--
JI Logan

4447. MiNT Startup Question

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 20:02:15 UTC
From: jba4@po.cwru.edu
Message-ID: <3acb7d1d.158261439@news.cwru.edu>
Source record: 48079

Hey everyone! I'm trying to set up MintNet on my TT. But I'm a
little confused. I want to boot driectly into AES4.1, which the
computer does now. But In order to use all that good stuff like
MintNet, init.prg must be run. It's been my experience that if a GEM=
line is specified in the mint.cnf file, it ignores the INIT= and
doesn't run init.prg. Now how can I set up my system to get init to
run before booting into GEM? I've looked at the problem a little bit
and decided that I need help ;-). Thanks for any help!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4448. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 20:05:22 UTC
From: gokmase@hem.passagen.se
Message-ID: <9afuq2$qh0$1@zingo.tninet.se>
Source record: 48080

Sorry for the empty posting. For once I decided I better shut up, and
not add more blah to this thread, but me and Newsie disagreed on that one it seems ;)

/Joakim

4449. Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 20:07:30 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <986419428-609051AEicMi@xs4all.nl>
Source record: 48081

Hello,

Has anyone here tried the Galaxy GC made by Mario Becroft in his
TT or MegaSTe ? I'd like to hear some more about it. I know
several people who would like to buy the card but since there is
not much info they are reluctant.
Thanks in advance for any info.
Cheers
Dan

4450. Re: Falcon Folder problem solved...

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 20:13:21 UTC
From: jlog@zetnet.co.uk
Message-ID: <3acb8061$0$8833@news.zetnet.co.uk>
Source record: 48083

On 4 Apr 2001 01:01:33 -, Tony Cianfaglione wrote:

|It seems I had a program called Winx running at startup. Disabling it
|allows my folders to move quickly as outlines. I don't know what Winx
|does because the instructions are in German but I was able to understand a
|couple of words, one of which was 'redraw' and presumed it was telling my
|system to redraw the folders constantly while they were moving.

Winx is an excellent program if you have the memory and processor.
On the Hades I use Gemram which moves the OS into RAM and Winx which
patches various things and allows e.g. the redraw move which you
describe when the left button is used (and the outline move when the
right is used), also real-time scrolling of text in windows,
moving/closing non-top windows etc.

I have the same problems as you with the settings (German text) but
it seems to work fine.

|PS- By the way, LetEmFly is a confusing program which is basically a line
|of buttons on a bar for STinG and CAB in the upper right corner of the
|screen. If this is not the program then there is a mistake as such on the
|ftp site as this is what I downloaded and opened.

It probably should be in the AUTO folder. It puts move corners on
some boxes (i.e. allows them to be moved as if they were windows).
--
JI Logan

4451. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 20:13:22 UTC
From: jlog@zetnet.co.uk
Message-ID: <3acb8062$0$8833@news.zetnet.co.uk>
Source record: 48082

On 4 Apr 2001 02:25:28 +, Dennis Vermeire wrote:

|>the CMY cartrige died soon after arriving and then two days
|>afterwards the black followed. Out of curiosity (I was a cat in a
|>prior incarnation) I took the cartridge apart. It's 99%
|>sponge!!!!!!!. I managed 2 tablespoons of water before it
|>saturated!!!! And for that they charge £25!!!!!!!!
|The black cartridge holds 30ml and the CMY cartridge 15ml of each colour,
|that's a lot more then 2 tablespoons, unless ofcourse you're using *very*
|large spoons ;-)

Xerox/Tektronic solid ink printers offer free black ink refills for
life. Drawback is that they cost 2000 UKP and are very large.
--
JI Logan

4452. Re: Where to get Ifusion?

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 20:29:25 UTC
From: bindon@madasafish.com
Message-ID: <tcn1156j4nqk6f@corp.supernews.com>
Source record: 48084

Hi Dennis,

>>No, CAB 2.8 was one piece of software I didn't get from Atari
>>Workshop. I'd rather palce 30 pounds on a piece of software that is
>>actually being developed and enhanced. The money will be going
>>nohere.
>IConnect is supplied with CAB since version 2.3, Fiffi is supplied since
>version 2.7...
>I wasn't even aware that Atari Workshop sells CAB 2.8... :-/

No, I think that was a mistake. It's 2.7 IIRC as a lot of people here
ask if it's worth upgrading from 2.7 to 2.8.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4453. Re: AHDI question

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 20:38:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986492464-552704AEicMi@madasafish.com>
Source record: 48011

Hi PS

>KK>My reasoning is that I would like to put the most current driver
>that
>KK>I can on it.
>why? If it works as it is, keep it!

>Never change a running system (never change a winning team...)

Where's the fun in that!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4454. Re: Mr Sweet

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 21:04:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986492468-553537AEicMi@madasafish.com>
Source record: 48012

Hi Happy

>I have posted under an alias as I for one am getting fed up of
>your abuse

And an alias cures that??

>and other regular members agreed with me.

Hm!, ive still got a spare hand and some fingers left to count some more
on if they step up??.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4455. Re: Eclipse & Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 21:39:04 UTC
From: rsmac@t-online.de
Message-ID: <1erd2n5.w5nuhza50dqmN%rsmac@t-online.de>
Source record: 48085

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> Sure. It has been shipping for qutie a while now, I got mine last June.

Great. Never hear that before.

> I'm going away for a couple of weeks, could you mail me after Easter and
> remind me to send you some stuff?

OK. Thank you!
Regards, Robert

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

4456. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 23:34:42 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3acbb66b@dnews.tpgi.com.au>
Source record: 48087

Bob King <rking@zetnet.co.uk> wrote in message
news:3acb6052$0$8834@news.zetnet.co.uk...
> On 4 Apr 2001 02:25:28 +, Dennis Vermeire wrote:
> >From: rking@zetnet.co.uk (Bob King)
> >Date: 31 Mar 2001 19:37:17 GMT
> >

BIG snip

Hi guys, just a word of warning, Epson, and most other manufacturers won't fulfil a warranty if the printer has been refilled or had after market carts put in. Having had a lot of experience fixing HP, canon and epson printers, I can honestly say be bloody careful. Particularly with refills. I have found that the wrong ink will clog the heads beyond repair, in some cases. I have 2 Epson stylus printers and have to say they are the best BJs on the market tho. I can use them with 1st word or PS2 no trouble.

Mark

PS HP printers are always dying.

4457. Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-04 23:47:37 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3acbb972$1@dnews.tpgi.com.au>
Source record: 48088

Could somebody do a fools guide to setting up a basic Mint setup. I will have a go but don't know what to download where to put it, etc. I tried Multitos last week, for the first time since gettin the CT2, and it would appear that it dosen't like CT2's memory management it reports 1.5 meg ram, I have 78 meg. I would like to get Mint up and running.

Thanks
Mark

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom.
Falcon030-4-800MB-SBlaster II. MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, atari@tpg.com.au
****

4458. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 01:13:49 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9aggsd$p2v$1@cubacola.tninet.se>
Source record: 48089

On 4 Apr 2001 17:47:50 +, "Iggy Drougge" wrote:
>
>It's funny, but I never get J�rgen's �. I think NEWSie is incapable of
>transforming the Atari charset into ISO.
>
>
Hi Iggy

```
Correct, Newsie doesn't handle ISO. Altough it's been in the pipes
for quite some time. But if both the sender and reader have Newsie it
works (I think).
```

Mvh J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4459. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 01:27:48 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9aghmk$p2v$2@cubacola.tninet.se>
Source record: 48090

On 5 Apr 2001 09:47:37 +, "Mark Bedingfield" wrote:
>Could somebody do a fools guide to setting up a basic Mint setup. I will
>have a go but don't know what to download where to put it, etc. I tried
>Multitos last week, for the first time since gettin the CT2, and it would
>appear that it dosen't like CT2's memory management it reports 1.5 meg ram,
>I have 78 meg. I would like to get Mint up and running.
>
>Thanks
>Mark
>
Hi Mark

Jo Even Skarstein is working on this. He's doing a Mint Newbie
Distribution. Don't know how far from complete it is, hopefully not
much :-)

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4460. Monitors

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 01:39:34 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d35df@fmlynet.org>
Source record: 48006

FamilyNet Newsgate

Hello!

JIL> The Eizo Flexscan 6500 (21 inch screen) works in ECL
> mode for TT High...

Sounds like a very useful feature, you may have just found
my next new monitor! Pity they don't make them any more, I
may have to find a second-hand one. Perhaps there's still
some sitting in a warehouse somewhere though.

JIL> ...on the Hades I have to use the VGA(?) mode and
> although the resolution is similar (1280 x 960), the
> quality is poorer.

I imagine ECL is a bit quicker than VGA (fair play, it /was/
designed for a 10" (visible diagonal) monitor! I work the
Flexscan 6500 out to be about 19" visible diagonal, probably
stretching the picture slightly larger than the TTM-195
would. For most people that wouldn't be an issue, and
it's probably better than squashing it onto a smaller screen!
:-)

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4461. Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 01:39:34 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d35de@fmlynet.org>
Source record: 48007

FamilyNet Newsgate

Hello Martin!

AB> ...presumably via their LAN (probably RS-485)

MR> RS-422

Thinking about it that makes a lot of sense. Because I was
thinking about a multi-drop serial LAN my mind wandered off
in the direction of RS-485. Thanks for the correction.

AB> A spare TT...might be able to act as a bridge...

MR> Yep. TT #1 has a Riebl, #2 is connected to it using
> PLIP.

Excellent! What software is doing the routing? Out of
interest, what kind of throughput to you see over PLIP?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4462. Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 01:39:34 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d35e0@fmlynet.org>
Source record: 48008

FamilyNet Newsgate

Hello Bob!

BK> Could be due to me being up a welsh mountain...

Which one? (or perhaps I should ask roughly where abouts you
are, since there are a fair few mountains in Wales and I do
not know all of them by name! :o)

Umm... I used to use a 1Mb 520STFM with a SM125 when I lived
in Pontypridd <Andy fumbles for the topic>

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4463. What's Your Favorite Atari Computer System?

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 02:50:37 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tcnmt2hu3e5gbd@corp.supernews.com>
Source record: 48091

Stop by www.atari-users.net and answer this months poll..

What's Your Favorite Atari Computer System?

Rob
webmaster@atari-users.net
http://www.atari-users.net

4464. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 04:06:54 UTC
From: swampfox1@earthlink.net
Message-ID: <ybSy6.3030$VF3.287292@newsread2.prod.itd.earthlink.net>
Source record: 48093

>.
>>Hi John
>>
>>As a temporary solution, you could install CAB-FTP MODULE. It isn't a
>>full blown FTP prog, but if you write the exact address in CAB, you
>>can use it to download from ftp archives. I could mail it to you, if
>>you would like to give it a try (about 60k IIRC).
>
>The Belgian ftp server can be accessed by Cab. Just use
>ftp://chapelie.rma.ac.be/atari as address.
>It's possible however that you have to use a proxyserver. At least that
>is what I must do if I want to get to the server.
>
>Sting users must use a syntax like this in the proxy settings:
>
>For HHTP proxy.pandora.be:8080
>For FTP proxy.pandora.be:8080
>
>MiNT-net users who use the MiNT-net.ovl must use this:
>For HTTP http://proxy.pandora.be:8080
>For FTP http://proxy.pandora.be:8080
>
>Needless to say ofcourse that the above is just an example taken from my
>setup. You'll have to edit the proxy server name to suits your setup.
>
>HTH,
>Martin
>
>

Thanks Martin,
With Stik2/CAB I can get to ftp://chapelie.rma.ac.be but not with /atari.
However, I got a hold of aFTP and it's much more stable than Newsie for
FTP (for my system!). So that's the route I'm going!
Thanks all for the feedback. It's been very helpful!
John G.
P.S. FTP Download speed question in new thread!

4465. FTP Download Speed?

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 04:06:58 UTC
From: swampfox1@earthlink.net
Message-ID: <CbSy6.3031$VF3.287292@newsread2.prod.itd.earthlink.net>
Source record: 48092

What's considered a good FTP download speed (cps) for a stock Falcon
@ 57,600 and 115,000, Sting or Stik2?
John G.

4466. Re: FTP Download Speed?

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 08:10:31 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9ah9as$9un$1@news6.svr.pol.co.uk>
Source record: 47999

"John Garone" <swampfox1@earthlink.net> wrote in message
news:CbSy6.3031$VF3.287292@newsread2.prod.itd.earthlink.net...
> What's considered a good FTP download speed (cps) for a stock Falcon
> @ 57,600 and 115,000, Sting or Stik2?

Assuming you are able to get a decent DCE connection (say 42000 to 48000)
you should be able to achieve 4.0K to 4.2K cps.

But ... the net being what it is ..... much will depend on the loading of
your ISP and the target ftp site.

Roger

4467. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 09:55:58 UTC
From: swampfox1@earthlink.net
Message-ID: <OiXy6.3650$VF3.356424@newsread2.prod.itd.earthlink.net>
Source record: 47998

Thanks Derryck,
Got aFTP from Chapelie! Works well also!
Now I'm wondering what download speeds are average for FTP
(see separate thread)
John G.

On 4 Apr 2001 09:46:12 G, Derryck Croker wrote:
>From: swampfox1@earthlink.net (John Garone)
>Date: Tue, 03 Apr 2001 08:07:18 GMT
>
>>>You can get aFTP from the programmers' web site:
>>The address seems to have problems.
>>There's a re-direct to atack.maiva.cz where I get "unable to resolve..."
>>Tried two different nights.
>
>OK, in that case you'll probably find it on the Chapelie ftp site.
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

4468. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 11:44:54 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <WUYy6.558976$ge4.203217947@news2.rdc2.tx.home.com>
Source record: 48000

In article <3acafba61d52910@tripnet.se>, kennethm@tripnet.se says...
>

>OK, Now a "Networking" article covering the subject how to get an Atari
>without Ethernet on a DSL connection by help of a pc running NAT32 is
>online at:
>
>http://atari.mine.nu/
>
Pretty neat. I'll have to take a look at this. (running Nat32 on an old
Intel/HP server with dual 66 Mhz Pentiums/NT4).

4469. ATARI 1040ST Problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 12:02:07 UTC
From: viper <e.pepping@datacase.nl>
Message-ID: <9ahmqf$g2t$1@porthos.nl.uu.net>
Source record: 48001

Hi All,

My 1040ST is acting a bit strange. One the problems is that the screen seems to be too small. It simply seems not to fit into the screen. A good relative told me to change it in the software, but the choice that I have to enable is disabled and won't allow me to enable it.
Please help me, I hate it to see the thing standing on a shelf, not able to do just anything with it but that.

I've also had a 1040ST system before this one. Including a monochrome monitor. Now I have a color monitor. Much better for me, but I wish I'd never changed my old one for a new one.

Thankx... Erwin

4470. Re: ATARI 1040ST Problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 12:55:19 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <XWZy6.6050$Xi1.44095@news-server.bigpond.net.au>
Source record: 48002

in the color resolutions, there will allways be a white border around the
picture

4471. I would like to see

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 14:02:28 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <UV_y6.6239$Xi1.47561@news-server.bigpond.net.au>
Source record: 48003

someone design a PCI card for the pc that gives you an ACSI port, and write drivers for it so you can use atari laser printers on your PC aswell as the atari hard drives...

just for fun

4472. Re: Atari ST on an ethernet - can it be

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 14:55:39 UTC
From: bindon@madasafish.com
Message-ID: <tcp1rblktio6ef@corp.supernews.com>
Source record: 48004

On 4 Apr 2001 17:04:59 G, Karl Samyn wrote:

Hi

>> I feel the problem here is the drivers are Mint only. There needs to
>> be a solution for every OS and Atari.
>
>Take a look here if you want to see what drivers are available for what
>ethernet solution...
>http://gallery.uunet.be/saka/atari/ethernet/commoneth.htm
>Mint drivers are realy rare to find... just like STiNG drivers... but the
>Rieble card has both of them, together with some other drivers...

Hey, Dennis, didn't you say the Rieble was Mint only? Hmm, maybe I
got it wrong. I was at your site only the other day, very useful
Thanks.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4473. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 14:55:41 UTC
From: bindon@madasafish.com
Message-ID: <tcp1rdkac3r3f2@corp.supernews.com>
Source record: 48005

On 4 Apr 2001 17:47:50 +, "Iggy Drougge" wrote:
>John Garone skrev:
>
>>On 4 Apr 2001 02:39:56 G, J�rgen Nyberg wrote:
>>>
>>>Cheer's J�rgen
>
>>Hi Jorgen (how did you get those dots over the "o"? Swedish keyboard?),
>
>It's funny, but I never get J�rgen's �. I think NEWSie is incapable of
>transforming the Atari charset into ISO.

I see an "o" with two dots over it and I run Newsie 0.94 + Sting.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4474. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 15:36:25 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104051832570.21848-100000@hal.pp.fishpool.fi>
Source record: 48009

On Wed, 5 Apr 2001, Andy Ball wrote:

> MER> TT #1 has a Riebl, #2 is connected to it using PLIP.
>
> Excellent! What software is doing the routing? Out of
> interest, what kind of throughput to you see over PLIP?

MiNT-Net 1.04 has built-in IP masquerading. The throughput is
about the same as 10mb Ethernet or sometimes better, because the
PLIP drivers are more stable than the Riebl drivers.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4475. MiNTNet config problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 15:54:27 UTC
From: c.rowlands@nospam.talk21.com
Message-ID: <9ai4fj$t1b$2@news6.svr.pol.co.uk>
Source record: 48010

Hi everyone,
When I connect to Demon using MinTNet 2.0.0 I get

demuxprotrej:: Unrecognised Protocol - Reject for protocol 0xff

Demon then send a hangup signal , stopping the LCP.

Can anyone help me sort this out please?

many thanks,
Carl

4476. Re: MiNTNet config problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 17:54:59 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3accbed62254bf0@pandora.be>
Source record: 48013

on Thu 05-04-2001 15:54 Carl Rowlands wrote:

>Hi everyone,
>When I connect to Demon using MinTNet 2.0.0 I get
>
>demuxprotrej:: Unrecognised Protocol - Reject for protocol 0xff
>
>Demon then send a hangup signal , stopping the LCP.
>
>Can anyone help me sort this out please?

Add a line like this in \etc\ppp\options

noauth

This should do.

HTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4477. DSP problems?

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 18:20:36 UTC
From: osian@zetnet.co.uk
Message-ID: <3accb774$0$8834@news.zetnet.co.uk>
Source record: 48014

Following on from the recent FVDI/Eclipse thread - I mentioned that I'd had problems with my DSP. I downloaded the DSPXBIOS path that was mentioned and I had another go. But I'm getting the same symptoms as I've always had.

Auto folder: JPEGD and DSPXBIOS, at the end of the folder after FVDI, NVDI etc.

Imagecopy locked up straight away. I then enabled xbiosfix in fVDI and rebooted. Imagecopy then loaded a JPG perfectly and I was very impressed with the speed!

I then tried Aniplayer and it played a .MOV file fine (as it always does), but trying to play a MPEG file produced an error "Communication error with DSP".

After leaving Aniplayer, I tried Imagecopy again and it loaded 20% of the JPG I was using and then locked up.

I then disabled FVDI and tried again, but with exactly the same results.

So, does it look like I've got a flaky DSP or have I just got the order of the AUTO programs wrong?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4478. Re: MiNT Startup Question

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 18:24:15 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9aid8f$g3a$1@snipp.uninett.no>
Source record: 48015

Jeff Armstrong <jba4@po.cwru.edu> wrote:
> Hey everyone! I'm trying to set up MintNet on my TT. But I'm a
> little confused. I want to boot driectly into AES4.1, which the
> computer does now. But In order to use all that good stuff like
> MintNet, init.prg must be run. It's been my experience that if a GEM=

No, you don't need init.prg to do any of this, unless you want to use the
multiuser-facilities.

> line is specified in the mint.cnf file, it ignores the INIT= and
> doesn't run init.prg. Now how can I set up my system to get init to
> run before booting into GEM? I've looked at the problem a little bit

If you really want to do this, you must run init.prg and comment out the
"GEM="-line. The AES must then be run by init.prg. If you're not sure how
this work, you can take a look at my (now rather outdated) N.AES-page at
http://atari.nvg.org/n.aes/, this might give you some hints.

If you only want MiNT-Net though, you should try Marc-Anton Kehr's
"MiNT-Net for lamers", or for an even simpler (but a bit more limited)
solution try the beta-version of my own FMKS which you can find at
http://atari.nvg.org/fmks/. There are also links to Kehr's distribution,
so you can check out both.

Personally I've been using FMKS for a few weeks now, and I haven't had any
problems with it so far. It's also very easy to remove if you don't like
it, so IMO it's worth a try.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4479. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 18:27:37 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9aidep$g3a$2@snipp.uninett.no>
Source record: 48016

Jï¿½rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote:

> Jo Even Skarstein is working on this. He's doing a Mint Newbie
> Distribution. Don't know how far from complete it is, hopefully not
> much :-)

It's 99% complete, the only things that keeps me from releasing it is...

a) there's a but that cause it to crash on pre TOS 4.x machines.
b) I don't have a working Gcc setup anymore so I basically can't do
anything about it.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4480. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 18:30:13 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9aidjl$g3a$3@snipp.uninett.no>
Source record: 48017

Mark Bedingfield <atari@tpg.com.au> wrote:
> Could somebody do a fools guide to setting up a basic Mint setup. I will
> have a go but don't know what to download where to put it, etc. I tried
> Multitos last week, for the first time since gettin the CT2, and it would
> appear that it dosen't like CT2's memory management it reports 1.5 meg ram,
> I have 78 meg. I would like to get Mint up and running.

There are quite a few MiNT-users with CT2 Falcons, so it definitely should
work. I believe you'll need a recent version of MiNT, as I vaguely recall
that some patches was needed to support the CT2. Try www.freemint.de, go
to Frank Naumann's site from there and download FreeMiNT 1.15.10. Remember
to read the docs!

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4481. [WEB] GFA Archive back online

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 18:37:52 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104051834460.177-100000@Hades060>
Source record: 48030

```
Since x-online has been down or the server or whatever where
the GFA files were hosted I have moved the sources to a
friends site. Not enough space to move it all, but the
source code examples are now again available.
Follow the link below, then click the GFA link.

_____________________________________________________________
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

4482. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 18:50:11 UTC
From: rking@zetnet.co.uk
Message-ID: <3accbe63$0$8832@news.zetnet.co.uk>
Source record: 48018

```
On 5 Apr 2001 01:39:34, "Andy Ball" wrote:
>FamilyNet Newsgate
>
> Hello!
>
> JIL> The Eizo Flexscan 6500 (21 inch screen) works in ECL
> > mode for TT High...
>
> Sounds like a very useful feature, you may have just found
> my next new monitor! Pity they don't make them any more, I
> may have to find a second-hand one. Perhaps there's still
> some sitting in a warehouse somewhere though.
>
> JIL> ...on the Hades I have to use the VGA(?) mode and
> > although the resolution is similar (1280 x 960), the
> > quality is poorer.
>
> I imagine ECL is a bit quicker than VGA (fair play, it /was/
> designed for a 10" (visible diagonal) monitor! I work the
> Flexscan 6500 out to be about 19" visible diagonal, probably
> stretching the picture slightly larger than the TTM-195
> would. For most people that wouldn't be an issue, and
> it's probably better than squashing it onto a smaller screen!
> :-)
>
> Regards,
> - Andy Ball.
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>
>.
Hi Andy,
```

Totally useless info, but I once bought, just out of curiosity and because they were only £4.00 each, two A4 portrait monitors with ECL circiutry and vertical raster. After a few months fruitless ferreting for info re connection to my Falcon or ST, I dumped them. ECL, is a lot quicker than TTL, and totally incompatible with normal ST/Falcon video standards. Oh yes the mountain, its the Little Skirid, above Abergavenny.

```
Bob.King.
```

4483. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 19:11:43 UTC
From: bindon@madasafish.com
Message-ID: <tcpgrfn0ftfde@corp.supernews.com>
Source record: 48019

On 5 Apr 2001 01:27:48 G, J�rgen Nyberg wrote:
>On 5 Apr 2001 09:47:37 +, "Mark Bedingfield" wrote:
>>Could somebody do a fools guide to setting up a basic Mint setup. I will
>>have a go but don't know what to download where to put it, etc. I tried
>>Multitos last week, for the first time since gettin the CT2, and it would
>>appear that it dosen't like CT2's memory management it reports 1.5 meg ram,
>>I have 78 meg. I would like to get Mint up and running.
>>
>>Thanks
>>Mark
>>
>Hi Mark
>
>Jo Even Skarstein is working on this. He's doing a Mint Newbie
>Distribution. Don't know how far from complete it is, hopefully not
>much :-)

That would be cool. I went there a few days ago but Jo must be quite
busy, as I'm still waiting....

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4484. Re: MiNTNet config problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 19:15:38 UTC
From: c.rowlands@nospam.talk21.com
Message-ID: <9aig8q$ac3$1@news7.svr.pol.co.uk>
Source record: 48020

Hi Martin,
Thanks for that, but I now get an error "Command not recognised."
I think I may have to do something else :-)

Carl

4485. Re: DSP problems?

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 19:25:28 UTC
From: bindon@madasafish.com
Message-ID: <tcphl8toevaj76@corp.supernews.com>
Source record: 48021

Hi!

>I then tried Aniplayer and it played a .MOV file fine (as it always
>does), but trying to play a MPEG file produced an error "Communication
>error with DSP".

You'll get this if another program "locked" the DSP up. This may
happen if a program crashed badly and didn't unlock the DSP.

>So, does it look like I've got a flaky DSP or have I just got the
>order of the AUTO programs wrong?

I tend to put system patchs at the start of the auto folder rountine
as I thought this was the logical way. ie working from low level
(hardware eg HSModem) up high level (software Jinnee etc).

This method works fine for me but it depends on what you run.

I think you should download a demo from somewhere like James Haslams
site and run it under plain TOS, no ACC's or Auto's.

What hardware do you have installled? Nemesis? Could be a dry joint
cropping up or bad wire routing, need more grounding etc etc.

Unlikely to be the DSP, but I have heard of one DSP bummed up and it
half worked like yours.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4486. Re: MiNTNet config problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 19:34:29 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3accd614347ccc0@pandora.be>
Source record: 48022

on Thu 05-04-2001 19:15 Carl Rowlands wrote:

>Hi Martin,
>Thanks for that, but I now get an error "Command not recognised."
>I think I may have to do something else :-)

Oeps I replied to quick. I notice you're using pppd 2.0.0. The noauth
command doesn't work with this version.
Furthermore the warning you got isn't caused by not having noauth.
I should say grap a newer pppd. AFAIK the latest one is pppd 2.3.11
With this version you must at noauth.

ftp://chapelie.rma.ac.be/atari/mint/daemons/ppp-2.3.11-1.m68kmint.tar.gz
(301.392 bytes)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4487. Re: DSP problems?

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 19:52:09 UTC
From: osian@zetnet.co.uk
Message-ID: <3acccce9$0$8834@news.zetnet.co.uk>
Source record: 48023

On 5 Apr 2001 19:25:28 -, Lyndon Amsdon wrote:
>You'll get this if another program "locked" the DSP up. This may
>happen if a program crashed badly and didn't unlock the DSP.

I thought that might be the case, but it seems so unpredictable and
I've only been using Imagecopy and Aniplayer - would have thought
they'd be reliable!

>I tend to put system patchs at the start of the auto folder rountine
>as I thought this was the logical way. ie working from low level
>(hardware eg HSModem) up high level (software Jinnee etc).

It's always difficult to know at what level though. Most things I've
got are system patches or similar (fVDI, NVDI, HSMODEM, WDIALOG) and especially
with things like fVDI and NVDI you don't know where to put something
like DSPXBIOS.

>What hardware do you have installled? Nemesis? Could be a dry joint
>cropping up or bad wire routing, need more grounding etc etc.

The only extra I've got is Eclipse - but I had this DSP problem before
installing that.

Thanks for the advice. I just need to do a bit of experimenting and a
lot of reboots!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4488. GALAXY GRAPHICS CARD!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 19:59:15 UTC
From: firest@williams-net.com
Message-ID: <tcpjkjnden3l87@corp.supernews.com>
Source record: 48024

Anyone,
I was wondering if anyone has had experience with the GALAXY GRAPHICS CARD WITH 16 MEGS OF RAM????? Do they have problems with it???? Is it very stable on a MEGA STe or TT030?????? Does it improve the graphics and colors greatly?????? Can anyone give me more insight on this card or one that might perform better????? I have been to the web site and it sounds like a great card!!!!! Can a 19 inch SVGA monitor be used on it OK????? What is the cost of this GC direct from MARIO BECROFT??????? Well thanks for any help that can be provided my e-mail address is firest@williams-net.com!!!!!

Feel free to e-mail me directly!!!!

Thanks,
Carey

4489. GALAXY GRAPHICS CARD

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 20:00:49 UTC
From: firest@williams-net.com
Message-ID: <tcpjnhst6kpla7@corp.supernews.com>
Source record: 48025

Anyone,
I was wondering if anyone has had experience with the GALAXY GRAPHICS CARD WITH 16 MEGS OF RAM????? Do they have problems with it???? Is it very stable on a MEGA STe or TT030?????? Does it improve the graphics and colors greatly?????? Can anyone give me more insight on this card or one that might perform better????? I have been to the web site and it sounds like a great card!!!!! Can a 19 inch SVGA monitor be used on it OK????? What is the cost of this GC direct from MARIO BECROFT??????? Well thanks for any help that can be provided my e-mail address is firest@williams-net.com!!!!!

Feel free to e-mail me directly!!!!

Thanks,
Carey

4490. Re: New address for UTSI

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 21:10:34 UTC
From: dziewon@xs4all.nl
Message-ID: <9ain0a$46j$1@news1.xs4all.nl>
Source record: 48026

how about my accents?

128=□ 160=□ 192=□ 224=□
129=□ 161=□ 193=□ 225=□
130=□ 162=□ 194=□ 226=□
131=□ 163=□ 195=□ 227=□
132=□ 164=□ 196=□ 228=□
133=□ 165=□ 197=□ 229=□
134=□ 166=□ 198=□ 230=□
135=□ 167=□ 199=□ 231=□
136=□ 168=□ 200=□ 232=□
137=□ 169=□ 201=□ 233=□
138=□ 170=□ 202=□ 234=□
139=□ 171=□ 203=□ 235=□
140=□ 172=□ 204=□ 236=□
141=□ 173=□ 205=□ 237=□
142=□ 174=□ 206=□ 238=□
143=□ 175=□ 207=□ 239=□
144=□ 176=□ 208=□ 240=□
145=□ 177=□ 209=□ 241=□
146=□ 178=□ 210=□ 242=□
147=□ 179=□ 211=□ 243=□
148=□ 180=□ 212=□ 244=□
149=□ 181=□ 213=□ 245=□
150=□ 182=□ 214=□ 246=□
151=□ 183=□ 215=□ 247=□
152=□ 184=□ 216=□ 248=□
153=□ 185=□ 217=□ 249=□
154=□ 186=□ 218=□ 250=□
155=□ 187=□ 219=□ 251=□
156=□ 188=□ 220=□ 252=□
157=□ 189=□ 221=□ 253=□
158=□ 190=□ 222=□ 254=□
159=□ 191=□ 223=□ 255

--

Rein Bakhuizen van den Brink
URL http://www.xs4all.nl/~dziewon
+00-31-71-5212950 [voice] /-5234587 [fax]
P.O.Box 749, NL-2300 AS Leiden
ISO-8859-2 ▯▯dz▯Ö▯▯ ▯▯▯▯□

On 31 Mar 2001 19:13:23 , "Martin \"Nightowl\" Byttebier" wrote:
>Hello/Bonjour

>
>The UTSI page has found a new home:
>L' UTSI a trouver une nouvelle maison:
>
>http://users.pandora.be/tos4ever/utsi.htm
>
>Thanks/Merci

4491. Re: Falcon Folder problem solved...

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 21:16:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ainbchql1@plutonium.compulink.co.uk>
Source record: 48027

In message <Pine.GSO.3.95.iB1.0.1010404005632.6331A-100000@halifax.chebucto.ns.ca>, ab616@chebucto.ns.ca said:

>It seems I had a program called Winx running at startup. Disabling it
>allows my folders to move quickly as outlines. I don't know what Winx
>does because the instructions are in German but I was able to understand a
>couple of words, one of which was 'redraw' and presumed it was telling my
>system to redraw the folders constantly while they were moving.

IIRC Winx offers some extra window functions for OS/AESs that don't have them.

>PS- By the way, LetEmFly is a confusing program which is basically a line
>of buttons on a bar for STinG and CAB in the upper right corner of the
>screen. If this is not the program then there is a mistake as such on the
>ftp site as this is what I downloaded and opened.

Then I think someone has the wrong program labelled as LEF. This turned normal non-window dialogs into flying ones - i.e. they could be moved on the screen with the 'asses ear' and also had some other functions. Probably redundant now with MagiC and later TOS/AESs. The button bar is more likely to something like Dock or a variant of AppLine...

Regards, /Peter/

4492. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 21:16:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ainbchqm1@plutonium.compulink.co.uk>
Source record: 48028

In message <9af788dqd1@zingo.tninet.se>, jorgen.nyberg@mailbox.hogia.net said:

>>Hi Jorgen (how did you get those dots over the "o"? Swedish keyboard?),
>
>Yep, that's right. But if you're really like to get foreign
>characters, then use QED to write the answer and click on character
>set.

Even easier, on most newer OSs you can get any character by holding down [Alt] and inputting the ASCII value on the numberpad. I even many, many years back bought a program for 30 quid that allowed you to do that on TOS 1.02 - still have it, never used :-(What I have done is written the ASCII values for the German Umlauts and sz in pencil to the left of the function key strip on my Falcon and STFM. Works fine! Only problem is that these upper ASCII characters have a different value on PCs and Macs, so a lot of mail written on them either gets funny characters there, or their hex-equivalents preceded by an '=' sign if they are using qp (quoted printable) mode on their mailer. I have set up a translator in Gale to deal with both, though I often do a search and replace manually in Everest.

Regards, /Peter/

4493. Re: MiNT Startup Question

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 21:25:56 UTC
From: jflemaire@belgacom.net
Message-ID: <3accf1e84b7cca0@belgacom.net>
Source record: 47960

Hi,

on Wed 04-04-10 20:02 Jeff Armstrong wrote:

>Hey everyone! I'm trying to set up MintNet on my TT. But I'm a
>little confused. I want to boot driectly into AES4.1, which the
>computer does now. But In order to use all that good stuff like
>MintNet, init.prg must be run. It's been my experience that if a GEM=
>line is specified in the mint.cnf file, it ignores the INIT= and
>doesn't run init.prg. Now how can I set up my system to get init to
>run before booting into GEM? I've looked at the problem a little bit
>and decided that I need help ;-). Thanks for any help!

I don't use init; I boot directly into N.AES, using the GEM= command. The
/etc/rc.* scripts, which are usually executed by init, are executed by
MINT.CNF, with these lines:

```
exec /bin/sh /etc/rc.net #network deamons
exec /bin/sh /etc/rc.local #system logger
```

Hope this helps.

J-F.

4494. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 22:34:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986581020-917407AEicMi@madasafish.com>
Source record: 47956

Hi Dan

>
>Has anyone here tried the Galaxy GC made by Mario Becroft in his
>TT or MegaSTe ?

I dont think the MegaSTE is officialy supported as yet, or at least its
untested

>I'd like to hear some more about it.

Surf over to here dude..
http://gem.win.co.nz/

>I know several people who would like to buy the card but since there is
>not much info they are reluctant.

AFAICT you'd have to want to use fVDI to use the Galaxy as there is no
NVDI driver!!!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4495. Re: My accents

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 22:43:47 UTC
From: dziewon@xs4all.nl
Message-ID: <9aisf3mtk1@news1.xs4all.nl>
Source record: 48029

```
NEWSie transits all characters as it's supposed to do, no
interpretation, nothing, even the 128-159 characters that
aren't supposed to be transmitted - forbidden zone C1 -
get through OK....

If only the receiver knew, what 228 is supposed to mean....

gtx, Rein
```

On 5 Apr 2001 21:10:34 G, Rein Bakhuizen van den Brink wrote:
>how about my accents?
>
>128=□ 160=□ 192=□ 224=□
>129=□ 161=□ 193=□ 225=□
>130=□ 162=□ 194=□ 226=□
>131=□ 163=□ 195=□ 227=□
>132=□ 164=□ 196=□ 228=□

4496. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-05 23:58:09 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3acd0d58@dnews.tpgi.com.au>
Source record: 48033

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:9aidjl$g3a$3@snipp.uninett.no...
> Mark Bedingfield <atari@tpg.com.au> wrote:
> > Could somebody do a fools guide to setting up a basic Mint setup. I will
> > have a go but don't know what to download where to put it, etc. I tried
> > Multitos last week, for the first time since gettin the CT2, and it
would
> > appear that it dosen't like CT2's memory management it reports 1.5 meg
ram,
> > I have 78 meg. I would like to get Mint up and running.
>
> There are quite a few MiNT-users with CT2 Falcons, so it definitely should
> work. I believe you'll need a recent version of MiNT, as I vaguely recall
> that some patches was needed to support the CT2. Try www.freemint.de, go
> to Frank Naumann's site from there and download FreeMiNT 1.15.10. Remember
> to read the docs!

Thanks all..

Mark

4497. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 00:17:40 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <749.496T2000T776077optimus@canit.se>
Source record: 48031

Andy Ball skrev:

JIL>> ...on the Hades I have to use the VGA(?) mode and
> > although the resolution is similar (1280 x 960), the
> > quality is poorer.

> I imagine ECL is a bit quicker than VGA (fair play, it /was/
> designed for a 10" (visible diagonal) monitor! I work the
> Flexscan 6500 out to be about 19" visible diagonal, probably
> stretching the picture slightly larger than the TTM-195
> would. For most people that wouldn't be an issue, and
> it's probably better than squashing it onto a smaller screen!

What is ECL? Some kind of digital signalling scheme?

--
En ligne avec Thor 2.6a.

G&#65533; med i SUGA, Swedish Usergroup of Amiga!
WWW: http://swedish.usergroup.amiga.tm/
BBS: 08-6582572, telnet sua.ath.cx, port 42512.

4498. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 00:20:31 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <699.496T1550T805427optimus@canit.se>
Source record: 48032

Lyndon Amsdon skrev:

>On 4 Apr 2001 17:47:50 +, "Iggy Drougge" wrote:
>>John Garone skrev:
>>
>>>On 4 Apr 2001 02:39:56 G, J�rgen Nyberg wrote:
>>>>
>>>>Cheer's J�rgen
>>
>>>Hi Jorgen (how did you get those dots over the "o"? Swedish keyboard?),
>>
>>It's funny, but I never get J�rgen's �. I think NEWSie is incapable of
>>transforming the Atari charset into ISO.

>I see an "o" with two dots over it and I run Newsie 0.94 + Sting.

Of course you do, but those of us who are not using NEWSie just get blanks or
other funny characters.

--
En ligne avec Thor 2.6a.

Hey, I had to let awk be better at *something*... :-)
--Larry Wall (perl) in <1991Nov7.200504.25280@netlabs.com>1

4499. Floppy questions

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 03:28:25 UTC
From: davide.guida@inwind.it
Message-ID: <003601c0be49$e7fa3b40$0b01a8c0@dgs.it>
Source record: 48034

Hi everybody,
I wish to connect a 1.44Mb 3.5" drive (from a modern PC) to an Atari ST
1040, in place of old 720k drive. Can I do it?

Please forward your answers directly to my mailbox too...

Thanks in advance

Davide Guida (Responsabile tecnico Formamedia srl)
via Domenico Fontana 39 - 80128 Napoli - Tel.081.5799803
http://www.formamedia.it
E-mail davide.guida@formamedia.it

Casa: via Rodolfo Falvo 10 - 80127 Napoli
Tel.081.5604578 - Cell.0349.4732329

--
Posted from [194.153.73.220]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4500. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 04:12:51 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3acd4239$0$14440$272ea4a1@news.execpc.com>
Source record: 48035

On Wed, 4 Apr 2001, Derryck Croker wrote:

> From: Ken Kosut <kjcat@execpc.com>
> Date: Tue, 3 Apr 2001 22:21:29 -0500
>
> >So the Link 97 has a DMA OUT (or ACSI).
> >I am trying to use this port so that I do not have to run the
> >laser everytime I use the computer.

> But if all this is only because you want to be able to
> use the computer without having to switch the laser on, then I'm afraid that
> no amount of fiddling with the plugging or IDs will help.

Hi Derryck,

Well, the main objective is to run a larger hardrive, CD-ROM, and
backup to Floppy Optical.

You are absolutely correct about the laser. I am finding this out
the hard way.

Even when left connected to the DMA OUT port on the Link 97,
when powered down (laser and SH204) the computer bombs when booting.

I can't Partition the SH204 with HDdriver so I am taking it out of the
chain. It's only 20 meg anyways.

The other problem I was having is with the Floppy Optical.
I put a disk in it and can't get it out. The drive light kept spinning
and HDdriver would not recognize it.
Tonight I tried a different Floppy Optical with no disk, and HDdriver
recognized it.
Do you know how I would go about Formatting (or Partitioning)
the Floppy Optical?
I can't seem to do it with HDdriver.
Only my SCSI drive and Syquest come up in the Partition window.
(maybe I have to have a disk in the Optical, I am not sure)
>
> Instead, you must investigate ways of powering the controller seperately, so
> that the laser can be left switched off. Open the controller and snip all the
> pins to the PCB from the large connector which leads to the laser that carry
> the 5V supply from it to the controller, and connect a *regulated* 5V "wall
> wart" supply across the nearby electrolytic capacitor observing polarity.
>
> I've described this and a similar, less invasive, method in the group before.
>
> All at your own risk.

>

Thanks, but I wouldn't do this.
I'll just connect it manually.

ken

4501. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 07:31:12 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <3ACD70C0.846D7ACE@siemens.at>
Source record: 48036

Jo Even Skarstein wrote:

> There are quite a few MiNT-users with CT2 Falcons, so it definitely should
> work. I believe you'll need a recent version of MiNT, as I vaguely recall
> that some patches was needed to support the CT2. Try www.freemint.de, go
> to Frank Naumann's site from there and download FreeMiNT 1.15.10. Remember
> to read the docs!

1.15.5, which I think is the latest 'official' version, runs fine on my
CT2 Falcon together with N.AES 2.0. Never heard of any CT2 specific
patch and surely didn't actively apply any.

Gerhard

4502. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 08:27:57 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3ACD7E0D.BD260F91@ooc.de>
Source record: 48037

Ken Kosut wrote:

> The other problem I was having is with the Floppy Optical.
> I put a disk in it and can't get it out. The drive light kept spinning
> and HDdriver would not recognize it.
> Tonight I tried a different Floppy Optical with no disk, and HDdriver
> recognized it.
> Do you know how I would go about Formatting (or Partitioning)
> the Floppy Optical?
> I can't seem to do it with HDdriver.

If the floptical is really compatible with SCSI this should work.
HDDRIVER does not care at all what kind of device is connected. Any
device is treated the same way.

> Only my SCSI drive and Syquest come up in the Partition window.
> (maybe I have to have a disk in the Optical, I am not sure)

Yes, HDDRUTIL will not allow to partition/format devices without a
medium in it. Such a device is not displayed in the device selection
window.

Note that you can trace any action taken by HDDRUTIL and HDDRIVER by
using SCSI_MON, which is a part of the HDDRIVER distribution.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

4503. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 09:19:36 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9ak1sqdqi1@news5.svr.pol.co.uk>
Source record: 48040

"Iggy Drougge" <optimus@canit.se> wrote in message
news:749.496T2000T776077optimus@canit.se...

> What is ECL? Some kind of digital signalling scheme?

Emitter-Coupled-Logic. It's a method of connecting semi-conductor elements
to provide fast signal transmission. It's quicker than TTL
(Transistor-Transistor-Logic) but tends to consume more power.

Roger

4504. Re: MiNTNet config problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 09:42:15 UTC
From: c.rowlands@nospam.talk21.com
Message-ID: <986550135.24967.0.nnrp-12.c1ede3d9@news.demon.co.uk>
Source record: 48038

There's still a problem, but it's clearer now.....
The IP gateway address isn't recognised -

Peer is not authorized to use remote address ***.***.***.***
Unauthorized Remote IP address

Then it disconnects.
Please, how do I set up a gateway address in MintNet?
I'm thinking of producing some of my own documentation ;-)

Carl

4505. FS : VARIOUS ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 10:26:31 UTC
From: Optik@btinternet.com
Message-ID: <3acd99d4.10285661@news.btinternet.com>
Source record: 48039
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Please email for lists.

Thanks

4506. Re: FTP Download Speed?

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 10:54:23 UTC
From: swampfox1@earthlink.net
Message-ID: <zfhz6.8471$Kr1.705591@newsread1.prod.itd.earthlink.net>
Source record: 48041

On 5 Apr 2001 09:10:31 +, "Roger Cain" wrote:
>
>"John Garone" <swampfox1@earthlink.net> wrote in message
>news:CbSy6.3031$VF3.287292@newsread2.prod.itd.earthlink.net...
>> What's considered a good FTP download speed (cps) for a stock Falcon
>> @ 57,600 and 115,000, Sting or Stik2?
>
>Assuming you are able to get a decent DCE connection (say 42000 to 48000)
>you should be able to achieve 4.0K to 4.2K cps.
>
>But ... the net being what it is ..... much will depend on the loading of
>your ISP and the target ftp site.
>
>Roger

Hi Roger,
So it should be around the same speed as CAB would download at!
Just a note here that at the time of my posting this question I had
confused cps (characters per second) with bps (bits per second) so I
thought I had a severe problem! I made the same mistake looking at CAB's
download rate. It also promted my post on modem efficiancy!!!
John G.

4507. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 10:59:28 UTC
From: swampfox1@earthlink.net
Message-ID: <kkhz6.8473$Kr1.705591@newsread1.prod.itd.earthlink.net>
Source record: 48042

On 5 Apr 2001 14:55:41 -, Lyndon Amsdon wrote:
>On 4 Apr 2001 17:47:50 +, "Iggy Drougge" wrote:
>>John Garone skrev:
>>
>>>On 4 Apr 2001 02:39:56 G, J�rgen Nyberg wrote:
>>>>
>>>>Cheer's J�rgen
>>
>>>Hi Jorgen (how did you get those dots over the "o"? Swedish keyboard?),
>>
>>It's funny, but I never get J�rgen's �. I think NEWSie is incapable of
>>transforming the Atari charset into ISO.
>
>I see an "o" with two dots over it and I run Newsie 0.94 + Sting.
>
>Lyndon Amsdon
>

```
Lyndon,
Is there a reason why you use .94 with .961 available?
John G.
```

4508. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 12:37:33 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986560807.28576.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 48043

I think there may be more interest in this card than Mario thinks, maybe people should show their interest here.

I will have 1 (or maybe two at the right price).

Mark.

Dan <aahuls@xs4all.nl> wrote in message news:986419428-609051AEicMi@xs4all.nl...
> Hello,
>
> Has anyone here tried the Galaxy GC made by Mario Becroft in his
> TT or MegaSTe ? I'd like to hear some more about it. I know
> several people who would like to buy the card but since there is
> not much info they are reluctant.
> Thanks in advance for any info.
> Cheers
> Dan
>
>

4509. Re: I would like to see

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 12:59:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <986633646-136714AEicMi@cwcom.net>
Source record: 47979

From: "Oracle" <NoSpam!@Getlost.com>
Date: Thu, 05 Apr 2001 14:02:28 GMT

>someone design a PCI card for the pc that gives you an ACSI port, and write
>drivers for it so you can use atari laser printers on your PC aswell as the
>atari hard drives...

The software solution to using an Atari laser printer with a PC (or indeed practically any computer) is MagicSLM, available from the MISC section of my web site. You will need an ST to act as the printer server though.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4510. Help!

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 13:03:10 UTC
From: sluna2@earthlink.net
Message-ID: <3ACDC05C.A524ED3E@earthlink.net>
Source record: 48044

Uhm... I'm suddenly the owner of two Atari 1040ST computers!

Er, exactly what can I do with them? =)

Any help will be appreciated. Thanks!! =)

4511. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 13:11:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <986633648-137186AEicMi@cwcom.net>
Source record: 47980

From: Ken Kosut <kjcat@execpc.com>
Date: Thu, 5 Apr 2001 23:12:51 -0500

>Even when left connected to the DMA OUT port on the Link 97,
>when powered down (laser and SH204) the computer bombs when booting.

My experience (a Link interface and SCSI drive) was that the computer would boot fine, but I couldn't access the floppy drive. Memory's hazy on this one, as it was several years ago!

>Do you know how I would go about Formatting (or Partitioning)
>the Floppy Optical?

I've never seen one of these I'm afraid, but I wouldn't have thought that you would have any problems.

>Only my SCSI drive and Syquest come up in the Partition window.
>(maybe I have to have a disk in the Optical, I am not sure)

FWIW, my Syquest EZDrive is recognised at bootup regardless of whether a disk is in the drive or not. The only thing you have to beware of is to set the maximum number of partitions you are going to be using on any removable disk, and something about maximum sector sizes.

Can't be of any more help I'm afraid.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4512. Re: DSP problems?

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 14:30:47 UTC
From: bindon@madasafish.com
Message-ID: <tcrkoni0itkf70@corp.supernews.com>
Source record: 48045

Hi Chris

>>I tend to put system patchs at the start of the auto folder rountine
>>as I thought this was the logical way. ie working from low level
>>(hardware eg HSModem) up high level (software Jinnee etc).
>
>It's always difficult to know at what level though. Most things I've
>got are system patches or similar (fVDI, NVDI, HSMODEM, WDIALOG) and especially
>with things like fVDI and NVDI you don't know where to put something
>like DSPXBIOS.

It is difficult and my plan of order is only theorectically right
(probably). Practically, with computers, anything can happen!

>>What hardware do you have installled? Nemesis? Could be a dry joint
>>cropping up or bad wire routing, need more grounding etc etc.
>
>The only extra I've got is Eclipse - but I had this DSP problem before
>installing that.

OK then, I don't know of a DSP tester so do what I say and download a
coded demo and run under TOS to test the hardware.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4513. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 15:03:34 UTC
From: c.rowlands@nospam.talk21.com
Message-ID: <9akls6lsa1@news6.svr.pol.co.uk>
Source record: 47946

Assuming yours are 1Mb 1040 STFMs, two things:

With a TV: play games, use art programs.

With a monitor (you can use an adapter lead on a PC VGA monitor) you can:

Use the ST as a MIDI controller for keyboards/modules etc.
(may need more memory than standard)
Use a text editor for letters.
There is other stuff but you'll need to buy more kit.

hth

On 6 Apr 2001 13:03:10 G, sluna2@earthlink.net wrote:
> Uhm... I'm suddenly the owner of two Atari 1040ST computers!
>
> Er, exactly what can I do with them? =)
>
> Any help will be appreciated. Thanks!! =)
>.

4514. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 15:15:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986578460-50239AEicMi@gmx.net>
Source record: 47949

From: "Mark Bedingfield" <atari@tpg.com.au>
Date: Thu, 5 Apr 2001 09:34:42 +1000

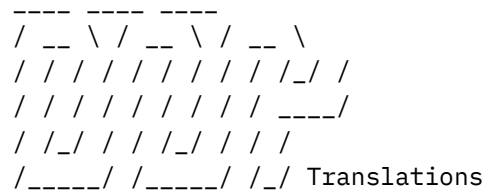
Hi Mark,

>Hi guys, just a word of warning, Epson, and most other manufacturers
>won'tfulfil a warranty if the printer has been refilled or had after
>market carts put in.
I'm aware of it... but by simply removing the refilled or 3th party carts and putting the original ones back in place, they'll have a hell of a job proving it.

>I can honestly say be bloody careful. Particularly with refills. I have
>found that the wrong ink will clog the heads beyond repair,
True, that's why I recommended "Renner", that firm was established some twenty years ago and some very large corporations and German universities buy their supplies from them... they sell OEM cartridges all over Europe, their own brandname is Tigiton (ink and paper...)
The ink for the Epson 850 is not waterbased ink, the particles are kept together by enzyms, the ink should be kept in a dark and a cool place (I keep it in the fridge), a dirty needle is enough to break up the enzyms, resulting in the ink breaking up and becoming unusable...
For people who like bying the original Epson carts, I can recommend that firm also, in general these carts are 40% cheaper than in the UK. Not to mention the other European countries where the price of original carts is ridiculous...

>I have 2 Epson stylus printers and have to say they are the best BJs on
>the market tho. I can use them with 1st word or PS2 no trouble.
Yep, I can vouch for that.
What I like about Epson is that they don't screw around with the control codes. The latest models of scanners and printers will still work with our "old" drivers...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk

http://www.cix.co.uk/~derryck/index.htm

4515. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 15:19:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986578464-50919AEicMi@gmx.net>
Source record: 47950

From: rking@zetnet.co.uk (Bob King)
Date: 04 Apr 2001 17:56:34 GMT

Hi Bob,

>when these go, it'll be ink refills. The cost of their CD cut out
>papers and glossy paper is also very good. No doubt the germans do
>them cheaper, but it's the import cost!!!!!!!!
What do you mean? there are no import costs... the price quoted on the
website includes VAT. There's no duty to pay on goods coming from another
EEC country either. The only difference with the UK might be the shipping
costs, I've just had a look at their last invoice...
For 2 litre ink, 1000 pages of 110gr A4 paper and 4 toners they've charged
me DM37 (rougly 12 Pounds), which IMO is quiet reasonable considering the
weight of the paper.
Usally the ordered goods are delivered within a week.

>Still wondering at your knowledge, and waiting for your Calamus files
... sorry I completely forgot to mail the Calamus files, but they are in
your mailbox now...
Knowledge isn't important... making good use of it is what counts :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4516. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 15:49:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9akohn$bo9$1@snipp.uninett.no>
Source record: 47947

Gerhard Janka <gerhard.janka@siemens.at> wrote:

> 1.15.5, which I think is the latest 'official' version, runs fine on my
> CT2 Falcon together with N.AES 2.0. Never heard of any CT2 specific
> patch and surely didn't actively apply any.

I only know what Rodolphe Czuba told me, that some modifications was done to MiNT to support the CT2's RAM. This was probably done quite early in the 1.15.x series (or perhaps even in 1.14.x?) as the CT2 is getting old now.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4517. Re: MiNTNet config problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 15:54:20 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9akorc$bo9$2@snipp.uninett.no>
Source record: 47948

Carl Rowlands <c.rowlands@nospam.talk21.com> wrote:

> Peer is not authorized to use remote address ***.***.***.***
> Unauthorized Remote IP address

Your ISP is probably using PAP or CHAP. Have you configured this
correctly?

> Please, how do I set up a gateway address in MintNet?

With route, like in most other unix-lookalike network stacks. But this
shouldn't be necessary, pppd does this by itself as long as "defaultroute"
is specified in one of it's config-files.

Take a look at Mar-Anton Kehr's MiNT-Net stuff, there's a lot of useful
information on his web-site. You can find the URL at
http://www.freemint.de/ or http://atari.nvg.org/fmks/

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4518. XaAES v0.906

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 16:48:04 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3ACDF344.703B9CB5@chello.nl>
Source record: 47951

Hello

For those not on the MiNT mailing list.
I have uploaded a new version of XaAES to my home page. (in sig)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4519. Re: DSP problems?

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 17:19:53 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <9aktrp$k97$1@wanadoo.fr>
Source record: 47953

On 5 Apr 2001 18:20:36 G, Chris Simon wrote:
>Following on from the recent FVDI/Eclipse thread - I mentioned that
>I'd had problems with my DSP. I downloaded the DSPXBIOS path that was
>mentioned and I had another go. But I'm getting the same symptoms as
>I've always had.
>
>Auto folder: JPEGD and DSPXBIOS, at the end of the folder after FVDI,
>NVDI etc.
>
>Imagecopy locked up straight away. I then enabled xbiosfix in fVDI
>and rebooted. Imagecopy then loaded a JPG perfectly and I was very
>impressed with the speed!
>
>I then tried Aniplayer and it played a .MOV file fine (as it always
>does), but trying to play a MPEG file produced an error "Communication
>error with DSP".

Aniplayer use only XBIOS for load the DSP program, if there are a problem
during this stage the system is locked (always in the XBIOS call because
there are no time-out). After it's different Aniplayer uses directly the
DSP registers, so this message 'Communication error with DSP' is a time-out
because there are no answer from the DSP after 1 second.
If you havn't an accelerator card, for me it's an hardware problem.
Maybe a bad contact of the GAL U44 is his socket. Maybe it's a problem
with the DSP memory, I don't know. Your Falcon is 'normal' ? Your DSP
is always at 32 MHz ?

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

4520. Re: MiNTNet config problem

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 17:27:40 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ace09a87e8d6e3@pandora.be>
Source record: 47954

on Fri 06-04-2001 09:42 Carl Rowlands wrote:

>There's still a problem, but it's clearer now.....
>The IP gateway address isn't recognised -
>
>Peer is not authorized to use remote address ***.***.***.***
>Unauthorized Remote IP address
>
>Then it disconnects.
>Please, how do I set up a gateway address in MintNet?
>I'm thinking of producing some of my own documentation ;-)
>

The following files must be edited.

/etc/domainname

This must hold the domainname of your ISP
online.be

etc/resolv.conf

domain online.be
nameserver 194.88.127.7
nameserver 62.112.0.7

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4521. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 17:55:57 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tcs0nerv5vcfc7@corp.supernews.co.uk>
Source record: 47955

>
> Dan <aahuls@xs4all.nl> wrote in message
> news:986419428-609051AEicMi@xs4all.nl...
> > Hello,
> >
> > Has anyone here tried the Galaxy GC made by Mario Becroft in his
> > TT or MegaSTe ? I'd like to hear some more about it. I know
> > several people who would like to buy the card but since there is
> > not much info they are reluctant.

I am in the process of buying a MegaST4.Would the Galaxy graphic card work in that? I would be interested if so.

Chris Thorley.

4522. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 18:19:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ace160c26f9480@tripnet.se>
Source record: 47957

On Fri 06-04-2001 13:37 (+0100) Mark wrote:

>I think there may be more interest in this card than Mario thinks, maybe
>people should show their interest here.
>
>I will have 1 (or maybe two at the right price).

Me too!

A long "me too!" thread would be really refreshing, don't you think? :-)

Seriously I am sitting with two TT:s on 640*480*16 VGA and would
definitly buy one if they are working OK on most serious apps. And yes, I
know at least one in my neibourhood (whatever that word is spelled!) who
would by one as well.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4523. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 18:22:14 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ace171c5ffa31@free.fr>
Source record: 47958

Hello,

in article <699.496T1550T805427optimus@canit.se> (comp.sys.atari.st)
Iggy Drougge wrote on Fri 06-04-2001 01:20 (+0100):

> Lyndon Amsdon skrev:

> >I see an "o" with two dots over it and I run Newsie 0.94 + Sting.
>
> Of course you do, but those of us who are not using NEWSie just get blanks or
> other funny characters.

Not all of us. They look fine in Okami.
Get a real computer or a decent reader or both ;-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4524. [WEB]TransAction mirror

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 18:22:15 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ace171c5ffa32@free.fr>
Source record: 47959

Hi all,

Maybe it's just a reminder for you.

If you encounter problems to access to the TransAction site, you can try
the mirror site. It have just been updated (thanx to Paul Caillet).

normal site: http://atari.transaction.free.fr/
mirror site: http://perso.libertysurf.fr/transaction/

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4525. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 18:39:18 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104062125360.1797-100000@hal.pp.fishpool.fi>
Source record: 47961

On Fri, 6 Apr 2001, Kenneth Medin wrote:

> Seriously I am sitting with two TT:s on 640*480*16 VGA and would
> definitly buy one if they are working OK on most serious apps.

What is stopping me from buying a Galaxy is two-fold:

1) Ethernet drivers still unavailable.
2) Ethernet interface is AUI.

Point one is especially important, because networkability has
priority over flashy graphics, for me. I currently have a Riebl
card, which covers my networking needs adequately, and would not
remove it to replace it with something non-networkable.

Point two is of economical importance: purchasing a separate
AUI-to-BNC or AUI-to-UTP adapter adds to the cost of an already
pricey product.

Personally, I don't think I will purchase a Galaxy card, unless
the standard BNC and UTP connectors are present _on_the_card_ and
at no additional cost. Besides, I could understand having to use
adapters on obsolete vintage equipment, but on a new and already
expansive graphics card this is completely unacceptable.

I have already requested from Mario that he include those two
connectors on his card. Perhaps if enough people request the
same, we could end up with a _much_ better card and stimulate
more purchases. However, Mario is not likely to upgrade his
design unless enough people politely ask and make it a point.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4526. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 18:46:46 UTC
From: bindon@madasafish.com
Message-ID: <tcs3omi4tpgh15@corp.supernews.com>
Source record: 47962

Hi

>Lyndon,
> Is there a reason why you use .94 with .961 available?
> John G.

At one stage I tried .96 on the STE but it crashed. Haven't had the
time to test it on my Falcon but when I get the system sorted (now
that I'm on half term) I may try it.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4527. Re: Floppy questions

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 18:46:49 UTC
From: bindon@madasafish.com
Message-ID: <tcs3op5bpdog18@corp.supernews.com>
Source record: 47963

On 6 Apr 2001 03:28:25 +, "Davide Guida" wrote:

Hi

>Hi everybody,
>I wish to connect a 1.44Mb 3.5" drive (from a modern PC) to an Atari ST
>1040, in place of old 720k drive. Can I do it?

Yes, it's possible, but only for 720k disks unless you do a hardware
patch. To just use it as a replacemnt, you'll need to insert the
floppy cable upside down (I've never seen this harm a drive or
computer, but don't leave it on for hours around the wrong way).
Change the jumper (or solder bridge) to DS0 or ID0.

>Please forward your answers directly to my mailbox too...

I don't think so.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4528. Re: Help!

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 18:46:51 UTC
From: bindon@madasafish.com
Message-ID: <tcs3orehbjkk1b@corp.supernews.com>
Source record: 47964

On 6 Apr 2001 13:03:10 G, sluna2@earthlink.net wrote:
> Uhm... I'm suddenly the owner of two Atari 1040ST computers!
>
> Er, exactly what can I do with them? =)
>
> Any help will be appreciated. Thanks!! =)

Get out on the web and check some sites out. Off the top of my
head...

http://www.myatari.net
http://www.atari-users.org

These are news sites so you can see what Atari's are capable of.
Games, email, newsgroups, music, all sorts.....

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4529. I would like to see...

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 18:50:40 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d8c96@fmlynet.org>
Source record: 47975

FamilyNet Newsgate

Hello!

O> someone design a PCI card for the pc that gives you an
> ACSI port, and write drivers for it so you can use
> atari laser printers on your PC aswell as the atari
> hard drives...

Well... I wouldn't mind a PCI card that basically had a TT on it. I've just deleted three paragraphs I wrote about how this could work, because nobody is likely to build it!

I've been swatting up this morning on how to write platform independent software, so I may be able to write code that will build from the same source on various workstations, including the TT. For some of the more simple stuff, I may be able to get it running on an ST. If the opportunity arises, I might get myself a TT to test software on.

A question that springs to mind is what environment to code for. My natural inclination is toward unix, because it makes for good portability. In many ways though, the ST is more like a combination of MS-DOS and GEM (probably because it's ported from them!) MiNT changes that, and makes the ST more like unix.

Simple text-based stuff will probably run happily in a TOSWIN window, or full-screen. If I write anything that needs graphics, a question arises: GEM or X? I know nothing about the state of X on the ST, apart from a vague recollection that it exists (existed?!). I have a gut feeling that GEM might be more efficient on the ST though, so ideally I'd like a library that provided access to GEM on the ST (and possibly on the PC under DOS in view of the work being done 'over there'). In a perfect world, the same library would be available for X, so I could write code once and build it in those three situations (TOS+GEM, DOS+GEM & unix+X) without it being hideously inefficient. Before anyone asks: no, I haven't written this 'Panacea' library!! ;-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4530. Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 19:03:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ace20a02f3b9a0@tripnet.se>
Source record: 47965

To those of you who have not noticed:

There have been some bugfixes in Okami lately. The latest version is
dated 22/3-2001 but there is no change in version number.

I know there were a bugfix regarding bus-errors when viewing some
messages with line formatting turned on. There may have been other fixes
as well?

Anyway Okami is _the_ newsreader. Actually one of the Atari "jewels" that
makes my pc stay turned off most of the time!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4531. Re: New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 19:31:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9al5i8kfb1@plutonium.compulink.co.uk>
Source record: 47966

In message <986453580-234231AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>I've just spent some time tidying up the resource files for jinnee 2.05, the

I hope you mean 2.5 or 2.50!

Regards, /Peter/

4532. Re: New address for UTSI

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 19:31:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9al5i9kfc1@plutonium.compulink.co.uk>
Source record: 47967

In message <9ain0a$46j$1@news1.xs4all.nl>, dziewon@xs4all.nl said:

>how about my accents?
>
>128=&#65533; 160=&#65533; 192=&#65533; 224=&#65533;
>129=&#65533; 161=&#65533; 193=&#65533; 225=&#65533;
>130=&#65533; 162=&#65533; 194=&#65533; 226=&#65533;
>131=&#65533; 163=&#65533; 195=&#65533; 227=&#65533;
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>155=&#65533; 187=&#65533; 219=&#65533; 251=&#65533;
>156=&#65533; 188=&#65533; 220=&#65533; 252=&#65533;
>157=&#65533; 189=&#65533; 221=&#65533; 253=&#65533;
>158=&#65533; 190=&#65533; 222=&#65533; 254=&#65533;
>159=&#65533; 191=&#65533; 223=&#65533; 255

Almsot perfect, except for 255=macron which Everest turns from an
overscore to an underscore, and in your message was completely blank
in my mailer. Am posting it back so you can see if the round trip
preserved all characters.

Regards, /Peter/

4533. Re: DSP problems?

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 19:40:32 UTC
From: osian@zetnet.co.uk
Message-ID: <3ace1bb0$0$8834@news.zetnet.co.uk>
Source record: 47968

On 6 Apr 2001 17:19:53 G, Didier MEQUIGNON wrote:
>Aniplayer use only XBIOS for load the DSP program, if there are a problem
>during this stage the system is locked (always in the XBIOS call because
>there are no time-out). After it's different Aniplayer uses directly the
>DSP registers, so this message 'Communication error with DSP' is a time-out
>because there are no answer from the DSP after 1 second.

This error always occurs with Aniplayer. Imagecopy (via JPEGD) can *sometimes*
communicate, sometimes producing an image correctly, sometimes getting
partway before locking up, sometimes getting partway and producing a
blank image for the rest of the picture, sometimes locking up right
from the start.

>If you havn't an accelerator card, for me it's an hardware problem.
>Maybe a bad contact of the GAL U44 is his socket.

Sounds like I'll have to take a look!

>Maybe it's a problem
>with the DSP memory, I don't know. Your Falcon is 'normal' ? Your DSP
>is always at 32 MHz ?

I haven't intentionally installed any hardware or software to change
the DSP's behaviour! As far as I'm aware, it's as it was when
installed.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4534. NVDI, EASE, and MagiC

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 19:59:19 UTC
From: "W. Kimbelton" <kimbelwl@law.uc.edu>
Message-ID: <9aksdsfrs1@news.ececs.uc.edu>
Source record: 47952

Are there any dealers in North America that carry the latest revisions of NVDI, Ease, and MagiC??

Thanks.

Bill

4535. Re: Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 20:56:29 UTC
From: bindon@madasafish.com
Message-ID: <tcsbbtrpm4od43@corp.supernews.com>
Source record: 47969

On 6 Apr 2001 19:03:10 G, "Kenneth Medin" wrote:

Hi

>To those of you who have not noticed:
>
>There have been some bugfixes in Okami lately. The latest version is
>dated 22/3-2001 but there is no change in version number.
>
>I know there were a bugfix regarding bus-errors when viewing some
>messages with line formatting turned on. There may have been other fixes
>as well?
>
>Anyway Okami is _the_ newsreader. Actually one of the Atari "jewels" that
>makes my pc stay turned off most of the time!

Ok, so I'm setting up my new system. Is Okami just news? Sting
compatible and Magic?

Thanks.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4536. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 21:04:32 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3ace2f65$0$14439$272ea4a1@news.execpc.com>
Source record: 47970

On Fri, 6 Apr 2001, Uwe Seimet wrote:

> If the floptical is really compatible with SCSI this should work.
> HDDRIVER does not care at all what kind of device is connected. Any
> device is treated the same way.

Hello Dr. Seimet,

Everything working and partitioned.

C: - I: CORE (SCSI)
J: - L: SyQuest (SCSI)
M: Fujitsu (SCSI - floppy optical)

But when I Install HDDriver (.SYS file)
I get

C: CORE
D: CORE
E: CORE
J: SYQUEST
K: SYQUEST
L: SYQUEST
M: FUJITSU

Why only C: - E: and not C: - I:?

I choose C: CORE
driver successfully installed!

but when I reboot, I can only access CORE C: - I:
thats it.

why?

thank you

ken

4537. FS/FT: Atari ST and 8-bit games

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 21:17:37 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3ACE3271.735A90F@mindspring.com>
Source record: 47971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi everyone-

As the subject says.. :) If you're interested in anything, feel free to
send me some mail!

Joe
jgrand@mindspring.com

ATARI 8-BIT (All cartridges)

Star Raiders
Miner 2049er (Blue casing, metallic silver label)
Miner 2049er (Blue casing, blue picture label)

ATARI ST

Omnitrend's Universe II
Sierra Codename: Iceman
Sierra Man Hunter 2: San Francisco
TimeWorks Data Manager ST

4538. FS/T: Atari ST items and more... [04/06/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 21:21:33 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <dmcscto8qp54e4d1vebt0q7htedsvhfd9t@4ax.com>
Source record: 47972

```
Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple ][ computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

4539. Re: Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 22:25:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ace4f9eb53cf90@pandora.be>
Source record: 47973

on Fri 06-04-2001 20:56 Lyndon Amsdon wrote:

>On 6 Apr 2001 19:03:10 G, "Kenneth Medin" wrote:
>
>>
>>Anyway Okami is _the_ newsreader. Actually one of the Atari "jewels" that
>>makes my pc stay turned off most of the time!
>
>Ok, so I'm setting up my new system. Is Okami just news? Sting
>compatible and Magic?

Okami is news and mail and *it's compatible with every Atari OS* It runs
quite happy with Stik/STing/Gluestik (and even MagicMac/pc).

I only can confirm the words of Kenneth. In my eyes it far better then
Outlook Express, Eudora, etc... Although I'm having these mailers on the
Mac G3 I really don't use then at all.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4540. Re: Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-04-06 22:27:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ace504a5478863@tripnet.se>
Source record: 47974

On Fri 06-04-2001 20:56 (GMT) Lyndon Amsdon wrote:

>On 6 Apr 2001 19:03:10 G, "Kenneth Medin" wrote:

>>Anyway Okami is _the_ newsreader. Actually one of the Atari "jewels" that
>>makes my pc stay turned off most of the time!
>
>Ok, so I'm setting up my new system. Is Okami just news? Sting
>compatible and Magic?

Mail and News in a strictly _off-line_ reader. You vill need clients to send/receieve mail and news. There are several possibilities like using Soup packages, The KA9Q NOS, Tin (Linux/Unix) or with STinG and Popwatch/Newswatch.

My setup uses the latter. You will also need a separate editor like QED. Because of its flexibility it's a little hard to set up.

Start with STinG/STiK and when it works install Popwatch and Newswatch by Gary Priest. When they work it's time to setup Okami itself. Unfortunately it is still in beta (but runs very stable) so the documentation can be confusing. There is also a _big_ difference between 2.0 (release version) and the present 2.21 beta.

Okami is shareware with an annoing dialog showing up all the time but there are no other limitations. It is really worth to pay the fee.

It will run with standard TOS and Magic etc. It does however _not_ work with Geneva!

It can be downloaded from http://www.xs4all.nl/~josdb/okami.html

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4541. Re: Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 02:56:08 UTC
From: anarkist@idirect.com
Message-ID: <clvz6.1212$t44.7001@quark.idirect.com>
Source record: 47976

On 19 Feb 2001 15:03:18 , Uwe Seimet wrote:
->Dan wrote:
->> What is your opinion on the other two projects ? Do you think we
->> should abandon all hope on new hardware ?
->
->To be honest: Yes. There is no market. And remember, the hardware is not
->the only problem. There is hardly any new software. You cannot used
->DVDs, cannot browse more and more websites, etc. So even with new
->hardware there are more and more things you cannot do with the Atari.
->---
-> Dr. Uwe Seimet mailto:us@ooc.de
-> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
->.

to be sure, one has to agree.
the future (if any) is on the software side.
progress with MiNT running on intel and mac hardware would be useful
(but I can only talk, unfortunately I can't do! :-(
and may spur some porting/development of Atari programs.

ken

4542. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 04:43:30 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3acea195@dnews.tpgi.com.au>
Source record: 47977

Martin-€ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.LNX.4.21.0104062125360.1797-100000@hal.pp.fishpool.fi...
> On Fri, 6 Apr 2001, Kenneth Medin wrote:
>
> > Seriously I am sitting with two TT:s on 640*480*16 VGA and would
> > definitly buy one if they are working OK on most serious apps.
>
> What is stopping me from buying a Galaxy is two-fold:
>
> 1) Ethernet drivers still unavailable.
> 2) Ethernet interface is AUI.
>
> Point one is especially important, because networkability has
> priority over flashy graphics, for me. I currently have a Riebl
> card, which covers my networking needs adequately, and would not
> remove it to replace it with something non-networkable.
>
> Point two is of economical importance: purchasing a separate
> AUI-to-BNC or AUI-to-UTP adapter adds to the cost of an already
> pricey product.
>
> Personally, I don't think I will purchase a Galaxy card, unless
> the standard BNC and UTP connectors are present _on_the_card_ and
> at no additional cost. Besides, I could understand having to use
> adapters on obsolete vintage equipment, but on a new and already
> expansive graphics card this is completely unacceptable.
>
> I have already requested from Mario that he include those two
> connectors on his card. Perhaps if enough people request the
> same, we could end up with a _much_ better card and stimulate
> more purchases. However, Mario is not likely to upgrade his
> design unless enough people politely ask and make it a point.

Media converters are a waste of money, it's best to buy a Hub with the neccesary ports, works out about 66% cheaper. Hubs can be bought for around $50 aus.

Mark

4543. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 05:31:09 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0104062225550.18255-100000@shell.pacifier.com>
Source record: 47978
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

I've just added 6 boxes of Atari ST Software, including some choice Games. So please checkout my Catalogs as they Grow! Not just ST Software! And I'm offering a 20% Discount to my regular customers! E-Mail me for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't come see me today? Come see me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4544. Re: Milan 3 dead or alive ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 09:10:32 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tctma8ovu9ev10@corp.supernews.co.uk>
Source record: 47981

> ->Dan wrote:
> ->> What is your opinion on the other two projects ? Do you think we
> ->> should abandon all hope on new hardware ?
> ->
> ->To be honest: Yes. There is no market. And remember, the hardware is not
> ->the only problem. There is hardly any new software. You cannot used
> ->DVDs, cannot browse more and more websites, etc. So even with new
> ->hardware there are more and more things you cannot do with the Atari.
> ->--
> > to be sure, one has to agree.
> the future (if any) is on the software side.
> progress with MiNT running on intel and mac hardware would be useful
> (but I can only talk, unfortunately I can't do! :-(
> and may spur some porting/development of Atari programs.
>
> ken

I think I said in a previous comment that emulation still seems to be a good way to go. The STeem programmers have done a good job so far and as the power of PC's continues to rise as prices fall things can only get better on that front.I only use my ST's for music and midi,home finance and some other relatively simple tasks so I've no real need to move on.

Chris.

4545. Power Computing's Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 09:34:04 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3acedf0c$0$8833@news.zetnet.co.uk>
Source record: 47982

Hi all!

I recently picked up a second hand, hand scanner (try saying that when you're drunk! :)) and it works really well in ST-Low resolution and OK in ST-High (I have a Falcon).

However with the software provided (Power Scan v1.03) I can only scan in ST compatible resolutions at a maximum of 16 greyscales in ST-Low.

On the scanner unit itself (a Mustek HT-105) it says it's capable of 400dpi (which I can get); and 64 greyscales.

Does anyone know if there was a later version of the software, perhaps with (more) Falcon compatability and to use more greyscales?

Or even if there is some alternative software capable of using this scanner at better than 16 greyscales (I've got Migraph's Touch Up v1.8x but no joy)?

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4546. Re: Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 09:51:11 UTC
From: bindon@madasafish.com
Message-ID: <tctoof6n9fqcf2@corp.supernews.com>
Source record: 47983

Hi!

>>Ok, so I'm setting up my new system. Is Okami just news? Sting
>>compatible and Magic?
>
>Mail and News in a strictly _off-line_ reader. You vill need clients to
>send/receieve mail and news. There are several possibilities like using
>Soup packages, The KA9Q NOS, Tin (Linux/Unix) or with STinG and
>Popwatch/Newswatch.
>

OK, so is popwatch/newswatch just an auto prg?

Thanks

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4547. Re: Atari ST on an ethernet - can it be done?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 09:55:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9amo63$gq2$1@dos.canit.se>
Source record: 47985

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
: On Sat, 31 Mar 2001, Karl Samyn wrote:

:> 2/ Rieble Card Mega ST Bus => not available anymore

: Last I heard, Alex Gerhinger still had some. He also claims to
: have the schematics of all Riebl variants.

I wonder if it would be possible to build one yourself, given schematics.

--
/Iggy, the irregular regular

4548. Re: Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 10:00:44 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3acee3d2ed68a0@free.fr>
Source record: 47984

Hello,

in article <3ace20a02f3b9a0@tripnet.se> (comp.sys.atari.st)
Kenneth Medin wrote on Fri 06-04-2001 19:03 (GMT):

> To those of you who have not noticed:
>
> There have been some bugfixes in Okami lately. The latest version is
> dated 22/3-2001 but there is no change in version number.

Thanx for the tip !

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4549. Re: Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 10:31:13 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3acefa002908811@tripnet.se>
Source record: 47986

On Sat 07-04-2001 09:51 (GMT) Lyndon Amsdon wrote:

>OK, so is popwatch/newswatch just an auto prg?

No, they are normal GEM applications but can be runned automatically from
a shell if you prefer that. This is also true for Okami itself.

The only drawback with this setup is that everything is so configurable
that you might endup spending more time trimming the configs than
actually use the programs for actual work :-)

Someone really should (together with Jos den Becker?) fix an
"autoinstaller" for a "Okami workstation" so more people could take
advantage of this program. Once setup its very easy to use not requiring
any special computing skills.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4550. where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 10:40:19 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <n8Cz6.9098$Xi1.69365@news-server.bigpond.net.au>
Source record: 47987

is this group dying just like the atari?

4551. Re: New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 10:41:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <986726986-735537AEicMi@cwcom.net>
Source record: 47915

From: xlator@cix.compulink.co.uk
Date: 6 Apr 2001 19:31:20 GMT

>>I've just spent some time tidying up the resource files for jinnee 2.05,
>
>I hope you mean 2.5 or 2.50!

Of course I did ;-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4552. Re: FTP Download Speed?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 11:05:23 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9an17v$g95$1@news5.svr.pol.co.uk>
Source record: 47990

"John Garone" <swampfox1@earthlink.net> wrote in message
news:zfhz6.8471$Kr1.705591@newsread1.prod.itd.earthlink.net...

> So it should be around the same speed as CAB would download at!

Yes, they will both be using the phone line at around the same speed. When it comes to looking at reported transfer rates you have to be quite careful, though.

A file transmitted by ftp will usually be compressed. There is little opportunity for further in-flight compression by the transmitting modem. For this reason statistics derived from ftp transfers are usually the most reliable indication of "real" line speed.

Many files which come via the http route will be uncompressed at source (graphics, text etc.) and will be compressed by the transmitting modem. These are then uncompressed by the modem at you end which means that you will often see quite ENORMOUS transfer rates reported by CAB. e.g. many megabytes of source "0"s would be in-flight compressed to a few bytes which would then be uncompressed to the original string when received. So ... for the actual line transmission of a few chars you will receive many megabytes which will grossly distort any reported statistics if you associate them with line-speed.

It is the ftp speed which you should work on if you are trying to optimise network efficiency - reported "speeds" for http will confuse :-)

Roger

4553. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 11:44:01 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104071442170.9241-100000@hal.pp.fishpool.fi>
Source record: 47989

On Sat, 7 Apr 2001, Mark Bedingfield wrote:

> > Personally, I don't think I will purchase a Galaxy card, unless
> > the standard BNC and UTP connectors are present _on_the_card_ and

> Media converters are a waste of money, it's best to buy a Hub
> with the neccesary ports, works out about 66% cheaper. Hubs
> can be bought for around $50 aus.

Mark, I already have a hub. Should I buy myself a deprecated AUI
hub on top of my current one (1xBNC+8xUTP) just to accomodate the
Galaxy?!

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4554. Misc ST Items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 11:45:23 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3ACEFDD3.E93EA933@netzero.net>
Source record: 47988

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Hard Drivin' by Tengen. The awesome arcade game on the ST.
Comes complete with disk, docs, and box. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks
$10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk
$5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks.
$5.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope.
$45.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual.
$3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual.
$5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk
$5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk
$15.00

BOOKS $5.00 each unless noted

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00
Thunder! The Writers Assistant manual. $1.00

MAGAZINES

I have a large selection of mostly 80's and early 90's Video Game and
Computer Magazines, Books, and Newsletters for various systems.
Please E-mail me for a current listing.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
Sept 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run.
$20.00

WANTED

MagiC Mac Ver 6.XX
CAB 2.7 or higher, full version or upgrade
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,

OS/2, Mac, and Amiga. If interested please request a list.

4555. Re: FTP Download Speed?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 12:54:29 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <Z8XcCZRF4wz6EwIm@my-ste.demon.co.uk>
Source record: 47991

In article <9an17v$g95$1@news5.svr.pol.co.uk>,
Roger Cain <roger@cainr.freeserve.co.uk> writes:

>
>It is the ftp speed which you should work on if you are trying to optimise
>network efficiency - reported "speeds" for http will confuse :-)

Demon have provided a few test files on their FTP server to allow people
to check their download speeds. There are 3 different types of file: an
empty file, that consists of nothing but 0x00; a regular file that
consists of
"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789!"$%^&*()_=+[]{}#"
repeated for the length of the file; and a full file which contains
(pseudo)random byte values from 0x00 to 0xff. The files are located in
<URL:ftp://ftp.demon.co.uk/pub/test/>

As a comparison, with a modem connect speed of 48000bps and serial port
set to 115200bps I fetched 'regularfile' (102400 bytes) at 10.03 KB/s,
'emptyfile4' (409600 bytes) at 10.37 KB/s and 'fullfile4' (409600 bytes)
at 4.91 KB/s.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

4556. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 13:28:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986669650-743413AEicMi@madasafish.com>
Source record: 47896

Hi Kenneth

>>I will have 1 (or maybe two at the right price).
>
>Me too!

>A long "me too!" thread would be really refreshing, don't you think?:-)

We had a reasonable length thread a while back, but the Author and his
GB rep chose to ignore it, so not much feedback was gained.

I have emailed Marios GB representative a number of times about his
products and got no-where!!.

>Seriously I am sitting with two TT:s on 640*480*16 VGA and would
>definitly buy one if they are working OK on most serious apps.

I'd like true colour and to be able to use the desktop (NVDI)res-change.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4557. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 13:35:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986669654-744044AEicMi@madasafish.com>
Source record: 47898

Hi Oracle

>is this group dying just like the atari?

This group might be dying, the Atari certainly isnt..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4558. Re: Power Computing's Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 13:40:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986669656-744632AEicMi@madasafish.com>
Source record: 47897

Hi Jimmmzzz

>I recently picked up a second hand, hand scanner (try saying that when
>you're drunk! :))

OK, i just cracked a 1/2 litre of malt just for you, and i can safely
say "i recently picked up a second hand, hand scanner", and your point
is!!!.

P.S. Is there life in CCC base, all my yahoogroups seem to have gone
quiet??.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4559. Re: Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 15:25:14 UTC
From: bindon@madasafish.com
Message-ID: <tcucaqk3vsr582@corp.supernews.com>
Source record: 47992

On 7 Apr 2001 10:31:13 G, "Kenneth Medin" wrote:
>On Sat 07-04-2001 09:51 (GMT) Lyndon Amsdon wrote:
>
>>OK, so is popwatch/newswatch just an auto prg?
>
>No, they are normal GEM applications but can be runned automatically from
>a shell if you prefer that. This is also true for Okami itself.
>
>The only drawback with this setup is that everything is so configurable
>that you might endup spending more time trimming the configs than
>actually use the programs for actual work :-)
>
>Someone really should (together with Jos den Becker?) fix an
>"autoinstaller" for a "Okami workstation" so more people could take
>advantage of this program. Once setup its very easy to use not requiring
>any special computing skills.

That would be a good idea. Is there a inf/cfg file for Gemsetup that
makes it copy files to certain directories and edit files? Or do you
have to compile the Gemsetup binary to do this? Like the one with
Aniplayer.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4560. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 15:58:41 UTC
From: jba4@po.cwru.edu
Message-ID: <3acf366b.1003721@news.cwru.edu>
Source record: 47993

Well, I've been keeping my mouth shut, but I guess I'll talk now.

I got my GALAXY card about two weeks ago for my TT. It's a very professional piece of hardware. I didn't care about ethernet since I al;ready have a pocket ethernet adapter.

Anyway, it does use fVDI and a couple other programs. It supports from 640x480 at 16bit all the way up to 1280x1024 at 16 bit color right now with more modes to come (ie different color depths).

It appears to be running like a dream! All the image programs display their pictures in gorgeous color. SpeedoGDOS is actually runnning from 50% to 100% faster with fVDI installed! And all my "clean" GEM programs work like a dream. The only problems I'm having with it are:

Calamus - MGI and invers decided not to support 16-bit color depth, just 256 colors and 24-bit or higher color. This is currently being corrected.

Freedom2 - But then that';s not quite a clean program from what I hear. I've never been happy with it anyway.

Thing 0.59 - Its a demo, though. Demos of higher versions work fine. But my version doesn't say "Shareware" all over it. I guess I shouldn't be such a cheap bastard ;-).

Vision 4.0 - There's a problem with the driver handling the tool buttons. This is being fixed.

Other than that, everything else I run works like a dream, including GEMview, 1stGuide, TOSWin2, AtariWorks, IdealList, MultiTOS, BOXkite, Luna, qed, WenSuite, and CAB. The web browsers operate at almost usable speeds with the card since no dithering is necessary! Everyone with a TT should spend the money for this card if they want a better display! It makes a huge difference over the normall TT low and medium! I strongly suggest this card to anyone!

On Wed, 04 Apr 2001 22:07:30 +0200, Dan <aahuls@xs4all.nl> wrote:

>Hello,
>
>Has anyone here tried the Galaxy GC made by Mario Becroft in his
>TT or MegaSTe ? I'd like to hear some more about it. I know
>several people who would like to buy the card but since there is
>not much info they are reluctant.
>Thanks in advance for any info.
>Cheers

>Dan
>
>

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4561. [ANN] Europe Shareware sponsor of the EIL #2

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 16:48:15 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3acf50b61ab9053@free.fr>
Source record: 47994

Hi all,

07/04/01
Europe Shareware sponsor of the EIL #2:

On the most important European Coding Party of the year, Europe
Shareware offers to the winners a full version of the worldwide OS
(Atari/Mac/PC) MagiC 6.1. The Error In Line #2 will take place from 13
to 16 april 2001 in Dresden (Germany).
Web site of the Error In Line #2: http://eil.atari.org
All about MagiC:
http://www.europe-shareware.org/atari/logiciels/magic.html

Bye,
/Pascal/

4562. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 18:10:23 UTC
From: ebaiz@skyenet.net
Message-ID: <jKlz6.580$qG1.1421@newsfeed.slurp.net>
Source record: 47995

On 7 Apr 2001 10:40:19 G, "Oracle" wrote:
>is this group dying just like the atari?

Nope... Sometimes there is tons of messages and other times there is
not. Besides, the Atari is not dying....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4563. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 19:36:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3acf797a5474a12@pandora.be>
Source record: 47899
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
-----------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**data-base**
ftp://chapelie.rma.ac.be/atari/data-base/sef2000.lzh (664.876 bytes)
(SE-FAKT 2000: Invoice annex address database prg [former Address
prg of Carsten Setje-Eilers] German docs, German/English rsc)

**editors**
ftp://chapelie.rma.ac.be/atari/editors/textconvert/texto15.lzh (41.263 bytes)
(text converter ASCII -> HTML, ASCII -> NTF
ASCII -> WinDozZ, WinDozZ -> ASCII & Accent remover.
French/English version)

**game**
ftp://chapelie.rma.ac.be/atari/game/clicks01.zip (18.166 bytes)
(small mind game. English/German version)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/nvshell.lzh (48.168 bytes)
(GEM front-end for NVIEW)

ftp://chapelie.rma.ac.be/atari/graph-tools/vision40c.zip (461.680 bytes)
(powerfull graphical package. English/French version)

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/gemtidy_067.zip (128.006)
(GEM version of Tidy. Cleans up badly written html pages. Interacts
with Luna and Joe)

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka104.zip (792.870 bytes)
( 2D Graph Describer, 3D Modeller)
```

mint
ftp://chapelie.rma.ac.be/atari/mint/misc/gemma-1.8.2.tar.gz (113.190 bytes)
(Gemma, support library for GEM application programs.)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/newton099.lzh (240.021 bytes)
(Graphical calculator)

ftp://chapelie.rma.ac.be/atari/utilities/mousemtr12.lzh (49.213 bytes)
(mesures the mouse movement)

ftp://chapelie.rma.ac.be/atari/utilities/rscvie05.zip (20.296 bytes)
(Show rsc tool. English/German version)

ftp://chapelie.rma.ac.be/atari/utilities/xairon_a-15.lzh (304.304 bytes)
(Multifunctional date manager/planner. Compatible with Portfolio. German only)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4564. CT60, Whats Up?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 19:37:37 UTC
From: phantomm@bellsouth.net
Message-ID: <50Kz6.4848$be.98081@news1.atl>
Source record: 47900

How is the CT60 project going?

Will it be finished soon?

phantomm@bellsouth.net

4565. FS: 20 Foot Atari Joystick Extension Cable $5

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 20:24:07 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6F4C576.1E0%amishman@pacbell.net>
Source record: 47901

Extend you Atari joystick far away from your console for only $5 plus postage. Great for gaming on an older Atari system. Sit on the couch and play away.

4566. FS: Monitor Master (connect two Atari monitors to one system) $10

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 20:26:24 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6F4C5FF.1E2%amishman@pacbell.net>
Source record: 47902

Connect an Atari SC1224 Color and Atari SM124 Monochrome monitor to one Atari system at the same time. Easily switch between each monitor. Made by Practical Peripherals. $10 plus postage.

4567. FS: Atari SF354 Floppy Drive $15

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 20:27:56 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6F4C65C.30F%amishman@pacbell.net>
Source record: 47903

$15 plus freight. Includes drive, manual, data cable, and AC adapter unit.

4568. FS: PageStream 2.2b with extra font disks $10

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 20:29:09 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6F4C6A5.310%amishman@pacbell.net>
Source record: 47904

In original box with manuals and disks plus extra font disks. In nice bookcase style box so you can show it off. $10 plus postage.

4569. FS: Michtron Floppy Disk Carry Case $5

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 20:34:21 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6F4C7DC.312%amishman@pacbell.net>
Source record: 47905

One of the more popular companys that made Atari wares way back when. I got this floppy disk holder at an Atari show long ago. Never used the case. Nice, holds 32 floppy disks, has the nice Michtron logo on the front of it, made of cordura type nylon, size of a typical folder, opens to three panels to hold disks. Case stays closed with velcro zipper deal. Nice way to store important floppies. $5 plus postage. Nice collectors item or for daily use.

4570. FS: Wico Command Control Joystick for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 20:36:01 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6F4C841.313%amishman@pacbell.net>
Source record: 47906

$7.50 plus postage. Heavy duty with fire button on top of joystick and also a power button on the base. Great to play games with.

4571. FS: Atari brand Joysticks $1 each

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 20:36:56 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6F4C878.314%amishman@pacbell.net>
Source record: 47907

I have two left. Used condition. $1 each plus freight.

4572. Re: Power Computing's Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 21:04:47 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9anvmk$b3i$1@news.comnet.co.nz>
Source record: 47908

"Steve Sweet" <steve_sweet@madasafish.com> wrote ...
> Hi Jimmmzzz
>
> >I recently picked up a second hand, hand scanner (try saying that
when
> >you're drunk! :))
>
> OK, i just cracked a 1/2 litre of malt just for you, and i can
safely
> say "i recently picked up a second hand, hand scanner", and your
point
> is!!!.

NO!

He doesn't want you to say "I recently picked up a second hand, hand
scanner"

He wants you to say "that"

Or "that when you're drunk"

Geez - when will people learn how to read properly...

;-)

--

Quote for the month

"With the price of petrol so high, I'm giving up beer"
"Yeah, right"

(Beer advert billboard)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4573. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 22:43:36 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <sKMz6.9720$Xi1.74995@news-server.bigpond.net.au>
Source record: 47909

because there is hardly any messages anymore and I'm concerned seeing so many people selling there atari possessions..

4574. Re: FTP Download Speed?

Newsgroup: comp.sys.atari.st
Date: 2001-04-07 23:30:27 UTC
From: swampfox1@earthlink.net
Message-ID: <nqNz6.12365$VF3.1137893@newsread2.prod.itd.earthlink.net>
Source record: 47910

Roger/David,
Good info! Thanks!
John G.

On 7 Apr 2001 13:54:29 +, David Bolt wrote:
>In article <9an17v$g95$1@news5.svr.pol.co.uk>,
>Roger Cain <roger@cainr.freeserve.co.uk> writes:
>
>>
>>It is the ftp speed which you should work on if you are trying to optimise
>>network efficiency - reported "speeds" for http will confuse :-)
>
>Demon have provided a few test files on their FTP server to allow people
>to check their download speeds. There are 3 different types of file: an
>empty file, that consists of nothing but 0x00; a regular file that
>consists of
>"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789!"$%^&*()_=+[]{}#"
>repeated for the length of the file; and a full file which contains
>(pseudo)random byte values from 0x00 to 0xff. The files are located in
><URL:ftp://ftp.demon.co.uk/pub/test/>
>
>As a comparison, with a modem connect speed of 48000bps and serial port
>set to 115200bps I fetched 'regularfile' (102400 bytes) at 10.03 KB/s,
>'emptyfile4' (409600 bytes) at 10.37 KB/s and 'fullfile4' (409600 bytes)
>at 4.91 KB/s.
>
>Regards,
> David Bolt
>
>--
>A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
>AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
>AMD K6-2/450 32Mb RAM. Suse 6.3 |
>AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/
>.

4575. Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 00:58:55 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <jJOz6.17382$TW.78597@tor-nn1.netcom.ca>
Source record: 47911

We need users! The world's only online Atari ST BBS, with more
than a dozen games, and not enough players? Unbelievable! Come, give it a
shot!

telnet to "shadow.skeleton.org", login "bbs".

Check out http://www.skeleton.org/bbsindex.html

jeff

4576. Re: Mega STE clock battery

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 01:17:40 UTC
From: jimd11@mindspring.com
Message-ID: <9aoe7k$qn0$1@slb4.atl.mindspring.net>
Source record: 47912

On 22 Mar 2001 20:20:38 , Thomas J. Andrews wrote:
>A friend gave me this Mega STE nearly six months ago. I have been using it
>with a Toadfile 44 with an ICD ADSCSI+ host adapter, the one with the
>clock. However, I'm now using The Link with an external Syquest 200Mb
>removable HD. Changing to this revealed that the battery for the Mega
>STE's clock is gone, removed altogether. I've looked inside, but see
>nothing to indicate where the battery goes or what battery is needed.
>
>Does anybody know? Even if I couldn't get the proper battery, information
>on the voltage and polarity at the connector might allow me to cobble up
>something that would work.
>
>Thanks in advance for any help. Doing without a clock is getting to be very
>annoying.

3 volt battery, to J9, plus is pin 1, gnd is pin 2.

Jim

4577. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 03:04:44 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3acfdbdd@dnews.tpgi.com.au>
Source record: 47913

Martin-€ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.LNX.4.21.0104071442170.9241-100000@hal.pp.fishpool.fi...
> On Sat, 7 Apr 2001, Mark Bedingfield wrote:
>
> > > Personally, I don't think I will purchase a Galaxy card, unless
> > > the standard BNC and UTP connectors are present _on_the_card_ and
>
> > Media converters are a waste of money, it's best to buy a Hub
> > with the neccesary ports, works out about 66% cheaper. Hubs
> > can be bought for around $50 aus.
>
> Mark, I already have a hub. Should I buy myself a deprecated AUI
> hub on top of my current one (1xBNC+8xUTP) just to accomodate the
> Galaxy?!

If its that important to get onto the network, then yeah, I certainly would. It is a damn sight better than going without;-). If the card is AUI then it is going to be 10 meg anyway.

Mark

4578. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 08:55:33 UTC
From: Dr_John_The_Night_Tripper <quinbus_flestrin@privacyx.com>
Message-ID: <vGVz6.124$Fm4.73866@news2-win.server.ntlworld.com>
Source record: 47914

BBS's may still, once more, ride supreme. The Internet is slowly and inexorably being hi-jacked by big-business... and even worse... by governments. Ask a chinese person in china about the "rules" they have to adhere to in order to access the web. Ask a person living in Singapore. In the uk the government is desperately trying to find a way to regulate the internet access for it's citizens and to provide themselves with control over content and taxation by using the chat rooms and internet porn as the vehicle to gain citizen's consent to this. They can't do that to a BBS even if they want to. It's like a pirate radio station to them. They know it's generally there but they have to find it before they can stop it.

The easiest way to create a BBS now is in Windoze. The easiest software I ever found to do this in Windoze is no longer actively supported, but it works just fine.

Pop over to http://www.winbbs.dynamite.com.au/ and get your copy.

Dr John

Jeff Mitchell <ncc0106@nbc.netcom.ca> wrote in message
news:jJOz6.17382$TW.78597@tor-nn1.netcom.ca...
>
> We need users! The world's only online Atari ST BBS, with more
> than a dozen games, and not enough players? Unbelievable! Come, give it a
> shot!
>
> telnet to "shadow.skeleton.org", login "bbs".
>
> Check out http://www.skeleton.org/bbsindex.html
>
> jeff
>

4579. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 10:57:18 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ad0440e$0$8834@news.zetnet.co.uk>
Source record: 47916

Hi Jeff!

> We need users! The world's only online Atari ST BBS, with more
>than a dozen games, and not enough players? Unbelievable! Come, give it a
>shot!

I'd love to but I'm a StinG user, and the telnet clients for
Stik1&2/Sting/Gluestik users are pretty crap.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4580. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 11:18:35 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ad0490b$0$8834@news.zetnet.co.uk>
Source record: 47917

Hi Andy!

> BK> Could be due to me being up a welsh mountain...
>
> Which one? (or perhaps I should ask roughly where abouts you
> are, since there are a fair few mountains in Wales and I do
> not know all of them by name! :o)

You might not get a reply, because I notice that you keep changing the subject line. Most news clients recognise a message is part of a particular thread by the subject, and because you keep changing them when you do a followup message these have the potential to not get noticed.

Just a tip, mate.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4581. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 11:18:55 UTC
From: jlog@zetnet.co.uk
Message-ID: <3ad0491f$0$8833@news.zetnet.co.uk>
Source record: 47918

On 6 Apr 2001 1:17:40 +0, "Iggy Drougge" wrote:

|What is ECL? Some kind of digital signalling scheme?

It stands for Emitter Coupled Logic but I have no idea why it is
faster.
--
JI Logan

4582. Panasonic scanner how?

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 12:20:31 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <3ad0570e$0$75297$1a0eedbc@dreader2.news.xs4all.nl>
Source record: 47919

I have here a Panasonic Image Scanner 256 Gray Level.
It scans A-4 sized documents.
Type FX-RS307.
There is a 25-pins connector but it is no SCSI!
It says PC-Interface. And I found out that it was used with a special
PC-card.
Does anyone know how it was connected to an ST?
I found software that probably drives it, but maybe not.
Scansoft ST
Heim Verlag 1990

Does anyone remembers this machine?

--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

4583. FS: HiSoft Forth

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 12:40:36 UTC
From: rking@zetnet.co.uk
Message-ID: <3ad05c44$0$8832@news.zetnet.co.uk>
Source record: 47920

Hi All,

Just bought in charity shop, but NBG to me:

HiSoft FORTH, complete with manual, yours for £5.00 inc. pp UK only.

Bob King.

4584. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 13:07:02 UTC
From: Gill Bates <gill@microsoft.com>
Message-ID: <hsZz6.809$3j.17582@news2-hme0>
Source record: 47921

"Oracle" <NoSpam!@Getlost.com> wrote in message
news:n8Cz6.9098$Xi1.69365@news-server.bigpond.net.au...
> is this group dying just like the atari?
>
>
Huh!!! I see 689 posts, check your newsreader is set up right

4585. Re: FS: Atari Falcon 030 system, UK

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 13:21:02 UTC
From: fhahn@cwcom.net
Message-ID: <2BZz6.813$3j.17522@news2-hme0>
Source record: 47922

On 6 Mar 2001 16:24:04 +, Richard Kilpatrick wrote:
>No word from the buyer after a week's powercut, so...
>
>Atari Falcon 030, 14Mb, FPU, 215Mb IDE, external 540Mb, 1Gb, CD-ROM,
>Syquest SCSI drives in PC case, optical mouse and new ST mouse,
>excellent condition, includes MagiC, Thing, Papyrus and HDDriver as well
>as lots of other utilities and software for doing most things.
>
>�250 including shipping (24hr).
>
>UK buyers only, unless you're prepared to take the responsibility of
>shipping yourself (i.e., arranging collection with DHL or whatever).
>
>Richard
>--
>Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
>Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
>Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
>Visual: CLD-925, Toshiba SD2109, PS2 '----"(_/--' `-'_)Morticia
>.

Hi Richard

Is this Falcon still for sale,verry intrested.

Yours,

Fred

Email: fhahn@cwcom.net

4586. Re: New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 14:22:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986836672-506494AEicMi@madasafish.com>
Source record: 47859

Hi Dezza

>>>I've just spent some time tidying up the resource files for jinnee
>>>2.05,

>>I hope you mean 2.5 or 2.50!

>Of course I did ;-)

Doh!!.

On the subject of this 2.5 release, does it have anything that the
beta's do not have, is it any faster?.

I ask this as we've had 1 beta release since the official 2.5 was
packaged up.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4587. Re: Power Computing's Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 14:27:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986836674-507106AEicMi@madasafish.com>
Source record: 47860

Hi G,

>> >I recently picked up a second hand, hand scanner (try saying that
>> >when you're drunk! :))

>> OK, i just cracked a 1/2 litre of malt just for you, and i can
>> safely say "i recently picked up a second hand, hand scanner", and
>>your point is!!!.

>NO!

Eh!!

>He doesn't want you to say "I recently picked up a second hand, hand
>scanner"
>
>He wants you to say "that" Or "that when you're drunk"

Ah!, thats an angle i didnt see!!.

>Geez - when will people learn how to read properly...

OK, lucky ive got another crate of bottles handy, give me 20 mins...

"Taht"

"Taht wen yor drunnnnkk"

S eee wot u meen now!

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4588. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 14:30:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986836678-507730AEicMi@madasafish.com>
Source record: 47861

Hi Oracle

>because there is hardly any messages anymore and I'm concerned seeing
>so many people selling there atari possessions..

As long as the stuff is bought by peops in here there's a good chance
we'l be mailing and chatting with it in a few weeks after theyve
mastered things.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4589. Re: Atari ST on an ethernet - can it be done?

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 14:33:04 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3AD0760C.460EBA7F@village.uunet.be>
Source record: 47923

Iggy Drougge wrote:
>
> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
> : On Sat, 31 Mar 2001, Karl Samyn wrote:
>
> :> 2/ Rieble Card Mega ST Bus => not available anymore
>
> : Last I heard, Alex Gerhinger still had some. He also claims to
> : have the schematics of all Riebl variants.
>
> I wonder if it would be possible to build one yourself, given schematics.

I think the main problem is to get hold of the ethernet controller used in the
Rieble card. Thaught it were LANCE ethernet controllers.

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4590. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 15:54:52 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <9aq1l6okn1@lola.hrz.fh-lausitz.de>
Source record: 47924

sorry i have nat v6.4.5 (bulid:1130) and itï¿½ll not run

```
NAT32 Version 6.4.5 (4. October, 2000) Build: 1130
(C) 2000 A.C.T. Software.
Opening 1 Logical LAN Interface
NDIS3PKT driver: OK
Interface 2 [[1] Realtek RTL8029(AS) PCI Ethernet NIC]: OK
Filter[2] 192.168.52.166
No Primary Interface available
DNS Mapping: ON
DNS Detection: ON
TELNETD [79] port [23]
TELNETD: terminating, no password file found.
DHCPD enabled on ifn 2
IDENTD [77]
HTTPD started
can't listen at port 80
%
```

in the network i have:
dfï¿½-adapter
ndis3pkt driver for nat 32
tcp/ip from the realtek card

on http://atari.mine.nu/network/index.htm

nat 32 1.2+

any diff. bet.?

any other pel. with a same probl. here?
--

MfG Mathias

"Kenneth Medin" <kennethm@tripnet.se> schrieb im Newsbeitrag
news:3acafba61d52910@tripnet.se...
> On Tue 03-04-2001 09:05 (GMT) Kenneth Medin wrote:
>
> >On Tue 03-04-2001 04:06 (GMT) Terrence R. Redding wrote:
> >
> >>This looks like a potential solution. Is there an answer concerning the
> >>NAT32 issue?
> >
> >I have written a rather long text on the subject and I am right now
> >working on the screenshots and on my new webpages in general. Should not
> >take very long at all now as I have some spare time at the moment.

> >
> >I'll be back!
>
> OK, Now a "Networking" article covering the subject how to get an Atari
> without Ethernet on a DSL connection by help of a pc running NAT32 is
> online at:
>
> http://atari.mine.nu/
>
> I have also put up a picture showing my equipment. I will be out now
> until 8 pm GMT tonight so hopefully the server is still online when I get
> home. Actually it has proven to be very stable, the TT running the server
> has put up bombs on the screen only once and the reason was severe memory
> fragmentation within STinG.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

4591. Re: Atari ST on an ethernet - can it be done?

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 16:16:10 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9aq2sa$h1t$1@dos.canit.se>
Source record: 47925

Karl Samyn <saka@village.uunet.be> skrev:
: Iggy Drougge wrote:
:>
:> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
:> : On Sat, 31 Mar 2001, Karl Samyn wrote:
:>
:> :> 2/ Rieble Card Mega ST Bus => not available anymore
:>
:> : Last I heard, Alex Gerhinger still had some. He also claims to
:> : have the schematics of all Riebl variants.
:>
:> I wonder if it would be possible to build one yourself, given schematics.

: I think the main problem is to get hold of the ethernet controller used in the
: Rieble card. Thaught it were LANCE ethernet controllers.

Next to the NS8590, the LANCE must be the most common ethernet controller
ever. I've got three cards/motherboards with a LANCE at home, myself.

OTOH, yesterday, I found the schematics for the TU-Wien LPR-card (bloody
misleading name, I thought it was their DE600 parallel port project) on
the Umich archive. It, too, uses the LANCE, a load of GALs, and works with
the Megabus.

--
/Iggy, the irregular regular

4592. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 17:27:36 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9aq728hrg1@dos.canit.se>
Source record: 47926

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
: On Fri, 6 Apr 2001, Kenneth Medin wrote:

:> Seriously I am sitting with two TT:s on 640*480*16 VGA and would
:> definitly buy one if they are working OK on most serious apps.

: What is stopping me from buying a Galaxy is two-fold:

: 1) Ethernet drivers still unavailable.
: 2) Ethernet interface is AUI.

: Point one is especially important, because networkability has
: priority over flashy graphics, for me. I currently have a Riebl
: card, which covers my networking needs adequately, and would not
: remove it to replace it with something non-networkable.

: Point two is of economical importance: purchasing a separate
: AUI-to-BNC or AUI-to-UTP adapter adds to the cost of an already
: pricey product.

Adds what? Two EUR?

: Personally, I don't think I will purchase a Galaxy card, unless
: the standard BNC and UTP connectors are present _on_the_card_ and
: at no additional cost. Besides, I could understand having to use
: adapters on obsolete vintage equipment, but on a new and already
: expansive graphics card this is completely unacceptable.

I can't see why you see that as a problem. Besides, space is rather
cramped on that card, and you'd have to drop one connector in order to add
the other. AUI offers the most flexibility. Most probably, TP and BNC
would add to the cost, since they would incorporate more electronics on
the board.

: I have already requested from Mario that he include those two
: connectors on his card. Perhaps if enough people request the
: same, we could end up with a _much_ better card and stimulate
: more purchases. However, Mario is not likely to upgrade his
: design unless enough people politely ask and make it a point.

In what way would those connectors make it a /much/ better card? It would
still be the same card, and it would go just as fast (or slow?) on the
ethernet.
Seriously, did an AUI transceiver bully you in grammar school?

/Iggy, who's got half a dozen AUI transceivers at home.

4593. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 17:30:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9aq770hrg2@dos.canit.se>
Source record: 47927

Mark Bedingfield <atari@tpg.com.au> skrev:

: Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
: news:Pine.LNX.4.21.0104071442170.9241-100000@hal.pp.fishpool.fi...
:> On Sat, 7 Apr 2001, Mark Bedingfield wrote:
:>
:> > > Personally, I don't think I will purchase a Galaxy card, unless
:> > > the standard BNC and UTP connectors are present _on_the_card_ and
:>
:> > Media converters are a waste of money, it's best to buy a Hub
:> > with the neccesary ports, works out about 66% cheaper. Hubs
:> > can be bought for around $50 aus.
:>
:> Mark, I already have a hub. Should I buy myself a deprecated AUI
:> hub on top of my current one (1xBNC+8xUTP) just to accomodate the
:> Galaxy?!

: If its that important to get onto the network, then yeah, I certainly would.
: It is a damn sight better than going without;-).

It would be far more practical to buy a simple transceiver than a rare and
ancient AUI repeater. That was never Mario's intention when installing an
AUI port onto the Galaxy.

: If the card is AUI then it
: is going to be 10 meg anyway.

Eh? Your point being?

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4594. Re: Panasonic scanner how?

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 17:48:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200104081948.a22964@su2.maus.de>
Source record: 47819

Hi Ronald,

SS>Does anyone know how it was connected to an ST?
IIRC it was connected to the ROM port via interface.

SS>I found software that probably drives it, but maybe not. Scansoft ST
SS>Heim Verlag 1990
Your first assumption is right, ST.

Und TTschï¿½
ps

4595. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 18:14:49 UTC
From: Andy aka 'wim' <studio_fm@poczta.onet.pl>
Message-ID: <9aq9qcejd1@news.onet.pl>
Source record: 47928

"Oracle" asked:
> is this group dying just like the atari?

Atari is dying? Impossible! My studio is based on them: Falcon + Mega STE,
both fully loaded, and SGI Indy. Still the setup of choice :-) (though
should be upgraded to some Mac one day).
BTW: I doubt Moog synth are dead...

Regards,
Andy

--
studio_fm@poczta.onet.pl

4596. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 18:28:52 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ad0bb9ce64dc2@tripnet.se>
Source record: 47929

On Sun 08-04-2001 10:57 (GMT) James Haslam wrote:

>Hi Jeff!
>
>> We need users! The world's only online Atari ST BBS, with more
>>than a dozen games, and not enough players? Unbelievable! Come, give it a
>>shot!
>
>I'd love to but I'm a StinG user, and the telnet clients for
>Stik1&2/Sting/Gluestik users are pretty crap.

Hm, I tried to log in to that BBS with Telstar (STinG) and it did seem to
work. Did not try any games, though (never liked games...). All I got was
standard text but it shure worked.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4597. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 18:28:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ad0bb9ce64dc3@tripnet.se>
Source record: 47930

On Sun 08-04-2001 17:54 (+0200) Mathias wrote:

>sorry i have nat v6.4.5 (bulid:1130) and itï¿½ll not run
>
>NAT32 Version 6.4.5 (4. October, 2000) Build: 1130
>(C) 2000 A.C.T. Software.
>Opening 1 Logical LAN Interface
>NDIS3PKT driver: OK
>Interface 2 [[1] Realtek RTL8029(AS) PCI Ethernet NIC]: OK
>Filter[2] 192.168.52.166
>No Primary Interface available
>DNS Mapping: ON
>DNS Detection: ON
>TELNETD [79] port [23]
>TELNETD: terminating, no password file found.
>DHCPD enabled on ifn 2
>IDENTD [77]
>HTTPD started
>can't listen at port 80

Note the line "No Primary Interface available". This interface should be
connected to the Internet (your pc Ethernetcard). Fix this by setting
this interface as "Primary" (Showned in one of the screenshots on my
homepage).

You really should disable the Telnet and http deamons (security risk)!

And to the STinG users who read this. You thought STinG was too
complicated, welcome to pc world!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4598. FS - Atari hardware inc Stacy that needs TLC

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 18:41:37 UTC
From: The Northerner <thenortherner99@yahoo.ca>
Message-ID: <1103_986755605@dad>
Source record: 47931

FS - Atari 314 DD $20US
FS - Atari 1224 $20US

Stacy 2.5 mgs, 20mb HD (needs plastic keyboard mylar-or whatever you call it, perhaps even new keyboard) Was working
$offers

Software

B.E.S.T. Business Mgmt. (double entry bookkeeping system) $7
Calamus 1.09n $7

Shipping is from Beamsville, (Canada) L0R1B6

4599. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 19:36:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9aqejvjvq1@plutonium.compulink.co.uk>
Source record: 47932

In message <3ace2f65$0$14439$272ea4a1@news.execpc.com>, kjcat@execpc.com said:

>C: - I: CORE (SCSI)
>J: - L: SyQuest (SCSI)
>M: Fujitsu (SCSI - floppy optical)
>
>But when I Install HDDriver (.SYS file)
>I get
>
>C: CORE
>D: CORE
>E: CORE
>J: SYQUEST
>K: SYQUEST
>L: SYQUEST
>M: FUJITSU
>
>Why only C: - E: and not C: - I:?
>
>I choose C: CORE
>driver successfully installed!
>
>but when I reboot, I can only access CORE C: - I:
>thats it.

In case you haven't had a reply from Dr Uwe, I can tell you that for some reason HDDRIVER can only be installed on the first three partitions of a device, so that's all you will be offered under 'Install HDDRIVER'. As for the SyQuest and Fujitsu, are the IDs for these enabled in the 'Devices and Partitions' dialog? I find it's best to use 'Auto Configuring' in the 'Tools' menu to make sure.

Regards, /Peter/

4600. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-08 23:26:11 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad0fa0e$1@dnews.tpgi.com.au>
Source record: 47933

Iggy Drougge <optimus@canit.se> wrote in message
news:9aq770hrg2@dos.canit.se...
> Mark Bedingfield <atari@tpg.com.au> skrev:
>
> : Martin-Éric Racine <q-funk@funkyware.atari.org> wrote in message
> : news:Pine.LNX.4.21.0104071442170.9241-100000@hal.pp.fishpool.fi...
> :> On Sat, 7 Apr 2001, Mark Bedingfield wrote:
> :>
> :> > > Personally, I don't think I will purchase a Galaxy card, unless
> :> > > the standard BNC and UTP connectors are present _on_the_card_ and
> :>
> :> > Media converters are a waste of money, it's best to buy a Hub
> :> > with the neccesary ports, works out about 66% cheaper. Hubs
> :> > can be bought for around $50 aus.
> :>
> :> Mark, I already have a hub. Should I buy myself a deprecated AUI
> :> hub on top of my current one (1xBNC+8xUTP) just to accomodate the
> :> Galaxy?!
>
> : If its that important to get onto the network, then yeah, I certainly
would.
> : It is a damn sight better than going without;-).
>
> It would be far more practical to buy a simple transceiver than a rare and
> ancient AUI repeater. That was never Mario's intention when installing an
> AUI port onto the Galaxy.
>
> : If the card is AUI then it
> : is going to be 10 meg anyway.
>
> Eh? Your point being?

You are going to need an out of production Hub, I haven't seen any for ages
with AUI, so it should be cheap. A lot of organizations are flogging their
old gear at auction.

Mark

4601. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 00:09:45 UTC
From: rand@cd.chalmers.se
Message-ID: <9aquk9$t3l$1@nyheter.chalmers.se>
Source record: 47934

In article <986581020-917407AEicMi@madasafish.com>,
Steve Sweet <steve_sweet@madasafish.com> wrote:
>Hi Dan
>
>>
>>Has anyone here tried the Galaxy GC made by Mario Becroft in his
>>TT or MegaSTe ?
...
>AFAICT you'd have to want to use fVDI to use the Galaxy as there is no

And why wouldn't you want that? ;-)

>NVDI driver!!!!.

Uhm, NVDI was working on the Galaxy before fVDI was (the frame buffer
layout is supposedly the same as for FalconTC).
You probably wouldn't want to run it that way, though, since you'd get
no acceleration.

Anyway, NVDI has always worked with all graphics cards I know about.
Sure, only the ET4000 (at least that used to be the only one) has an
accelerated driver, but they'll all work if you disable the normal NVDI
drivers to force it to use another VDI (loaded earlier) for the actual
output.
You can even make NVDI use the original ROM VDI for output that way.

With an Eclipse/RageII, NVDI will slow things down, but you'll get
access to the vector fonts and such things. The same should be true
for the Galaxy. With a NOVA, NVDI would probably speed things up, though.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4602. Atari Mega ST 2 + SC1224 + 50MB Hard Drive FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 03:01:56 UTC
From: Rolf <rolfjr@hotmail.com>
Message-ID: <EC9A6.4455$Gi5.55646@typhoon.jacksonville.mediaone.net>
Source record: 47935

On E-BAY:

Here's the link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1228401301

4603. ANYONE EVER PLAY BLUM?

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 03:29:33 UTC
From: Video61@webtv.net
Message-ID: <17346-3AD12C9D-108@storefull-173.iap.bryant.webtv.net>
Source record: 47936

the falcon that i bought had blum on the hard drive, and its fun.
does anyone know the author, is it pd/shareware, or copyrighted?
how about the source code, anyone know where it can be obtained?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4604. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 04:19:27 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3ad13858$0$12830$272ea4a1@news.execpc.com>
Source record: 47937

On 8 Apr 2001 xlator@cix.compulink.co.uk wrote:

> >C: - I: CORE (SCSI)
> >J: - L: SyQuest (SCSI)
> >M: Fujitsu (SCSI - floppy optical)
> >
> >But when I Install HDDriver (.SYS file)
> >I get
> >
> >C: CORE
> >D: CORE
> >E: CORE
> >J: SYQUEST
> >K: SYQUEST
> >L: SYQUEST
> >M: FUJITSU
> >
> >Why only C: - E: and not C: - I:?
> >
> >I choose C: CORE
> >driver successfully installed!
> >
> >but when I reboot, I can only access CORE C: - I:
> >thats it.
>
> In case you haven't had a reply from Dr Uwe, I can tell you that for
> some reason HDDRIVER can only be installed on the first three
> partitions of a device, so that's all you will be offered under
> 'Install HDDRIVER'. As for the SyQuest and Fujitsu, are the IDs for
> these enabled in the 'Devices and Partitions' dialog? I find it's best
> to use 'Auto Configuring' in the 'Tools' menu to make sure.
>
> Regards, /Peter/
>
>

Hi Peter,

Thank you very much for your suggestion.
I used Auto Configuring.
Everything is working correctly.
wow! I made it!

The SCSI drive with HDDriver and screen accelerator is very fast.

Thank you Dr. Seimet, and newsgroup for all your help.

ken

4605. b6b3@yahoo.com

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 05:20:17 UTC
From: Carl W Sandage <firebird@apex.net>
Message-ID: <3AD1EE20.B67D9A83@apex.net>
Source record: 47938

What other stuff do you have applying to gfx

4606. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 08:00:43 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AD16C2B.3C5AAB81@ooc.de>
Source record: 47940

xlator@cix.compulink.co.uk wrote:

> In case you haven't had a reply from Dr Uwe, I can tell you that for
> some reason HDDRIVER can only be installed on the first three
> partitions of a device, so that's all you will be offered under

That's a feature of the Atari compatible partitioning scheme and applies
to any Atari compliant hard driver. If your drive has not more than 4
partition they can all be bootable. If there are more than 4 partitions
you can install the driver only on three of them. The fourth partition
entry is an XGM entry, which is basically the link to the remaining
partitions (additional root sectors).
It's the same layout with DOS/Windows, by the way.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4607. Re: Link 97 intern/HDDriver v8.02

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 08:02:41 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AD16CA1.D018FDDD@ooc.de>
Source record: 47939

Ken Kosut wrote:

> Why only C: - E: and not C: - I:?

Please see my other posting: This is a feature of the Atari compatible
partitioning scheme and has nothing to do with HDDRIVER.

> but when I reboot, I can only access CORE C: - I:

Please refer to the HDDRIVER manual for the removable media settings.I
think this has already been explained in another posting.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4608. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 08:08:37 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986803865.21402.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 47941

I'm still here, in fact I have only just turned up.

Mark.

Oracle <NoSpam!@Getlost.com> wrote in message
news:n8Cz6.9098$Xi1.69365@news-server.bigpond.net.au...
> is this group dying just like the atari?
>
>

4609. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 08:59:20 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9artl8$59a$1@dos.canit.se>
Source record: 47944

Mark Bedingfield <atari@tpg.com.au> skrev:

: Iggy Drougge <optimus@canit.se> wrote in message
:> Mark Bedingfield <atari@tpg.com.au> skrev:
:>
:> : If the card is AUI then it
:> : is going to be 10 meg anyway.
:>
:> Eh? Your point being?

: You are going to need an out of production Hub, I haven't seen any for ages
: with AUI, so it should be cheap. A lot of organizations are flogging their
: old gear at auction.

I for one would never consider buying a hub without AUI. A hub without
would be crippled, cheap garbage.
However, I still don't see what you mean by the uppermost statement.

--
Vi mi¿½ste vara ri¿½dda om varandra
- det i¿½r det enda reciproka pronomen vi har.

4610. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 09:02:35 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986807104.22821.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 47942

> 1) Ethernet drivers still unavailable.
> 2) Ethernet interface is AUI.

At present this is still a graphics card and not a network card, this would be an added extra.

> Point one is especially important, because networkability has
> priority over flashy graphics, for me.

I imagine the card would use a Realtek chipset so current drivers could be easily adapted.

> Point two is of economical importance: purchasing a separate
> AUI-to-BNC or AUI-to-UTP adapter adds to the cost of an already
> pricey product.

I agree that the graphics card is expensive (hopefully purchase volume should help this) but then the estimated price for the network card is quite small. If the media converter is really that hard to come by I am sure someone could donate one, maybe a flee market would have one. I would prefer UTP but then this is such a small problem that I think having the card is the main thing.

> Personally, I don't think I will purchase a Galaxy card, unless
> the standard BNC and UTP connectors are present _on_the_card_ and
> at no additional cost.

I simply think there is not enough room.

Maybe you could consider a ROM Port adaptor + Galaxy as your set-up instead, I understand this makes your current card redundent but you would have a nicer set-up.

Mark.

4611. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 09:07:51 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986807422.22991.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 47943

Never knew that, surly they must use the message ID or problems will be
everywhere. This method may work OK for our group but what of ones were
there may be identical subjects on message threads or simply no subject, you
would end up with all kinds of problems.

Mark...

James Haslam <jfhaslam@zetnet.co.uk> wrote in message
news:3ad0490b$0$8834@news.zetnet.co.uk...
> Hi Andy!
>
> > BK> Could be due to me being up a welsh mountain...
> >
> > Which one? (or perhaps I should ask roughly where abouts you
> > are, since there are a fair few mountains in Wales and I do
> > not know all of them by name! :o)
>
> You might not get a reply, because I notice that you keep changing the
> subject line. Most news clients recognise a message is part of a
> particular thread by the subject, and because you keep changing them when
> you do a followup message these have the potential to not get noticed.
>
> Just a tip, mate.
>
>
> Cheers!
>
>
>
> James
>
>
>
> ____
> | | .____.
> |James Haslam Email: jfhaslam@zetnet.co.uk| // file://|
> | | || || |
> |IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
> +---+ _/|| ||_ /|
> |Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
> |Homepages: http://www.users.zetnet.co.uk/jfhaslam |
> +---+ Atari Falcon
> |List owner of the Cheshunt Computer Club mailing list|
> ---
>

>
>
>

4612. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 09:12:53 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986807721.23092.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 47945

You think would have to make a BUS adaptor, you would have more luck with a MSTE (or better still a TT), plus they are quicker and would be able to process the larger screen areas better.

Mark.

Christopher Thorley <chris_thorley@lineone.net> wrote in message news:tcs0nerv5vcfc7@corp.supernews.co.uk...
>
> >
> > Dan <aahuls@xs4all.nl> wrote in message
> > news:986419428-609051AEicMi@xs4all.nl...
> > > Hello,
> > >
> > > Has anyone here tried the Galaxy GC made by Mario Becroft in his
> > > TT or MegaSTe ? I'd like to hear some more about it. I know
> > > several people who would like to buy the card but since there is
> > > not much info they are reluctant.
>
> I am in the process of buying a MegaST4.Would the Galaxy graphic card work
> in that? I would be interested if so.
>
> Chris Thorley.
>
>

4613. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 09:14:29 UTC
From: louis@holleman.demon.nl
Message-ID: <3ad17606.85389860@beta-news.demon.nl>
Source record: 47846

On 8 Apr 2001 17:27:36 GMT, Iggy Drougge <optimus@canit.se> wrote:

>Martin-Éric Racine <q-funk@funkyware.atari.org> skrev:
>: On Fri, 6 Apr 2001, Kenneth Medin wrote:
>
>:> Seriously I am sitting with two TT:s on 640*480*16 VGA and would
>:> definitly buy one if they are working OK on most serious apps.
>
>: What is stopping me from buying a Galaxy is two-fold:
>
>: 1) Ethernet drivers still unavailable.
>: 2) Ethernet interface is AUI.
>
>: Point one is especially important, because networkability has
>: priority over flashy graphics, for me. I currently have a Riebl
>: card, which covers my networking needs adequately, and would not
>: remove it to replace it with something non-networkable.
>
>: Point two is of economical importance: purchasing a separate
>: AUI-to-BNC or AUI-to-UTP adapter adds to the cost of an already
>: pricey product.
>
>Adds what? Two EUR?

Iggy, with all respect, but coming up with a card with networking
capacities and an AUI socket in 2000/2001 is, erm... inconvenient, I'd
say. I have my PC's networking and would surely like to add the TT
into it.
I'm working mixed 10/100 Mbit NIC's, so I use a switch instead of a
hub. Everything is on STP here, so I think ME's got a point: one's
forced to get/buy/search for another bit of hardware in order to
accomodate a new piece of h/w into one's existing system.

>/Iggy, who's got half a dozen AUI transceivers at home.

Well I don't, so I should go to one of these dump-markets first and
hope to find one there :-)

CU NeXT msg
LOUIS

http://www.holleman.demon.nl
email: louis@holleman.demon.nl
louis@bbst.net
ICQ 103642987

4614. Re: Panasonic scanner how?

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 10:45:25 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <9pgA6.1352$wP3.7262@news-server.bigpond.net.au>
Source record: 47847

nah, it would goto a proprietary interface on an add on isa card for
ibm/pc's

4615. Re: Panasonic scanner how?

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 10:46:45 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <pqgA6.1359$wP3.8357@news-server.bigpond.net.au>
Source record: 47848

allthough there may of been made a cartridge port adapter for it, if there was enough demand

4616. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 10:56:02 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad19bb5@dnews.tpgi.com.au>
Source record: 47849

Iggy Drougge <optimus@canit.se> wrote in message
news:9artl8$59a$1@dos.canit.se...
> Mark Bedingfield <atari@tpg.com.au> skrev:
>
> : Iggy Drougge <optimus@canit.se> wrote in message
> :> Mark Bedingfield <atari@tpg.com.au> skrev:
> :>
> :> : If the card is AUI then it
> :> : is going to be 10 meg anyway.
> :>
> :> Eh? Your point being?
>
> : You are going to need an out of production Hub, I haven't seen any for
ages
> : with AUI, so it should be cheap. A lot of organizations are flogging
their
> : old gear at auction.
>
> I for one would never consider buying a hub without AUI. A hub without
> would be crippled, cheap garbage.
> However, I still don't see what you mean by the uppermost statement.

Just that, here in Australia 10meg is dyind and most 99.9% of hubs are UTP
only. BNC is even dissappearing fast as manufacturers try to save a quid. I
haven't seen any AUI connectors on new hubs in at least 2 years, so as I
said should be dirt cheap....

Mark

4617. Re: Panasonic scanner how?

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 11:23:32 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D0208560560B4E@FILESERV>
Source record: 47850

It prolly is SCSI....there is a 25-pin SCSI connection for SCSI1/2....PC scanners frequently didn't say so to justify adding the card

chrisc

--
Posted from mx3.i-way.net.uk [212.49.192.3]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4618. Re: Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 11:34:50 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D0208560560B4F@FILESERV>
Source record: 47851

Hi FOlks,

I'm the UK rep for Mario's products.....I'm waiting to hear from Mario that the Ethernet kitted Galaxy is available as everyone seems to want that version ATM, I have a beta unit (running NVDI driver ATM, should be changing over ot the fvdi one this week) and I'm impressed by it, even though it isn't the production item....

chrisc

--
Posted from mx2.i-way.net.uk [212.49.192.9]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4619. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 11:42:49 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <9as78tiit1@lola.hrz.fh-lausitz.de>
Source record: 47852

```
% ipcfg (under nat32)
ip routing enabled [no]

---

NAT32 Version 6.4.5 (4. October, 2000) Build: 1130
(C) 2000 A.C.T. Software.
Opening PPP Interface and 1 Logical LAN Interface
NDIS3PKT driver: OK
Interface 1 [DFï¿½-Adapter]: OK
Interface 2 [[1] Realtek RTL8029(AS) PCI Ethernet NIC]: OK
Filter[2] 0.0.0.0
No OTHER address on Interface 2
DNS Mapping: ON
DNS Detection: ON
TELNETD [78] port [23]
TELNETD: terminating, no password file found.
DHCPD enabled on ifn 2
IDENTD [76]
HTTPD started
% can't listen at port 80

how can I set filter[1]?

--

MfG Mathias

"Kenneth Medin" <kennethm@tripnet.se> schrieb im Newsbeitrag
news:3ad0bb9ce64dc3@tripnet.se...
> On Sun 08-04-2001 17:54 (+0200) Mathias wrote:
>
> >sorry i have nat v6.4.5 (bulid:1130) and itï¿½ll not run
> >
> >NAT32 Version 6.4.5 (4. October, 2000) Build: 1130
> >(C) 2000 A.C.T. Software.
> >Opening 1 Logical LAN Interface
> >NDIS3PKT driver: OK
> >Interface 2 [[1] Realtek RTL8029(AS) PCI Ethernet NIC]: OK
> >Filter[2] 192.168.52.166
> >No Primary Interface available
> >DNS Mapping: ON
> >DNS Detection: ON
> >TELNETD [79] port [23]
> >TELNETD: terminating, no password file found.
> >DHCPD enabled on ifn 2
```

> >IDENTD [77]
> >HTTPD started
> >can't listen at port 80
>
> Note the line "No Primary Interface available". This interface should be
> connected to the Internet (your pc Ethernetcard). Fix this by setting
> this interface as "Primary" (Showned in one of the screenshots on my
> homepage).
>
> You really should disable the Telnet and http deamons (security risk)!
>
> And to the STinG users who read this. You thought STinG was too
> complicated, welcome to pc world!
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

4620. What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 11:55:20 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e0a4d@fmlynet.org>
Source record: 47862

FamilyNet Newsgate

Hello Rob!

R> What's Your Favorite Atari Computer System?

TT-030 (although if someone gave me an ATW I wouldn't
throw it away ;-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4621. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 12:20:31 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <jOhA6.17655$TW.79972@tor-nn1.netcom.ca>
Source record: 47853

In article <3ad0440e$0$8834@news.zetnet.co.uk>,
James Haslam <jfhaslam@zetnet.co.uk> wrote:
>> We need users! The world's only online Atari ST BBS, with more
>>than a dozen games, and not enough players? Unbelievable! Come, give it a
>>shot!
>
>I'd love to but I'm a StinG user, and the telnet clients for
>Stik1&2/Sting/Gluestik users are pretty crap.

So try it anyway, or write a new telnet app :)

jeff

4622. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 13:06:12 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104091559240.9928-100000@hal.pp.fishpool.fi>
Source record: 47855

On 8 Apr 2001, Iggy Drougge wrote:

> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
> : Point two is of economical importance: purchasing a separate
> : AUI-to-BNC or AUI-to-UTP adapter adds to the cost of an already
> : pricey product.
>
> Adds what? Two EUR?

250mk to a card that would already cost me around 1000mk is _way_
too much. Heck, 1000mk already buys me a rather well-equipped PII
in this country!

> space is rather cramped on that card,

Not that much.

> AUI offers the most flexibility.

AUI is crap and obsolete. Grow up.

> TP and BNC would add to the cost, since they would
> incorporate more electronics on the board.

One chip, one RJ-45 connector. Heck, even BNC is optional.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4623. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 13:13:25 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3AD1B575.D8DE5F97@nospam.no.no>
Source record: 47854

To be honest I didn't really rate Telstar, but TelVT102 makes a pretty
good fist of telnet IMO.

--

Kenneth Medin wrote:
>
> On Sun 08-04-2001 10:57 (GMT) James Haslam wrote:
>
> >Hi Jeff!
> >
> >> We need users! The world's only online Atari ST BBS, with more
> >>than a dozen games, and not enough players? Unbelievable! Come, give it a
> >>shot!
> >
> >I'd love to but I'm a StinG user, and the telnet clients for
> >Stik1&2/Sting/Gluestik users are pretty crap.
>
> Hm, I tried to log in to that BBS with Telstar (STinG) and it did seem to
> work. Did not try any games, though (never liked games...). All I got was
> standard text but it shure worked.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

4624. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 13:17:07 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104091608480.9928-100000@hal.pp.fishpool.fi>
Source record: 47856

On Mon, 9 Apr 2001, Louis Holleman wrote:

> I think ME's got a point: coming up with a card with
> networking capacities and an AUI socket in 2000/2001 is
> inconvenient. one's forced to get/buy/search for another bit
> of hardware in order to accomodate a new piece of h/w into
> one's existing system.

Exactly my point, thank you. AUI is obsolete and inexcusable on
a piece of equipment manufactured nowadays. The added expanse of
the transducer is both economical and time-consuming, also.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4625. ST BBS's

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 15:06:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e1283@fmlynet.org>
Source record: 47874

FamilyNet Newsgate

> Hi all,
> Does anyone have the number for the Fortress BBS in the UK?
> Thanks in advance,
> Alan.
> * Kivi (unregistered) 2.03 *

Please send answer to greg.goodwin@fmlynet.org so I can post this on the Fidonet ST group. Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4626. Wanted cheap external scsi cd rom drive (UK) e.g. cd300 or cd150

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 15:38:22 UTC
From: Simon Williams <williamssg@cf.ac.uk>
Message-ID: <9asl1f$b8d$1@fafnir.cf.ac.uk>
Source record: 47857

Hi everyone,

I'm looking for a cheap external scsi cd rom drive, something like the apple cd150 or cd300 would probably do. Its to use on my atari st (via a scsi host adaptor) but more importantly for my akai s2000 sampler.

By the way, after more than 8 years its still wonderful to see activity on these atari groups! I sadly miss my TT but I'm still using the STE and love it!

Kind regards

Simon Williams

SVPworld - Creative music and multimedia
incorporating PSRworld.......
website: http://www.svpworld.com
email: info@svpworld.com

4627. Re: FS: best offers

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 16:46:58 UTC
From: BlackSwan <fmatzen@home.com>
Message-ID: <6IIA6.582378$ge4.215204674@news2.rdc2.tx.home.com>
Source record: 47858

Shheeeshh.. Do I feel stupid!!!!

i didnt even check to see what email it was giving out when I set this app
up.

OK.. I'm redfaced...

CORRECT email is fmatzen@home.com

I still have most of it for sale. Will post a new list in a day or so.

!DOH

"Don" <dons@qnet.com> wrote in message news:3AC2707B.2059CD72@qnet.com...
> This is the second post from this guy and again he leaves a email
> address that is not correct.
>
> If you interested in selling this stuff please email me or leave a
> working email.
>
> Don
>

4628. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 17:44:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9assd8$dn7$1@dos.canit.se>
Source record: 47864

Louis Holleman <louis@holleman.demon.nl> skrev:
: On 8 Apr 2001 17:27:36 GMT, Iggy Drougge <optimus@canit.se> wrote:

:>Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
:>: On Fri, 6 Apr 2001, Kenneth Medin wrote:
:>
:>:> Seriously I am sitting with two TT:s on 640*480*16 VGA and would
:>:> definitly buy one if they are working OK on most serious apps.
:>
:>: What is stopping me from buying a Galaxy is two-fold:
:>
:>: 1) Ethernet drivers still unavailable.
:>: 2) Ethernet interface is AUI.
:>
:>: Point one is especially important, because networkability has
:>: priority over flashy graphics, for me. I currently have a Riebl
:>: card, which covers my networking needs adequately, and would not
:>: remove it to replace it with something non-networkable.
:>
:>: Point two is of economical importance: purchasing a separate
:>: AUI-to-BNC or AUI-to-UTP adapter adds to the cost of an already
:>: pricey product.
:>
:>Adds what? Two EUR?

: Iggy, with all respect, but coming up with a card with networking
: capacities and an AUI socket in 2000/2001 is, erm... inconvenient, I'd
: say. I have my PC's networking and would surely like to add the TT
: into it.

Then do so, by all means. That's what the AUI connecor is for.

: I'm working mixed 10/100 Mbit NIC's, so I use a switch instead of a
: hub. Everything is on STP here, so I think ME's got a point: one's
: forced to get/buy/search for another bit of hardware in order to
: accomodate a new piece of h/w into one's existing system.

A very minor piece of hardware. Most likely, you'll have to buy a TP cable
as well.

:>/Iggy, who's got half a dozen AUI transceivers at home.

: Well I don't, so I should go to one of these dump-markets first and
: hope to find one there :-)

Or a dozen. =)

--
/Iggy, the irregular regular

4629. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 17:45:17 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9assfd$dn7$2@dos.canit.se>
Source record: 47863

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
: On Mon, 9 Apr 2001, Louis Holleman wrote:

:> I think ME's got a point: coming up with a card with
:> networking capacities and an AUI socket in 2000/2001 is
:> inconvenient. one's forced to get/buy/search for another bit
:> of hardware in order to accomodate a new piece of h/w into
:> one's existing system.

: Exactly my point, thank you. AUI is obsolete and inexcusable on
: a piece of equipment manufactured nowadays. The added expanse of
: the transducer is both economical and time-consuming, also.

What makes AUI obsolete? Because it's not in fashion? By the same line of
reasoning, the TT would be considered obsolete.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

4630. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 17:51:37 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9assr9$dn7$3@dos.canit.se>
Source record: 47865

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
: On 8 Apr 2001, Iggy Drougge wrote:

:> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
:> : Point two is of economical importance: purchasing a separate
:> : AUI-to-BNC or AUI-to-UTP adapter adds to the cost of an already
:> : pricey product.
:>
:> Adds what? Two EUR?

: 250mk to a card that would already cost me around 1000mk is _way_
: too much. Heck, 1000mk already buys me a rather well-equipped PII
: in this country!

1000FIM, is it that cheap? I thought it would cost at least twice as much.
However, if that's what they want for the transceiver, that certainly is
expensive. When you get the card, mail me, and we'll make a deal. =)

:> space is rather cramped on that card,

: Not that much.

You'd have to drop the AUI in order to accomodate TP+BNC.

:> AUI offers the most flexibility.

: AUI is crap and obsolete. Grow up.

I resent that statement. Both, in fact.
Define crap and obsolete.

While we're at it, why not add gigabit ethernet? After all, 10 Mb is crap
and obsolete, I suppose.

:> TP and BNC would add to the cost, since they would
:> incorporate more electronics on the board.

: One chip, one RJ-45 connector. Heck, even BNC is optional.

Maybe for you it is.
One way or the other, you're going to need a transceiver, whether on the
card or externally. It really isn't worth raising any fuss over, since
you'll get your network connectivity either way.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

4631. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 18:38:33 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <9asvjv$rl2$1@lola.hrz.fh-lausitz.de>
Source record: 47866

now i have nat 32+

NAT32+ Version 1.4 (29. March, 2001) Build: 4024
(C) 2001 N.A.T. Software
Interface[1] [Realtek RTL8029(AS) PCI Ethernet NIC]
WARNING: DHCPD single adapter mode set.
Filter[1] 0.0.0.0
ERROR: invalid ifn 0
DNS Mapping: ON
DNS Detection: ON
DHCPD enabled on Interface 1
IDENTD [80]
HTTPD listening at 0.0.0.0:8080 (private)
%

but in no register mode
i have only one interface?

--

MfG Mathias

"Mathias" <mpichotz@fh-lausitz.de.nospam> schrieb im Newsbeitrag
news:9as78tiit1@lola.hrz.fh-lausitz.de...
> % ipcfg (under nat32)
> ip routing enabled [no]
>
> ---
>
> NAT32 Version 6.4.5 (4. October, 2000) Build: 1130
> (C) 2000 A.C.T. Software.
> Opening PPP Interface and 1 Logical LAN Interface
> NDIS3PKT driver: OK
> Interface 1 [DFï¿½-Adapter]: OK
> Interface 2 [[1] Realtek RTL8029(AS) PCI Ethernet NIC]: OK
> Filter[2] 0.0.0.0
> No OTHER address on Interface 2
> DNS Mapping: ON
> DNS Detection: ON
> TELNETD [78] port [23]
> TELNETD: terminating, no password file found.
> DHCPD enabled on ifn 2
> IDENTD [76]
> HTTPD started
> % can't listen at port 80
>

> how can I set filter[1]?
>
>
> --
>
> MfG Mathias
>
> "Kenneth Medin" <kennethm@tripnet.se> schrieb im Newsbeitrag
> news:3ad0bb9ce64dc3@tripnet.se...
> > On Sun 08-04-2001 17:54 (+0200) Mathias wrote:
> >
> > >sorry i have nat v6.4.5 (bulid:1130) and iti¿½ll not run
> > >
> > >NAT32 Version 6.4.5 (4. October, 2000) Build: 1130
> > >(C) 2000 A.C.T. Software.
> > >Opening 1 Logical LAN Interface
> > >NDIS3PKT driver: OK
> > >Interface 2 [[1] Realtek RTL8029(AS) PCI Ethernet NIC]: OK
> > >Filter[2] 192.168.52.166
> > >No Primary Interface available
> > >DNS Mapping: ON
> > >DNS Detection: ON
> > >TELNETD [79] port [23]
> > >TELNETD: terminating, no password file found.
> > >DHCPD enabled on ifn 2
> > >IDENTD [77]
> > >HTTPD started
> > >can't listen at port 80
> >
> > Note the line "No Primary Interface available". This interface should be
> > connected to the Internet (your pc Ethernetcard). Fix this by setting
> > this interface as "Primary" (Showned in one of the screenshots on my
> > homepage).
> >
> > You really should disable the Telnet and http deamons (security risk)!
> >
> > And to the STinG users who read this. You thought STinG was too
> > complicated, welcome to pc world!
> >
> > --
> > Kenneth Medin <kennethm@tripnet.se>
> > Atari TT at home: http://atari.mine.nu/
> > <<Produced with 100% pure Atari equipment>>
>

4632. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 19:10:58 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gbjhak1.pminews@news.plfld1.nj.home.com>
Source record: 47867

On Mon, 09 Apr 2001 12:20:31 GMT, Jeff Mitchell wrote:

:> So try it anyway, or write a new telnet app :)

It works just fine. You need to change your display options to get pretty
VT-52 (or ANSI, if that's what floats yer boat) colors. Keep it up - we need
more BBS's like this. :)

Bill

4633. your help!!!

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 19:14:40 UTC
From: nigel stapple <nstapple@eurobell.co.uk>
Message-ID: <9at2sd$1720$1@slrn.eurobell.net>
Source record: 47869

Dear fellow enthusiast,
My name is Nigel Stapple and I run a small non-profit company called Tekpromo. Our aim is to promote engineering and science in schools and colleges in the UK.

One of our services is a free mobile technology exhibition that includes a section on the history of home computing. We are currently looking for contributors to the exhibition who are willing to produce and supply information sheets on various machines. Specifically we require A4 size printable documents containing information such as specifications, history, pictures, trivia and of course any relevant information you would like to include (your web address!). All contribution would be gratefully received.

Our own collection stands at 30+ machines, including a TRS80 Model 1, a ZX81with thermal printer, an Amiga 1000, a z88, an Apple Mac+ (US version) and a Tatung Einstein. We have the usual mix of Sinclairs, Atari's, Amigas, Amstrads and some early PC's.

We are continually looking for more models for the exhibition and would very grateful for hardware/software contributions. We require Acorns, Orics, Commodores (8 bit machines), MSX's, and any other home computer familiar in the UK during the late 70's through to the 90's.

Regards

Nigel.T.Stapple
(Exhibition co-ordinator)

4634. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 19:18:04 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <986847854-172903AEicMi@xs4all.nl>
Source record: 47868

Hi Rob,

For me it is the TT also. But that is not
because I know what the other Atari's can do. I
just bought my first TT in 1989/1990 because it
was twice as fast as a Mac and twice as cheap!
Until now I still enjoy working on this machine.
In the flow of the time I've bought two more
TT's because I could not let them pass me. The
second one was from a professional architect who
sold it for about $ 330 US including Dynacadd
and Arkey with dongle. Arkey was about that time
the best design program for architects. The
bargain was also with the 19" screen. It was
about 6 0r 7 years ago and I took it all. Now
recently I've purchased a Falcon so I
investigating what this machine can do; explains
my lack of comparison. But my 'major' TT has 84
Mb RAM, a 2.1 Gb HD and a Nova graphic card.
Works all fine and there are hardly any pieces
of software that I haven't collected in the
years. Even these 'just to be' very expensive
professional programs. And until now I can make
a living with that old beast......

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4635. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 19:41:39 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104092239210.14943-100000@hal.pp.fishpool.fi>
Source record: 47870

On 9 Apr 2001, Iggy Drougge wrote:

> :> space is rather cramped on that card,
>
> : Not that much.
>
> You'd have to drop the AUI in order to accomodate TP+BNC.

This is exactly what should be done anyhow.

Standards for 10mb Ethernet are well-established: BNC and RJ-45.
Nothing else qualifies, especially not AUI.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4636. making a living on Atari (was: Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 19:48:26 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104092243270.14943-100000@hal.pp.fishpool.fi>
Source record: 47872

On Mon, 9 Apr 2001, Raoul Teulings wrote:

> [deletia] my 'major' TT has 84 Mb RAM, a 2.1 Gb HD and a Nova
> graphic card. Works all fine and there are hardly any pieces
> of software that I haven't collected in the years. Even these
> 'just to be' very expensive professional programs. And until
> now I can make a living with that old beast......

Raoul, could you tell us what you make for a living?

Given that most of us eventually picked up Linux or Windows to
comply with economic realities, it would be a highly refreshing
change to hear from someone who managed to stay completely on an
Atari to make a living, e.g. how you cope with people who expect
you to have the usual garden variety of Windows software or then
be "one of those Linux hackers" if you don't, etc.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4637. Re: your help!!!

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 19:58:22 UTC
From: Tim Anderson <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <9at46d$2dn$1@news8.svr.pol.co.uk>
Source record: 47871

Sounds very similar to my own collection.

Didn't realise I would be able to put it all in exhibition.

Oh well could have made some money there :-)

Tim

"nigel stapple" <nstapple@eurobell.co.uk> wrote in message
news:9at2sd$1720$1@slrn.eurobell.net...
> Dear fellow enthusiast,
> My name is Nigel Stapple and I run a small non-profit company
> called Tekpromo. Our aim is to promote engineering and science in schools
> and colleges in the UK.
>
> One of our services is a free mobile technology exhibition that includes a
> section on the history of home computing. We are currently looking for
> contributors to the exhibition who are willing to produce and supply
> information sheets on various machines. Specifically we require A4 size
> printable documents containing information such as specifications,
history,
> pictures, trivia and of course any relevant information you would like to
> include (your web address!). All contribution would be gratefully
received.
>
> Our own collection stands at 30+ machines, including a TRS80 Model 1, a
> ZX81with thermal printer, an Amiga 1000, a z88, an Apple Mac+ (US version)
> and a Tatung Einstein. We have the usual mix of Sinclairs, Atari's,
Amigas,
> Amstrads and some early PC's.
>
> We are continually looking for more models for the exhibition and would
very
> grateful for hardware/software contributions. We require Acorns, Orics,
> Commodores (8 bit machines), MSX's, and any other home computer familiar
in
> the UK during the late 70's through to the 90's.
>
> Regards
>
> Nigel.T.Stapple
> (Exhibition co-ordinator)
>
>
>

4638. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 20:13:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986924376-917929AEicMi@madasafish.com>
Source record: 47803

Hi johan

>>>Has anyone here tried the Galaxy GC made by Mario Becroft in his
>>>TT or MegaSTe ?
>...
>>AFAICT you'd have to want to use fVDI to use the Galaxy as there is no

>And why wouldn't you want that? ;-)

Well ive already spent a lot of money on NVDI and since i know nowt
about fVDI i'd rather stick with that, and since NVDI is what programers
refer to when coding i'd rather stick with some sort of a standard..

>>NVDI driver!!!!.

>Uhm, NVDI was working on the Galaxy before fVDI was (the frame buffer
>layout is supposedly the same as for FalconTC).

But the driver cannot be passed on due to licencing issues.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4639. Re: making a living on Atari (was: Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 20:28:48 UTC
From: Andy aka 'wim' <studio_fm@poczta.onet.pl>
Message-ID: <9at61lsgp1@news.onet.pl>
Source record: 47873

Once I wrote it somewhere here, but let me describe the landscape again:
1 x Mega STE 4 (I never had TT since lots of MIDI software didn't want to work on it...), 1 x C-Lab Falcon MkII (couldn't find MKX...), 1 x SGI Indy R5000 (CSound & related), 1 x portable PC notebook (for writing), 1 x Mac SE/30 (no to let my wardrobe stand empty ;-) - the rest of the outdated Mac stuff was sold in the past years).

I used to own an Atari 1040 STE - my first one and I fell in love with it when I saw it for the first time. I enjoyed its ROM built-in OS and years ago it seemed to be the promised land of computing for me. If I had to - I'd point this one as the beloved one as it still reminds me of those days when the 8 MHz clock was a miracle. And I believe quite often it still can be. And a bit later - the beautiful Indy. But that's a different story. ;-)

Regards,
Andy

--
studio_fm@poczta.onet.pl

4640. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 20:52:53 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ad22be84664d21@tripnet.se>
Source record: 47875

On Mon 09-04-2001 20:38 (+0200) Mathias wrote:

>now i have nat 32+
>
>NAT32+ Version 1.4 (29. March, 2001) Build: 4024
>(C) 2001 N.A.T. Software
>Interface[1] [Realtek RTL8029(AS) PCI Ethernet NIC]
>WARNING: DHCPD single adapter mode set.
>Filter[1] 0.0.0.0
>ERROR: invalid ifn 0
>DNS Mapping: ON
>DNS Detection: ON
>DHCPD enabled on Interface 1
>IDENTD [80]
>HTTPD listening at 0.0.0.0:8080 (private)
>%
>
>but in no register mode
>i have only one interface?

Bad news! Looks like it's not possible to evaluate the program even for 1
hour any longer. Then who would then buy it? Stupid...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4641. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 21:45:24 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ad22d74$0$8834@news.zetnet.co.uk>
Source record: 47877

On 9 Apr 2001 19:10:58 G, "Billy Ko" wrote:
>On Mon, 09 Apr 2001 12:20:31 GMT, Jeff Mitchell wrote:
>
>:> So try it anyway, or write a new telnet app :)
>
>It works just fine. You need to change your display options to get pretty
>VT-52 (or ANSI, if that's what floats yer boat) colors.

No it's not. It's black & white, very VERY slow, and you can't do file
transfers.

I used to play BBS games a few years ago, and there's no way that you can
get the sort of speed over a telnet link that you could over a direct
connection to a BBS. And the telnet links aren't very reliable.

I've tried to play MUDs with Telstar, Telvt102 and others, but it's just
not workable.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4642. Re: ST BBS's

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 21:45:27 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ad22d77$0$8834@news.zetnet.co.uk>
Source record: 47876

On 9 Apr 2001 15:06:20 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
>> Hi all,
>> Does anyone have the number for the Fortress BBS in the UK?
>> Thanks in advance,
>> Alan.
>> * Kivi (unregistered) 2.03 *

It might be still there for point users, but if you are using Kivi in
conjunction with a comms program, then you can't log in there anymore.

The person to ask would be Steve Sweet, he still is in contact with Sysop
Kevin Osborne.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4643. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 22:06:38 UTC
From: ebaiz@skyenet.net
Message-ID: <OnqA6.110$6v3.1327@newsfeed.slurp.net>
Source record: 47879

On 7 Apr 2001 22:43:36 G, "Oracle" wrote:
>because there is hardly any messages anymore and I'm concerned seeing so
>many people selling there atari possessions..

True alot of people are selling their Atari stuff, but then alot of
people are buying the stuff.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4644. New TOS machine...

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 22:06:40 UTC
From: ebaiz@skyenet.net
Message-ID: <QnqA6.111$6v3.1327@newsfeed.slurp.net>
Source record: 47880

Anyone heard anything else about the new ColdFire TOS machine? Should
be something concrete by now.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4645. Java TOS WWW browser

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 22:06:42 UTC
From: ebaiz@skyenet.net
Message-ID: <SnqA6.112$6v3.1327@newsfeed.slurp.net>
Source record: 47878

Sometime ago it was posted that some company was going to produce a nice package for TOS computers. I email them and have not received an answer. I wonder if the package was bogas. Sure looked like they were serious. I guess all we can do is wait and see.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4646. FS: Revised list... This time with REAL contact info

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 22:58:19 UTC
From: BlackSwan <fmatzen@home.com>
Message-ID: <f8rA6.583619$ge4.215852058@news2.rdc2.tx.home.com>
Source record: 47881

I am getting rid of most (but not all) of my old Atari stuff. It breaks my heart but I had to move to the PC to compete. I'm keeping the Falcon though J
I will take offers for everything. You pay shipping. I want to see it all go to good homes.

Keep in mind that this is in the U.S. and that you're check or money order must clear BEFORE I ship it.
I can also accept CREDIT CARDS.

Contact me at fmatzen@home.com

Games:
Sleepwalker - (GREAT GAME) requires 1 meg or more
Clown-O-Mania
No Second Prize - motorcycle racing
Lotus III
Fantastic Worlds - includes Populace, Mega-Lo-Mania, Piratez, Realms and Wonderland
Sim City
Falcon Flight Sim
Battle Chess

Apps:
Twist 2 - database
Stalker 3/ Steno - telecommunications
GFA Draft Plus
Genus - font editor
Calamus SL publishing with Oultine Art and Font editor - LOTS of extras
Neodesk 3
Image Copy 3 & 4
Cyber Studio CAD 3D, Cyber Texture and Cyber Sculpt
Maxi File 3
Multi Desk Deluxe V3.3
Ultimate Virus Killer - 6.4
Warp 9
Fontverter- TYPE 1 Converter
Kobold File Copier
Hot Wire
Universal Item Selector
Diamond Back 3
Gem-View
NVDI 4
OutburST 3
ExtenDOS

S.A.R.A - Search and Retrieval Atari
Emagic Sound Surfer
Easy Draw
HD Driver
Atari Works
Speedo GDOS
Edit Plus
Disk Doctor v1.2
C-Font
Mastering Atari Works - interactive learning

CDs:
Moving Pixels Collection - games, apps and demops from Moving Pixels plus source code
Suzy B's Atari Software Treasury - 2 CDs
All Things Falcon - Falcon only PD and shareware
Electronic Spinster Graphics Clipart Collection - 6,000 IMG files, 1,000 CVG and GEM files.

Programming:
The GP_EDIT Library - for GFA Basic
HiSoft Basic 1
Hisoft C Interpreter
STOS Basic and Compiler
GFA Basic 3.5
Personal Pascal

Hardware
Blow-Up 030 - screen expander for Falcon
Pyramid monochrome hand scanner
MultiSync/RGB monitor switch
Atari SC1435 - 14 inch color monitor
Atari SM124 - 12 inch monochrome monitor
Atari SC1224 - 12 inch color monitor
Quantum 250 meg internal HD for Falcon
Champ mouse

Books
Papa's Grafik Guide to Atari Works
Software Development with GFA Basic 3
GFA Basic Programmer's Reference Guide Volume 1
Concepts in Programming with GFA Basic

Magazines:
ST FORMAT: issues 22-82 with disks
ST REVIEW: May 92-Nov 94
ST USER: 1-34
ST ACTION: 26, 34, 35, 37, 40

100's of DD Floppy disks.. some with treasures on them.

4647. CAB reading only partial pages with Magic 6

Newsgroup: comp.sys.atari.st
Date: 2001-04-09 23:37:26 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6F795F8.103C8%nameerf@flash.net>
Source record: 47883

Hello!

I have an odd problem that's come up recently, and I'm not sure what I've changed, as it never happened before. When I look at some pages, especially large ones (atari.org is one of them), CAB won't display the whole page. Only the last 10-20% or so. I can go to a different page, and hit the "Back" button, and *sometimes* it displays more of the page, sometimes the whole page, sometimes just as much as last time. This is only using Magic 6.01. If I use Geneva or any other OS, everything seems to work fine. One thought was that perhaps it's a bad HSMODEM setting (as I use HSMODEM on Magic and Fast Serial on Geneva), but as it does in fact load in the whole file, which can be viewed as a whole in a text editor, I don't think that's it. Anyone else run into this problem? It happens with all versions of CAB I've tried. I've tried deleting and re-installing things, including the cache, and moving things around in different locations on my hard drive, but it's always the same. No other software is affected. Only CAB.

Mike Freeman
nameerf@flash.net

4648. Configuring STik 2

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 00:14:12 UTC
From: vdjole@EUnet.yu
Message-ID: <9atj8h$b8u$1@news.EUnet.yu>
Source record: 47884

I have used STing for quite some time (currently STing V1.26), and I
decided to try STik 2 for a while. I found that it worked reliably,
as well as STing did (and in one important detail better than STing)
but I have some unresolved quistions about configuring it on my machine-
a MegaST with TOS 2.06:

* Recommended value for receive window is 4500. However, with the same
segment size (MSS=1500) in STing, receive window recommended by R.Andersson
was about 20000 (with some increase in allocated memory). Any suggestions?

* When STik 2 is used with recommended SLICE=1 or so, a small but
noticeable slowdown of the computer can be observed (about 10%; I noticed
this when testing some math-intensive routines). This happens all the
time the computer is running with STik, not just online. A slowdown exists
with STing too, but it is no so pronounced. Only if I select SLICE=10 and
YIELD=1 the overall computer speed with STik is similar to that with STinG.
Setting YIELD=0 slows the computer even more. Any suggestions for setting
SLICE on a MC68000 Atari? Docs say SLICE=0 is fine for MC68030 and should
be higher for lesser systems- but how high? Would SLICE=10 have any adverse
effect on STik's performance online?

* AFAIK STik 2 is to be effectively used mostly (only?) with a dial-up
connection contrary to STing which can be used in diverse manners.
So is there a way to automatically disable STik when it is not online?
This is related to my previous question about slowdown. What is the
use of STik running without a connection? STing has a CPX in which it
can be set "inactive" - although manually only. An automatic switch
option should be possible, shouldn't it?

Regards;

4649. EMAILER/CAB\ICONNECT

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 00:17:56 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <986858330-965672AEicMi@frisurf.no>
Source record: 47882

Hello everyone trying out Sting.

Now I have at last ended this dead projects: Sting/all sort of CAB.OVL/Newsie.
Never more for me!
I just have had trouble vith it all: Slow mail/news, slow browsing. Nothing worked like before.

So I just got it all away from my HD and started over where I once started: Iconnect, Emailer, and the original CAB.OVL.
Now it for the first time, since the last half year, is possible to use the internet connection without thinking "if I only had an IBM-clone of any kind".
I suppose the average rate of transferring is now about 2500 bps, compared to 500 when I was using Sting. The only annoying thing now is the lack of Java.
So I will continue using my Falcon for some more time, and never ever try out Sting any more.
Where is the ICQ for using with Iconnect? (I sent some money to the swedish developer and hope he soon will give me a version for Iconnect! I will pay once more for it if you are able to make it!)

Perhaps some of you can get Sting working with Mint or something.....
And of course I respect all the job people have done with both Stik and Sting, but for me and my Falcon/Magic it was no success.
Getting rid of Sting and using just Iconnect got me believ in the Atari connection to the www once more.

--
Norvald
e-n-bor@frisurf.no
<Atari Falcon>

4650. *ATARI 1040STFM/SM124 monitor/mouse/software* Item #1228601140

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 04:36:39 UTC
From: gmccla1n@swbell.net
Message-ID: <3ad28cf6.4428292@news.newsfeeds.com>
Source record: 47885

MEGA COLLECTION This auction consists of an ATARI 1040STFM, third party
mouse,SM124 monitor, over 150 used disks,boxed and unboxed software. Some of the titles are
Ultima II, Falcon,FONTZ!,TIMEWORKS desktop publisher,CASTLE WARRIOR, SORCERER
by INFOCOM,The FOOLS ERRAND,1st WORD word processor, PRINTMASTER ART GALLERY I and PRINTMASTER PLUS. The computer,monitor and mouse are very clean and
work fine, but I haven't tested all the software and is sold as-is. High bidder to pay actual
shipping by UPS in USA only. Payment to be received within 7 days of auctions end. Thanks and
happy bidding. Item #1228601140
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1228601140

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

4651. Need help reading SCSI hard disk on PC

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 06:36:29 UTC
From: Ricky <1@a.net>
Message-ID: <0SxA6.68$FD1.12612@news6-win.server.ntlworld.com>
Source record: 47886

I have tried using Gemulator Explorer but I can only see the first
partition.
What im basically trying to do is convert my old Atari cubase arrangements
from the hard disk so i can use them in Cubase on the PC. Is there a way to
convert all the files i want straight into the PC?
Thanks in advance for any help.

4652. Wanted: C-Lab Notator/Creator SL dongle...

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 06:45:39 UTC
From: Desert Dweller <ducluu@pdq.net>
Message-ID: <0443AAF195A0FB89.2F76A30BBF4FC13D.758700DD9B38F1E6@lp.airnews.net>
Source record: 47887

I've been searching for a long time. If you have one or if you know someone that has one, please e-mail me. Thanks.

4653. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 07:29:02 UTC
From: mb@gem.win.co.nz
Message-ID: <GBKFGE.2s@gem.win.co.nz>
Source record: 47888

Hoping to put an end to this discussion about AUI vs. twisted pair:

I could put a twisted pair interface on the card, but for the volume that I anticipate selling, this would be *more expensive* than buying an off-the-shelf twisted pair or thin coax transceiver (which costs about USD 30 new, and can often be got for nothing second-hand). If you really can't find one, I will be able to supply the transceiver with the card.

At present this is an academic question because the card does not even support ethernet yet. I intend to support ethernet, I would have liked to support ethernet by now, but I just haven't had the time. I am still working on it.

I can say that as a Graphics card it is slowly getting better and better, since I am putting much of my free time into fixing compatibility problems with nasty software and improving the the drivers and firmware. This is a *long* process, and it will be a while before the drivers and firmware realise the full potential of the card, but it is getting there slowly.

Regarding NVDI/fVDI - the card can work with only NVDI, but this is a silly way to use it since you don't get any acceleration. With fVDI you get accelerated drawing - at present this is just a few operations, but already makes a *huge* difference to the speed of the display - when finished it will be even faster. You can run NVDI with fVDI if you want to get the use of NVDI's outline font handling and printing while getting hardware accelerated drawing from fVDI. The other big benefit of fVDI is that it's free.

Lastly I would like to say that this is not really profitable, it is a labour of love, and I do the best that I can with the time that I have, which is very little. This is also why you do not see me on the usenet very much.
--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
68HC08 support site - http://www.hc08.net/

4654. Re: New TOS machine...

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 09:04:33 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AD2CCA1.1ED4FD30@ooc.de>
Source record: 47889

"Edward S. Baiz Jr." wrote:
>
> Anyone heard anything else about the new ColdFire TOS machine? Should
> be something concrete by now.

ROTFL

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4655. Re: CAB reading only partial pages with Magic 6

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 10:35:47 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ad2ef3ccc2810@free.fr>
Source record: 47890

Hello,

in article <B6F795F8.103C8%nameerf@flash.net> (comp.sys.atari.st)
Michael and Nicole Freeman wrote on Mon 09-04-2001 23:37 (GMT):

> Hello!
>
> I have an odd problem that's come up recently, and I'm not sure what
> I've changed, as it never happened before. When I look at some pages,
> especially large ones (atari.org is one of them), CAB won't display the
> whole page. Only the last 10-20% or so. I can go to a different page, and

I noticed the same behaviour sometimes too. The whole page is there but
the slider is missing. If I just resize the page a little bit (with the
sizer widget), the page is redrawn with the slider.

I do not recall if the same occured with Magic 5.13 or not. In the case
it's just with 5.20 and the later, maybe it have something to do with
windframes. Another thing coming in mind is the size of the slider
defined in Cab.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4656. Need advice on reading SCSI ATARI Hard Disk with a PC

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 11:11:50 UTC
From: Ricky <1@a.net>
Message-ID: <cUBA6.396$FD1.60313@news6-win.server.ntlworld.com>
Source record: 47892

I have tried using Gemulator Explorer but I can only see the first
partition.
What im basically trying to do is convert my old Atari cubase arrangements
from the hard disk so i can use them in Cubase on the PC. Is there a way to
convert all the files i want straight into the PC?
Thanks in advance for any help.

4657. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 11:15:32 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad2f1bb$1@dnews.tpgi.com.au>
Source record: 47891

Hallvard Tangeraas <this-address@is.invalid> wrote in message
news:1ermjt0.1fqrozb1opzwjyN%this-address@is.invalid...
> Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
> > On 7 Apr 2001 22:43:36 G, "Oracle" wrote:
> > >because there is hardly any messages anymore and I'm concerned seeing
so
> > >many people selling there atari possessions..
> >
> > True alot of people are selling their Atari stuff, but then alot of
> > people are buying the stuff.
>
> Yup, and a lot of people are selling their Atari *hardware*.
> Why? Because they continue to use their Atari software on more advanced
> hardware via emulation (i.e. PCs and Macs).

Yuck, Halvard, my CT2 Falcon polishes the floor with my AMD 500 win box. FPU is still about 50% faster on the Falcon030. I expect MagicMac or even PC would be different tho. I will never speak ill of my loves Atari, Fender, SKB, Daughter, Dog, oh and wife;-). I will never sell another Atari or Guitar. I learned..

Mark

4658. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 11:24:32 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986902060.29375.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 47895

Hi Harry,

I have already sent you a mail message with all related info (NVDIVGA.INF, ASSIGN.SYS, auto folder order, etc), but for anyone else who is interested here is the message;

If you look you will see that the MAGIC boot program is disabled, it was near the end but I have been experimenting with it - in general I will not be using Magic until I get this working (i.e. it does not work with TOS either).

The REDIRECT program is the first, it says something like "640x480 blah blah". At this point I understand that ALL TOS output should be redirected to the CD card, but I actually get nothing until the SLCT_DEV program has finished running (i.e. unless I guess I can not change resolution on boot).

I have tried to reinstall NVDI but it did not help, I have not checked to see if when double clicking on a .TXT in TOS displays it with very strange characters. I do not think this is like when you try and display a RSC file or something it was strange, I will test tonight.

Any thoughts would be good.

I have also checked my CD card and it says Crazy Dots VME and has the 15Bit extension (which I believe is what I have it set-up for).

AUTO
====
REDIRECT.PRG - I understand that it sends output to CD card
MAGXBOOT.PRX - Starts Magic, was near the end
WDIALOG.PRG - Don't know
DMIRROR.PRX - Don't know
NVDI.PRG - NVDI replaces a number of system routines for faster ones
DRIVIN.PRG - Part of the repalcement port routines of HSModem
MFP_TT.PRG - Part of the repalcement port routines of HSModem
SCC.PRG - Part of the repalcement port routines of HSModem
SOCKETS.PRG - Something to do with IP but not sure what program it relates to
DRACONLD.PRX - IP stack for Draconis suite of software
STING.PRG - IP stack for most ofther programs (CAB, etc)
TRAPPER.PRG - I think it is used for Magic but not sure what it does
MAGICSND.PRG - Magic sound related file, not sure what it actually does
SLCT_DEV.PRG - NVDI program to select resolutions
EXTERNDOS.PRG - CDROM drivers

NVDIVGA.INF - My VDI file with a number of resolutions, all work
UNIDRIVE.DOS - CDROM driver
INSTALL.LOG - Not sure
EXTERNDOS.BAK - Backup of CDROM driver
CD.BOS - CDROM driver
STING.INF - STING config file
EXTERNDOS.CNF - CDROM driver config file

ACC
===
COPS.ACC - Control Panel replacement
DRACONIS.ACX - ISP diler for Draconis
DRTIME.ACX - ISP connection timer for Draconis
CDCTRL.ACX - CD player program
KOBOLD_2.ACC - Copy prgoram that appears to have stopped working

Harry Sideras <sidcelery@cix.co.uk> wrote in message
news:99op8c$ia3$2@plutonium.compulink.co.uk...
> On 26 Mar 2001 10:46:01 , "Mark" wrote:
> > Thanks for the help
>
> I may live to regret it at this rate! B)
>
> >> Let me make sure I'm understanding you. If Redirect doesn't work,
> >> then you're saying you only get a screen image via the normal
> >> Atari monitor port. If that's true, then you can't possibly be
> >> getting a 32k colour depth. Redirect only redirects the monitor
> >> output through the graphics card AIUI. If you're getting 32k
> >> colour depth then, by definition, the monitor must be connected to
> >> the graphics card. Therefore redirect is working.
> > Forgetting about Magic for the moment, I have disabled it.
>
> OIC.
>
> > I would expect the Atari logo, etc to be output on the standard
> > monitor (as it does), however my understanding of the REDIRECT
> > program is that the output from the point it is run will be sent to
> > the graphics card. Then a few other AUTO progs run (with no
> > output) and then the SLCT_DEV program, the one which lets you
> > select resolutions from your INF file (yes I have managed to make
> > one no problems), and not the Magic one. However I can not see
> > what is going on with the SLCT_DEV program so I have to guess my
> > way round to select a resolution or set it to delay for only a
> > second or two.
>
> This is definitely a bit wierd and shouldn't happen. Am I right in
> thinking you've never run with a graphics card at all? IIRC I needed
> to do a ruthless job of weeding out redundant and incompatible Auto
> progs and accessories when I first started. I can't think what would
> be screwing up the boot so early on with what you've said up to now.
>
> Can I ask for an Auto and ACC listing from you? Also, do you use a

> boot manager that may still be messing around with your setup? It may
> be worth starting from the basics and building up.
>
> >> In answer to your actual question, yes you should see the rest of
> >> the boot on screen after Redirect has run. But, also note that
> >> even though you are using the graphics card some screen output
> >> will still be forced through the old monitor port. Most
> >> significantly, this will include any error message produced by
> >> NVDI if an error occured in its installation! This is very
> >> significant if you have a faulty NVDIVGA.INF!
> > >
> > After REDIRECT nothing until SLCT_DEV is run, INF file no problems.
> > The answer would be to run SLCT_DEV right after REDIRECT but the
> > problem still standard that I can't see what I'm selecting.
>
> I'm thinking lots of things atm. If you're saying that SLCT_DEV
> doesn't show up on the screen through the card then I'm returning to
> the thought that there's something wrong with the NVDIVGA.INF file.
> Does NVDI run immediately after REDIRECT? The INF file has to be valid
> for it to proceed with the boot through the graphics card. I'm
> suspecting that there really is something wrong with this and whatt
> you've said later seems to back that up.
>
> Look at C:\NVDI.INF and add a line like:
>
> LOGFILE = C:\NVDILOG.TXT
>
> Try the boot again and see what it says. It may give a clue.
>
> >> If it's possible to have two monitors connected at the same time
> >> you will save yourself a helluvalot of confusion (believe me!)
> > Have been doing that to set it up but there is not enough room for
> > it to permanently be there.
>
> It's quite possible (but not entirely advisable) to switch a single
> monitor from one plug to another during this process, but while you
> still have a problem you'll just have to make some room for a while if
> you want to get the setup working.
>
> >>> 2) Viewing documents in TOS just produces funny graphics on the
> >>> screen, is this related to the above?
> >> Do you mean TOS programs that don't output via VT52.PRG? In that
> >> case, it's normal. Redirect is sending the output through the
> >> graphics card, but the program doesn't really support the graphics
> >> card and you will get a screwed up screen. The most obvious
> >> example of this is UUDECODE used via Newsie B<
> > In TOS (not Magic)
>
> OK. I mistakenly assumed you'd run Magic by default (only coz I do).
>

> > double clicking on a text file (e.g README.TXT) produces a screen
> > of characters which simply look to be made of horizontal lines. I
> > am not trying to display a resource file or other code, these are
> > standard ASCII file. The kind of effect I would expect from it not
> > pointing to a bitmap character set but rather a random bit of
> > memory.
>
> But the desktop itself is ok? What about if you try to load the file
> into a viewer or text editor? Is it the same? What settings do you
> show in NVDI's compatibility CPX? I use GDOS, GEMDOS text, Line-A and
> Error messages (not TOS compatibility).
>
> >>> 3) Why did the program select 62Hz when I told it the monitor
> >>> worked from 65-75?
> >> Where are you providing this information? Within VMG4000? If not,
> >> where?
> > Yes, the VMG4000 prog tells you I believe.
> >>
> >>> 4) I selected a Crazy Dots VME card but it said the hardware was
> >>> not responding, is this normal? Could I have a CD II card? How do
> >>> I identify it (I know it has a 15Bit extension)?
> >> If you're getting 32k, then that's 15-bit colour depth, which
> >> could either be CD1 or CD2. What have you set up in your
> >> C:\AUTO\NVDIVGA.INF file that was output from VMG4000?
> > I selected CD VME in the VMG4000 prog but I have not done anything
> > with its more advanced settings.
>
> My Iiyama 15" allows 30-65 kHz horizontal and 50-100 Hz vertical - is
> yours really so limited in range? Are you getting the two mixed up?
> If not, this may be the cause of your problem. Secondly, you may be
> using a CD2 card instead of CD1 card. Third, I'm not convinced the
> settings provided for either card are correct. In this case it may be
> necessary for you to run Detect Dotclocks from the Special hard menu
> option in VMG4000 and start again creating some basic resolutions.
>
> Did you test the resolutions in VMG4000? Did the test card display ok?
>
> > Hope this explains it all a bit more.
>
> I understood a little more, but I think this is going to drag out for
> a long time unless we have a long chat about it and try things out
> while we're on the phone. Let's go to Email and see if we can't report
> back when we finally solve this problem...
>
> rgds
> H

4659. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 11:25:34 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986902125.29391.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 47894

Also,

Anyone have any idea of what the AUX port does on the back of the card (I think it is like a 9 PIN serial, male).

Mark.

4660. AES

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 11:30:10 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad2f520$1@dnews.tpgi.com.au>
Source record: 47893

Ok so now I've got Mint working perfectly under AES 4.0, reasonably under XaAES, but yet to try AES 4.1 or OASEs. 2 questions. 1: is N.aes any good? 2: is AES 4.1 sufficient for most things? I love the fact that 4.0 is essentially TOS, it saves a lot of buggering around with mint.cfg etc. Also is there a program that will shutdown XaAES on CT2 without killing the system?

As always. Thanks

Mark
--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom.
Falcon030-4-800MB-SBlaster II. MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, atari@tpg.com.au
****

4661. Re: Need advice on reading SCSI ATARI Hard Disk with a PC

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 12:07:13 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AD2F771.27BAD8D7@pcisys.net>
Source record: 47796

Ricky,

The only way I've been successful at doing this is to use a Macintosh running MagicMac
and copying the contents of the disk to the Mac's hard drive. Then copy the files either to
a Zip Disk or burn onto a CD.

Glenn Bruner
brunergs@pcisys.net

Ricky wrote:

> I have tried using Gemulator Explorer but I can only see the first
> partition.
> What im basically trying to do is convert my old Atari cubase arrangements
> from the hard disk so i can use them in Cubase on the PC. Is there a way to
> convert all the files i want straight into the PC?
> Thanks in advance for any help.

4662. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 12:56:37 UTC
From: bindon@madasafish.com
Message-ID: <td60o5eabefa7b@corp.supernews.com>
Source record: 47797

```
On 9 Apr 2001 22:06:38 G, Edward S. Baiz Jr. wrote:
>On 7 Apr 2001 22:43:36 G, "Oracle" wrote:
>>because there is hardly any messages anymore and I'm concerned seeing so
>>many people selling there atari possessions..
>
>True alot of people are selling their Atari stuff, but then alot of
>people are buying the stuff.

I bought my first Falcon only in January this year!

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

4663. Re: New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 14:28:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987003228-77075AEicMi@cwcom.net>
Source record: 47845

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Sun, 08 Apr 2001 13:22:56 -0100

>On the subject of this 2.5 release, does it have anything that the
>beta's do not have, is it any faster?.

Not as far as I know, the last beta was released after the official 2.5 went
on sale:

*** jinnee 122 (31.8.2000)

Neuerungen:
==========

ï¿½ "Bugfix" beim Suchen angemeldeter Applikationen: Jetzt wird auch der
Pfad beachtet. Existieren mehrere Programme gleichen Namens auf der
Platte (z.B. unterschiedliche Programm-Versionen) und sind diese auch
mehrfach angemeldet, so werden jetzt die "richtigen"
Programmeinstellungen gewï¿½hlt, je nach dem, welches der Programme man
startet.
Wird kein angemeldetes Programm mit komplett ï¿½bereinstimmendem Pfad
gefunden, so werden wie bisher die Einstellungen des ersten
angemeldeten Programms (mit ï¿½bereinstimmendem Namen) benutzt.

ï¿½ Beim Erzeugen des Icon-Fehlerprotokolls (*.err): "Doubly icon name
..." in "Doubly assigned icon name ..." geï¿½ndert.

ï¿½ Noch ein paar kleine Korrekturen in der englischen ï¿½bersetzung.

ï¿½ Das Vorhandensein der MagiC-Objekte wird nicht mehr durch ein
vorhandenes MagiC sondern ï¿½ber die System-Funktion "appl_getinfo"
abgefragt. Unter dem neuen N.AES sollten daher jetzt auch
MagiC-Objekte statt eigene Userdef-Objekte benutzt werden.

Basically, a couple of minor bugfixes.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4664. Re: Configuring STik 2

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 15:08:48 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3ad32200_2@athena.netset.com>
Source record: 47798

In article <9atj8h$b8u$1@news.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>I have used STing for quite some time (currently STing V1.26), and I
>decided to try STik 2 for a while. I found that it worked reliably,
>as well as STing did (and in one important detail better than STing)
>but I have some unresolved quistions about configuring it on my machine-
>a MegaST with TOS 2.06:
>
>* Recommended value for receive window is 4500. However, with the same
>segment size (MSS=1500) in STing, receive window recommended by R.Andersson
>was about 20000 (with some increase in allocated memory). Any suggestions?

If you are using PPP you can skip that entry entirely. If using
SLIP then you should use it and with STiK2 having too large or a receive
window can reduce your connection efficiency. I did alot of experimenting
with that.

>
>* When STik 2 is used with recommended SLICE=1 or so, a small but
>noticeable slowdown of the computer can be observed (about 10%; I noticed
>this when testing some math-intensive routines). This happens all the
>time the computer is running with STik, not just online. A slowdown exists
>with STing too, but it is no so pronounced. Only if I select SLICE=10 and
>YIELD=1 the overall computer speed with STik is similar to that with STinG.
>Setting YIELD=0 slows the computer even more. Any suggestions for setting
>SLICE on a MC68000 Atari? Docs say SLICE=0 is fine for MC68030 and should
>be higher for lesser systems- but how high? Would SLICE=10 have any adverse
>effect on STik's performance online?
>

Yes and no. You can change the SLICE value dynamically from the
tools section of Qdialer. There will be a speed where you will be
happiest with your setup. Set it there. Sorry that is so vague of an
answer. A value of 10 on my TT did make for a noticeable slow down of
transfer rates. However this was a small reduction in the rage of 2-5%
maybe. Possibly even lower than that. However I was able to notice that
when I took it back down after using it at that rate for a few days that
transfers were overall slightly faster.

For a 68000 you run into the opposite problem. If you put the slice
too low then you will see an overall system slowdown, which in turn can
adversly affect your transfer rates.

>* AFAIK STik 2 is to be effectively used mostly (only?) with a dial-up
>connection contrary to STing which can be used in diverse manners.
>So is there a way to automatically disable STik when it is not online?

>This is related to my previous question about slowdown. What is the
>use of STik running without a connection? STing has a CPX in which it
>can be set "inactive" - although manually only. An automatic switch
>option should be possible, shouldn't it?
>

There is no way to set STiK2 to off. If it is running it is
running. However if there is no connected port the overhead it performs
is greately reduced. I would guess that from what you are saying that a
SLICE of 10 or even possibly higher would be good for you. If you don't
do any programming etc that would use the TCPIP stack except when online
you could try the following.

In DEFAULT.CFG set SLICE = 200
Then in your dial script or in Qdialer Set Slice to 10

This should put stik fairly far on the back burner until you run qdialer.

Dan Ackerman
aka baldrick

>Regards;
>
>

4665. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 15:41:20 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gbl27w0.pminews@news.plfld1.nj.home.com>
Source record: 47799

On 09 Apr 2001 21:45:24 GMT, James Haslam wrote:

:>No it's not. It's black & white, very VERY slow, and you can't do file
:>transfers.

I get color, and I just assumed that the lack of downloading ability was
because the file library isn't ready, yet.

Bill

4666. Overclocking DSP

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 15:48:11 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <cWFA6.238$6P3.1642@newsfeed.slurp.net>
Source record: 47800

Hi, I'm trying to overclock the DSP on my Falcon to ~50Mhz without success. I have a C-Lab MKII Falcon. I know I'm supposed to cut a trace under the 32Mhz oscillator on the mobo but there is none. What I did was buy a new 50Mhz oscillator, lift the pin on the DSP off the mobo which gets the clock signal from the crystal and solder a wire straight from the new oscillator to the DSP. Everything booted up but a DSP benchmarking program crashed and Aniplayer wouldn't communicate with the DSP. I soldered the wire from the DSP pin back to the 32 oscillator and everything is back to normal. I'm sure I did everything right so I'm blaming the 50Mhz oscillator. I tried several other though with similar results. What kind of oscillator exactly should I use and what experiences have you guys had? Thanks.

Joshua.

4667. Falcon/ST physical dimensions

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 15:57:20 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <N2GA6.257$6P3.2144@newsfeed.slurp.net>
Source record: 47801

Does anyone know the Width, Height and Depth of a Falcon/ST? Thanks.

Joshua.

4668. help with atari music questions?

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 16:11:47 UTC
From: Jackson Short <jakeshort@cableinet.co.uk>
Message-ID: <7hGA6.3135$4S3.1533078@news2.cableinet.net>
Source record: 47802

can anybody help me?
i am currently doing a dissertation on the music side of the atari st. basically i am interested in what actually happened to the company. i am aware of what the company was predominantely involved in (games etc) however it strikes me as quite odd that didn't continue to promote the computer down the music line. After all, they put an in-build MIDI port on the thing and as we know, even today some people still use them in the studio. Thus i am interested to know why the company failed to see this as a valid avenue and pursue it by competing with apple, ibm and co. They could now be dominating the music making market with an atari that is capable of handling audio as well as just MIDI. anybody that can help me with anything will be truly appreciated.
thankyou.

4669. Re: Overclocking DSP

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 18:45:49 UTC
From: bindon@madasafish.com
Message-ID: <td6l6tce01re07@corp.supernews.com>
Source record: 47804

On 10 Apr 2001 11:48:11 , "Joshua Kaijankoski" wrote:
>Hi, I'm trying to overclock the DSP on my Falcon to ~50Mhz without success.
>I have a C-Lab MKII Falcon. I know I'm supposed to cut a trace under the
>32Mhz oscillator on the mobo but there is none. What I did was buy a new
>50Mhz oscillator, lift the pin on the DSP off the mobo which gets the clock
>signal from the crystal and solder a wire straight from the new oscillator
>to the DSP. Everything booted up but a DSP benchmarking program crashed and
>Aniplayer wouldn't communicate with the DSP. I soldered the wire from the
>DSP pin back to the 32 oscillator and everything is back to normal. I'm sure
>I did everything right so I'm blaming the 50Mhz oscillator. I tried several
>other though with similar results. What kind of oscillator exactly should I
>use and what experiences have you guys had? Thanks.

Mines going along at 50Mhz fine. I know others who have had it up to
64Mhz. Your method seems fine. You may be unlucky and have a slow
set of SRAMS or they don't like oc'ing. Look at the 3 SRAMs near the
keyboard connector and tell me the code on them.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4670. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 19:01:30 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <eMIA6.18090$TW.81877@tor-nn1.netcom.ca>
Source record: 47805

In article <ovyyxbubzrpbz.gbjhak1.pminews@news.plfld1.nj.home.com>,
Billy Ko <bill-ko@home.com> wrote:
>:> So try it anyway, or write a new telnet app :)
>
>It works just fine. You need to change your display options to get pretty
>VT-52 (or ANSI, if that's what floats yer boat) colors. Keep it up - we need
>more BBS's like this. :)

Great! I plan on keeping it up, forever, if I can. I think the BBS
fills a niche -- email is personal. IRC is too direct, for some delayed
discussion. Usenet is worldwide. The internet bbs canbe reached worldwide,
but encourages a local feel, while giving the conveniance of usenet or
email, and some games. Its all good. Primitive, but good.

When I get a DOS emu running in there, too, it'll rock -- DOS door
games mixed in with Atari door games. It will happen! :)

Just keep "calling", and tell everyone you know; without regular
users, it'll die :/

jeff

4671. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 19:05:04 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <APIA6.18091$TW.82206@tor-nn1.netcom.ca>
Source record: 47806

In article <3ad22d74$0$8834@news.zetnet.co.uk>,
James Haslam <jfhaslam@zetnet.co.uk> wrote:
>On 9 Apr 2001 19:10:58 G, "Billy Ko" wrote:
>>It works just fine. You need to change your display options to get pretty
>>VT-52 (or ANSI, if that's what floats yer boat) colors.
>
>No it's not. It's black & white, very VERY slow, and you can't do file
>transfers.

Its not B&W once you set your display options in the bbs; it
shoudl not be very slow -- it shoudl appear to be about 19200 speed,
unless your net connection is the factor (I'm in Canada; if you're in the
UK, coming across the oceans may be slow... I can't help that ;)

File Transfers are not yet supported; if you want file transfers,
I can open up the ftp site and you can use the web. BBSes were not focused
around file transfers, though of course it was popular. Its just not
needed these days, though I do plan on putting some old ST and Amiga warez
up there, for old times sake (mind you, very few telnet apps can do
Zmodem; you might as well just use the web.) I do have a web archive of
some bbs software for the ST, if you need.

>I used to play BBS games a few years ago, and there's no way that you can
>get the sort of speed over a telnet link that you could over a direct
>connection to a BBS. And the telnet links aren't very reliable.

Youre 100% wrong :P

I get 100MB connection to the bbs via telnet; you telling me a
38400 or 56k modem can top that? Hardly. Study up on IP protocols.

Telnet is as reliable as your telnet client and server; this bbs
is an Atari ST emulated under unix.. its still a little flaky, but its
hard no downtime in 3 weeks. Try that with windows ;)

>I've tried to play MUDs with Telstar, Telvt102 and others, but it's just
>not workable.

People have been doing it for 15 years; its very workable.

jeff

4672. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 19:06:13 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <FQIA6.18093$TW.82270@tor-nn1.netcom.ca>
Source record: 47807

In article <ovyyxbubzrpbz.gbl27w0.pminews@news.plfld1.nj.home.com>,
Billy Ko <bill-ko@home.com> wrote:
>On 09 Apr 2001 21:45:24 GMT, James Haslam wrote:
>
>:>No it's not. It's black & white, very VERY slow, and you can't do file
>:>transfers.
>
>I get color, and I just assumed that the lack of downloading ability was
>because the file library isn't ready, yet.

What woudl you wish to download?

I'm not interested in supporting MP3 downloads ,or ST game
downloads, since those are so well down at other sites. I'll support BBS
related stuff, and ST applications, since no one else keeps that (people
onyl tend to care about ST games :(

Telnet doesnt' do file transfer well, but I do have a website for
downloads.

jeff

4673. Re: CAB reading only partial pages with Magic 6

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 19:43:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9avnpu$gj7$1@plutonium.compulink.co.uk>
Source record: 47808

In message <B6F795F8.103C8%nameerf@flash.net>, nameerf@flash.net said:

> I have an odd problem that's come up recently, and I'm not sure what
>I've changed, as it never happened before. When I look at some pages,
>especially large ones (atari.org is one of them), CAB won't display the
>whole page. Only the last 10-20% or so. I can go to a different page, and
>hit the "Back" button, and *sometimes* it displays more of the page,
>sometimes the whole page, sometimes just as much as last time. This is only
>using Magic 6.01. If I use Geneva or any other OS, everything seems to work
>fine. One thought was that perhaps it's a bad HSMODEM setting (as I use
>HSMODEM on Magic and Fast Serial on Geneva), but as it does in fact load in
>the whole file, which can be viewed as a whole in a text editor, I don't
>think that's it. Anyone else run into this problem? It happens with all
>versions of CAB I've tried. I've tried deleting and re-installing things,
>including the cache, and moving things around in different locations on my
>hard drive, but it's always the same. No other software is affected. Only
>CAB.

I think you need to establish first whether this is a comms problem or
a CAB display one. Take a look at the source code - either in a text
editor or by using the 'Source' button in CAB. If it's all there then
there is something interfering with the full display, but it won't
have anything to do with HSDMODEM. If only part of the file is there,
then further tests are needed. I suspect it *is* all there but CAB
isn't displaying it. Perhaps it is having problems with one of the
graphics. Try switching these off temporarily ('Don't show', 'Text
instead of images' in Display Options) and see if you get all of the
text. Use the cache tool and see if you can display the document from
the cache. Also try removing all AUTO folder and ACCs and reinstating
them one by one to see if they are the cause - something may be
clashing. Or could you be out of memory? Some info about your setup
might help diagnosis.

Regards, /Peter/

4674. Re: making a living on Atari (was: Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 19:45:58 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <986935652-888095AEicMi@xs4all.nl>
Source record: 47809

Hi Martin-Eric,

>Raoul, could you tell us what you make for a
>living?
No problem at all. I am educated as an artist and generally design all my work on the Atari for, as i allready wrote, the past 11 years. But because my own 'autonomous' work hardly pays off I subscribe to many public assignments for artwork in the public space or at public offices from the local or national government. I think I made about some $ 200.000 US in these years. I start applying with writing a letter in Papyrus, export it to Calamus supported by an own designed c.v. and small booklet containing photographical reproductions. When an assignment is obtained I start in, for instance, Cybersculpt to make the wireframe sketch or real proposition. Finishing it off in either Xenomorph or NEON and use Photoline to boost it up where necessary. Import the file into Calamus and prepare a total report concerning a financial calculation from Texel and also in-depth graphic outlays and textual addition about my plan.
Beside that i work as an art theorist for some magazines which I allways supply with an export file from Papyrus. The little time that it is left is been used to write a thesis for the postgradual cultural analysis department here in Amsterdam.

I also give lectures and prepare as a curator exhibitions which are all being written and printed out in Papyrus or Calamus.

For collection as much as needed material regarding the site for the artwork I use an Olympus Camedia 2020 camera which pictures can be loaded in the TT by Phototip.

I also do some graphic design work (poster design, book design, etc) with Calamus.

These are some of the major issues concerning my professional life but there are also some minor

occupations that still can bring in some money.

And about the comptability: I print it all out myself (using the Starscreen module in Calamus for excellent results) or got to one of the last printing offices that still can work with Calamus files.

So there is still life in the 'old beast' and because I dislike working with cracked software I've bought all what is necessary new or secondhand. If I'll have to switch (God beware me) to another platform its gonna cost me a fortune for new software. Let alone the new machine....

I hope that this gives an insight.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4675. Re: EMAILER/CAB\ICONNECT

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 19:48:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987009860-256941AEicMi@madasafish.com>
Source record: 47748

Hi Norval

>So I just got it all away from my HD and started over where I once
>started: Iconnect, Emailer, and the original CAB.OVL.

Well said that man, BTW emailer is now at version 2.3f, iConnect is at
V1.8 with a free upgrade available from the ASH website.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4676. Re: ST BBS's

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 19:52:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987009864-257666AEicMi@madasafish.com>
Source record: 47749

Yo!, Jimz and Greg

>>> Does anyone have the number for the Fortress BBS in the UK?

The Fortress unfortunately has not operated for some years now.

>It might be still there for point users, but if you are using Kivi in
>conjunction with a comms program, then you can't log in there anymore.

>The person to ask would be Steve Sweet, he still is in contact with
>Sysop Kevin Osborne.

I wish!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4677. Mega ST/Mega STE Keyboard Common Problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 20:20:28 UTC
From: phantomm@bellsouth.net
Message-ID: <gWJA6.1616$6R5.87282@news1.atl>
Source record: 47810

I have several Mega ST and Mega STE Keyboards that look like they are in
very good condition, but all seem to have the same problem.

The problem is that some keys work fine, while others require alot of pressure
to register. And some keys just don't work at all.

I've never taken apart a Mega ST or Mega STE keyboard before.

However I would like to try and fix these. What are some of the common
problems that causes this on these boards?

And what is needed to repair these boards, without having to buy new
replacement parts?

Are there Key copper contacts that may cause problems if they get dirty?

I guess that in some keyboards the main keyboard IC could be bad, is there
anyway to test these ICs for working condition without having to replace
the chip?

Also, are there any diagrams of these keyboards on the Net somewhere?

On a similar subject

I'd like to connect a Mega ST or Mega STE keyboard to a Falcon motherboard.
Anyone have a DIY project instructions for installing a connection on the
Falcon motherboard so that I can just plug in the Mega ST or Mega STE keyboard?

I'd like to fix a connection just like on the stock Mega ST/STE Computers.

Any help with this is much appreciated.

phantomm@bellsouth.net

4678. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 21:18:17 UTC
From: louis@holleman.demon.nl
Message-ID: <3ad37516.216212987@beta-news.demon.nl>
Source record: 47812

On 9 Apr 2001 17:51:37 GMT, Iggy Drougge <optimus@canit.se> wrote:

>: AUI is crap and obsolete. Grow up.
>
>I resent that statement. Both, in fact.
>Define crap and obsolete.
>
>While we're at it, why not add gigabit ethernet? After all, 10 Mb is crap
>and obsolete, I suppose.

Erm, well may be not crap. It would be the same when Milan GmbH would
finally at last introduce the Milan-060 with a 360k SS diskdrive. We
all know it's not going to happen (and that's not because no SS
diskdrives are available)

Or the Coldfire replacement with the same thing. (Yes Uwe, ROTFL!)

Meanwhile, while very likely no Atari is being used any longer in
large office setups, 10 Mb ethernet capacity would be more than enough
for most users.

CU NeXT msg
LOUIS

http://www.holleman.demon.nl
email: louis@holleman.demon.nl
louis@bbst.net
ICQ 103642987

4679. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 21:18:23 UTC
From: louis@holleman.demon.nl
Message-ID: <3ad37759.216791677@beta-news.demon.nl>
Source record: 47811

On Tue, 10 Apr 2001 07:29:02 GMT, mb@gem.win.co.nz (Mario Becroft)
wrote:

>Hoping to put an end to this discussion about AUI vs. twisted pair:
>
>I could put a twisted pair interface on the card, but for the volume that
>I anticipate selling, this would be *more expensive* than buying an
>off-the-shelf twisted pair or thin coax transceiver (which costs about USD
>30 new, and can often be got for nothing second-hand). If you really can't
>find one, I will be able to supply the transceiver with the card.
>
>At present this is an academic question because the card does not even
>support ethernet yet. I intend to support ethernet, I would have liked to
>support ethernet by now, but I just haven't had the time. I am still
>working on it.

Mario, first thing is I appreciate you spending time on developing new
h/w for this old stuff.

Personally, I think you should go for the UTP/RJ45 connectors, even at
a slightly higher cost. While the card is intended to get Atari owners
to a more today's standard, why not the ethernet stuff coming with it?

Strictly my opinion :-)

CU NeXT msg
LOUIS

http://www.holleman.demon.nl
email: louis@holleman.demon.nl
louis@bbst.net
ICQ 103642987

4680. WTB: ST Book; if anyone has an Atari ST Book to let go..

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 21:34:33 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <J%KA6.18118$TW.82584@tor-nn1.netcom.ca>
Source record: 47813

Then please let me know! I've been dieing to get one of these ever since they were released. Please contact me :)

jeff

4681. Re: Mega ST/Mega STE Keyboard Common Problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 21:55:37 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <tjLA6.545360$Pm2.8937088@news20.bellglobal.com>
Source record: 47814

"Phantomm" <phantomm@bellsouth.net> wrote in message
news:gWJA6.1616$6R5.87282@news1.atl...

> Are there Key copper contacts that may cause problems if they get dirty?

The keyboards are these crappy rubber bubble contact jobs rather like
nintendo/sega joypad contacts. You have to pop open the keyboard and then
clean the contact pad
and the contact PCB etchings with isopropyl alcohol. That should clear it up
fine until the next time they get dirty. I've had to do that to a few
keyboards.

Crackers
(Damn cheap keyboards from hell!!!)

4682. Re: help with atari music questions?

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 21:55:37 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <tjLA6.545361$Pm2.8937088@news20.bellglobal.com>
Source record: 47815

"Jackson Short" <jakeshort@cableinet.co.uk> wrote in message
news:7hGA6.3135$4S3.1533078@news2.cableinet.net...
>They could now be dominating
> the music making market with an atari that is capable of handling audio as
> well as just MIDI. anybody that can help me with anything will be truly
> appreciated.

They did, it was called the Falcon and it was too little too late.

Basically it boils down to the fact that Jack Trameil was a dinosaur who was woefully out of touch with the way the computer business of the late 80s and 90s worked and still throught the same tactics that worked when he introduced the PET and C-64 over at Commodore would still work with his Atari computers.

It didn't.

The combination of non-existant marketing, lack luster efforts at maintaining a cutting edge in the computer industry, lack of focus (are we a computer company or a videogame console company?), and constant delays in releasing new technologies (delayed to the point that they were already obsolete when released) are what killed the company.

The non-existant marketing was probably the biggest nail in the coffin though. Most people didn't even know that Atari ever made anything other than the Atari 2600 and the 8-bit Atari computers.

They also should have looked at lisencing the operating system out to clone manufacturers from day one instead of waiting for the system to die before doing it.

Atari had a great opportunity when the ST came out. Serious technology critics predicted that the Atari could be the machine to finally topple the IBM PC. Unfortunately Atari sat back and did nothing while the competition overtook them and when they did release something new it was always under powered, over delayed, and under promoted. Mere words are not enough to express the disappointment many Atari users feel over the opportunities Atari let slip through their fingers.

But on the one hand, we can pick up these neat machines for a couple of bucks at flea markets and thrift stores and download most of the old software off the internet with our PCs and Macs.

I don't plan on giving up my ST anytime soon. It's the central part of my studio. It's a much better machine for Midi than my PC is.

Crackers
(Atari fanatic from hell!!!)

--
CrAB - http://www.hwcn.org/~ad329/crab.html
The Official Bira Bira Webpage - http://birabira.chaosmagic.com

4683. Re: AES

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 22:12:24 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AD38548.E751861A@chello.nl>
Source record: 47816

Mark Bedingfield wrote:
>
> Ok so now I've got Mint working perfectly under AES 4.0, reasonably under
> XaAES, but yet to try AES 4.1 or OASEs. 2 questions. 1: is N.aes any good?
> 2: is AES 4.1 sufficient for most things? I love the fact that 4.0 is
> essentially TOS, it saves a lot of buggering around with mint.cfg etc. Also
> is there a program that will shutdown XaAES on CT2 without killing the
> system?

Shutdown in XaAES is not yet implemented.
(Note that it is a project under construction)
What it does at the moment is kill all its clients and exit().
If XaAES is ran from mint.cnf then MiNT will halt as well.
If XaAES is ran from a console or the ROM aes, its shutdown behaviour must be
considered undefined.

PS
MiNT working under XaAES. Hmmm, I like that. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4684. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 22:13:28 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ad38588$0$8832@news.zetnet.co.uk>
Source record: 47817

Hi Jeff!

>Its not B&W once you set your display options in the bbs; it
>shoudl not be very slow -- it shoudl appear to be about 19200 speed,

Yes very slow compared to connecting to a BBS directly at 115200 with MNP5

>unless your net connection is the factor (I'm in Canada; if you're in the
>UK, coming across the oceans may be slow... I can't help that ;)

Yes that is it exactly. It may be fast if I was connecting from around the
same town, but the Internet is slow when you are connected from another
continent...

>File Transfers are not yet supported; if you want file transfers,
>I can open up the ftp site and you can use the web. BBSes were not focused
>around file transfers, though of course it was popular.

Until the last few Atari BBSes closed here in the UK here, I still logged
on for their files, even though I was on the Net too. Most BBSes had a far
wider variety of interesting files than any FTP site I ever found, plus
they were easier to search.

>>I used to play BBS games a few years ago, and there's no way that you can
>>get the sort of speed over a telnet link that you could over a direct
>>connection to a BBS. And the telnet links aren't very reliable.

> Youre 100% wrong :P

Actually I still think I am 100% right and you are 100% wrong.

>I get 100MB connection to the bbs via telnet; you telling me a
>38400 or 56k modem can top that? Hardly. Study up on IP protocols.

100MB is not a measure of speed of connection. If you said 100MB/minute that
would make more sense, but this is not the norm for internet users. I've a
33.6 Kbps modem but even with this, the net scarecly ever reaches that
speed.

>Telnet is as reliable as your telnet client and server

Which is rubbish, which is what I've been saying all along,
Stik1&2/Sting/Gluestik users have crap Telnet clients.

>>I've tried to play MUDs with Telstar, Telvt102 and others, but it's just
>>not workable.

>People have been doing it for 15 years; its very workable.

Yes on PCs etc, but not on Ataris.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4685. Re: AES

Newsgroup: comp.sys.atari.st
Date: 2001-04-10 23:40:54 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad3a05d@dnews.tpgi.com.au>
Source record: 47818

Henk Robbers <h.robbers@chello.nl> wrote in message
news:3AD38548.E751861A@chello.nl...
> Mark Bedingfield wrote:
> >
> > Ok so now I've got Mint working perfectly under AES 4.0, reasonably
under
> > XaAES, but yet to try AES 4.1 or OASEs. 2 questions. 1: is N.aes any
good?
> > 2: is AES 4.1 sufficient for most things? I love the fact that 4.0 is
> > essentially TOS, it saves a lot of buggering around with mint.cfg etc.
Also
> > is there a program that will shutdown XaAES on CT2 without killing the
> > system?
>
> Shutdown in XaAES is not yet implemented.
> (Note that it is a project under construction)
> What it does at the moment is kill all its clients and exit().
> If XaAES is ran from mint.cnf then MiNT will halt as well.
> If XaAES is ran from a console or the ROM aes, its shutdown behaviour must
be
> considered undefined.
>
> PS
> MiNT working under XaAES. Hmmm, I like that. ;-)

Sorry XaAES under mint;-). I noticed that after I got it running it was
having some difficulty redrawing the screen correctly, and crashed a few
times with software that was fine under 4.0/4.1. It was faster than 4.1,
which I loaded last night. As you say it is Beta so don't expect miracles.
But I found 4.1 to be more stable. I would like to use a Freeware AES, to
see what all the Magic fuss is about. I think an OS shouldn't cost hundreds
of dollars. Take note Bill.

Mark

4686. STIK II connection script help

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 00:08:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e6640@fmlynet.org>
Source record: 47824

FamilyNet Newsgate

Here in the Dallas area I was able to successfully use STIK II on my
1040ST and under MagicMac. Then something changed. I would call up my
provider (Southwestern Bell Internet) and the hand shaking would connect up
without a hitch. Then it gets to the part where it looks for the "Username:"
and counts from 94 to 0 and errors out.

I checked the dialup line with a modem program, and rather than getting
the ...

Username:
Password:

.. that I was used to in times past, instead it gave me....

~}#�!}!�} %}"}&} }*} } }#}$�#}%}&�}1�g}'}"}(}"}1}$}%�}3})}!rcsntx} }#~

...and after a few seconds it repeats the same line of junk.

Anyway, what has changed, and how can this corrected under Stik II?

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4687. Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 01:22:28 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e67cc@fmlynet.org>
Source record: 47828

FamilyNet Newsgate

Hello Iggy!

ID> You'd have to drop the AUI in order to accomodate
> TP+BNC.

And that would rule out fibre (not that I'm running it
...yet ;o)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4688. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 01:23:01 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <VIOA6.18165$TW.82390@tor-nn1.netcom.ca>
Source record: 47820

In article <3ad38588$0$8832@news.zetnet.co.uk>,
James Haslam <jfhaslam@zetnet.co.uk> wrote:
>Yes very slow compared to connecting to a BBS directly at 115200 with MNP5

shrug I'm emulating an Atari ST; due to costs, I'm only willing to put it on a P90, so there is a speed cap right off the top; but that suits me fine.. its there to both relive the good old days, and simulate them well -- it tries to cap off around 19200 or 38400 depending on a lot of variables, to give it a authentic feel without slowing you down much. (I used to simulate 2400bps, but man that pissed a lot of folks off ;) I stopped running my BBS after about 8 years, around the 19200 days.

>Yes that is it exactly. It may be fast if I was connecting from around the
>same town, but the Internet is slow when you are connected from another
>continent...

A shame, that. Hopefully it'll get better. I've had some very good speeds to the UK and Africa, so it must just be luck, or time of day, or the like. I admit my client isn't particular nice to remote clients -- it doesn't emit in a controlled and buffered fashion, so perhaps thats killing the speed. It emits char by char, for ease of emulation -- the BBS doesn't buffer output, and for prompts and such to work, you can't easily buffer things. (ie: I could perhaps smarten the client -- emit in line or multi-line spurts, andif the bbs doesn't emit anything for a few moments, emit what it has so far. That could help..) (When I say client, I mean the telnet server <-> BBS gateway client)

>Until the last few Atari BBSes closed here in the UK here, I still logged
>on for their files, even though I was on the Net too. Most BBSes had a far
>wider variety of interesting files than any FTP site I ever found, plus
>they were easier to search.

Still; I have no back archive of files to offer, so the bbs cannot add much; furthermore, my website can do a much better job, since its not hosted on a P90 and is hosted on a nice server; lastly, I think the bbs niche is for community, game playing, fido, and other communications. Files are best left to specialists at this point, I think. I'm trying to make a balnce here.. if I wanted to do bbs'ing hardcore, I'd make it dialup only (liek a friend of mine, actually).. but thats hardcore, and not useful. Theres a reason no one ever made an ST online bbs before :)

If you have any old BBS files or door games, please let me know. Its hard to find them nowadays, and most of my floppies are long bad. If you can help out and send any files, I'll put them up on my archive, and if theyr'e door games or useful utils, I'll put them into the bbs.

>>I get 100MB connection to the bbs via telnet; you telling me a
>>38400 or 56k modem can top that? Hardly. Study up on IP protocols.
>
>100MB is not a measure of speed of connection. If you said 100MB/minute that
>would make more sense, but this is not the norm for internet users. I've a
>33.6 Kbps modem but even with this, the net scarecly ever reaches that
>speed.

Fair enough; I've got 100MB LAN supporting this bbs, and some big
pipe coming into it; the pipe and uplink are reasonably unsaturated, and
typically I get 300kps file transfers without trying. Its pretty fast. I
can speed up the bbs and modem client software a bit, but I've already
spend thousands of hours bringin the emu to life, so I'm not in a rush
right now to speed up the componeents for little return. If the net
inbetween you and I is slow, tis a shame :/

>Which is rubbish, which is what I've been saying all along,
>Stik1&2/Sting/Gluestik users have crap Telnet clients.

Ah, well -- 99.9% of the world isn't Atari based. The atari stuff
works.. I made sure it would, but realisticly, I'm not going to cater to
any particular software implementation of telnet. I haven't the time. But
this system is there to remember Atari for all of us who don't use Atari
anymore, though we wish to. (I'd kill for an STBook, though, thats for
sure ;)

Sorry it doesn't meet your needs. Please tell your friends.
Perhaps their connection is better. The BBS needs users to help bring it
life.

>>People have been doing it for 15 years; its very workable.
>Yes on PCs etc, but not on Ataris.

I never narrowed it down to Ataris; if the client is bad, and the
machine is slow.. I'm not responsible :) Course, I imagine a Falcon shoudl
fly for telnet.

I do miss Flash, though, and all of the plugins I wrote for it :/

jeff

4689. PAL/NTSC?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 02:44:17 UTC
From: no@thanks.com
Message-ID: <Xns907FE6DC35C34hk5j4hkl543h5jk4h234@24.2.9.58>
Source record: 47821

Greets -

Having probs with some games on my NTSC machine.
Just curious if certain games would cause my screen
to scroll up (as if the vhold is out of whack) if they
are designed for PAL machines?

Sorry if I'm off kilter here - this could be another problem
all together; however, if you have suggestions, I'd appreciate
the help.

- I'm running an NTSC 1040 STfm, using the RF out
Thanks

4690. Need NOVA VDI 2.61 or later

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 03:56:32 UTC
From: nickd@enteract.com
Message-ID: <9b0klg$3p5$1@bob.news.rcn.net>
Source record: 47822

Greetings fellow Atari users,

I am trying to use NVDI 5 with my NOVA graphics card, with no success. From the NVDI FAQ on the "2B" (Behne & Behne) Web site, I found out that in order to use NVDI with the NOVA, the NOVA VDI version 2.61 or later is required. The latest version I have is 2.52, so I'm trying to get 2.61+. Last October I sent email to Nima Montaser (of Homa Systems House, who used to sell NOVA cards) and after about 2 months, I heard back from him asking me if I still needed it. I replied that yes, I did, but I haven't heard back from him since (even though I've sent him a couple of followup messages). As far as I know, the NOVA driver s/w is still freeware (at least it was freely downloadable the last time I got a new version, which was too long ago &^). Someone who, like me, frequents the Atari Advantage SIG on Delphi, claimed that vers. 2.60 worked for him and sent it to me, but it doesn't work for me (so I'm inferring that the NVDI FAQ is correct about the version required).

Would someone be kind enough to send me version 2.61 or later of the NOVA VDI or let me know where I can get it (a Web or FTP site, for example)? I believe that all I need is STA_VDI.PRG, but if there are corresponding updates to MENU.PRG and/or EMULATOR.PRG I'll gladly take those, too.

Please reply by mail if possible as I am way behind in reading this newsgroup.

Thanks!

--
Nick DiMasi ____
/|| | |__/*| (`\
nickd@enteract.com (on 3-4x/wk?) |||/|\| |o o |__ _))
turbonick@delphi.com (on 1x/wk) \||___| __ (=T=) ` /

4691. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 04:31:58 UTC
From: Video61@webtv.net
Message-ID: <12411-3AD3DE3E-347@storefull-177.iap.bryant.webtv.net>
Source record: 47823

hi mario,
i also applaud you for your fine effort for our beloved atari's.
i know what you are going through. we here at video 61 manufacture
software, and some hardware mods for the old 8-bits, and for the game
machines.
it sometimes can be a thankless job, you cannot please everyone, and
you are right, there literally is no money in it, as much as i would
love it to be different, it ain't gonna happen.
anything that you, and others can do to forestall the peecee world from
taking over is fine with me.
who wants to use a machine(PEECEE) that you are afraid to turn off, and
even scarier to install software on!
so long live atari, and all that are working to keep it alive,
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4692. Re: CAB reading only partial pages with Magic 6

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 05:49:39 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6F93EB8.10939%nameerf@flash.net>
Source record: 47825

in article 3ad2ef3ccc2810@free.fr, Pascal Ricard at paricard@free.fr wrote
on 4/10/01 2:35 AM:

> I noticed the same behaviour sometimes too. The whole page is there but
> the slider is missing. If I just resize the page a little bit (with the
> sizer widget), the page is redrawn with the slider.

That's not quite the same problem I'm having. Mine isn't just displaying the
top part and not letting me "slide" down to the rest. It's cutting out most
of the top portion. It'll display some partial raw HTML code, then display
the bottom 10-20% correctly. If the part it will display is bigger than the
window, it will indeed display a slider, but still won't correctly format
and display the top 80-90%.

Mike Freeman
nameerf@flash.net

4693. WTB: C-Lab Notator/Creator SL dongle

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 05:56:16 UTC
From: Desert Dweller <ducluu@pdq.net>
Message-ID: <FBA9FAC9C70C6F57.4395912A1C7D5D7F.AEA6A7EC44E07D75@lp.airnews.net>
Source record: 47826

Please e-mail me if you know anyone with one. Thanks. ducluu@pdq.net

4694. Re: CAB reading only partial pages with Magic 6

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 05:59:52 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6F94120.1093A%nameerf@flash.net>
Source record: 47827

in article 9avnpu$gj7$1@plutonium.compulink.co.uk,
xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 4/10/01
11:43 AM:

> I think you need to establish first whether this is a comms problem or
> a CAB display one. Take a look at the source code - either in a text
> editor or by using the 'Source' button in CAB. If it's all there then
> there is something interfering with the full display, but it won't
> have anything to do with HSDMODEM. If only part of the file is there,
> then further tests are needed.

According to this definition, it's definitely a display problem, as the
whole HTML file is viewable in a text editor.

> I suspect it *is* all there but CAB
> isn't displaying it. Perhaps it is having problems with one of the
> graphics. Try switching these off temporarily ('Don't show', 'Text
> instead of images' in Display Options) and see if you get all of the
> text. Use the cache tool and see if you can display the document from
> the cache.

I don't know if this helps, but if I go to the page that won't display
right, then go to another page, then go "Back", it sometimes will display
the whole page. Just never on the first try.

> Also try removing all AUTO folder and ACCs and reinstating
> them one by one to see if they are the cause - something may be
> clashing.

Would a crash like this only exist in Magic and no other OS? I have just
about identical setups with both Magic and Geneva (in fact, I have a lot
more ACC's, CPX's, and AUTO's than in Magic). But Geneva won't present this
problem.

> Or could you be out of memory? Some info about your setup
> might help diagnosis.

My setup is this:

Falcon with Nemesis, usually running at 20MHz.
14Mb RAM
2.3Gb HD divided in 4 partitions. The one I'm using for the Cache has
over 250Mb available.
I haven't had any memory problems running CAB, Newsie, aICQ, and aMail
all at the same time, so Memory shouldn't be a problem when just running
CAB.

If it helps, this problem began presenting itself after re-installing Magic. I've tried to re-reinstall it, and it hasn't changed the problem. I'm beginning to think more and more that it's a Magic related issue. Any ideas for what I can change in Magic that would help?

Mike Freeman
nameerf@flash.net

4695. Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 07:37:48 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9b11jo$d8t$1@pegasus.csx.cam.ac.uk>
Source record: 47829

There have been a lot of posts on this subject lately, most of which seem to revolve around persuading someone write and update or patch for CAB as the original author has abandoned it, I guess that his is because so many people out there use it.
Personally I like the all in one (E-Mail/News/Web) look of Wensuit, although as I do not have room for a modem, as with CAB I have not tried using it online which I gather is a source of many problems, though offline it works really well, however I digress.

Due to the aforementioned modem problem I'm not really into this at the moment and I have a poor memory so forgive me if I am stating something that has already been mentioned but has anyone looked at a browser called "Light of Adamas" which is the Browser part of Draconis.
I mention it as I stumbled across it while surfing the web, from what I can see it is HTML3.2 compatiable and also implements some HTML 4 commands as well as being JavaScript and Frame compatable.
So if your looing for an Atari equivalent of Netscape Navigator/IE4 for the Atari this could be it.

If you would like to check it out then try looking at...
http://dc2.uni-bielefeld.de/atari/draconis/edownl.htm (English) or
http://dc2.uni-bielefeld.de/atari/draconis/downl.htm (Deutsch (German))
or if your germans good try the Draconis web site at...
http://www.draconis-pro.de/

Stephen Moss

4696. Re: CAB reading only partial pages with Magic 6

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 09:04:29 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986980055.19544.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 47830

Try re-installing CAB and the latest CAB.OVL, this cleared up a number of strange problems for me.

Mark.

4697. Re: help with atari music questions?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 09:12:27 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3AD41FFB.C4485EC1@nospam.no.no>
Source record: 47831

An interesting and accurate perspective.

Arguably the music side of the business need niche marketing not mass marketing. It can be argued that the Tramiels biggest cock-up was failing to seperate the European (ST/TT/Falcon) and American (game license) businesses.

When in 1993 the German base of Atari Europe was effectively shut down by Sunnyvale to cut costs for the launch of the Jaguar, this effectively killed the Falcon or at least halted its further development.

There is little doubt that if a proper separation had occurred that there would still be a company making very decent machines to run music and other software on - whether they'd be running a gemmified linux, magic, mint ... whatever

From what I can tell, whilst some people in Atari had a clue, the top management certainly did not, and didn't really deserve the decent designers and developers working for them... hence the slippery slope towards releasing games like Kasumi Ninja!

Crackers wrote:
>
> "Jackson Short" <jakeshort@cableinet.co.uk> wrote in message
> news:7hGA6.3135$4S3.1533078@news2.cableinet.net...
> >They could now be dominating
> > the music making market with an atari that is capable of handling audio as
> > well as just MIDI. anybody that can help me with anything will be truly
> > appreciated.
>
> They did, it was called the Falcon and it was too little too late.
>
> Basically it boils down to the fact that Jack Trameil was a dinosaur who was
> woefully out of touch with the way the computer business of the late 80s
> and 90s worked and still throught the same tactics that worked when he
> introduced the PET and C-64 over at Commodore would still work with his
> Atari computers.
>
> It didn't.
>
> The combination of non-existant marketing, lack luster efforts at
> maintaining a cutting edge in the computer industry, lack of focus (are we
> a computer company or a videogame console company?), and constant delays in
> releasing new technologies (delayed to the point that they were already
> obsolete when released) are what killed the company.
>

> The non-existant marketing was probably the biggest nail in the coffin
> though. Most people didn't even know that Atari ever made anything other
> than the Atari 2600 and the 8-bit Atari computers.
>
> They also should have looked at lisencing the operating system out to clone
> manufacturers from day one instead of waiting for the system to die before
> doing it.
>
> Atari had a great opportunity when the ST came out. Serious technology
> critics predicted that the Atari could be the machine to finally topple the
> IBM PC. Unfortunately Atari sat back and did nothing while the competition
> overtook them and when they did release something new it was always under
> powered, over delayed, and under promoted. Mere words are not enough to
> express the disappointment many Atari users feel over the opportunities
> Atari let slip through their fingers.
>
> But on the one hand, we can pick up these neat machines for a couple of
> bucks at flea markets and thrift stores and download most of the old
> software off the internet with our PCs and Macs.
>
> I don't plan on giving up my ST anytime soon. It's the central part of my
> studio. It's a much better machine for Midi than my PC is.
>
> Crackers
> (Atari fanatic from hell!!!)
>
> --
> CrAB - http://www.hwcn.org/~ad329/crab.html
> The Official Bira Bira Webpage - http://birabira.chaosmagic.com

4698. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 09:35:15 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986981901.20270.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 47832

> I bought my first Falcon only in January this year!
>
> Lyndon Amsdon

Me too, in the last 5 months I have only just got hold of a MSTE, TT and Falcon (plus a number of STEs and FMs) before that I only had an STE and FM.

In the last 1 month I have also spent more money on Atari software than on any software in the last 8 years.

5 Months ago I knew nothing of Magic, CAB, Sting, Papyrus, Aniplay, etc, etc, etc

For some reason I just stopped using the machine and moved to other stuff for some time, I can't remember why I had lots of projects on the go at the time.

The last big thing I remember doing (8 years ago) was a Dune clone for the STE (STune I think), we had a map and sprite editor for it, 4 channel mixer for sample FX (not MOD, single sample rate of 12.5 I think), a really crappie pathfinding routine (basically it did not work, tanks would just stop every now and then). We also had the main engine which would display and scroll maps, mouse routine, rasters for the control pannel at the bottom and removed top/bottom boarder it would also play background chip music, the mixer and path finder had not been added and there was no AI (we planed to make it 2 player on 2 STs). We also had a title screen, it was really a demo I was doing that we thought we could adapt, it used the Blitter but played chip music as we thought we could have it run on any ST as long as it had a Blitter (i.e. Megas and upgraded FMs), the sample stuff could be turned off in the game (although we did have a few MOD songs for it which were for high score and credit screens), I was about to buy MusicMon to do more chip music (but had no money).

Today things are more exciting but I am finding it hard to get back into the program as so much has changed since then.

Mark.

4699. Re: AES

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 09:58:46 UTC
From: epkerha@epk.ericsson.se
Message-ID: <9b19sm$6ra$1@newstoo.ericsson.se>
Source record: 47833

In article <3ad2f520$1@dnews.tpgi.com.au>,
"Mark Bedingfield" <atari@tpg.com.au> writes:
> Ok so now I've got Mint working perfectly under AES 4.0, reasonably under
> XaAES, but yet to try AES 4.1 or OASEs. 2 questions. 1: is N.aes any good?
> 2: is AES 4.1 sufficient for most things? I love the fact that 4.0 is

I use N.AES on my Hades and Falcon and it works very well.

/Erik Hall

4700. Re: CAB reading only partial pages with Magic 6

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 10:22:22 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ad43c0010f88c1@free.fr>
Source record: 47834

Hello,

in article <B6F94120.1093A%nameerf@flash.net> (comp.sys.atari.st)
Michael and Nicole Freeman wrote on Wed 11-04-2001 05:59 (GMT):

> If it helps, this problem began presenting itself after re-installing Magic.
> I've tried to re-reinstall it, and it hasn't changed the problem. I'm
> beginning to think more and more that it's a Magic related issue. Any ideas
> for what I can change in Magic that would help?

Maybe a problem with NVDI if any ? A corrupted file somewhere ? When I
have such strange problems I lanch Correct (from Kobold distribution)
and/or Zorg, and ï¿½gale to find differences. I try too to have a not so
hold backup (well, not realy atm).

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4701. Re: STIK II connection script help

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 10:22:23 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ad43c0010f88c2@free.fr>
Source record: 47835

Hello,

in article <000e6640@fmlynet.org> (comp.sys.atari.st)
Greg Goodwin wrote on Wed 11-04-2001 00:08 (GMT):

> Username:
> Password:
>
> .. that I was used to in times past, instead it gave me....
>
> ~}#ï¿½!}!ï¿½} %}"}&} }*} } }#}$ï¿½#}%}&ï¿½}1ï¿½g}'}"}(}"}1}$}%ï¿½}3})}!rcsntx} }#~
>
> ...and after a few seconds it repeats the same line of junk.

This not junk, it's the PPP negotiation :-)
Your ISP do not use anymore the "script" part and you need to use PAP
username and password (read the doc for exact name of the variable) in
your default.cfg or *.scr file.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4702. Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 11:28:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e7dce@fmlynet.org>
Source record: 47751

FamilyNet Newsgate

> Hello Bob!
>> Could be due to me being up a welsh mountain...
> Which one? (or perhaps I should ask roughly where abouts you
> are, since there are a fair few mountains in Wales and I do
> not know all of them by name! :o)
> Umm... I used to use a 1Mb 520STFM with a SM125 when I lived
> in Pontypridd <Andy fumbles for the topic>
> Regards,
> - Andy.

Rockage! That's right, you did use an Atari while in Wales. I really kinda wish I had gone to college in England like I was planning on. I might have caught some of the Atari scene in the early 90's. Sigh...

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4703. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 11:35:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e7dd0@fmlynet.org>
Source record: 47752

FamilyNet Newsgate

> From: "Oracle" <NoSpam!@Getlost.com>
> because there is hardly any messages anymore and I'm concerned seeing so
> many people selling there atari possessions..

I was going to say that the time to be worried is when no one is buying...
but for the most part, I see a lot of activity still here. :)

I sell some of my Atari possessions... when they are extras or I have
something better in that Atari field.

Take care,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4704. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 11:47:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e7dd1@fmlynet.org>
Source record: 47753

FamilyNet Newsgate

> From: "Mark" <mark@recycledsteel.co.uk>
> I'm still here, in fact I have only just turned up.
> Mark.

Really? Do tell. What brought you here?

I found the Atari ST in late 1998, the Jag in early 1999. I was basically an Atari 8-bit user from 1984-1989, picked up a Macintosh Plus (thinking Atari had all but died in the states) and found out nine years later what Atari had done in my absence. :)

Never even REMOTELY heard of a TT, Falcon, MegaSTE, etc... it was a pleasant surprise!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4705. What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 11:50:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e7dd2@fmlynet.org>
Source record: 47750

FamilyNet Newsgate

> Hello Rob!
>> What's Your Favorite Atari Computer System?
> TT-030 (although if someone gave me an ATW I wouldn't
> throw it away ;-)
> Regards,
> - Andy.

Ditto on that Andy. :)

The TT continues to impress me. Sometimes wish I had not sold mine, but
then I wouldn't have Battlesphere now. :)

Falcons look cool, seem cool for the end user. TT seems fun for those that
want a machine with some expanding room.

And I would still love to see a TT in TT-HIGH mode. That sounds cool.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4706. Re: Atari ST on an ethern

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 12:29:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200104111429.a23630@du3.maus.de>
Source record: 47775

Hello ATARI fans,

recently I made a little mistake. I told you that there is a Panther card where you can use two ISA cards in your ATARI ST/STE/MST/MSTE, e.g. a networking card and a graphics card. In my first posting I told you that you have to have a PAK to use the Panther expansion. Well that's not true. =8-) You can even use the Panther card without having a PAK. To put it in other words. With the Panther expansion you can even use a NE2000 networking card with a standard 1040STF. :-)

Regards,

Frank

4707. Re: Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 12:31:46 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986992492.24874.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 47836

I must admit that Adamas does render pictures far better than CAB in 16 colours and I think it is quicker too, however I am unable to get the demo working on my TT (just crashes) to test higher colours.

The demo also has a lot of the features disabled but I think one should also note that Java Script is not the same as Java Applets which I believe is what we lack (correct me if I am wrong).

If the suite will also work with Sting then that would also make it much better when working with networks, etc.

Mark.

Stephen Moss <sgm23@eng.cam.ac.uk> wrote in message news:9b11jo$d8t$1@pegasus.csx.cam.ac.uk...
> There have been a lot of posts on this subject lately, most of which seem to
> revolve around persuading someone write and update or patch for CAB as the
> original author has abandoned it, I guess that his is because so many people
> out there use it.
> Personally I like the all in one (E-Mail/News/Web) look of Wensuit, although
> as I do not have room for a modem, as with CAB I have not tried using it
> online which I gather is a source of many problems, though offline it works
> really well, however I digress.
>
> Due to the aforementioned modem problem I'm not really into this at the
> moment and I have a poor memory so forgive me if I am stating something that
> has already been mentioned but has anyone looked at a browser called "Light
> of Adamas" which is the Browser part of Draconis.
> I mention it as I stumbled across it while surfing the web, from what I can
> see it is HTML3.2 compatiable and also implements some HTML 4 commands as
> well as being JavaScript and Frame compatable.
> So if your looing for an Atari equivalent of Netscape Navigator/IE4 for the
> Atari this could be it.
>
> If you would like to check it out then try looking at...
> http://dc2.uni-bielefeld.de/atari/draconis/edownl.htm (English) or
> http://dc2.uni-bielefeld.de/atari/draconis/downl.htm (Deutsch (German))

> or if your germans good try the Draconis web site at...
> http://www.draconis-pro.de/
>
> Stephen Moss
>
>
>
>
>
>

4708. Freeciv

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 13:25:55 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <8ZYA6.80$4w4.1272@newsfeed.slurp.net>
Source record: 47837

Is there a way to port this game to Atari? Every other platform seems to have it. See www.freeciv.org

Joshua.

4709. Freeciv

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 13:25:55 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <LWYA6.79$4w4.550@newsfeed.slurp.net>
Source record: 47838

Is there a way to port this game to Atari? Every other platform seems to have it. See www.freeciv.org

Joshua.

4710. [ANN] ACSpro available via Europe Shareware

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 13:57:16 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ad46ad0358a5e1@free.fr>
Source record: 47839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi all,

ACSpro (http://acspro.atari.org) stands for "Application
Construction Set professional".

It's a, visual, user-friendly, application construction
set, coming from Germany (English version is available). It
works on all Atari systems, including clones and emulators.
Supported languages are GCC, Pure C, Lattice C, Turbo C and
Pure Pascal. Lots of examples are supplied as well as
libraries for Pure C and Pure Pascal.

It's now possible to register your copy via
Europe Shareware (http://www.europe-shareware.org).

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

4711. Re: WTB: ST Book; if anyone has an Atari ST Book to let go..

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 14:14:52 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AD466DC.A35E2CF2@hotmail.com>
Source record: 47840

B&C Computer Visions had one at the Sacramento Atari show a few
years back.
He said pretty much the same thing as you however, he had waited
a long time to get his hands on it. Couldn't hurt to ask.

www.myatari.com

Mike

Jeff Mitchell wrote:
>
> Then please let me know! I've been dieing to get one of these ever
> since they were released. Please contact me :)
>
> jeff

4712. Re: Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 14:42:05 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <td8qqg111spgb6@corp.supernews.com>
Source record: 47841

Hi Chris,

I got a message from Mario the other day on the Ethernet
version . Looks like it will be a little longer.. He is working on the
graphic features and a few tricky programs to work, like Cubase I believe He
stated.

Rob
webmaster@atari-users.net
http://www.atari-users.net

"Chris Crosskey" <chris.crosskey@metrics.co.uk> wrote in message
> Hi FOlks,
>
> I'm the UK rep for Mario's products.....I'm waiting to hear from Mario
that
> the Ethernet kitted Galaxy is available as everyone seems to want that
> version ATM, I have a beta unit (running NVDI driver ATM, should be
changing
> over ot the fvdi one this week) and I'm impressed by it, even though it
> isn't the production item....
>
> chrisc

4713. FS : VARIOUS ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 15:04:19 UTC
From: Optik@btinternet.com
Message-ID: <3ad4726f.27076651@news.btinternet.com>
Source record: 47843
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Please email for lists.

Thanks

4714. Re: STIK II connection script help

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 15:04:50 UTC
From: jimd11@mindspring.com
Message-ID: <9b1rqiucf1@slb0.atl.mindspring.net>
Source record: 47842

On 11 Apr 2001 00:08:10 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
> Here in the Dallas area I was able to successfully use STIK II on my
>1040ST and under MagicMac. Then something changed. I would call up my
>provider (Southwestern Bell Internet) and the hand shaking would connect up
>without a hitch. Then it gets to the part where it looks for the "Username:"
>and counts from 94 to 0 and errors out.
>
> I checked the dialup line with a modem program, and rather than getting
>the ...
>
>Username:
>Password:
>
> .. that I was used to in times past, instead it gave me....

It looks like you have a PPP connect, and will need to set up
PAP, or Password Authentication Procedure.

I use STiNG, which I hope has the same abilities. If so, look for a
dialer script file, DIAL.SCR for me, which lets you do that.

Usually it is user name and password (message numbers 8 and 15) but
Southwestern Bell may have a slightly different idea, such as
e-mail address and password.

And I would guess that STICK II generates a log file. It may be
in ASCII, which takes a while, but it is a lot easier that trying
to read what looks like an extended insult. It is probably a message
nember and contents in ASCII. Look at that log file, and an ASCII
table. Worked for me. Was sold, have new address, and did that
to get things sorted out.

Good luck

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

4715. Re: Need NOVA VDI 2.61 or later

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 15:11:45 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AD47431.2E444A04@hotmail.com>
Source record: 47844

Drivers are located for the NOVA here;

http://www.geocities.com/SiliconValley/Way/5132/

They are the AB040 versions, but you shouldn't
have a problem with them AIRC.

Mike

Nicholas DiMasi wrote:
>
> Greetings fellow Atari users,
>
> I am trying to use NVDI 5 with my NOVA graphics card, with no
> success. From the NVDI FAQ on the "2B" (Behne & Behne) Web site,
> I found out that in order to use NVDI with the NOVA, the NOVA VDI
> version 2.61 or later is required. The latest version I have is
> 2.52, so I'm trying to get 2.61+. Last October I sent email to
> Nima Montaser (of Homa Systems House, who used to sell NOVA cards)
> and after about 2 months, I heard back from him asking me if I
> still needed it. I replied that yes, I did, but I haven't heard
> back from him since (even though I've sent him a couple of followup
> messages). As far as I know, the NOVA driver s/w is still freeware
> (at least it was freely downloadable the last time I got a new
> version, which was too long ago &^). Someone who, like me, frequents
> the Atari Advantage SIG on Delphi, claimed that vers. 2.60 worked
> for him and sent it to me, but it doesn't work for me (so I'm
> inferring that the NVDI FAQ is correct about the version required).
>
> Would someone be kind enough to send me version 2.61 or later of
> the NOVA VDI or let me know where I can get it (a Web or FTP site,
> for example)? I believe that all I need is STA_VDI.PRG, but if
> there are corresponding updates to MENU.PRG and/or EMULATOR.PRG
> I'll gladly take those, too.
>
> Please reply by mail if possible as I am way behind in reading
> this newsgroup.
>
> Thanks!
>
> --
> Nick DiMasi ____
> /|| | |__/*| (`\
> nickd@enteract.com (on 3-4x/wk?) |||/|\| |o o |__ _))
> turbonick@delphi.com (on 1x/wk) \||___| __ (=T=) ` /

4716. Re: FS/FT: Atari ST and 8-bit games

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 15:38:21 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AD47A6D.F3ECEBAE@mail.uni-mainz.de>
Source record: 47746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well,
I am interested in both Miner 2049er carts. How much do you want for
them (or at least for one of these carts) ?? -Andreas

P.S.: I am located in Germany...

Joe Grand schrieb:
>
> Hi everyone-
>
> As the subject says.. :) If you're interested in anything, feel free to
> send me some mail!
>
> Joe
> jgrand@mindspring.com
>
> ATARI 8-BIT (All cartridges)
>
> Star Raiders
> Miner 2049er (Blue casing, metallic silver label)
> Miner 2049er (Blue casing, blue picture label)
>
> ATARI ST
>
> Omnitrend's Universe II
> Sierra Codename: Iceman
> Sierra Man Hunter 2: San Francisco
> TimeWorks Data Manager ST

4717. Re: Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 16:42:09 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ad4967c1773aa3@pandora.be>
Source record: 47747

on Wed 11-04-2001 08:37 Stephen Moss wrote:

>Personally I like the all in one (E-Mail/News/Web) look of Wensuit, although
>as I do not have room for a modem, as with CAB I have not tried using it
>online which I gather is a source of many problems, though offline it works
>really well, however I digress.

Personally I dislike the all-in-one approach. I don't want to
launch a heavy prg just to read my mail or News. Furthermore on
the Atari we do have very good mailers/readers such as Okami
and ASH mailer so why invent the wheel again? All the effort
should go to a up-to-date browser. That's what we need most.
>
>Due to the aforementioned modem problem I'm not really into this at the
>moment and I have a poor memory so forgive me if I am stating something that
>has already been mentioned but has anyone looked at a browser called "Light
>of Adamas" which is the Browser part of Draconis.

I did.

>I mention it as I stumbled across it while surfing the web, from what I can
>see it is HTML3.2 compatiable and also implements some HTML 4 commands as
>well as being JavaScript and Frame compatable.

One big joke. It's the lousiest browser I ever have seen in my
life. It's very strong in crashing but that's all. Javascript,
forget that. Even a very basic script is able to bring down the
browser and if you're out of luck the whole system too.
It's certainly not faster then Cab. Loading fresh pages (not in
cache) happens way faster in Cab then in Adamas. Adamas seems
however a little faster when the pages are loaded from the cache
but I must say most of the time one is even unable to load
something from cache because somehow the cache gets corrupted.
Things which looks great in Cab, MIE and Netscape looks just
awfull in Adamas.
Mind you I'm not only one who's having big problems with Adamas.

The worst thing about LoA is that is commercial. IMHO it even
doesn't deserve the name betaversion, it's more an alfa version.

>So if your looing for an Atari equivalent of Netscape Navigator/IE4 for the
>Atari this could be it.

ROFTL

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4718. Re: CAB reading only partial pages with Magic 6

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 17:28:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987057852-72797AEicMi@cwcom.net>
Source record: 47778

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Wed, 11 Apr 2001 05:59:52 GMT

>According to this definition, it's definitely a display problem, as the
>whole HTML file is viewable in a text editor.

It might be worth your while trying a couple of different CAB overlays BTW.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4719. Re: STIK II connection script help

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 17:36:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987057854-73245AEicMi@cwcom.net>
Source record: 47777

From: jimd11@mindspring.com (Jim DeClercq)
Date: 11 Apr 2001 15:04:50 GMT

>It looks like you have a PPP connect, and will need to set up
>PAP, or Password Authentication Procedure.
>
>I use STiNG, which I hope has the same abilities. If so, look for a
>dialer script file, DIAL.SCR for me, which lets you do that.

STinG (and STiK) will indeed do very well. Fill in all the fields that you
can, leave the section labelled "dial script" at the end of DIAL.SCR blank
(but don't remove the line from the script).

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4720. Re: MagiCMac keyboard setup

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 17:38:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987057856-73705AEicMi@cwcom.net>
Source record: 47779

From: northstar2010@yahoo.no (Hallvard Tangeraas)
Date: Tue, 06 Mar 2001 01:49:46 GMT

>From what I've heard, there's no problem with the English version of
>MagiCMac when using it with a UK (or was it US) keyboard, or the German
>version with a German keyboard, but if other language keyboards are used
>(with another layout than the above two) you've got problems!

Did you ever get this problem resolved Hallvard? I'm wondering if the program
"Keytable" would help you.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4721. Re: Mega ST/Mega STE Keyboard Common Problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 17:41:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9b24vt$90q$1@plutonium.compulink.co.uk>
Source record: 47754

In message <gWJA6.1616$6R5.87282@news1.atl>, phantomm@bellsouth.net said:

>I have several Mega ST and Mega STE Keyboards that look like they are in
>very good condition, but all seem to have the same problem.
>
>The problem is that some keys work fine, while others require alot of pressure
>to register. And some keys just don't work at all.
>
>I've never taken apart a Mega ST or Mega STE keyboard before.

The usual cause is either dirty contacts due to something spilled
on the keyboard, or just dust perhaps, or perished/broken rubber
key cups. If the Megas are like ordinary STs, then the key contacts
are small carbon blocks mounted on a flexible silicon 'rubber' cup
under the key. This often breaks and makes bad contacts.

Opening up the keyboard is not difficult but it does involve a
lot of very small screws. When you take the bottom off, some key
cups will stay on the keys, others on the keyboard or fall out -
so be careful! Note that one key (I think Return) looks like it
should have 2 cups but only has one.

You can buy good key cups from Best Electronics in California,
perhpas also from Atari WOrkshop.

4722. Re: STIK II connection script help

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 18:11:17 UTC
From: bindon@madasafish.com
Message-ID: <td97i55ndlj99@corp.supernews.com>
Source record: 47755

On 11 Apr 2001 00:08:10 , "Greg Goodwin" wrote:

>Username:
>Password:
>
> .. that I was used to in times past, instead it gave me....
>
>~}#<0xEF><0xBF><0xBD>!}!<0xEF><0xBF><0xBD>} %}"}&} }*} } }#}$<0xEF><0xBF><0xBD>#}%}&<0xEF><0xBF><0xBD>}1<0xEF><0xBF><0xBD>g}'}"}(}"}1}$}%<0xEF><0xBF><0xBD>}3})}!rcsntx} }#~
>
> ...and after a few seconds it repeats the same line of junk.
>
> Anyway, what has changed, and how can this corrected under Stik II?
>

I got that at my server. I fixed it but not sure how. I think it's
something the do with PAP. Did you eneable PAP?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4723. Pascal for Ataris

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 19:57:38 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9b2cvi$o90$1@news8.svr.pol.co.uk>
Source record: 47756

Does anyone know of a good Pascal compiler for the Atari Falcon (ie not an interpreter)?

Used to have Personal Pascal but this wasn't upto much. Need something that has GEM Libraries etc.

Or even a Modula-2 compiler??

Thanx

Neil :-)

4724. Re: New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 20:14:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987096130-940764AEicMi@madasafish.com>
Source record: 47696

Hi Dezza

>>On the subject of this 2.5 release, does it have anything that the
>>beta's do not have, is it any faster?.

>Not as far as I know, the last beta was released after the official 2.5
>went on sale:

>*** jinnee 122 (31.8.2000)

Ive got beta 123, Nov 5, 2000 which was a bug fix re-release of the
version 122 you mentioned.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4725. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 20:39:54 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <td9g6ji90ouv77@corp.supernews.co.uk>
Source record: 47757

"Andy aka 'wim'" <studio_fm@poczta.onet.pl> wrote in message
news:9aq9qcejd1@news.onet.pl...
>
> "Oracle" asked:
> > is this group dying just like the atari?
>
> Atari is dying? Impossible! My studio is based on them: Falcon + Mega STE,
> both fully loaded, and SGI Indy. Still the setup of choice :-) (though
> should be upgraded to some Mac one day).
> BTW: I doubt Moog synth are dead...
>
> Regards,
> Andy

Quite funny really.I have just installed a spare Ste,1 MB with Hi-rez
monitor system at the music club where I work.People still laugh when they
first see the system then their jaws drop when I plug in a Midi lead and
their Keyboard suddenly springs to life.It's got quite a few of them
thinking........

Chris Thorley.

4726. Trade RARE boxed Falcon 030 Game for info (Crown of Creation 3d like new!)

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 21:32:18 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9b2iaudlb1@nnrp2.phx.gblx.net>
Source record: 47758
Cross-posted to: comp.sys.atari.st,maus.computer.atari.falcon,maus.computer.atari.software,maus.computer.atari.spiele,maus.sys.atari.software,rec.games.video.atari

I will give the first person to help me with these codes a complete, boxed crown of creation 3d game for the Falcon, free shipping, anywhere in the world!

I need the code to Grandads Quest 1 for the Atari ST!!! I miss playing this game and showing it to friends!

The guy who programmed the game and sold the shareware codes is not possible to contact. I registered both Grandads Quest 1 and 2 years ago, and sent him the money over in the UK. Years later I still have the dark red code sheet for Grandad 2, but I lost the VERY SIMPLE single, universal 6 digit code for Grandad 1. All I had to do was write it down, I am such a schmuck! Would someone please put me out of my misery and send it to me!

Secondly, I have wanted to play "Spice" (Defender 2000 type game 1996) for the Atari Falcon since it came out. Once again, the programmer is impossible to contact, I tried for months, and the guy who took over a lot of the Atari shareware, Denesh Bhabuta, can not seem to find the code or a full copy. If someone could send me a full copy of this game, or the code to unlock the demo, it would be great.

Anyone who helps me with both of these problems gets the rare 1998 game "Crown of Creation 3D" (like Battlesphere sort of) for the Atari Falcon 030, boxed and mint condition! (I am not that big on space sim games, though I hear this is the best!), plus a mystery bonus Jag cart!

See ya! -Satcom2

4727. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 21:51:50 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <987029566-874461AEicMi@xs4all.nl>
Source record: 47759

>From: "Christopher Thorley" <chris_thorley@lineone.net>
>Date: Wed, 11 Apr 2001 21:39:54 +0100
>
>"Andy aka 'wim'" <studio_fm@poczta.onet.pl> wrote in
>message
>news:9aq9qcejd1@news.onet.pl...
>>
>> "Oracle" asked:
>> > is this group dying just like the atari?
>>
>> Atari is dying? Impossible! My studio is based on them:
>Falcon + Mega STE,
>> both fully loaded, and SGI Indy. Still the setup of choice :-)
>(though
>> should be upgraded to some Mac one day).
>> BTW: I doubt Moog synth are dead...
>>
>> Regards,
>> Andy
>
>Quite funny really.I have just installed a spare Ste,1 MB with
>Hi-rez
>monitor system at the music club where I work.People still
>laugh when they
>first see the system then their jaws drop when I plug in a Midi
>lead and
>their Keyboard suddenly springs to life.It's got quite a few
>of them
>thinking........
>
>Chris Thorley.
>
Nice to hear that !

I know a music teacher in Holland who has 30 ST's in his
classroom since a long time and all the pupils do music
exercices on them. The pupils find them strange computers.A
pupil even asked if those computers came from the former DDR. After
a while they like working on them, it's always quiet during the
lesson, you only hear the ST's :-)

Dan

4728. Re: AES

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 22:13:49 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AD4D71D.632541B4@chello.nl>
Source record: 47760

Hi

Mark Bedingfield wrote:
>
> Henk Robbers <h.robbers@chello.nl> wrote in message

> > PS
> > MiNT working under XaAES. Hmmm, I like that. ;-)
>
> Sorry XaAES under mint;-).

I think I'll stick to the former.
In the end, the only thing you see is the GUI. So anything else must be
somewhere underneath. Also considering the saying: X runs on top of Y.
:-)

> I noticed that after I got it running it was
> having some difficulty redrawing the screen correctly, and crashed a few
> times with software that was fine under 4.0/4.1. It was faster than 4.1,
> which I loaded last night. As you say it is Beta so don't expect miracles.
> But I found 4.1 to be more stable. I would like to use a Freeware AES, to
> see what all the Magic fuss is about. I think an OS shouldn't cost hundreds
> of dollars. Take note Bill.
>

Please, at least send me a short description of what you see. The program, your
action and the response. I can fix everything, if only I knew what went wrong.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4729. Re: CAB reading only partial pages with Magic 6

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 22:42:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9b2ml7$lo0$1@plutonium.compulink.co.uk>
Source record: 47761

In message <B6F94120.1093A%nameerf@flash.net>, nameerf@flash.net said:

>According to this definition, it's definitely a display problem, as the
>whole HTML file is viewable in a text editor.

Well that rules out any HSMODEM and other comms problems!

>I don't know if this helps, but if I go to the page that won't display
>right, then go to another page, then go "Back", it sometimes will display
>the whole page. Just never on the first try.

What happens if you switch off images as suggested? Still get
this?

>Would a crash like this only exist in Magic and no other OS? I have just
>about identical setups with both Magic and Geneva (in fact, I have a lot
>more ACC's, CPX's, and AUTO's than in Magic). But Geneva won't present this
>problem.

Unlikely but possible. All I can suggest is disabling all of them
and then reenabling them one by one, trying CAB each time.

>My setup is this:
>
> Falcon with Nemesis, usually running at 20MHz.
> 14Mb RAM

Not short of memory then!

>If it helps, this problem began presenting itself after re-installing Magic.
>I've tried to re-reinstall it, and it hasn't changed the problem. I'm
>beginning to think more and more that it's a Magic related issue. Any ideas
>for what I can change in Magic that would help?

No idea, sorry. Did you remove all the old MagiC files before
re-installing it? Perhaps the config file is different?

Regards, /Peter/

4730. Re: New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-04-11 22:42:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9b2ml8loc1@plutonium.compulink.co.uk>
Source record: 47762

In message <987003228-77075AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>Neuerungen:
>==========
>
>• "Bugfix" beim Suchen angemeldeter Applikationen: Jetzt wird auch der
>Pfad beachtet. Existieren mehrere Programme gleichen Namens auf der
>Platte (z.B. unterschiedliche Programm-Versionen) und sind diese auch
>mehrfach angemeldet, so werden jetzt die "richtigen"
>Programmeinstellungen gew•hlt, je nach dem, welches der Programme man
>startet.
>Wird kein angemeldetes Programm mit komplett •bereinstimmendem Pfad
>gefunden, so werden wie bisher die Einstellungen des ersten
>angemeldeten Programms (mit •bereinstimmendem Namen) benutzt.

Innovations:
==========

Bugfix when searching for installed applications: Now the path
will be taken into account as well. If several programs with the
same name exist on the hard disk (say different program versions)
and if these have also been installed several times, then the
"correct" program settings will be chosen, depending on which of
the programs one starts.
If no program with an exactly matching path is found, then
settings of the first installed program (with matching name)
will be used as previously.

>• Beim Erzeugen des Icon-Fehlerprotokolls (*.err): "Doubly icon name
>..." in "Doubly assigned icon name ..." ge•ndert.

Error message tidied up for icon error protocol.

>• Noch ein paar kleine Korrekturen in der englischen •bersetzung.

Some small corrections for the English translation.

>• Das Vorhandensein der MagiC-Objekte wird nicht mehr durch ein
>vorhandenes MagiC sondern •ber die System-Funktion "appl_getinfo"
>abgefragt. Unter dem neuen N.AES sollten daher jetzt auch
>MagiC-Objekte statt eigene Userdef-Objekte benutzt werden.

The presence of MagiC objects is no longer established by checking
for MagiC being present but via the system function "appl_getinfo".
Under newer N.AESs one should therefore now use MagiC objects
rather than one's own Userdef objects.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4731. Re: Pascal for Ataris

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 00:08:40 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9b2rkhse04$1@news.t-online.com>
Source record: 47763

> Does anyone know of a good Pascal compiler for the Atari Falcon (ie not an
> interpreter)?
>
> Used to have Personal Pascal but this wasn't upto much. Need something
> that has GEM Libraries etc.

Sure, Pure Pascal. It's compatible with Turbo Pascal 7 and supported by some GEM libs. Should be available via ASH. A good GEM lib is ObjectGEM which is also used in Texel.

>
> Or even a Modula-2 compiler??

There's Megamax Modula II. It's freeware but is unsupported for a while - I don't know if there is a modern GEM library which supports MM2.

For links just have a look at the UTD list:
http://www.atariuptodate.de/index_e.php3

Greetings,
Matthias

4732. Atari Text version of NetHack 3.31?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 00:21:11 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9b2s7j$ef3$1@nnrp2.phx.gblx.net>
Source record: 47764
Cross-posted to: comp.sys.atari.st,maus.computer.atari.spiele,rec.games.roguelike.nethack

Is there an official text version of NetHack 3.31 for the Atari anymore?

I remember back a few years ago they had a 16 color text binary, and a separate GEM binary both for the Ataris, now all they have as the GEM version, which you can disable the graphics on, but then everything is in black and white only, with a white background (ugh!). I really prefer the 16 color text mode (with a black background!) of all the methods of playing NetHack. If anyone can tell me where to get a color test version of 3.31 or even how to "hack" the GEM version in such a way as to get 16 color text I would appreciate it! -Satcom2

4733. Mynnydd / ST BBS

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 00:45:32 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ea3ae@fmlynet.org>
Source record: 47780

FamilyNet Newsgate

Hey Greg!

GG> That's right, you did use an Atari while in Wales.

That's right, I did! <grin>

GG> I really kinda wish I had gone to college in England
> like I was planning on.

I went to college in England and Wales, and university in Wales. Perhaps I'll eventually get to study over here in the U.S.

I used to hang out at a really impressive multi-node BBS that was near Bristol (in England). They had a few lines and the Atari machines running the BBS software were all networked together. It had a really excellent collection of conferences, and Atari networks like NeST and Atari-Net.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4734. What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 00:45:32 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ea3af@fmlynet.org>
Source record: 47781

FamilyNet Newsgate

Hello Greg!

GG> The TT continues to impress me...

Me too!

GG> Falcons look cool, seem cool for the end user. TT
> seems fun for those that want a machine with some
> expanding room.

I was interested in a Falcon (wanted to see what I could
make that DSP do! ;-) Its 16-bit bus puts me off now though,
and there are a few other nice things about the TT...

GG> And I would still love to see a TT in TT-HIGH mode.

...yep, that's one of 'em! :-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4735. Re: Mega ST/Mega STE Keyboard Common Problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 01:26:12 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <Uu7B6.18368$IJ1.1465983@bgtnsc05-news.ops.worldnet.att.net>
Source record: 47765

The problem you're describing is not uncommon with the MegaSTe and TT030 keyboards (they're actually identical except for the color). They're completely different than the earlier Mega keyboards.

The problem is usually caused by deterioration of the contacts or traces on the mylar circuit board in the keyboard. Replacing the original poor quality mylar with a better quality replacement is the normal "fix". I still have several of the replacement mylar circuit boards in stock -- they're the same ones that Best Electronics sells. I'm selling them for $29 with Priority Mail shipping within the continental U.S. INCLUDED.

Taking apart the keyboard isn't difficult, remove all the screws in the bottom of the case to separate the halves, then CAREFULLY release ALL the plastic snap tabs on the interior to get to the mylar circuit board.

Others in the newsgroup have already described the "fix" for the MegaST keyboard.

Reply in Email for ordering instructions if interested.

Sheldon

"Phantomm" <phantomm@bellsouth.net> wrote in message
news:gWJA6.1616$6R5.87282@news1.atl...
> I have several Mega ST and Mega STE Keyboards that look like they are in
> very good condition, but all seem to have the same problem.
>
> The problem is that some keys work fine, while others require alot of
pressure
> to register. And some keys just don't work at all.
>
> I've never taken apart a Mega ST or Mega STE keyboard before.
>
> However I would like to try and fix these. What are some of the common
> problems that causes this on these boards?
>
> And what is needed to repair these boards, without having to buy new
> replacement parts?
>
> Are there Key copper contacts that may cause problems if they get dirty?
>
> I guess that in some keyboards the main keyboard IC could be bad, is there
> anyway to test these ICs for working condition without having to replace
> the chip?
>
> Also, are there any diagrams of these keyboards on the Net somewhere?

>
> On a similar subject
> --------------------
> I'd like to connect a Mega ST or Mega STE keyboard to a Falcon
motherboard.
> Anyone have a DIY project instructions for installing a connection on the
> Falcon motherboard so that I can just plug in the Mega ST or Mega STE
keyboard?
>
> I'd like to fix a connection just like on the stock Mega ST/STE Computers.
>
> Any help with this is much appreciated.
>
> phantomm@bellsouth.net
>

4736. Is there a FAQ for this group?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 01:43:26 UTC
From: spider_mastermind <spider_mastermind@ntlworld.com>
Message-ID: <yL7B6.5878$FD1.701800@news6-win.server.ntlworld.com>
Source record: 47766

If so, could someone post it, or a link to it, so that I can read it and not
ask questions that are already answered by it?
--
=>H<=
I have come to the conclusion that 'PC' stands for 'Pile of Crap'
spider_mastermind@ntlworld.com
hpg101@mercury.anglia.ac.uk

4737. Re: What's Your Favorite Atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 02:03:18 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tda2ntg7oplh9d@corp.supernews.com>
Source record: 47767

Andy,

TT is my favorite.. I'm hoping Mario's Galaxy with ethernet will be
out soon. Then I can get the TT back on the net.

Rob

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:000e0a4d@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Rob!
>
> R> What's Your Favorite Atari Computer System?
>
> TT-030 (although if someone gave me an ATW I wouldn't
> throw it away ;-)
>
> Regards,
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

4738. Re: Is there a FAQ for this group?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 02:18:43 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <a6g8z8ODCR16Ewp3@my-ste.demon.co.uk>
Source record: 47768

In article <yL7B6.5878$FD1.701800@news6-win.server.ntlworld.com>,
spider_mastermind <spider_mastermind@ntlworld.com> writes:

>If so, could someone post it, or a link to it, so that I can read it and not
>ask questions that are already answered by it?

There's a copy of the Quick FAQ maintained by Nicholas Bales at
<URL:http://bales.online.fr/atari/>

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

4739. Re: Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 03:10:39 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6FA6AF2.1096C%nameerf@flash.net>
Source record: 47769

in article 986992492.24874.0.nnrp-12.9e98a620@news.demon.co.uk, Mark at mark@recycledsteel.co.uk wrote on 4/11/01 4:31 AM:

> I must admit that Adamas does render pictures far better than CAB in 16
> colours and I think it is quicker too, however I am unable to get the demo
> working on my TT (just crashes) to test higher colours.

From the demo, I don't think it's very quick, at least as far as formatting more complex page structures. I do wish CAB had Adamas' picture dithering instead of the one it has.

> If the suite will also work with Sting then that would also make it much
> better when working with networks, etc.

It works somewhat with Sting's Draconis emulator, but not perfectly. If there are any dropped packets, it doesn't check again, putting into a dead-end loop until you hit stop. Other than that, it seems to work. Perhaps if the author of the emulator could put in a routine that would resend commands if there are any problems like this? Or maybe the solution could be accomplished from the Adamas author side? I'd like to see a much faster table formatting routine as well, as it can take almost a minute to display a heavily tabled page that would take CAB seconds to display.

Mike Freeman
nameerf@flash.net

4740. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 04:11:37 UTC
From: jba4@po.cwru.edu
Message-ID: <3ad52a67.7154535@news.cwru.edu>
Source record: 47770

On Tue, 11 Apr 2001 01:22:28 , "Andy Ball"
<Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet Newsgate
>
> Hello Iggy!
>
> ID> You'd have to drop the AUI in order to accomodate
> > TP+BNC.
>
> And that would rule out fibre (not that I'm running it
> ...yet ;o)
>

Actually, I was using fiber at my school. But now I use coax, so I would only want a card with an AUI so I could switch between them. If it only had the TP, I never would buy it. I'd say AUI is the way to go since it allows for the most possibilities.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4741. Re: Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 04:22:50 UTC
From: jba4@po.cwru.edu
Message-ID: <3ad52bee.7545521@news.cwru.edu>
Source record: 47771

On Wed, 11 Apr 2001 08:37:48 +0100, "Stephen Moss"
<sgm23@eng.cam.ac.uk> wrote:

>So if your looing for an Atari equivalent of Netscape Navigator/IE4 for the
>Atari this could be it.

Adamas is alright. Bu for some reason I seem to remember seeing some
mention of a Mozilla port to Atari. I thought I read that somewone
was goind to recompile netscape to run under MiNTNet and use the newly
released X server for GEM. I would imagine it would be slower than
slow, but at least it could be promising. Was there any truth to
this, or was it just an idea someone had.

Just wanted to know if someone was working on this. I'd like to see
some good news in the Atari browser market instead of all the bad news
annd dissappointments. Can't rely on CAB since development stopped,
OXO said they wouldn't release WenSuite 4 in english since everyone
here gave them such a hard time, and Draconis has also stopped
development (I would assume since MUCS left the market?). The atari
really needs something and I haven't seen any news about Highwire.

So Mozilla? Just wondering....
Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4742. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 05:29:37 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3AD53D40.DE5C615C@student.canterbury.ac.nz>
Source record: 47772

Greetings,

> And I would still love to see a TT in TT-HIGH mode. That sounds cool.
>
> Doc Clu

Have you checked out Mario's Galaxy card?
<http://gem.win.co.nz/mario/hardware/galaxy.html>

Makes me wish I owned a TT instead ;-)

Later,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/

4743. JAY Software Homepage?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 05:31:46 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3AD53DC2.FE35683F@student.canterbury.ac.nz>
Source record: 47773

Greetings,

Anyone know the current URL to JAY Software Homepage?

Thanks,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/

4744. Re: JAY Software Homepage?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 06:08:11 UTC
From: BMaedicke@t-online.de
Message-ID: <1erqrh2.176xreo18weghwN%BMaedicke@t-online.de>
Source record: 47774

Karl Ashton <kma54@student.canterbury.ac.nz> wrote:

> Anyone know the current URL to JAY Software Homepage?

Try this url: http://www.inf.upol.cz/~opichals/jay/

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

4745. Re: JAY Software Homepage?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 06:21:54 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3AD54982.3E555BF8@student.canterbury.ac.nz>
Source record: 47776

```
Bernd Maedicke wrote:
>
> Karl Ashton <kma54@student.canterbury.ac.nz> wrote:
>
> > Anyone know the current URL to JAY Software Homepage?
>
> Try this url: http://www.inf.upol.cz/~opichals/jay/
>
> Ciao, Bernd
> --
> Url: http://home.t-online.de/home/BMaedicke/

Yep that be it. Thanks.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/
```

4746. Re: Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 09:13:24 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9b3rht$28m$04$1@news.t-online.com>
Source record: 47782

>
> Draconis has also stopped
> development (I would assume since MUCS left the market?). The atari
> really needs something and I haven't seen any news about Highwire.

No, Draconis is still there. But many programmers put extra work in a 2.0
release since it's an important version number. I don't know when it will be
released, though.

Greetings,
Matthias

4747. Re: New translations available

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 09:40:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987160570-386423AEicMi@cwcom.net>
Source record: 47726

From: xlator@cix.compulink.co.uk
Date: 11 Apr 2001 22:42:48 GMT

>>Neuerungen:
>>==========

>Innovations:
>===========

Thanks for the translation Peter :-)

--

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4748. Re: Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 11:29:42 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <987075175.22431.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 47784

> Adamas is alright. Bu for some reason I seem to remember seeing some
> mention of a Mozilla port to Atari. I thought I read that somewone
> was goind to recompile netscape to run under MiNTNet and use the newly
> released X server for GEM. I would imagine it would be slower than
> slow, but at least it could be promising. Was there any truth to
> this, or was it just an idea someone had.

It will be slow on stock machines but fast ones should be OK (ish). The
main problem is that the current Netscape is huge, 100Mb or so, memory is
probably the main requirement.

> Just wanted to know if someone was working on this. I'd like to see
> some good news in the Atari browser market instead of all the bad news
> annd dissappointments. Can't rely on CAB since development stopped,
> OXO said they wouldn't release WenSuite 4 in english since everyone
> here gave them such a hard time, and Draconis has also stopped
> development (I would assume since MUCS left the market?). The atari
> really needs something and I haven't seen any news about Highwire.

Does WenSuite have a browser? is it any good?

Does the Amiga platform not have a Java browser that could easily be ported?

4749. Re: Need NOVA VDI 2.61 or later

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 11:42:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987092224-57575AEicMi@gmx.net>
Source record: 47791

From: nickd@enteract.com (Nicholas DiMasi)
Date: 11 Apr 2001 03:56:32 GMT

Hi Nicholas,

>Would someone be kind enough to send me version 2.61 or later of
>the NOVA VDI or let me know where I can get it (a Web or FTP site,
>for example)? I believe that all I need is STA_VDI.PRG, but if
>there are corresponding updates to MENU.PRG and/or EMULATOR.PRG
>I'll gladly take those, too.
For each type of Nova Card there are specific drivers needed i.e Mach32,
Mach64 and the Nova Falcon drivers. So please specify what you need (card
+ computer+interface) and I'll mail them over.
BTW the latest version of the drivers is 2.67
Since version 2.52 the whole package has been updated considerable, so
you need the full installation... anyone else interested in these, just
yell :-)

>Would someone be kind enough to send me version 2.61 or later of
>the NOVA VDI or let me know where I can get it (a Web or FTP site,
>for example)?
Although the drivers are free of charge they don't have a freeware or
shareware status, they are not supposed to be on a web or ftp server,
I've been trying to convince Gerhard Huber (the programmer) to release
them as freeware, but he's not really enthousiastic.... just yet ;-)

Cheers from Belgium
Dennis
--

Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4750. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 11:48:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987092228-58199AEicMi@gmx.net>
Source record: 47790

From: "Mark" <mark@recycledsteel.co.uk>
Date: Tue, 10 Apr 2001 12:24:32 +0100

Hi Mark,

>Any thoughts would be good.
I know absolutely nothing about the Crazy Dots card but here's some info on
the programs in your AUTO folder...

>WDIALOG.PRG - Don't know
Part of NVDI, needs to be active unless you've got MagiC 6.0 running. The
best place for this program is at the bottom of your Auto folder.

>DMIRROR.PRX - Don't know
Part of The Edge, not really recommended, get rid of it...

>MFP_TT.PRG - Part of the repalcement port routines of HSModem
>SCC.PRG - Part of the repalcement port routines of HSModem
On a TT, supposing you're using modem 2 or serial 2, you only need SCC.PRG.
The MFP_TT.PRG is for the "slow" ports, get rid of it...
SCC.PRG should be as far down in the Auto folder as possible...

>SOCKETS.PRG - Something to do with IP but not sure what program it
>relates to
This is part of IConnect, needed when you use CAB with the ASH OVL or some of
the ASH internet clients.

>TRAPPER.PRG - I think it is used for Magic but not sure what it does
Part of Jinnee, should always be active when Jinnee is running.

>MAGICSND.PRG - Magic sound related file, not sure what it actually does
Not needed on a "real Atari", get rid of it....

>SLCT_DEV.PRG - NVDI program to select resolutions
Like I said, I know nothing about the Crazy Dots card, but it seems to me
that this program should be much higher in your Auto folder, the Nova cards
have something similar and this needs to be run *before* NVDI and Magxboot.

>KOBOLD_2.ACC - Copy prgoram that appears to have stopped working
Rename the ACC extension to PRG, and see what happens....

Cheers from Belgium
Dennis
--

/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4751. YUPPIE Atari-ST font needed on Mac or Windows

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 12:22:43 UTC
From: Andreas Krause <nospamAndreas.Krause@philips.com>
Message-ID: <3AD59E13.A9BA43D4@philips.com>
Source record: 47783
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I need to get the YUPPIE font, which is known on the Atari-ST platform,
on either Mac or Windows. Does anyone know where to look or how to do
it. I have it only on my Atari box, but have no idea how to use it on
Mac/Windows.

Rgds,

Andreas

Note: remove the 'nospam' prefix, when answering!

4752. Re: Is there a FAQ for this group?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 12:24:53 UTC
From: spider_mastermind <spider_mastermind@ntlworld.com>
Message-ID: <X8hB6.5964$Ow3.1276780@news2-win.server.ntlworld.com>
Source record: 47785

> >If so, could someone post it, or a link to it, so that I can read it and
not
> >ask questions that are already answered by it?
>
> There's a copy of the Quick FAQ maintained by Nicholas Bales at
> <URL:http://bales.online.fr/atari/>

OK, thanks. It didn't tell me everything though. Further questions are in
c.s.a.s.t.
--
=>H<=
I have come to the conclusion that 'PC' stands for 'Pile of Crap'
spider_mastermind@ntlworld.com
hpg101@mercury.anglia.ac.uk

4753. Re: Mynnydd / ST BBS

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 12:37:23 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <7khB6.18522$TW.85243@tor-nn1.netcom.ca>
Source record: 47786

In article <000ea3ae@fmlynet.org>,
Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
> I used to hang out at a really impressive multi-node BBS
> that was near Bristol (in England). They had a few lines
> and the Atari machines running the BBS software were all
> networked together. It had a really excellent collection
> of conferences, and Atari networks like NeST and Atari-
> Net.

Hey, is there any NeST or AtariNet still around? Is there
anything ST BBS around, besides the one Forem in the US, and my online
Express?

Looking for birds of a feather.. :)

jeff

4754. Line Noise Program

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 13:39:54 UTC
From: swampfox1@earthlink.net
Message-ID: <KeiB6.1198$yh.120596@newsread2.prod.itd.earthlink.net>
Source record: 47787

Hi All,
Is there a program that will display the signal quality
(line noise level, signal level) as your dialing in to your ISP
or upon being connected using Sting or Stik2?

(whatya' think Dan A.?)

John G.

4755. Re: Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 13:52:58 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AD5B33A.DFDFE05C@ooc.de>
Source record: 47788

Mark wrote:
>
> > Adamas is alright. Bu for some reason I seem to remember seeing some
> > mention of a Mozilla port to Atari. I thought I read that somewone
> > was goind to recompile netscape to run under MiNTNet and use the newly
> > released X server for GEM. I would imagine it would be slower than
> > slow, but at least it could be promising. Was there any truth to
> > this, or was it just an idea someone had.
>
> It will be slow on stock machines but fast ones should be OK (ish). The
> main problem is that the current Netscape is huge, 100Mb or so, memory is
> probably the main requirement.

On a TT running Linux it takes Mozilla about ten minutes to start up.
And after that it is *extremely* slow. Ataris (even the clones) are
simply much too slow for Mozilla. Just install Linux on your machine and
see for yourself.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4756. Re: Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 14:24:47 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9b4dqp$95t$1@pegasus.csx.cam.ac.uk>
Source record: 47789

Jeff Armstrong wrote in message <3ad52bee.7545521@news.cwru.edu>...
>On Wed, 11 Apr 2001 08:37:48 +0100, "Stephen Moss"
><sgm23@eng.cam.ac.uk> wrote:
>

< cut>

>The atari really needs something and I haven't seen any news about
Highwire.

I can't recall hearing about Highware, but then my brain went to sleep a few
of weeks ago and I'm just running on autopilot (mmm, better look out for
Chinese war planes), curios about Highwire I did a quick search, for info
try
http://www.magical-sides.de/h_high.htm

I think it's a shame that it probably wont run in single TOS as it could
prevent some people from being able to what could be a very good browser.

Stephen Moss

4757. Re: STIK II connection script help

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 14:35:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ebea0@fmlynet.org>
Source record: 47701

FamilyNet Newsgate

> From: bindon@madasafish.com (Lyndon Amsdon)
> On 11 Apr 2001 00:08:10 , "Greg Goodwin" wrote:
>> Username:
>> Password:
>>
>> .. that I was used to in times past, instead it gave me....
>>
>> ~}#�!}!�} %}"}&} }*} } }#}$�#}%}&�}1�g}"}"}(}"}1}$}%�}3})}!rcsntx} }#~
>>
>> ...and after a few seconds it repeats the same line of junk.
>>
>> Anyway, what has changed, and how can this corrected under Stik II?
>>
> I got that at my server. I fixed it but not sure how. I think it's
> something the do with PAP. Did you eneable PAP?
> Lyndon Amsdon
> --
> +--------------------------+
> | bindon@madasafish.com |
> +--------------------------+

Haven't tried this yet, but you seem to be suggesting what about four other people are suggesting. Just want to thank everyone for the suggestion and will certainly give this a try when I get home tonight. :)

Really appreciate the help.. I'll try to pass it on...

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4758. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 14:37:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ec20e@fmlynet.org>
Source record: 47703

FamilyNet Newsgate

> From: "Christopher Thorley" <chris_thorley@lineone.net>
> "Andy aka 'wim'" <studio_fm@poczta.onet.pl> wrote in message
> news:9aq9qcejd1@news.onet.pl...
>>
>> "Oracle" asked:
>> > is this group dying just like the atari?
>>
>> Atari is dying? Impossible! My studio is based on them: Falcon + Mega STE,
>> both fully loaded, and SGI Indy. Still the setup of choice :-) (though
>> should be upgraded to some Mac one day).
>> BTW: I doubt Moog synth are dead...
>>
>> Regards,
>> Andy
> Quite funny really.I have just installed a spare Ste,1 MB with Hi-rez
> monitor system at the music club where I work.People still laugh when they
> first see the system then their jaws drop when I plug in a Midi lead and
> their Keyboard suddenly springs to life.It's got quite a few of them
> thinking........
> Chris Thorley.

Hahaha.. that is cool! So what is it about an Atari that makes it seem to soar in the midi field and what software should I pick up should I decide to try the midi side of the ST? I have a 1040ST and a Mega ST/2 right now.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4759. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 16:04:13 UTC
From: bindon@madasafish.com
Message-ID: <tdbkftngsps6ec@corp.supernews.com>
Source record: 47792

Hi

>I know a music teacher in Holland who has 30 ST's in his
>classroom since a long time and all the pupils do music
>exercices on them. The pupils find them strange computers.A
>pupil even asked if those computers came from the former DDR. After
>a while they like working on them, it's always quiet during the
>lesson, you only hear the ST's :-)

Until only about 4 years ago my school had about 5 STs running Pro 12
and Quartet. Most broken now as they fell off a shelf, all piled on
top of each other. School uses about 30 Acorns running Sibelius 6 and
Notate. The ST's didn't have HD's so they weren't that good.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4760. Re: Mynnydd / ST BBS

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 16:04:16 UTC
From: bindon@madasafish.com
Message-ID: <tdbkg0p7dufjf1@corp.supernews.com>
Source record: 47793

On 12 Apr 2001 00:45:32 , "Andy Ball" wrote:

Hi Andy

> I used to hang out at a really impressive multi-node BBS
> that was near Bristol (in England). They had a few lines
> and the Atari machines running the BBS software were all
> networked together. It had a really excellent collection
> of conferences, and Atari networks like NeST and Atari-
> Net.

Where abouts near Bristol? I live nearby to Bristol.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4761. amail

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 16:39:32 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3AD5DA44.2FD0BDC4@boeing.com>
Source record: 47794

I'm having trouble getting amail to work.
It downloads the mail messages from the ISP OK and puts them into
a file on u:\tmp, but then fails when it tries to import them into
the inbox. The program and all its files are on a Minix partition,
except the HOME directory, which is on C:\. I don't see anything
obviously wrong in the CFG file. Any ideas?
System is a Milan040 running FreeMint 1.15.10b, N_AES 2.0 and Thing.

Milton Horst
Seattle, WA USA

4762. CAB/Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 17:01:24 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3AD5DF64.2EE6ACA4@boeing.com>
Source record: 47795

When I run CAB, the icons on the Thing desktop change to a dark blue color, and don't return to normal after exiting CAB. Is there a solution for this?

Also, how does one kill a program that has "locked up" under Mint/N_AES/Thing? I miss the ctrl-alt-esc function of MagiC that usually could solve these problems when the drop down menus and mouse buttons do nothing but the mouse pointer still moves.

Milton Horst
Seattle, WA USA
Milan040, FreeMint 1.15.10b, N_AES 2.0, Thing desktop

4763. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 17:37:52 UTC
From: bindon@madasafish.com
Message-ID: <tdbpvgnqc94b0e@corp.supernews.com>
Source record: 47697

Hi!

>>TRAPPER.PRG - I think it is used for Magic but not sure what it does
>Part of Jinnee, should always be active when Jinnee is running.

Hmm, where can I get it from. Does this stop everything crashing when
one program crashs? Wasn't installed with Jinnee.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4764. Re: CAB/Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 18:31:55 UTC
From: bindon@madasafish.com
Message-ID: <tdbt4r20v8bfd0@corp.supernews.com>
Source record: 47698

On 12 Apr 2001 17:01:24 , Milton Horst wrote:
>When I run CAB, the icons on the Thing desktop change to a dark blue
>color, and don't return to normal after exiting CAB. Is there a
>solution for this?
>
>Also, how does one kill a program that has "locked up" under
>Mint/N_AES/Thing? I miss the ctrl-alt-esc function of MagiC that
>usually could solve these problems when the drop down menus and
>mouse buttons do nothing but the mouse pointer still moves.

Jo Even made a program calle dTaksbar IIRC and this was like a win 95
style bar and you could terminate programs. Runs best under Mint
which will suit you well.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4765. Re: Overclocking DSP

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 18:38:11 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <oBmB6.240$aY5.2823@newsfeed.slurp.net>
Source record: 47699

Hi Lyndon,
I'm going to open up the Falcy once I get the Eclipse I
ordered. It should be here in a couple of weeks. Can you tell me what to
look for in the SRAM chips? Thanks.

Joshua.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:td6l6tce01re07@corp.supernews.com...
> On 10 Apr 2001 11:48:11 , "Joshua Kaijankoski" wrote:
> >Hi, I'm trying to overclock the DSP on my Falcon to ~50Mhz without
success.
> >I have a C-Lab MKII Falcon. I know I'm supposed to cut a trace under the
> >32Mhz oscillator on the mobo but there is none. What I did was buy a new
> >50Mhz oscillator, lift the pin on the DSP off the mobo which gets the
clock
> >signal from the crystal and solder a wire straight from the new
oscillator
> >to the DSP. Everything booted up but a DSP benchmarking program crashed
and
> >Aniplayer wouldn't communicate with the DSP. I soldered the wire from the
> >DSP pin back to the 32 oscillator and everything is back to normal. I'm
sure
> >I did everything right so I'm blaming the 50Mhz oscillator. I tried
several
> >other though with similar results. What kind of oscillator exactly should
I
> >use and what experiences have you guys had? Thanks.
>
> Mines going along at 50Mhz fine. I know others who have had it up to
> 64Mhz. Your method seems fine. You may be unlucky and have a slow
> set of SRAMS or they don't like oc'ing. Look at the 3 SRAMs near the
> keyboard connector and tell me the code on them.
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

4766. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 19:31:12 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3ad60280$0$8832@news.zetnet.co.uk>
Source record: 47700

On 6 Apr 2001 18:46:46 -, Lyndon Amsdon wrote:
>Hi
>
>>Lyndon,
>> Is there a reason why you use .94 with .961 available?
>> John G.
>
>At one stage I tried .96 on the STE but it crashed. Haven't had the
>time to test it on my Falcon but when I get the system sorted (now
>that I'm on half term) I may try it.

I've used .961 on my STe with no problems at all, whereas I have problems with STing 1.26, that doesn't even allow the computer to boot up, it just goes into the dreaded loop and I have to reinstall 1.15, STes' definitely have a character all their own!

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

4767. Re: amail

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 19:49:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987184944-872456AEicMi@madasafish.com>
Source record: 47734

Hi Milton

>I'm having trouble getting amail to work.
>It downloads the mail messages from the ISP OK and puts them into
>a file on u:\tmp, but then fails when it tries to import them into
>the inbox.

u:\tmp is a virtual folder on a virtual drive isnt it?, not a physical
device, so unless youre using an alias the file will disappear when a
new one comes along..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4768. Re: CAB reading only partial pages with Mag

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 20:31:04 UTC
From: ebaiz@skyenet.net
Message-ID: <cgoB6.276$aY5.2425@newsfeed.slurp.net>
Source record: 47702

On 9 Apr 2001 23:37:26 G, Michael and Nicole Freeman wrote:
>Hello!
>
> I have an odd problem that's come up recently, and I'm not sure what
>I've changed, as it never happened before. When I look at some pages,
>especially large ones (atari.org is one of them), CAB won't display the
>whole page. Only the last 10-20% or so. I can go to a different page, and
>hit the "Back" button, and *sometimes* it displays more of the page,
>sometimes the whole page, sometimes just as much as last time. This is only
>using Magic 6.01. If I use Geneva or any other OS, everything seems to work

I have never had this problem under Magic. If it works well under
Geneva, then there must be a setting in Magic or maybe there is a
program in the START folder that is affecting Cab. Maybe the caches in
Cab need to adjusted.z

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
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Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,

```
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

4769. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 20:45:05 UTC
From: bindon@madasafish.com
Message-ID: <tdc4uh3n4kd768@corp.supernews.com>
Source record: 47704

Hi

>>At one stage I tried .96 on the STE but it crashed. Haven't had the
>>time to test it on my Falcon but when I get the system sorted (now
>>that I'm on half term) I may try it.
>
>I've used .961 on my STe with no problems at all, whereas I have problems
>with STing 1.26, that doesn't even allow the computer to boot up, it just
>goes into the dreaded loop and I have to reinstall 1.15, STes' definitely
>have a character all their own!

I used to have a problem too with Sting 1.26. I recently tried it and
it worked fine! Only thing I changed was my HD and it was locking up
when I accessed the HD. I'll put the blame on the IDEal interface :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4770. Re: Overclocking DSP

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 20:45:07 UTC
From: bindon@madasafish.com
Message-ID: <tdc4ujnov48t69@corp.supernews.com>
Source record: 47705

On 12 Apr 2001 14:38:11 , "Lord Gaiyan" wrote:
>Hi Lyndon,
> I'm going to open up the Falcy once I get the Eclipse I
>ordered. It should be here in a couple of weeks. Can you tell me what to
>look for in the SRAM chips? Thanks.

OK here we go.

It's three surface mounted chips near the keyboard connector.
Identical to each other. Mine are AC7C256-25C. You need to find the
last bit, mine being the 25. This is the nanoseconds speed. You do
1000 divided by this at it tells you the speed that the manufacteur
wanted it to go at. Mine are 40Mhz rated but run fine at 50Mhz.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4771. syquest and links

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 20:48:18 UTC
From: bmauger317@aol.com
Message-ID: <20010412164818.20291.00006296@ng-mq1.aol.com>
Source record: 47706

hi all hope you all can help!
i just got a syquest 44mb removable and have a links 1 : i used icd to do my formating..but took 2 days ..yes 2 days to go through the bad sectors..anyone out there have any syquest formating disk or tools thanks. any help would be great!

4772. Re: PAL/NTSC?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 21:08:20 UTC
From: ebaiz@skyenet.net
Message-ID: <8PoB6.290$aY5.2736@newsfeed.slurp.net>
Source record: 47707

On 11 Apr 2001 02:44:17 , Eric Higgins wrote:
>Greets -
>
>Having probs with some games on my NTSC machine.
>Just curious if certain games would cause my screen
>to scroll up (as if the vhold is out of whack) if they
>are designed for PAL machines?

Yes, that does happen. Sometimes that can be fixed by adjusting the
vertical hold. I have fixed the problem by using a video convertor.
Sometimes it works and sometimes it does not.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4773. Re: Atari Text version of NetHack 3.31?

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 21:41:57 UTC
From: Christian Bressler <gaston@cs.tu-berlin.de>
Message-ID: <9b57f5$34r$1@news.cs.tu-berlin.de>
Source record: 47708
Cross-posted to: comp.sys.atari.st,maus.computer.atari.spiele,rec.games.roguelike.nethack

In rec.games.roguelike.nethack Satcom2 <svenhard@primenet.com> wrote:
: Is there an official text version of NetHack 3.31 for the Atari anymore?

: I remember back a few years ago they had a 16 color text binary, and a
: separate GEM binary both for the Ataris, now all they have as the GEM
: version, which you can disable the graphics on, but then everything is in
: black and white only, with a white background (ugh!). I really prefer the 16
: color text mode (with a black background!) of all the methods of playing
: NetHack. If anyone can tell me where to get a color test version of 3.31 or
: even how to "hack" the GEM version in such a way as to get 16 color text I
: would appreciate it! -Satcom2

No, the official Binary in tty-mode comes with colors.
Maybe your TERM Env-Variable is wrong.
Try TERM=builtin.
Or you have disabled colors with the options.
If that didn't work tell us about your setup
(Hard-/Software etc.)

Marvin

4774. Re: CAB/Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 22:44:28 UTC
From: jflemaire@belgacom.net
Message-ID: <3ad63f869cd82b0@belgacom.net>
Source record: 47709

on Thu 12-04-10 17:01 Milton Horst wrote:

>When I run CAB, the icons on the Thing desktop change to a dark blue
>color, and don't return to normal after exiting CAB. Is there a
>solution for this?

Same problem here. Yellow changes to black. The only solution I know of is opening the Color Setup CPX and clicking the "Reload" button. This reinstates the system's colour palette.

>Also, how does one kill a program that has "locked up" under
>Mint/N_AES/Thing? I miss the ctrl-alt-esc function of MagiC that
>usually could solve these problems when the drop down menus and
>mouse buttons do nothing but the mouse pointer still moves.

Control-Alt-Undo.

J-F.

4775. [ANN] ERS now available via Europe Shareware.

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 23:00:51 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ad641141589dc1@free.fr>
Source record: 47721

Hi all,

Eric Reboux softwares (ERS http://ers.free.fr) are now available via
Europe Shareware. The first program to join the list is WinFrame. It's a
new windframe for Magic (6 and up).

Excerpt (from the readme file):

1/ What is windframe?

Windframe is a small program that's utilised by MagiC for displaying
windows to make it possible to personalise the graphic interface. The MagiC
6 windframe is a MAC OS imitation, which also makes it possible to alter
the looks of the buttons of a RSC file. To radically change the windows,
all that "needs" to be done is to rewrite windframe completely. That's what
I've done, and it took me quite some time ;-)

2/ What exactly is offered by windframe?

-It supports 3D, textures and gradient colours. All these features combined
offers a MagiC user more pleasing effects and functionality than the latest
window-managers of other systems.
-The window/program title is "put" just behind the closer button.
-It's compatible with the Xgem system and Direct desktop.

[end of quote]

Coming soon: Find It, Direct (a new desktop).

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

4776. Re: CAB/Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 23:42:49 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3AD63D79.C021348D@boeing.com>
Source record: 47711

The standard Milan setup includes a taskbar called Multistrip.
It has popup menus that let you terminate a running task.
Trouble is, in the lockup situation I tried to describe, I can't
get the popup menu to "pop up".

Milton Horst

Lyndon Amsdon wrote:
>
> On 12 Apr 2001 17:01:24 , Milton Horst wrote:
> >When I run CAB, the icons on the Thing desktop change to a dark blue
> >color, and don't return to normal after exiting CAB. Is there a
> >solution for this?
> >
> >Also, how does one kill a program that has "locked up" under
> >Mint/N_AES/Thing? I miss the ctrl-alt-esc function of MagiC that
> >usually could solve these problems when the drop down menus and
> >mouse buttons do nothing but the mouse pointer still moves.
>
> Jo Even made a program calle dTaksbar IIRC and this was like a win 95
> style bar and you could terminate programs. Runs best under Mint
> which will suit you well.
>
> Lyndon Amsdon
> --
> +--------------------------+
> | bindon@madasafish.com |
> +--------------------------+

4777. Re: CAB/Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-04-12 23:43:45 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3AD63DB1.59F5A54@boeing.com>
Source record: 47710

Thanks. I'll give those a try.

Milton Horst

Jean-Franï¿½ois Lemaire wrote:
>
> on Thu 12-04-10 17:01 Milton Horst wrote:
>
> >When I run CAB, the icons on the Thing desktop change to a dark blue
> >color, and don't return to normal after exiting CAB. Is there a
> >solution for this?
>
> Same problem here. Yellow changes to black. The only solution I know of is
> opening the Color Setup CPX and clicking the "Reload" button. This
> reinstates the system's colour palette.
>
> >Also, how does one kill a program that has "locked up" under
> >Mint/N_AES/Thing? I miss the ctrl-alt-esc function of MagiC that
> >usually could solve these problems when the drop down menus and
> >mouse buttons do nothing but the mouse pointer still moves.
>
> Control-Alt-Undo.
>
> J-F.

4778. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 01:34:28 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad65dd6@dnews.tpgi.com.au>
Source record: 47713

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:000ec20e@fmlynet.org...
> FamilyNet Newsgate
>
> > From: "Christopher Thorley" <chris_thorley@lineone.net>
> > "Andy aka 'wim'" <studio_fm@poczta.onet.pl> wrote in message
> > news:9aq9qcejd1@news.onet.pl...
> >>
> >> "Oracle" asked:
> >> > is this group dying just like the atari?
> >>
> >> Atari is dying? Impossible! My studio is based on them: Falcon + Mega
STE,
> >> both fully loaded, and SGI Indy. Still the setup of choice :-) (though
> >> should be upgraded to some Mac one day).
> >> BTW: I doubt Moog synth are dead...
> >>
> >> Regards,
> >> Andy
> > Quite funny really.I have just installed a spare Ste,1 MB with Hi-rez
> > monitor system at the music club where I work.People still laugh when
they
> > first see the system then their jaws drop when I plug in a Midi lead and
> > their Keyboard suddenly springs to life.It's got quite a few of them
> > thinking........
> > Chris Thorley.
>
> Hahaha.. that is cool! So what is it about an Atari that makes it
seem to
> soar in the midi field and what software should I pick up should I decide
to
> try the midi side of the ST? I have a 1040ST and a Mega ST/2 right now.

try http://sites.netscape.net/timconrardy/ , always a good start.

Mark

4779. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 01:39:41 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad65f0f@dnews.tpgi.com.au>
Source record: 47712

Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:000ea3af@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Greg!
>
> GG> The TT continues to impress me...
>
> Me too!
>
> GG> Falcons look cool, seem cool for the end user. TT
> > seems fun for those that want a machine with some
> > expanding room.
>
> I was interested in a Falcon (wanted to see what I could
> make that DSP do! ;-) Its 16-bit bus puts me off now though,
> and there are a few other nice things about the TT...
>
> GG> And I would still love to see a TT in TT-HIGH mode.

A CT2 in a Falcon is essentially a TT. Mine has 64 meg fast ram and 14meg chip, CT2 gives a 50Mhz core. All housed in a Full tower. Pretty funky, I will probably pick up a TT next week, just to top the collection off. By the way a Falcon can be pushed upto 1280x960 just using software and a good monitor;-)

Mark

4780. Re: AES

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 01:42:33 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad65fba@dnews.tpgi.com.au>
Source record: 47714

Henk Robbers <h.robbers@chello.nl> wrote in message
news:3AD4D71D.632541B4@chello.nl...
> Hi
>
> Mark Bedingfield wrote:
> >
> > Henk Robbers <h.robbers@chello.nl> wrote in message
>
> > > PS
> > > MiNT working under XaAES. Hmmm, I like that. ;-)
> >
> > Sorry XaAES under mint;-).
>
> I think I'll stick to the former.
> In the end, the only thing you see is the GUI. So anything else must be
> somewhere underneath. Also considering the saying: X runs on top of Y.
> :-)
>
> > I noticed that after I got it running it was
> > having some difficulty redrawing the screen correctly, and crashed a few
> > times with software that was fine under 4.0/4.1. It was faster than 4.1,
> > which I loaded last night. As you say it is Beta so don't expect
miracles.
> > But I found 4.1 to be more stable. I would like to use a Freeware AES,
to
> > see what all the Magic fuss is about. I think an OS shouldn't cost
hundreds
> > of dollars. Take note Bill.
> >
>
> Please, at least send me a short description of what you see. The program,
your
> action and the response. I can fix everything, if only I knew what went
wrong.

No problem, I have 4.1 running at the moment but will reinstall XaAES today,
incedently, is there a good freeware desktop around that willl allow res
changes on a Falcon.I still love TOS, so 4.1 is nice if a little slow.

Mark

4781. FREE Atari Computer/Game Catalogs! FREE Atari stuff! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 03:02:46 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0104121953130.19881-100000@shell.pacifier.com>
Source record: 47715
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

FREE!!! If your looking for free Atari Catalogs, read on down below!!!

I have some semi-FREE Atari stuff. If your local to me (Portland, Oregon USA) Your welcome to come pick it up for FREE! Dan Vernon, this offer is also extended to you. If your not local to me, you'll need to pay me to ship it to you. Besides paying for Shipping, a bribe will be expected or it isn't worth my trouble. You could also make a purchase from my Atari Catalogs which would motivate me. If you have someone local to me who can come pick it up for you? I would appreciate it. And while your here you might buy something. FREE stuff I have? 520STs, the first ST computers without built-in floppies. A big box of 3.5" Disks you can use! Atari 800 Computers. 8 Bit Drives & HardWare. E-Mail or Call Ben@(503)256-9974!

e-mail: atari@benjamin.net

I've just added 6 boxes of Atari ST Software, including some choice Games. So please checkout my Catalogs as they Grow! Not just ST Software! And I'm offering a 20% Discount to my regular customers! E-Mail me for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't come see me today? Come see me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can

download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4782. Re: PAL/NTSC?

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 03:48:29 UTC
From: swampfox1@earthlink.net
Message-ID: <hGuB6.3054$yh.283979@newsread2.prod.itd.earthlink.net>
Source record: 47716

On 12 Apr 2001 21:08:20 , Edward S. Baiz Jr. wrote:

>I have fixed the problem by using a video convertor.
>Sometimes it works and sometimes it does not.
>
>
>Edward S. Baiz Jr.
> (Gamer)

Hi Ed,
Are you going from PAL to NTSC? If so, which one are you using and where did you get it (cost?, video or RF in?). I'm looking to get one (someday) for my UK Falcon MKI which is PAL/RF out. I've seen them in J&R Music world (I believe) but in the $200 - $300 price range and the NTSC to PAL was only around $50.
John G.

4783. Re: Mega ST/Mega STE Keyboard Common Proble

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 04:09:46 UTC
From: swampfox1@earthlink.net
Message-ID: <e_uB6.3122$yh.283979@newsread2.prod.itd.earthlink.net>
Source record: 47717

On 10 Apr 2001 20:20:28 , Phantomm wrote:
>I have several Mega ST and Mega STE Keyboards that look like they are in
>very good condition, but all seem to have the same problem.
>
>The problem is that some keys work fine, while others require alot of pressure
>to register. And some keys just don't work at all.
>
>

Phantomm,
My "poor man's" solution is to pop off the key caps. The larger ones
I'd leave alone though (wire hinges). While depressing the buttons, place
a drop or two of alcohol in the center, release, press, etc. If it's
dirt that should help. Also, a cleaner with a lubricant will last longer.
Once you've done your best, get Safe Skin for the keyboards and if by
chance you are severely lucky to find Safe Skin for the Mega board, buy
two and send one to me. I'll pay you for it! (:->)~
John G.

4784. Re: MIDI software and PSU repairs

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 04:34:03 UTC
From: Andy aka 'wim' <studio_fm@poczta.onet.pl>
Message-ID: <9b5vjngjl1@news.onet.pl>
Source record: 47718

> I'm mainly seeking recommendations of decent sequencer software that's
both
> still available, one way or another, and is capable of syncing to incoming
> MTC from the multitrack, although MIDI clock and song pointer will
probably
> do as an alternative. I'm also interested in a general purpose SysEx patch
> librarian, as well as specific librarian/editors for the Korg Wavestation
and
> Emu Proteus 1.

Decent sequencers with features:
- MasterTracks Pro (available free today; you should find a link on
http://sites.netscape.net/timconrardy/timidi.htm),
- Cubase (http://atari.georezo.net/music/cubase/ - a French site; I can't
find a British one, sorry...),
- Notator (http://www.crosswinds.net/~notator/ - Notator / Creator related
site; Notator is still to be purchased as far as I can know).
If you wish to have more MIDI ins / outs, Steinberg's Midex+ or SMP-24
provide it (2 in / 4 out) together with SMPTE synchronization.
Universal ed/lib: Midi Quest (http://www.squest.com/Atari/), probably the
best still available.
A Proteus1 dedicated editor should be somewhere on my disks; I can send it
to you as well as some other goodies if you wish (mail me).

Regards,
Andy

--
studio_fm@poczta.onet.pl

4785. Re: WTB: C-Lab Notator/Creator SL dongle

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 04:52:43 UTC
From: Carl W Sandage <firebird@apex.net>
Message-ID: <3AD72F13.E695E6E0@apex.net>
Source record: 47719

Everybody wants one of these

Desert Dweller wrote:

> Please e-mail me if you know anyone with one. Thanks. ducluu@pdq.net

4786. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 05:05:29 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1103_987138329@macdonal.cfc.dnd.ca>
Source record: 47720

-snip-
> >appear that it dosen't like CT2's memory management it reports 1.5 meg ram,
> >I have 78 meg. I would like to get Mint up and running.
> >Thanks
> >Mark
> Hi Mark

hi mark
check out how much memory you have assigned in mint.cnf
i suspect you have 1500 eritten there! :-)
ken

4787. Re: MagiCMac keyboard setup

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 07:10:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ee3b1@fmlynet.org>
Source record: 47727

FamilyNet Newsgate

> From: Derryck Croker <derryck@NOSPAMcix.co.uk>
> From: northstar2010@yahoo.no (Hallvard Tangeraas)
> Date: Tue, 06 Mar 2001 01:49:46 GMT
>> From what I've heard, there's no problem with the English version of
>> MagiCMac when using it with a UK (or was it US) keyboard, or the German
>> version with a German keyboard, but if other language keyboards are used
>> (with another layout than the above two) you've got problems!
> Did you ever get this problem resolved Hallvard? I'm wondering if the program
> "Keytable" would help you.

I know that when I was editing the script for STIK II last night that the usual "#" was actually a british pound sign. After hitting key combinations in Edith, I was able to pull up (with cntl-f6) a ASCII table of various characters. I manually clicked on the "#" in that table and managed to get the job done that way.

Still learning about MagicMac (and STIK) myself. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4788. Re: STIK II connection script help

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 07:13:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ee3b2@fmlynet.org>
Source record: 47728

FamilyNet Newsgate

> From: Derryck Croker <derryck@NOSPAMcix.co.uk>
> From: jimd11@mindspring.com (Jim DeClercq)
> Date: 11 Apr 2001 15:04:50 GMT
>> It looks like you have a PPP connect, and will need to set up
>> PAP, or Password Authentication Procedure.
>>
>> I use STiNG, which I hope has the same abilities. If so, look for a
>> dialer script file, DIAL.SCR for me, which lets you do that.

> STinG (and STiK) will indeed do very well. Fill in all the fields that you
> can, leave the section labelled "dial script" at the end of DIAL.SCR blank
> (but don't remove the line from the script).

Last night I removed the FIND/RESP part of the script (by placing the "#"
remarks in from of the commands) which found the setup crashing. :) However
still plugging and determined to make my ST once again my internet/E-mail
machine.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4789. ST LACOM SCSI2DMA-Adapter Help needed

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 08:49:59 UTC
From: Andreas Mischka <Andreas.Mischka@t-online.de>
Message-ID: <9b6er4dfq03$1@news.t-online.com>
Source record: 47722

Hi,

anyone knows this adapter? Please, contact me. I need help.
i have troubles with the termination of the adapter and the connected
Peripherals.
thanks a lot

cu

Andi

--
mailto:andreas.mischka@t-online.de

member of abbuc e.V. /|\

4790. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 10:29:51 UTC
From: bindon@madasafish.com
Message-ID: <tddl8vmg74tb6e@corp.supernews.com>
Source record: 47723

Hi

>A CT2 in a Falcon is essentially a TT. Mine has 64 meg fast ram and 14meg
>chip, CT2 gives a 50Mhz core. All housed in a Full tower. Pretty funky, I
>will probably pick up a TT next week, just to top the collection off. By the
>way a Falcon can be pushed upto 1280x960 just using software and a good
>monitor;-)

Hmm, my Falcon's running at 1024*704 but only in 16 colours until I get
the CT60. I'm using my Microvitec monitor that can do ST low res so
it's quite nice for playing demos etc. It isn't supposed to go to
this resolution as it's quite a white border on the right where the
screen rolls back on it's self! Centscreen is the best I think.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4791. Re: MIDI software and PSU repairs

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 10:33:54 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <nDAB6.649$hy.1347@NewsReader>
Source record: 47724

Hello.

"PJ" <pj@tarags.demon.co.uk> wrote in message
news:ant1100470b04Yam@tarags.demon.co.uk...

> I intend to use it for MIDI sequencing synced to a stand-alone hard disc
> based digital multitrack - anyone else doing this?

Hundreds, nay, probably thousands!

> I'm mainly seeking recommendations of decent sequencer software that's
both
> still available, one way or another, and is capable of syncing to incoming
> MTC from the multitrack, although MIDI clock and song pointer will
probably
> do as an alternative.

Cubase and Notator are the most used, methinks, also Breakthru and Notator
Logic.
All in stock.
Also Midex+ and Unitor 2.

>as well as specific librarian/editors for the Korg Wavestation and
> Emu Proteus 1.

Steinberg Synthworks PROteus in stock.

> Recommendations of decent Atari repairers in the general
Beds/Bucks/Northants
> area of the United Kingdom would also be helpful...

Barrie at Keychange Music. www.keychange.co.uk

4792. Re: WTB: C-Lab Notator/Creator SL dongle

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 10:48:12 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <OQAB6.653$hy.1070@NewsReader>
Source record: 47725

"Carl W Sandage" <firebird@apex.net> wrote in message
news:3AD72F13.E695E6E0@apex.net...
> Everybody wants one of these
>
> Desert Dweller wrote:
>
Notator SL and Notator Logic packages in stock.

Barrie at Keychange. www.keychange.co.uk

4793. Mynnydd / ST BBS

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 11:50:36 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ef08d@fmlynet.org>
Source record: 47732

FamilyNet Newsgate

Hello Lyndon!

LA> Where abouts near Bristol? I live nearby to Bristol.

Yate mate! ;-) I seem to remember it was called the
Chameleon and was run by someone called Martin. I think
they had a software company called WaluSoft. This was a
long time ago mind, and I could easily have some details
wrong.

I started out on a BBS in Tetbury called the Alchemist.
Although it wasn't run on an Atari, it carried some Atari
echoes and some fellow users used to hang out there too.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4794. Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 11:50:36 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ef08e@fmlynet.org>
Source record: 47733

FamilyNet Newsgate

Hello Jeff!

JA> But now I use coax...

I used to use co-ax (10Base-2) in England, but left that LAN
to a friend. Over here I'm using 10Base-T at home and
100Base-TX 'at the office'. I have thought about adding
co-ax and possibly LocalTalk segments to my LAN at home, but
I think if I can avoid that I will.

JA> so I would only want a card with an AUI so I could
> switch between them. If it only had the TP, I never
> would buy it. I'd say AUI is the way to go since it
> allows for the most possibilities.

I think you just made Mario's day ;-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4795. FA: Dungeon Master + Chaos Strikes Back for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 14:24:02 UTC
From: Retrogamer <ka001a5509@blueyonder.co.uk>
Message-ID: <6_DB6.14799$4S3.6039769@news2.cableinet.net>
Source record: 47729

Hi,
Please check out my auction for Dungeon Master + Chaos Strikes Back for the Atari ST computer.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1229407411

Dungeon Master is one of the most legendary ST games there is. The adventure takes place in a mysterious underground dungeon that is to be explored. "Every twist and turn, every nook and every corner looks real." You switch between the roles of four adventurers collecting varied weapons, keys and treasure while avoiding the monsters!

The game is boxed and in great condition. You get the disk, keyboard controls sheet and full manual. Also included in this auction is the sequel Chaos Strikes Back. For this one you get the manual, game disk and utility disk

Thanks,

Keith

4796. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 14:30:10 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9b72hi$5ve$1@dos.canit.se>
Source record: 47730

Louis Holleman <louis@holleman.demon.nl> skrev:
: On 9 Apr 2001 17:51:37 GMT, Iggy Drougge <optimus@canit.se> wrote:

:>: AUI is crap and obsolete. Grow up.
:>
:>I resent that statement. Both, in fact.
:>Define crap and obsolete.
:>
:>While we're at it, why not add gigabit ethernet? After all, 10 Mb is crap
:>and obsolete, I suppose.

: Erm, well may be not crap. It would be the same when Milan GmbH would
: finally at last introduce the Milan-060 with a 360k SS diskdrive. We
: all know it's not going to happen (and that's not because no SS
: diskdrives are available)

You all seem to be implying that AUI somehow is a slower and less useful
interface, when it in fact is the most flexible one and runs just as
quickly as any other 10Mb interface.

: Meanwhile, while very likely no Atari is being used any longer in
: large office setups, 10 Mb ethernet capacity would be more than enough
: for most users.

And so should AUI.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4797. Re: Need NOVA VDI 2.61 or later

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 15:38:32 UTC
From: fdemange <fdemange@imaginet.fr>
Message-ID: <WS3.cdd66872.49a035e0.fdemange@imaginet.fr>
Source record: 47656

>For each type of Nova Card there are specific drivers needed i.e Mach32,
>Mach64 and the Nova Falcon drivers. So please specify what you need (card
>+ computer+interface) and I'll mail them over.
>BTW the latest version of the drivers is 2.67
>Since version 2.52 the whole package has been updated considerable, so
>you need the full installation... anyone else interested in these, just
>yell :-)

Oh yeah ! I'm very interested in ! I've got a NOVA card 2Mb (VME format) on a
TT030. However, I had not seen any problem when I installed NVDI 5.

>Although the drivers are free of charge they don't have a freeware or
>shareware status, they are not supposed to be on a web or ftp server,
>I've been trying to convince Gerhard Huber (the programmer) to release
>them as freeware, but he's not really enthousiastic.... just yet ;-)

If we do it twice (convincing Gerhard Huber) we may have a new little chance,
dont' we ? ;-)

Regards...

Mathieu

4798. Re: Mega ST/Mega STE Keyboard Common Pr

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 15:57:54 UTC
From: phantomm@bellsouth.net
Message-ID: <6mFB6.619$se1.34893@news2.atl>
Source record: 47731

On 13 Apr 2001 04:09:46 , John Garone wrote:

>
>Phantomm,
> My "poor man's" solution is to pop off the key caps. The larger ones
>I'd leave alone though (wire hinges). While depressing the buttons, place
>a drop or two of alcohol in the center, release, press, etc. If it's
>dirt that should help. Also, a cleaner with a lubricant will last longer.
>Once you've done your best, get Safe Skin for the keyboards and if by
>chance you are severely lucky to find Safe Skin for the Mega board, buy
>two and send one to me. I'll pay you for it! (:->)~
> John G.
>

Thanks John and to everyone who has posted and e-mailed solutions for the keyboard problems. If I find a exta Safe Skin then I'll pick one up for you. :)

I'd still like to find a do it yourself text file or diagram for connecting a Mega ST or Mega STE keyboard to a Falcons motherboard. I'd like to fix it were I can just plug in the keyboard just like on a normal Mega ST or Mega STE.

I believe that some of the Aftermarket Cases for the Falcon have a similar connection for keyboards.

Has anyone done such a project and have info on how to do this correctly?

phantomm@bellsouth.net

4799. Re: CAB/Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 19:10:09 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ad75c7c59cd541@pandora.be>
Source record: 47735

on Fri 13-04-2001 00:44 Jean-Franï¿½ois Lemaire wrote:

>on Thu 12-04-10 17:01 Milton Horst wrote:
>
>>When I run CAB, the icons on the Thing desktop change to a dark blue
>>color, and don't return to normal after exiting CAB. Is there a
>>solution for this?
>
>Same problem here. Yellow changes to black. The only solution I know of is
>opening the Color Setup CPX and clicking the "Reload" button. This
>reinstates the system's colour palette.

No the above isn't normal. On my system the desktop colors doesn't change
when I load Cab. There are programs such as Looknsee which change the
colors but they all, except 1stguide, quits nice No messing around with
the colors. As said just 1stguide behave bad
Are you using a background picture and if so uses that picture the system
color palet?
A much shorter solution is just hit [control]+[shift]+L. This command will
reload the current Thing setup, at least that's is so in Thing 1.27b.

hth,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4800. Re: CAB reading only partial pages with

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 19:30:04 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <987190204.16736.0.nnrp-13.9e983130@news.demon.co.uk>
Source record: 47736

On 12 Apr 2001 20:31:04 , Edward S. Baiz Jr. wrote:

>I have never had this problem under Magic. If it works well under
>Geneva, then there must be a setting in Magic or maybe there is a
>program in the START folder that is affecting Cab. Maybe the caches in
>Cab need to adjusted.z

If a site doesn't load try flushing all the caches as otherwise you likely load
from them rather than the ISP. But you probably do this anyway ;-)

>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>---
>
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>---
>
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >

>--
>
>
>.

I like your sig. Do you work for the goverment? :-)

I may follow Lyndon's advice and develop a personalised sig.

Mike Bedford

4801. Re: FA: Dungeon Master + Chaos Strikes Back for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 19:44:36 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <kueedtof303i3g5htuslnirr8c7eu5tcma@4ax.com>
Source record: 47738

On Fri, 13 Apr 2001 14:24:02 GMT, "Retrogamer"
<ka001a5509@blueyonder.co.uk> wrote:

>Hi,
> Please check out my auction for Dungeon Master + Chaos Strikes Back for
>the Atari ST computer.
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1229407411
>
>Dungeon Master is one of the most legendary ST games there is. The adventure
>takes place in a mysterious underground dungeon that is to be explored.
>"Every twist and turn, every nook and every corner looks real." You switch
>between the roles of four adventurers collecting varied weapons, keys and
>treasure while avoiding the monsters!

Hey... maybe I should auction off a set of my hintbooks too..!

I think I've got one of each left around here somewhere... if the
giant rats haven't eaten them all, that is...

BobR

4802. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 19:45:11 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <987191111.17170.0.nnrp-13.9e983130@news.demon.co.uk>
Source record: 47737

On 12 Apr 2001 20:45:05 , Lyndon Amsdon wrote:

>I used to have a problem too with Sting 1.26. I recently tried it and
>it worked fine! Only thing I changed was my HD and it was locking up
>when I accessed the HD. I'll put the blame on the IDEal interface :)
>

I had lots of problems with Newsie & the SCSI on the Falcon. Kept getting file corruption (Shiumig Lai? mentioned he'd had similar problems). The SCSI packed up and has been replaced with an IDE drive. No problems with this so far, fingers crossed. Uwe Seimet mentions problems when using SCSI & screen expanders. Again the IDE now gives compatibilty with Screenblaster. Don't know if this is relevant to your system.

Mike Bedford

4803. Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 20:01:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9b7luqfqe1@plutonium.compulink.co.uk>
Source record: 47739

To add to the discussion some months back about the Everest clipboard. I have 'GEM Clipboard On' activated, but I find that (at least sometimes - perhaps mostly) Everest doesn't save text copied with ^C to the CLIPBRD folder on C:\, but to a CLIPBRD folder in E:\1WORD_PL.US\ which it will create if I delete the existing one. Even stranger: Trying to overcome this, I edited the 1st Word Plus program binary to change the scrap folder to CLIP1WP. Word Plus created and used it quite happily, but so did Everest! Even when I deleted the CLIP1WP folder in E:\1WORD_PL.US\, Everest recreated it! Somehow it seems to be picking up the path and folder name from Word Plus - but how? In MAGX.INF I have:
#_SCP C:\CLIPBRD\ as well as
#_ENV CLIPBRD=C:\CLIPBRD\ and also
#_ENV SCRAP=C:\CLIPBRD\

but for some reason Everest ignores this. Any ideas?

Another thing: I have noticed that occasionally Everest won't accept the [Alt]-ASCII combination for producing higher ASCII characters such as Umlauts. *Mostly* it is OK, but somethimes nothing appears in the dialog, though it will appear in the text itself immediately after. Reloading Everest usually cures it. Again - any ideas?

Regards, /Peter/

4804. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 20:17:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987250444-58787AEicMi@gmx.net>
Source record: 47661

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Thu, 12 Apr 2001 17:37:52 -0000

Hi Lyndon,

>>>TRAPPER.PRG - I think it is used for Magic but not sure what it does
>>Part of Jinnee, should always be active when Jinnee is running.
>
>Hmm, where can I get it from. Does this stop everything crashing when
>one program crashs? Wasn't installed with Jinnee.
Trapper 2.0 is part of the Jinnee 2.5 package, it's located in the "extra"
folder. If you don't use Jinnee 2.5 you can download Trapper from Manfred
Lippert his website
http://www.mani.de

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4805. Re: syquest and links

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 20:43:46 UTC
From: newservice@netcentraltv.com
Message-ID: <9b7oe2mnm1@news.chatlink.com>
Source record: 47740

On 12 Apr 2001 20:48:18 , BMauger317 wrote:
>hi all hope you all can help!
>i just got a syquest 44mb removable and have a links 1 : i used icd to do my
>formating..but took 2 days ..yes 2 days to go through the bad sectors..anyone
>out there have any syquest formating disk or tools thanks. any help would be
>great!
>.
I have one of those drives and have always used ATARI HDrive utilities
without any problems.. I think I've formated one or two Carts, but
don't recall it taking very long maybe 20 minutes, let me know if that
works?????

Donner.......

4806. WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 20:51:15 UTC
From: newservice@netcentraltv.com
Message-ID: <9b7os3mnm2@news.chatlink.com>
Source record: 47741

Greetings,

I'm trying test the Demo version of "WENSUITE" I seem to have
everything setup right according to the Doc's. But can't get it to
dial the modem.. Anyone know what I'm doing wrong ????

Thanks, Donner....

4807. Re: Freeciv

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 20:53:04 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ad76730$0$8834@news.zetnet.co.uk>
Source record: 47742

Hi Joshua!

On 11 Apr 2001 09:25:55 , "Joshua Kaijankoski" wrote:
>Is there a way to port this game to Atari? Every other platform seems to
>have it. See www.freeciv.org

Someone may already be working on it, there is a competition going that will be finishing in a month or so, which is to do a big port from another platform to the Atari. One of the suggestions was Freeciv, and as a big fan of Civilization I'm hoping that someone has been working on it.

See http://www.magical-sides.de for more info (follow the BIG Competition link).

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4808. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 21:02:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987260276-000229AEicMi@madasafish.com>
Source record: 47677

Hi Lyndon

>>>TRAPPER.PRG - I think it is used for Magic but not sure what it
>>>does

>>Part of Jinnee, should always be active when Jinnee is running.

>Hmm, where can I get it from.

Manfred's web site, there's a V2 there.

>Does this stop everything crashing

Whats a crash.

>when one program crashs?

Nope!.

>Wasn't installed with Jinnee.

Hm, check in extras (zusatz).

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4809. Re: syquest and links

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 21:09:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987260280-000904AEicMi@madasafish.com>
Source record: 47678

Hi Bmauger

>i just got a syquest 44mb removable and have a links 1 : i used icd to
>do my formating..but took 2 days ..yes 2 days to go through the bad
>sectors..

That fills me with confidence, not!!..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4810. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 21:19:50 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ad76d76$0$8831@news.zetnet.co.uk>
Source record: 47743

Hi Mark!

>> You might not get a reply, because I notice that you keep changing the
>> subject line. Most news clients recognise a message is part of a
>> particular thread by the subject, and because you keep changing them when
>> you do a followup message these have the potential to not get noticed.
>>
>> Just a tip, mate.

>Never knew that, surly they must use the message ID or problems will be
>everywhere. This method may work OK for our group but what of ones were
>there may be identical subjects on message threads or simply no subject, you
>would end up with all kinds of problems.

Unfortunately the message ID numbers are set by each ISP, and are not
unique. ie, they are different on different ISPs.

So a newsreader like Newsie looks at the subject line, (but also looks at
the date of the original message I think) and groups messages together.
However if you change the subject, then Newsie thinks you are starting a
new thread and doesn't group the new message with previous ones.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4811. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 21:40:16 UTC
From: louis@holleman.demon.nl
Message-ID: <3ad77029.25692248@beta-news.demon.nl>
Source record: 47744

On 13 Apr 2001 14:30:10 GMT, Iggy Drougge <optimus@canit.se> wrote:

>: Erm, well may be not crap. It would be the same when Milan GmbH would
>: finally at last introduce the Milan-060 with a 360k SS diskdrive. We
>: all know it's not going to happen (and that's not because no SS
>: diskdrives are available)
>
>You all seem to be implying that AUI somehow is a slower and less useful
>interface, when it in fact is the most flexible one and runs just as
>quickly as any other 10Mb interface.

Iggy, nope I'm not. It's not slower, perhaps not less usefull. My
point (and some others) is that one is forced to get/buy/find more
hardware to get it running. Like the Milan-060 example, any buyer
would immediately need to get a diskdrive replacement.
In my case (I'm sure there's plenty of others) I would need to get a
media converter to get from AUI to UTP/STP.
Heck, I'm not even considering BNC as a possible solution.
This is 2001, you know?

CU NeXT msg
LOUIS

http://www.holleman.demon.nl
email: louis@holleman.demon.nl
louis@bbst.net
ICQ 103642987

4812. More Atari nostalgia

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 22:55:59 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3ad783ff$0$8832@news.zetnet.co.uk>
Source record: 47745

I've just found a copy of Which Computer? for October 1989 in which there was an item on Best Buys 386 desktop computers, the Budget Best buy? the Atari 386. I quote:

"....The main appeal of this machine is that at 2,599GBP for a complete VGA system (less monitor) it is remarkably cheap"

There's an interesting report on the technical specification, a colour picture and an item headed "Company Details".

Also a report/picture on the Atari portfolio and finally a full colour advert, including pictures, for Silica Shop Limited and headed "Atari ST Computers":

520ST-FM Explorer pack 299 GBP plus SM124 mono monitor 398GBP
colour 598
520ST-FM Super Pack 399 mono 498
colour 698
1040ST-FM Professional
Pack 499 mono 598
colour 798
2Mb Mega ST 899 mono 998
colour 1198
4Mb Mega ST 1199 mono 1298
colour 1498

No hard drives of course just "1Mbyte built in disk drive".

--
Trevor

6 MB ATARI STe / Veloce2 / TOS 2.06

4813. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-13 23:15:03 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104140208180.30223-100000@hal.pp.fishpool.fi>
Source record: 47646

On Fri, 13 Apr 2001, Louis Holleman wrote:

On 13 Apr 2001 14:30:10 GMT, Iggy Drougge <optimus@canit.se> wrote:

> >You all seem to be implying that AUI somehow is a slower and less useful
> >interface, when it in fact is the most flexible one and runs just as
> >quickly as any other 10Mb interface.
>
> Iggy, nope I'm not. It's not slower, perhaps not less
> usefull. My point (and some others) is that one is forced to
> get/buy/find more hardware to get it running. It would be
> the same when Milan GmbH would introduce the Milan-060 with a
> 360k SS diskdrive. We all know it's not going to happen (and
> that's not because SS diskdrives are not available) but any
> buyer would immediately need to get a diskdrive replacement.
> In my case (I'm sure there's plenty of others) I would need
> to get a media converter to get from AUI to UTP/STP. Heck,
> I'm not even considering BNC as a possible solution. This is
> 2001, you know?

Exactly my point and well-stated, Louis, thank you.

To Jeff, Iggy and Mario hiself:

I do not deny the versatility of an AUI interface; I only doubt
its usefullness in a real-life situation where a quick, painless
integration with other _contemporary_ computers is needed.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

4814. Looking for MT32 Quasimodified

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 00:06:35 UTC
From: Jos Vlietstra <joolie@superweb.nl>
Message-ID: <9b847dhsr1@nereid.worldonline.nl>
Source record: 47647

Hi
Perhaps some Atari-devotee has this module.I'm looking for a Roland MT32
with the Quasimidi EPROMS, so that modified sounds are remembered , even
after switching off or reset. These MT-32 had also more reverb options
Who can help ?
Jos (jo.vlie@12move.nl)

4815. Re: AES

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 00:32:11 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AD79A8B.538FF591@chello.nl>
Source record: 47651

Hi

Mark Bedingfield wrote:
>
> Henk Robbers <h.robbers@chello.nl> wrote in message
> news:3AD4D71D.632541B4@chello.nl...
> > Hi
> >
> > Mark Bedingfield wrote:
> > >
> > > Henk Robbers <h.robbers@chello.nl> wrote in message
> >
> > Please, at least send me a short description of what you see. The program,
> your
> > action and the response. I can fix everything, if only I knew what went
> wrong.
>
> No problem, I have 4.1 running at the moment but will reinstall XaAES today,
> incedently, is there a good freeware desktop around that willl allow res
> changes on a Falcon.I still love TOS, so 4.1 is nice if a little slow.
>

I do not know of such a desktop. On my Milan/N.Aes I must run CHres.prg and this will
do a reset anyhow. The nature of the Atari screen handling doesnt allow to
change resolution without reset. On my TT with NOVA, I just activate menu.prg
which runs in the autofolder, before the VDI is initialized.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4816. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 00:38:56 UTC
From: john nicholas oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.69e7cc43.49b83800.doyene@zetnet.co.uk>
Source record: 47649

In message <9b7os3mnm2@news.chatlink.com>
Don Wolfe wrote:
>Greetings,

>I'm trying test the Demo version of "WENSUITE" I seem to have
>everything setup right according to the Doc's. But can't get it to
>dial the modem.. Anyone know what I'm doing wrong ????

>Thanks, Donner....
1. What Atari are you using ST TT FALCON
2. Have you installed HSModem 6 or 7
3. Make sure you save your selected modem (MODEM1,2 Serial1,2)
4. Press F9 See what it tell you
if still got a problem drop me a email.

regards

--
-
with kindest regards.

John Nicholas Oakes
Manchester
England

email: doyene@zetnet.co.uk

4817. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 00:48:24 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad7a478$1@dnews.tpgi.com.au>
Source record: 47652

Ken Macdonald <anarkist@idirect.com> wrote in message
news:1103_987138329@macdonal.cfc.dnd.ca...
> -snip-
> > >appear that it dosen't like CT2's memory management it reports 1.5 meg
ram,
> > >I have 78 meg. I would like to get Mint up and running.
> > >Thanks
> > >Mark
> > Hi Mark
>
> hi mark
> check out how much memory you have assigned in mint.cnf
> i suspect you have 1500 eritten there! :-)
> ken

No it was a mint problem, I think. I suspect that the original release of MultiTOS couldn't cope with the TT ram and just screwed itself. I replaced the Mint kernel with 1.15.5 and all is well. Altho with beta 10 it just locks the system up. The more I use it the more I like it.

Mark

4818. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 00:50:32 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad7a4f8$1@dnews.tpgi.com.au>
Source record: 47653

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tddl8vmg74tb6e@corp.supernews.com...
> Hi
>
> >A CT2 in a Falcon is essentially a TT. Mine has 64 meg fast ram and 14meg
> >chip, CT2 gives a 50Mhz core. All housed in a Full tower. Pretty funky, I
> >will probably pick up a TT next week, just to top the collection off. By
the
> >way a Falcon can be pushed upto 1280x960 just using software and a good
> >monitor;-)
>
> Hmm, my Falcon's running at 1024*704 but only in 16 colours until I get
> the CT60. I'm using my Microvitec monitor that can do ST low res so
> it's quite nice for playing demos etc. It isn't supposed to go to
> this resolution as it's quite a white border on the right where the
> screen rolls back on it's self! Centscreen is the best I think.

1280x960 is possible but a bit flickery in 16 colours. Fine in 2 colours,
which is TT high.

Mark

4819. Re: Mega ST/Mega STE Keyboard Common Pr

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 00:52:19 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad7a564@dnews.tpgi.com.au>
Source record: 47654

Phantomm <phantomm@bellsouth.net> wrote in message
news:6mFB6.619$se1.34893@news2.atl...
> On 13 Apr 2001 04:09:46 , John Garone wrote:
>
> >
> >Phantomm,
> > My "poor man's" solution is to pop off the key caps. The larger ones
> >I'd leave alone though (wire hinges). While depressing the buttons, place
> >a drop or two of alcohol in the center, release, press, etc. If it's
> >dirt that should help. Also, a cleaner with a lubricant will last longer.
> >Once you've done your best, get Safe Skin for the keyboards and if by
> >chance you are severely lucky to find Safe Skin for the Mega board, buy
> >two and send one to me. I'll pay you for it! (:->)~
> > John G.
> >
>
> Thanks John and to everyone who has posted and e-mailed solutions for the
> keyboard problems. If I find a exta Safe Skin then I'll pick one up for
you. :)
>
>
> I'd still like to find a do it yourself text file or diagram for
connecting
> a Mega ST or Mega STE keyboard to a Falcons motherboard. I'd like to fix
it
> were I can just plug in the keyboard just like on a normal Mega ST or Mega
STE.
>
> I believe that some of the Aftermarket Cases for the Falcon have a similar
> connection for keyboards.
>
> Has anyone done such a project and have info on how to do this correctly?

I have docs for the job just e-mail me and I will send you a copy (gotta
type it up).

Mark

4820. Are there any Eclipse Owners

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 01:05:30 UTC
From: john nicholas oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.6a77cfd3.415e3820.doyene@zetnet.co.uk>
Source record: 47650

Hello Atarians.
My friend Thomas would like to know if there is a Eclipse Owners group.
If not why not, from what I see on this newsgroup it could do with one.

Please contact Thomas at Thomas@thomasrichard.freeserve.co.uk if your interested in organising
a group.

--
-
with kindest regards.

John Nicholas Oakes
Manchester
England

email: doyene@zetnet.co.uk

4821. Texel english help

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 01:10:32 UTC
From: john nicholas oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.6af0cf54.42a03820.doyene@zetnet.co.uk>
Source record: 47648

Heelo Atarians.
If I remember rightly someone inquired about a english translation of TEXEL.
Well my friend Thomas can help, please contact him at Thomas@thomasrichard.freeserve.co.uk

--
-
with kindest regards.

John Nicholas Oakes
Manchester
England

email: doyene@zetnet.co.uk

4822. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 05:53:24 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9b8okk$8dm$1@news.chatlink.com>
Source record: 47655

On 14 Apr 2001 00:38:56 , john nicholas oakes wrote:
>In message <9b7os3mnm2@news.chatlink.com>
>Don Wolfe wrote:
>>Greetings,
>
>>I'm trying test the Demo version of "WENSUITE" I seem to have
>>everything setup right according to the Doc's. But can't get it to
>>dial the modem.. Anyone know what I'm doing wrong ????
>

>1. What Atari are you using ST TT FALCON
>2. Have you installed HSModem 6 or 7
>3. Make sure you save your selected modem (MODEM1,2 Serial1,2)
>4. Press F9 See what it tell you
>if still got a problem drop me a email.

John,
1. I'm using a TT30
2. I've installed HSModen 7 (the same as I use for STING & CAB 2.8
3. Using Serial_2/Lan on the TT30.
4. I'll get back to you on pressing F9

Thanks, Donner....

4823. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 08:43:19 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ad81b122732c0@free.fr>
Source record: 47657

Hello,

in article <3ad76d76$0$8831@news.zetnet.co.uk> (comp.sys.atari.st)
James Haslam wrote on Fri 13-04-2001 21:19 (GMT):

> Unfortunately the message ID numbers are set by each ISP, and are not

Only if the newsreader "forget" to set it.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4824. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 10:12:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ad810be2a99e0@pandora.be>
Source record: 47658

on Sat 14-04-2001 10:48 Mark Bedingfield wrote:

>
>Ken Macdonald <anarkist@idirect.com> wrote in message
>news:1103_987138329@macdonal.cfc.dnd.ca...
>> -snip-
>> > >appear that it dosen't like CT2's memory management it reports 1.5 meg
>ram,
>> > >I have 78 meg. I would like to get Mint up and running.
>> > >Thanks
>> > >Mark
>> > Hi Mark
>>
>> hi mark
>> check out how much memory you have assigned in mint.cnf
>> i suspect you have 1500 eritten there! :-)
>> ken
>
>No it was a mint problem, I think. I suspect that the original release of
>MultiTOS couldn't cope with the TT ram and just screwed itself. I replaced
>the Mint kernel with 1.15.5 and all is well. Altho with beta 10 it just
>locks the system up. The more I use it the more I like it.

Remember 1.15.10 starts up by default in MP. Changing the name of the
kernel won't help you. Just push the [shift] key at boot time. When MiNT
loads you'll get some kind of set up menu in which you can deside to use
MP or no.

MiNT is surely a great system.
HTH,
Mrtn
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4825. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 10:54:48 UTC
From: bindon@madasafish.com
Message-ID: <tdgb3ogm41e4e4@corp.supernews.com>
Source record: 47659

On 13 Apr 2001 19:45:11 , M.Bedford wrote:
>On 12 Apr 2001 20:45:05 , Lyndon Amsdon wrote:
>
>>I used to have a problem too with Sting 1.26. I recently tried it and
>>it worked fine! Only thing I changed was my HD and it was locking up
>>when I accessed the HD. I'll put the blame on the IDEal interface :)
>>
>
>I had lots of problems with Newsie & the SCSI on the Falcon. Kept getting
>file corruption (Shiumig Lai? mentioned he'd had similar problems). The SCSI
>packed up and has been replaced with an IDE drive. No problems with this so far,
>fingers crossed. Uwe Seimet mentions problems when using SCSI & screen expanders.
>Again the IDE now gives compatibilty with Screenblaster. Don't know if this is
>relevant to your system.

I'm not sure. I installed 1.26 in 20 minutes on the Falcon and again
on the (slighty changed) STE. Before I spent at least a month trying
everything! Haven't a clue what it was!

4826. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 10:54:50 UTC
From: bindon@madasafish.com
Message-ID: <tdgb3qb0ra7le6@corp.supernews.com>
Source record: 47660

On 13 Apr 2001 20:51:15 , Don Wolfe wrote:
>Greetings,
>
>I'm trying test the Demo version of "WENSUITE" I seem to have
>everything setup right according to the Doc's. But can't get it to
>dial the modem.. Anyone know what I'm doing wrong ????

Nothing IIRC. Wensuite demo doesn't allow online mode, only offline
browsing. I think anyway.....

4827. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 11:30:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ad8429629500c0@pandora.be>
Source record: 47662

on Fri 13-04-2001 21:19 James Haslam wrote:

>Unfortunately the message ID numbers are set by each ISP, and are not
>unique. ie, they are different on different ISPs.

Nope, only the bad newsreaders are acting so. A good reader doesn't rely on the ISP but sets the ID self. That bad behaviour of Newsie has been reported years ago (early 1997) but alas ...

Relying on the ISP to set the ID is bad because there are no laws or whatever who says that the ISP must set a proper ID. The most ISP's will provide you with a proper ID but some don't and then ....

The same story for the Date. Relying on the ISP to set the Date as Newsie do -at least this was so with earlier version, I don't know how the current version acts as I don't use it- is very bad.

>
>So a newsreader like Newsie looks at the subject line, (but also looks at
>the date of the original message I think) and groups messages together.
>However if you change the subject, then Newsie thinks you are starting a
>new thread and doesn't group the new message with previous ones.

That's is one of the few bad things of Newsie. If you really want a good Atari reader go for Okami or ASH mailer.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4828. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 11:30:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ad833a41da4100@pandora.be>
Source record: 47663

on Fri 13-04-2001 21:19 James Haslam wrote:

>Unfortunately the message ID numbers are set by each ISP, and are not
>unique. ie, they are different on different ISPs.

Nope, only the bad newsreaders are acting so. A good reader doesn't rely
on the ISP but sets the ID self. That bad behaviour of Newsie has been
reported years ago but alas ...
>
>So a newsreader like Newsie looks at the subject line, (but also looks at
>the date of the original message I think) and groups messages together.
>However if you change the subject, then Newsie thinks you are starting a
>new thread and doesn't group the new message with previous ones.

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But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4829. Re: More Atari nostalgia

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 11:57:45 UTC
From: bindon@madasafish.com
Message-ID: <tdgepp11b8kqe6@corp.supernews.com>
Source record: 47665

On 13 Apr 2001 22:55:59 , Trevor Spencer wrote:
>I've just found a copy of Which Computer? for October 1989 in which there
>was an item on Best Buys 386 desktop computers, the Budget Best buy? the
>Atari 386. I quote:
>
> "....The main appeal of this machine is that at 2,599GBP for a complete
> VGA system (less monitor) it is remarkably cheap"
>
>There's an interesting report on the technical specification, a colour
>picture and an item headed "Company Details".
>
>Also a report/picture on the Atari portfolio and finally a full colour
>advert, including pictures, for Silica Shop Limited and headed "Atari ST
>Computers":
>
>520ST-FM Explorer pack 299 GBP plus SM124 mono monitor 398GBP
> colour 598
>520ST-FM Super Pack 399 mono 498
> colour 698
>1040ST-FM Professional
> Pack 499 mono 598
> colour 798
>2Mb Mega ST 899 mono 998
> colour 1198
>4Mb Mega ST 1199 mono 1298
> colour 1498
>
>No hard drives of course just "1Mbyte built in disk drive".

Hmm out of the 4Mb Mega ST and 38, I think I know which one I'd
prefer. I can't see what the attraction of a 386 is when you see that
it's twice as expensive. In an old Electronics World 1989 it had a
competition to win a Portfolio. Says "Worth over 200 pounds". Quite
expensive compared to that 520 STFM.

4830. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 11:57:47 UTC
From: bindon@madasafish.com
Message-ID: <tdgepr1h15l0e8@corp.supernews.com>
Source record: 47664

On 14 Apr 2001 10:50:32 , "Mark Bedingfield" wrote:

Hi

>> >way a Falcon can be pushed upto 1280x960 just using software and a good
>> >monitor;-)
>>
>> Hmm, my Falcon's running at 1024*704 but only in 16 colours until I get
>> the CT60. I'm using my Microvitec monitor that can do ST low res so
>> it's quite nice for playing demos etc. It isn't supposed to go to
>> this resolution as it's quite a white border on the right where the
>> screen rolls back on it's self! Centscreen is the best I think.
>
>1280x960 is possible but a bit flickery in 16 colours. Fine in 2 colours,
>which is TT high.

I doubt my monitor will take it. Anyway the text will get extremely
small, I need a 17 inch monitor.....

4831. FS - SM124 & SF314 - US only!

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 12:19:00 UTC
From: gwestndrf@aol.com
Message-ID: <20010414081900.15340.00000081@ng-fs1.aol.com>
Source record: 47666

Two SM124 monitors - $15.00 each
Two SF314 disk drives - $10.00 each

Any offer will be considered.

These are spare parts I am not using. All are in very good cosmetic condition and work fine. I have ATARI boxes for each.

Terms: United States addresses only. Buyer pays shipping. Full payment prior to shipping. No COD's.

Please reply to: gwestndrf@aol.com

4832. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 12:24:29 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad84795@dnews.tpgi.com.au>
Source record: 47667

Martin "Nightowl" Byttebier <tos4ever@pandora.be> wrote in message
news:3ad810be2a99e0@pandora.be...
> on Sat 14-04-2001 10:48 Mark Bedingfield wrote:
>
> >
> >Ken Macdonald <anarkist@idirect.com> wrote in message
> >news:1103_987138329@macdonal.cfc.dnd.ca...
> >> -snip-
> >> > >appear that it dosen't like CT2's memory management it reports 1.5
meg
> >ram,
> >> > >I have 78 meg. I would like to get Mint up and running.
> >> > >Thanks
> >> > >Mark
> >> > Hi Mark
> >>
> >> hi mark
> >> check out how much memory you have assigned in mint.cnf
> >> i suspect you have 1500 eritten there! :-)
> >> ken
> >
> >No it was a mint problem, I think. I suspect that the original release of
> >MultiTOS couldn't cope with the TT ram and just screwed itself. I
replaced
> >the Mint kernel with 1.15.5 and all is well. Altho with beta 10 it just
> >locks the system up. The more I use it the more I like it.
>
> Remember 1.15.10 starts up by default in MP. Changing the name of the
> kernel won't help you. Just push the [shift] key at boot time. When MiNT
> loads you'll get some kind of set up menu in which you can deside to use
> MP or no.

Ahhhhh, I get it. Thanks Martin..

Mark

4833. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 12:37:08 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.00000069.00a6bbaf@id-68569.user.dfncis.de>
Source record: 47668

Moin Don,

> I'm trying test the Demo version of "WENSUITE" I seem to have
> everything setup right according to the Doc's. But can't get it to
> dial the modem..

there's no chance: look at the included *welcome.html* (3.30b):

"This program can be used as a demo version (with connection disabled)"

Diedrich

4834. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 12:41:27 UTC
From: bindon@madasafish.com
Message-ID: <tdghbn4v4q7o4a@corp.supernews.com>
Source record: 47670

On 13 Apr 2001 22:17:24 , Dennis Vermeire wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Thu, 12 Apr 2001 17:37:52 -0000
>
>Hi Lyndon,
>
>>>>TRAPPER.PRG - I think it is used for Magic but not sure what it does
>>>Part of Jinnee, should always be active when Jinnee is running.
>>
>>Hmm, where can I get it from. Does this stop everything crashing when
>>one program crashs? Wasn't installed with Jinnee.
>Trapper 2.0 is part of the Jinnee 2.5 package, it's located in the "extra"
>folder. If you don't use Jinnee 2.5 you can download Trapper from Manfred
>Lippert his website
>http://www.mani.de

Hmm, I just found it along with a lot of other utils by Manfred.
Doesn't seem useful unless you program so I'll leave it out I think.
This new system I'm running is great..... :)
No crashes (enough though some are convinced Magic crashes) and it's
so useful and intergrtated. No need for TwoinOne as I have Plugins!

4835. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 12:41:29 UTC
From: bindon@madasafish.com
Message-ID: <tdghbp8780c34b@corp.supernews.com>
Source record: 47669

Hi

>That's is one of the few bad things of Newsie. If you really want a
>good Atari reader go for Okami or ASH mailer.

OK I'll try Okami seeing as I'm setting up the new system. I
currently use Newsie for email and news, but I'd like to get rid of
Newsie altogether. What's the best email client for Stik/Sting layers?

I tried Amail, but I just got annoyed as I'd save a setup and then it
would not remeber it when I next started it. The cfg file was in the
$home directory though. Also I don't like the way it puts all the
mailboxs in home directory. I like to keep this place clutter free.
Any good suggestions?

4836. aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 13:37:33 UTC
From: bindon@madasafish.com
Message-ID: <tdgkkte4uvsd3e@corp.supernews.com>
Source record: 47671

Hi everyone!

I think I must have a configuration error but I can't work it out. I can go into an FTP site manually and I click on a file and it'll download. But if I use it as the FTP client in CAB it comes up with an error (after logging successfully into the FTP) with "Can't create local file". I've tried going back to default settings and fiddling with the paths but neither help at all. It's very annoying having to go through the directories one by one.

Thanks!

4837. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 13:59:05 UTC
From: ebaiz@skyenet.net
Message-ID: <JIYB6.193$ph.1661@newsfeed.slurp.net>
Source record: 47672

On 8 Apr 2001 20:14:49 +, "Andy aka 'wim'" wrote:

>Atari is dying? Impossible! My studio is based on them: Falcon + Mega STE,
>both fully loaded, and SGI Indy. Still the setup of choice :-) (though
>should be upgraded to some Mac one day).
>BTW: I doubt Moog synth are dead...

I do not know just why people keep saying this. I agree with you. Right
now I still use my Hades and have a 1040STe right next to it. Once I
get another monitor, my setup will include a 130XE that will be running
using 800XLDJ.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4838. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 13:59:07 UTC
From: ebaiz@skyenet.net
Message-ID: <LIYB6.194$ph.1661@newsfeed.slurp.net>
Source record: 47673

On 12 Apr 2001 20:45:05 , Lyndon Amsdon wrote:

>I used to have a problem too with Sting 1.26. I recently tried it and
>it worked fine! Only thing I changed was my HD and it was locking up
>when I accessed the HD. I'll put the blame on the IDEal interface :)

I never had that problem when I tried to use it. I just could not get
it to connect. Now I use 1.15.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4839. Re: PAL/NTSC?

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 13:59:09 UTC
From: ebaiz@skyenet.net
Message-ID: <NIYB6.196$ph.1661@newsfeed.slurp.net>
Source record: 47674

On 13 Apr 2001 03:48:29 , John Garone wrote:
>On 12 Apr 2001 21:08:20 , Edward S. Baiz Jr. wrote:
>
>>I have fixed the problem by using a video convertor.
>>Sometimes it works and sometimes it does not.
>
>Hi Ed,
> Are you going from PAL to NTSC? If so, which one are you using and
>where did you get it (cost?, video or RF in?). I'm looking to get one
>(someday) for my UK Falcon MKI which is PAL/RF out. I've seen them in
>J&R Music world (I believe) but in the $200 - $300 price range and the
>NTSC to PAL was only around $50.
> John G.

What I am doing is running a Pal program through the converter through a VGA monitor. I bought one of those TV God Boys. The box says they are for Pal TV's. I tried it out on mine and it worked except for the scrolling which I could not get to stop. So I hooked it up to my SVGA monitor using the convertor and it worked fine. I then downloaded some 8-bit pal games/programs. I run them through a SVA monitor using the same converter. About 90% of them were fine. The one program that did not work too well was a game. The Picture scrolled alittle when I used the joystick. The converteris called a VGA-801 and I bought it from a place in Illinois called Matco. The cost was around $85-$90. The url site address is: http://www.mat-co.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4840. Re: Looking for MT32 Quasimodified

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 13:59:12 UTC
From: ebaiz@skyenet.net
Message-ID: <QIYB6.197$ph.1661@newsfeed.slurp.net>
Source record: 47675

On 14 Apr 2001 02:06:35 , "Jos Vlietstra" wrote:
>Hi
>Perhaps some Atari-devotee has this module.I'm looking for a Roland MT32
>with the Quasimidi EPROMS, so that modified sounds are remembered , even
>after switching off or reset. These MT-32 had also more reverb options
>Who can help ?

I have this module and still use it, but I do not have the one with the
Q. Eproms. In fact, I did not know this kind of MT-32 existed. I always
modified the module and then saved the modifcations to a file and use
just reploaded the file when I wanted to. Some gent made a very nice
program to do this. I would try ebay or else ask Roland themselves.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4841. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 14:21:03 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9b9mcfslb1@zingo.tninet.se>
Source record: 47676

On 14 Apr 2001 12:41:29 , Lyndon Amsdon wrote:>
>Hi
>
>>That's is one of the few bad things of Newsie. If you really want a
>>good Atari reader go for Okami or ASH mailer.
>
>OK I'll try Okami seeing as I'm setting up the new system. I
>currently use Newsie for email and news, but I'd like to get rid of
>Newsie altogether. What's the best email client for Stik/Sting layers?
>
snip

Hi Lyndon

The best emailprog, in my opinion, is MyMail. Try it, and never look
back ;-) Seriously, it's constantly being updated and Erik is working
on it nearly every day. Could be a bit slow on low end machines, but
that's the only major drawback.

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4842. Re: Looking for MT32 Quasimodified

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 14:40:23 UTC
From: mpaganini@SPAMYOURSELFchello.fr
Message-ID: <3ad85ed3.4818448@dreader1.news.xs4all.nl>
Source record: 47616

On Sat, 14 Apr 2001 02:06:35 +0200, "Jos Vlietstra"
<joolie@superweb.nl> wrote:

>Hi
>Perhaps some Atari-devotee has this module.I'm looking for a Roland MT32
>with the Quasimidi EPROMS, so that modified sounds are remembered , even
>after switching off or reset. These MT-32 had also more reverb options
>Who can help ?
>Jos (jo.vlie@12move.nl)
I have one modified at the USA when I lived there 10 years ago, with
all the capablilities mentioned, I didn't take the 4 outs mod
though...
I use it evryday and don't want to sell... I programed hundreds of
amazing sounds on it...
(; 7)

I live in Paris France now, if Quasimidi has its headquarters here I
can call them and see what happens...
Otherwise, if I can help you out in any other way, please let me
know...

Marcelo Paganini
http://www.mp3.com/MarceloPaganini/

4843. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 15:01:45 UTC
From: bindon@madasafish.com
Message-ID: <tdgpipmo30qj66@corp.supernews.com>
Source record: 47679

On 14 Apr 2001 14:21:03 , J�rgen Nyberg wrote:

Hi Jorgen

>The best emailprog, in my opinion, is MyMail. Try it, and never look
>back ;-) Seriously, it's constantly being updated and Erik is working
>on it nearly every day. Could be a bit slow on low end machines, but
>that's the only major drawback.

Of course, I forgot that one! Well there's so many....

I'll d/l it sometime. So why is Okami so much better? Where can I
get it from? Actually I bet chapelie has it.

OK Thanks!

4844. Re: AES

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 16:27:56 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9b9tqclmg1@snipp.uninett.no>
Source record: 47680

Henk Robbers <h.robbers@chello.nl> wrote:

> do a reset anyhow. The nature of the Atari screen handling doesnt allow to
> change resolution without reset. On my TT with NOVA, I just activate menu.prg

This depends on the VDI. If the VDI can switch to another resolution on
the fly, restarting the AES and it's clients is enough, and a reset isn't
necessary.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4845. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 16:33:51 UTC
From: jimd11@mindspring.com
Message-ID: <9b9u5f$l5h$1@slb7.atl.mindspring.net>
Source record: 47681

On 13 Apr 2001 19:45:11 , M.Bedford wrote:
>On 12 Apr 2001 20:45:05 , Lyndon Amsdon wrote:
>
>>I used to have a problem too with Sting 1.26. I recently tried it and
>>it worked fine! Only thing I changed was my HD and it was locking up
>>when I accessed the HD. I'll put the blame on the IDEal interface :)
>>
>
>I had lots of problems with Newsie & the SCSI on the Falcon. Kept getting
>file corruption (Shiumig Lai? mentioned he'd had similar problems). The SCSI
>packed up and has been replaced with an IDE drive. No problems with this so far,
>fingers crossed. Uwe Seimet mentions problems when using SCSI & screen expanders.
>Again the IDE now gives compatibilty with Screenblaster. Don't know if this is
>relevant to your system.

Interesting. I have Sting, Newsie, and Ghostscript on one drive, SCSI.

Two of those programs do an awful lot of writing, and then erasing,
either automatically or manually, and with that I do stand a chance
of write errors. I got more than I wanted, changed from ICD Pro to
HDDriver as a disk driver, and will see what that does. Do not yet
know if it is mostly due to program, electronics, or drive mech.

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

4846. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 16:48:36 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ad88d2e63a20d0@pandora.be>
Source record: 47682

on Sat 14-04-2001 14:21 Jï¿½rgen Nyberg wrote:

>On 14 Apr 2001 12:41:29 , Lyndon Amsdon wrote:>
>
>The best emailprog, in my opinion, is MyMail. Try it, and never look
>back ;-) Seriously, it's constantly being updated and Erik is working
>on it nearly every day. Could be a bit slow on low end machines, but
>that's the only major drawback.

Mymail is indeed a good mailer, no doubt about that, but it's just a
mailer. It can't read News (yet).

Furthermore it holds IMHO a very bad shortcoming. The time zone settings
are rather badly implemented.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4847. Re: Mynnydd

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 16:48:39 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ad88d2e63a20d1@pandora.be>
Source record: 47683

on Sat 14-04-2001 12:41 Lyndon Amsdon wrote:

>Hi
>
>>That's is one of the few bad things of Newsie. If you really want a
>>good Atari reader go for Okami or ASH mailer.
>
>OK I'll try Okami seeing as I'm setting up the new system. I
>currently use Newsie for email and news, but I'd like to get rid of
>Newsie altogether. What's the best email client for Stik/Sting layers?

IMHO, the best choice is Okami. It works with every OS, including
MagiCpc/Mac. Okami doesn't like however Geneva very well.

>
>I tried Amail, but I just got annoyed as I'd save a setup and then it
>would not remeber it when I next started it. The cfg file was in the
>$home directory though. Also I don't like the way it puts all the
>mailboxs in home directory. I like to keep this place clutter free.
>Any good suggestions?

The mailboxes can be set everywhere you like. Just change the paths. I
suggest you do it yourself. Load amail.cfg into a editor and change the
paths, including the ones of the Custom Box settings.

This should work. It surely works on my system.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4848. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 17:24:25 UTC
From: phantomm@bellsouth.net
Message-ID: <dJ%B6.30$0P4.1653@news2.atl>
Source record: 47684

On 14 Apr 2001 13:37:33 , Lyndon Amsdon wrote:
>Hi everyone!
>
>I think I must have a configuration error but I can't work it out. I
>can go into an FTP site manually and I click on a file and it'll
>download. But if I use it as the FTP client in CAB it comes up with
>an error (after logging successfully into the FTP) with "Can't create
>local file". I've tried going back to default settings and fiddling
>with the paths but neither help at all. It's very annoying having to
>go through the directories one by one.
>
>Thanks!
>.

I have noticed the exact same thing myself!
What version of AFTP are you having this problem with?

phantomm@bellsouth.net

4849. ASCII

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 17:56:06 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000f36ae@fmlynet.org>
Source record: 47597

```
FamilyNet Newsgate

Hello Peter!

P> ...occasionally Everest won't accept the [Alt]-ASCII
> combination for producing higher ASCII characters such
> as Umlauts.

There aren't any umlauts in the ASCII character set.
Remember, anything over 127 (decimal) is not ASCII.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org
```

4850. Atari Text version of

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 17:56:06 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000f36af@fmlynet.org>
Source record: 47598

FamilyNet Newsgate

Hello Christian!

CB> No, the official Binary in tty-mode comes with colors.
> Maybe your TERM Env-Variable is wrong.
> Try TERM=builtin.

You've just reminded me of a question I've been meaning to
ask. Does MiNT have some equivilent of termcap, or do
MiNT apps just assume VT-52 or 'builtin' capability?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4851. What's Your Favorite

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 17:56:06 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000f36b0@fmlynet.org>
Source record: 47599

FamilyNet Newsgate

Hello Mark!

MB> A CT2 in a Falcon is essentially a TT. Mine has 64 meg
> fast ram and 14meg chip, CT2 gives a 50Mhz core.

That sounds very cool.

MB> All housed in a Full tower. Pretty funky...

I actually got as far as mounting one of my old STFM boards
in a full tower case, but time ran out before I got the
cabling sorted. Is the Falcon mainboard as large as that of
the STFM?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4852. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 18:01:48 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9ba3accee1@dos.canit.se>
Source record: 47610

Louis Holleman <louis@holleman.demon.nl> skrev:
: On 13 Apr 2001 14:30:10 GMT, Iggy Drougge <optimus@canit.se> wrote:

:>: Erm, well may be not crap. It would be the same when Milan GmbH would
:>: finally at last introduce the Milan-060 with a 360k SS diskdrive. We
:>: all know it's not going to happen (and that's not because no SS
:>: diskdrives are available)
:>
:>You all seem to be implying that AUI somehow is a slower and less useful
:>interface, when it in fact is the most flexible one and runs just as
:>quickly as any other 10Mb interface.

: Iggy, nope I'm not. It's not slower, perhaps not less usefull. My
: point (and some others) is that one is forced to get/buy/find more
: hardware to get it running. Like the Milan-060 example, any buyer
: would immediately need to get a diskdrive replacement.

The point here is that nothing needs to be replaced. It's just a matter of
getting an adapter for your kind of network, just like you would need a
cable, a hub or a T piece.

: In my case (I'm sure there's plenty of others) I would need to get a
: media converter to get from AUI to UTP/STP.

That's exactly the idea. Others would need an adapter to BNC, yet other
might like fibre adapters.

: Heck, I'm not even considering BNC as a possible solution.
: This is 2001, you know?

It is, what's your point?

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

4853. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 18:07:44 UTC
From: bindon@madasafish.com
Message-ID: <tdh4fgmenueq14@corp.supernews.com>
Source record: 47685

On 13 Apr 2001 20:02:08 , Steve Sweet wrote:

Hi Steve

>>Wasn't installed with Jinnee.
>
>Hm, check in extras (zusatz).

Like I said in the other reply, I don't think I need it. Your using
the German installation of Jinnee right? I'm using the English ones.
That's why I was getting confused over Scripter, as your installation is
differnet to mine.

4854. Re: Mega ST/Mega STE Keyboard Common Pr

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 18:16:36 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9ba464cee2@dos.canit.se>
Source record: 47611

Phantomm <phantomm@bellsouth.net> skrev:

: I'd still like to find a do it yourself text file or diagram for connecting
: a Mega ST or Mega STE keyboard to a Falcons motherboard. I'd like to fix it
: were I can just plug in the keyboard just like on a normal Mega ST or Mega STE.

: I believe that some of the Aftermarket Cases for the Falcon have a similar
: connection for keyboards.

: Has anyone done such a project and have info on how to do this correctly?

There is a link on Hallvard's Atari launchpad to exactly such a project:
ftp://ftp.teleport.com/users/atari/megabrd2.zip
Unfortunately, that link seems to be dead, although someone else might
have it locally stored.
Then there's the possibility of wiring a DEC LK*01 keyboard to the Atari.
=)

--
/Iggy, the irregular regular

4855. Re: Are there any Eclipse Owners

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 18:17:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987333264-301437AEicMi@madasafish.com>
Source record: 47629

Hi John

>Hello Atarians.

Hello carbon based unit.

> My friend Thomas would like to know if there is a
>Eclipse Owners group.

None that i know of.

>If not why not,

Because no one has started one

>from what I see on this newsgroup it could do with one.

So send him over to www.yahoogroups.com and tell him to set one up
himself, then there /will/ be an Eclispe owners club online. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4856. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 18:22:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987333268-302125AEicMi@madasafish.com>
Source record: 47631

Hi Pete

> In MAGX.INF I have:
> #_SCP C:\CLIPBRD\ as well as
> #_ENV CLIPBRD=C:\CLIPBRD\ and also
> #_ENV SCRAP=C:\CLIPBRD\
>
>but for some reason Everest ignores this. Any ideas?

Ive got

#_SCP C:\CLIPBRD\
#_ENV SCRPDIR=C:\CLIPBRD\

and have no clipboard probs.

What program asked you to use SCRAP= ?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4857. Re: Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 18:24:53 UTC
From: Spam Trap <news@letsf.clara.co.uk>
Message-ID: <hukFYFE1XJ26EwX1@letsf.clara.co.uk>
Source record: 47686

In message <3ad38588$0$8832@news.zetnet.co.uk>, James Haslam
<jfhaslam@zetnet.co.uk> writes

>Until the last few Atari BBSes closed here in the UK here, I still logged
>on for their files, even though I was on the Net too.

Mine (see sig) is still running, though the line is tied up most of the
wk.end while I'm on the net. I'm pretty sure Keith's Point BBS is still
active as well.

Regards,

Rob
--
Rob Follett mailto:robf@letsf.co.uk
http://www.letsf.co.uk
SysOp of LETS Forum BBS +44 (0)1326 378717, 24hrs
Fidonet and LETSnet mail networks

4858. Re: Mega ST/Mega STE Keyboard Common Pr

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 18:25:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987333272-302804AEicMi@madasafish.com>
Source record: 47630

Hi Mark

>> Has anyone done such a project and have info on how to do this
>correctly?

>I have docs for the job just e-mail me and I will send you a copy (
>gotta type it up).

While your at it, send a copy to the quick FAQ keeper, that'l save you
re-typing it in future. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4859. Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 18:34:51 UTC
From: "John W. Linville" <linvjw@bedrocksys.com>
Message-ID: <3AD8986E.212FF456@bedrocksys.com>
Source record: 47687

Is it still possible to buy new Milan and/or Hades boards? In the US?
Where? And how much?

Thanks!

John
--
John W. Linville
Bedrock Systems

4860. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 19:00:15 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104141856210.80-100000@Hades060>
Source record: 47596

On Sat, 14 Apr 2001, John W. Linville wrote:

> Is it still possible to buy new Milan and/or Hades boards? In the US?
> Where? And how much?

The Hades is not available in the US. However if you really want
one bad enough, Medusa will ship one to you. That is what
I did last November, and assembled the machine myself.

Milan I can't say. Never bothered to check into it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4861. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 19:27:30 UTC
From: bindon@madasafish.com
Message-ID: <tdh9522g95rt9f@corp.supernews.com>
Source record: 47688

On 14 Apr 2001 17:24:25 , Phantomm wrote:
>On 14 Apr 2001 13:37:33 , Lyndon Amsdon wrote:
>>Hi everyone!
>>
>>I think I must have a configuration error but I can't work it out. I
>>can go into an FTP site manually and I click on a file and it'll
>>download. But if I use it as the FTP client in CAB it comes up with
>>an error (after logging successfully into the FTP) with "Can't create
>>local file". I've tried going back to default settings and fiddling
>>with the paths but neither help at all. It's very annoying having to
>>go through the directories one by one.
>>
>>Thanks!
>>.
>
>I have noticed the exact same thing myself!
>What version of AFTP are you having this problem with?

Hmm, it's nice to hear I'm not the only one. I also have another little
problem with it. If I manually go through an FTP site and pick up a
file then disconnect from that FTP, it'll log me into one of the
hotlisted FTP sites. Any suggestions?

4862. Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 19:27:32 UTC
From: bindon@madasafish.com
Message-ID: <tdh954fgvvira2@corp.supernews.com>
Source record: 47689

Hi

I'm using Magic v6 and Jinnee v2.5.

Anyone have any suggestions to a program that can display common file formats (Gif, Jpeg etc) and play samples (wav avr etc). Must be fast loading and dithering quality isn't too important as long as it does it quickly (faster than Imagecopy doing Floyd Steinberg!)

Also any other utilites that are considered essential or useful. Basically I want it to be very usable (I like the plugins with Jinnee) and a lot of fun to use.

I tried Look'n'see, but I'm looking for something that can just display/play without bringing up a huge window that obstructs half the screen.

4863. ATARI FOR SALE?

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 19:50:55 UTC
From: Josh Strauss <TRAXXAS2000@home.com>
Message-ID: <zS1C6.2808$B22.749214@news1.rdc2.pa.home.com>
Source record: 47690

Does anyone have an Atari 520ST for sale? I will pay up to $17 for a working one with no software, mouse or monitor, and I will also pay shipping(not included in the $17).

4864. Masters of the Universe (He-Man) for ST

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 20:26:55 UTC
From: Jacob Quisenberry <jquisenberry@iname.com>
Message-ID: <9babqo$sh2$1@geraldo.cc.utexas.edu>
Source record: 47692

Do you know where I can find the Atari ST game "Masters of the Universe" (He-Man)?

I have tried the version in Automation 90, but it contains a bug that prevents me from finishing the game. Additionally, I get the message "Please insert disk one then press return" when I bring up the map screen.

I tried SuperGau 127, but it crashes the emulators at the second title screen.

I would love to find a working copy. I would even be happy with the original ST files so that I could drop them in a mounted hard drive or write them to a disk image with Makedisk.

Failing this, I would like to buy the original 3.5" disk.

Jacob Quisenberry
jquisenberry@iname.com

4865. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 20:27:35 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ad8c0928bc8c90@pandora.be>
Source record: 47691

on Sat 14-04-2001 19:27 Lyndon Amsdon wrote:

>
>Hmm, it's nice to hear I'm not the only one. I also have another little
>problem with it. If I manually go through an FTP site and pick up a
>file then disconnect from that FTP, it'll log me into one of the
>hotlisted FTP sites. Any suggestions?

It's just a matter of changing your setup.
Go to global settings. In the misc part/Action after wind close:
change it from Connect to next to whatever that suits you best.

And about your other problem, have you set the dir cache?
Setup/Path settings --> enable DIR cache

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4866. Atari internet connection

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 22:04:14 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <9bahgu$851$1@plutonium.compulink.co.uk>
Source record: 47694

I'm about to give my Falcon to a friend of mine. His main use is for music (Cubase) and I've set that up. The thing is that I haven't used the Falcon for about 18 months and he wants me to set it up for an internet connection. Mostly that's no problem (see setup below). Using CAB 2.7c and Sting I can connect OK, but when I enter a URL it seems to try to load but I get "Error -#34".

It's been such a long time since I used all this I can't remember what that means. I have a vague recollection it's something to do with the Cab.ovl, but I'm not sure.

I'd be very grateful for some advice.

Setup:

Falcon with 14 megs memory.

CAB V2.7c with Cab.ovl v.1.4400 from Dan Ackerman (whatever happend to Oliver Booklage's ovl ?)

Sting Dialler Version 1.15, STinG Version 1.15 (I know there are newer versions, but what I have seems to work and I'd like to get this up and running with the minimum of changes!).

Thanks in advance ...

Andrew Harvey

4867. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 22:06:51 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6FE1844.119E7%nameerf@flash.net>
Source record: 47695

in article tdh954fgvvira2@corp.supernews.com, Lyndon Amsdon at
bindon@madasafish.com wrote on 4/14/01 11:27 AM:

> I tried Look'n'see, but I'm looking for something that can just
> display/play without bringing up a huge window that obstructs half the
> screen.

I use Look'n'See as one of my CAB viewers, and the only window that comes up is the small formatting progress display (which goes away), and the window with the image in it, which is what you will (hopefully) get with any image viewer. Anyone know if there is a setting that would cause/fix this? Apart from the fact that it turns the screen funky colors, I like this viewer. It has more supported formats than anything else I've seen.

Mike Freeman
nameerf@flash.net

4868. Re: Need NOVA VDI 2.61 or later

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 23:17:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987313614-450138AEicMi@gmx.net>
Source record: 47609

From: fdemange <fdemange@imaginet.fr>
Date: Fri, 13 Apr 2001 15:38:32 GMT

Hi mathieu,

>Oh yeah ! I'm very interested in ! I've got a NOVA card 2Mb (VME format) on
>a TT030. However, I had not seen any problem when I installed NVDI 5.
There are no problems with NVDI 5.0 provided you install the NOVA drivers
first, the NVDI installation program will install a perfect working setup.
Most of the changes involve better compatibility with old programs that don't
work with older versions of the driver... some bugs have been removed as well.

The drivers are in your mailbox now :-)

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4869. Atari ST, SF354 disk drive power supplies

Newsgroup: comp.sys.atari.st
Date: 2001-04-14 23:37:24 UTC
From: "Martin C. Edmonds" <mcedmonds@mindspring.com>
Message-ID: <9baci8upr1@slb2.atl.mindspring.net>
Source record: 47693

I have some Atari power supplies already, but I don't know the minimum wattage required to power the Atari 520 computer and the Atari SF354 disk drive.

Will my 5 watt, 5-pin Atari power supply run the disk drive?

Thanks,

Martin

4870. Re: MIDI software and PSU repairs

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 01:25:32 UTC
From: Andy aka 'wim' <studio_fm@poczta.onet.pl>
Message-ID: <9bataf$l0g$1@news.onet.pl>
Source record: 47600

"PJ" wrote:
> I'm trying to find an excuse not to buy an all-in-one MIDI/audio PC
setup -
> reviving my Atari and buying a stand-alone multitrack is one option.
> In it's favour is the fact that it will be cheaper (in fact, it must be
> cheaper - if an Atari+multitrack option turns out to be more expensive,
I'm
> certainly having the PC) and probably better suited to the job, but
against
> is the fact that the computer's basically obsolete kit, it'll less
versatile,
> and probably less capable.

If D2D is a must, I'd think of something like Yamaha CBX-D3 recording module. It can be found quite cheap second hand today (eBay for instance) and is IMO much better than Cubase Audio, though its several limitations compared to today's standards. However, this could let you get rid off syncing troubles for anything you run is a single piece of software (in this case a special Cubase Audio release is needed). Pros: it's cheap; it's got much better effects than software available for Falcon (two Yamaha's SPX1000 equivalents in fact; still today, compared to some cheaper stand-alone D2D recorders it doesn't sound bad, which is my personal opinion, however...); it's got versatile editing features; provides good interfacing with XLR (analog) and coaxial (digital) in / out sockets (2 analog ins, 4 analog outs plus a pair of digital in / out), and it's capable of running under an Atari ST. Cons: discontinued (so you can only use it with the available software); only 4 tracks; lacks features found present in modern hardware of this sort. Nevertheless, I still find it a good option when a budget matters.

> > Cubase and Notator are the most used, methinks, also Breakthru and
Notator
> > Logic.
>
> I assume this is all legacy software - none of them are being actively
> developed anymore, right?

Right. There also used to exist C-Lab related Emagic Logic for Atari (http://www.harmony-central.com/Newp/WNAMM96/Emagic/atari.html), not mentioned above.

> From the screen shots I've seen, Cubase looks good, but 150ukp for
obsolete
> software is a bit painful. Do you know where I can find a spec list and
> possibly reviews of Cubase and Creator/Notator - Steinberg's site seems to
be

> all PC stuff now...

Watch the links listed in my earlier post. You can read about C-Lab / Emagic software on http://tweakheadz.com/sequencers.html as well.

Regards,
Andy

--
studio_fm@poczta.onet.pl

4871. Re: Epson 850c

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 02:08:16 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bavqg$ej1$4@plutonium.compulink.co.uk>
Source record: 47605

On 5 Apr 2001 09:34:42 +, "Mark Bedingfield" wrote:
> Hi guys, just a word of warning, Epson, and most other
> manufacturers won't fulfil a warranty if the printer has been
> refilled or had after market carts put in. Having had a lot of
> experience fixing HP, canon and epson printers, I can honestly say
> be bloody careful. Particularly with refills. I have found that the
> wrong ink will clog the heads beyond repair, in some cases.

A similar situation existed with lasers, especially at the outset,
from people who just refilled toner cartridges rather than
remanufacturing them. Apart from the cost of the cart itself,
refillers/remanufacturers always put more toner in than the original
had.

What you need to look for is suppliers who guarantee repair of the
printer if the cart is responsible for a failure. All resposnible
re-manufacturers will offer this.

rgds
H

4872. Re: Pascal for Ataris

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 02:08:17 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bavqh$ej1$5@plutonium.compulink.co.uk>
Source record: 47604

On 11 Apr 2001 19:57:38 , Neil Chester wrote:
> Does anyone know of a good Pascal compiler for the Atari Falcon (ie
> not an interpreter)?
>
> Used to have Personal Pascal but this wasn't upto much. Need
> something that has GEM Libraries etc.

HiSoft used to sell Highsoft Pascal at one time. You could try their
website or Emailing them just to see if they have any copies left...

rgds
H

4873. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 02:08:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bavqj$ej1$6@plutonium.compulink.co.uk>
Source record: 47601

On 13 Apr 2001 20:01:30 , xlator@cix.compulink.co.uk wrote:
> To add to the discussion some months back about the Everest
> clipboard. I have 'GEM Clipboard On' activated, but I find that
> (at least sometimes - perhaps mostly) Everest doesn't save text
> copied with ^C to the CLIPBRD folder on C:\, but to a CLIPBRD
> folder in E:\1WORD_PL.US\ which it will create if I delete the
> existing one. Even stranger: Trying to overcome this, I edited the
> 1st Word Plus program binary to change the scrap folder to
> CLIP1WP. Word Plus created and used it quite happily, but so did
> Everest! Even when I deleted the CLIP1WP folder in E:\1WORD_PL.US\,
> Everest recreated it! Somehow it seems to be picking up the path
> and folder name from Word Plus - but how? In MAGX.INF I have:
> #_SCP C:\CLIPBRD\ as well as
> #_ENV CLIPBRD=C:\CLIPBRD\ and also
> #_ENV SCRAP=C:\CLIPBRD\
> but for some reason Everest ignores this. Any ideas?

This is not an Everest problem, but an FWP problem.
For some bizarre reason FWP forces the Clipboard to within the folder
that FWP resides in. FWP didn't recognise a system-wide clipboard when
it was written (it probably pre-dated the concept tbh).

The only way around this is to reboot after you use the clipboard
within FWP AFAIK...

> Another thing: I have noticed that occasionally Everest won't
> accept the [Alt]-ASCII combination for producing higher ASCII
> characters such as Umlauts. *Mostly* it is OK, but somethimes
> nothing appears in the dialog, though it will appear in the text
> itself immediately after. Reloading Everest usually cures it.
> Again - any ideas?

It could be interference from another program in the same session, but
apart from that, none. Sorry Peter...

rgds
H

4874. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 02:08:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bavql$ej1$7@plutonium.compulink.co.uk>
Source record: 47603

Hi Lyndon,

> Anyone have any suggestions to a program that can display common
> file formats (Gif, Jpeg etc) and play samples (wav avr etc). Must
> be fast loading and dithering quality isn't too important as long as
> it does it quickly (faster than Imagecopy doing Floyd Steinberg!)

1stGuide handles IMG, GEM, JPG, PNG, MPG, AVR and RSC files pretty
neatly. Not necessarily the best at all those, but quick and neat.

rgds
H

4875. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 02:08:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bavqp$ej1$8@plutonium.compulink.co.uk>
Source record: 47602

On 10 Apr 2001 12:24:32 , "Mark" wrote:
> Hi Harry,
> I have already sent you a mail message with all related info
> (NVDIVGA.INF, ASSIGN.SYS, auto folder order, etc), but for anyone
> else who is interested here is the message;

Sorry to take so long to reply. I've been downloading messages but
have only just had time to read and reply. My Email's held seperately
so I'll write more completely later...

> --
>
> If you look you will see that the MAGIC boot program is disabled,
> it was near the end but I have been experimenting with it - in
> general I will not be using Magic until I get this working (i.e. it
> does not work with TOS either).

Ok, but FYI I run MAGXBOOT after Redirect but before everything else
(including Xboot and NVDI).

> The REDIRECT program is the first, it says something like "640x480
> blah blah". At this point I understand that ALL TOS output should
> be redirected to the CD card, but I actually get nothing until the
> SLCT_DEV program has finished running (i.e. unless I guess I can
> not change resolution on boot).

What does the "blah blah" bit actually say. I suspect it's saying it
can't run properly so it's defaulting to the basic TT boot mode. I
think this is the first clue as to what's going wrong, not something
you can ignore.

> I have tried to reinstall NVDI but it did not help, I have not
> checked to see if when double clicking on a .TXT in TOS displays it
> with very strange characters. I do not think this is like when you
> try and display a RSC file or something it was strange, I will test
> tonight.
>
> Any thoughts would be good.

No idea yet...

> AUTO
> ====
> REDIRECT.PRG - I understand that it sends output to CD card
> MAGXBOOT.PRX - Starts Magic, was near the end
> WDIALOG.PRG - Don't know
System extension. Needed if you don't use Magic. Unnecessary with

Magic 6

> DMIRROR.PRX - Don't know
Diamond Mirror - mirrors your partition fats in case of a crash.

> NVDI.PRG - NVDI replaces a number of system routines for faster ones
> DRIVIN.PRG - Part of the repalcement port routines of HSModem
> MFP_TT.PRG - Part of the repalcement port routines of HSModem
> SCC.PRG - Part of the repalcement port routines of HSModem
> SOCKETS.PRG - Something to do with IP but not sure what program it
> relates to
> DRACONLD.PRX - IP stack for Draconis suite of software
> STING.PRG - IP stack for most other programs (CAB, etc)
Not sure about this, but I don't think t's wise to run IConnect's
SOCKETS.PRG if you intend to use STING.

> TRAPPER.PRG - I think it is used for Magic but not sure what it does
> MAGICSND.PRG - Magic sound related file, not sure what it actually does
> SLCT_DEV.PRG - NVDI program to select resolutions
> EXTENDOS.PRG - CDROM drivers
Should Extendos be so late in the boot sequence? (I don't know).
SLCT_DEV should be after all Auto progs.

Thanks for these details, but what drivers are shown in your
ASSIGN.SYS file (no need to list the fonts). Do these driver files
exist in the folder shown in Assign.sys?

You aren't showing a boot manager in your auto folder. Is that right?
If you are, does your bootset overwrite your assign.sys? Obviously,
this is key to the running of Redirect and NVDI.

Also, where in the country do you live, Mark?

rgds
H

4876. 520ST (stupid question)

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 02:37:05 UTC
From: Adam Loiacono <aloiacono@optusnet.com.au>
Message-ID: <3ad90a6e$0$25472$7f31c96c@news01.syd.optusnet.com.au>
Source record: 47606

I know that this is probably a stupid question, but did the 520STs come with a SCSI or other port with which to connect an external hard drive? Also, what would be a reasonable price for one of these beasties?

Adam.

4877. Re: 520ST (stupid question)

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 03:13:14 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <el8C6.8483$W7.39537@news-server.bigpond.net.au>
Source record: 47607

they didnt have scsi ports, they had a dma port which was used for atari hard disc's and laser printers, but you can get adapters for scsi to plug in here.

4878. Re: PAL/NTSC?

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 03:45:19 UTC
From: swampfox1@earthlink.net
Message-ID: <jP8C6.587$tv1.31297@newsread1.prod.itd.earthlink.net>
Source record: 47608

The converteris called a VGA-801 and I bought it from a
>place in Illinois called Matco. The cost was around $85-$90. The url
>site address is: http://www.mat-co.com/
>
>Edward S. Baiz Jr.
> (Gamer)

Thanks ED, I'll check it out.
John G.

4879. Hard Disk Access

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 05:54:18 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AD9378A.4AB9743D@pcisys.net>
Source record: 47612

I have an Seagate Hard Drive loaded with programs to access on my ST.

I need to locate HDX 6.0 to access it. Does anyone know where I can
find it?

Once I get it, how to use it?

I regularly don't use ST computers. Any help would be appreciated.

Thanks,
Glenn Bruner
brunergs@pcisys.net

4880. Re: 520ST (stupid question)

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 06:26:21 UTC
From: Adam Loiacono <aloiacono@optusnet.com.au>
Message-ID: <3ad94029$0$25488$7f31c96c@news01.syd.optusnet.com.au>
Source record: 47613

> they didnt have scsi ports, they had a dma port which was used for atari
> hard disc's and laser printers, but you can get adapters for scsi to plug
in
> here.
>

Would such an adaptor be relatively easy to find?
Adam.

4881. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 06:48:41 UTC
From: ht699@po.cwru.edu
Message-ID: <9084180DBbigmeanbastard@130.133.1.4>
Source record: 47614

Is Centek or the french guy that made the CT2 still in
business?

Lyndon Amsdon sought to enlighten the world with this:

>Hi
>
>>A CT2 in a Falcon is essentially a TT. Mine has 64 meg fast
>>ram and 14meg chip, CT2 gives a 50Mhz core. All housed in a
>>Full tower. Pretty funky, I will probably pick up a TT next
>>week, just to top the collection off. By the way a Falcon
>>can be pushed upto 1280x960 just using software and a good
>>monitor;-)
>
>Hmm, my Falcon's running at 1024*704 but only in 16 colours
>until I get the CT60. I'm using my Microvitec monitor that
>can do ST low res so it's quite nice for playing demos etc.
>It isn't supposed to go to this resolution as it's quite a
>white border on the right where the screen rolls back on it's
>self! Centscreen is the best I think.
>
>Lyndon Amsdon
>--
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

4882. Re: New TOS machine...

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 07:44:28 UTC
From: t lenard <t.lenard@3web.net>
Message-ID: <3AD9515B.5F73AAD5@3web.net>
Source record: 47615

"Edward S. Baiz Jr." wrote:

> Anyone heard anything else about the new ColdFire TOS machine? Should
> be something concrete by now.
>
> Edward S. Baiz Jr.

Following Specs Released March 22 2001, Pegasus will have :

AGP (graphics card)
PCI
USB 1.1 (general,keybroard & mouse)
MIDI
Ethernet
RS232 (Dual)
SD-RAM (Max 512MB)

4883. Re: 520ST (stupid question)

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 09:00:26 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <KqdC6.8970$W7.43018@news-server.bigpond.net.au>
Source record: 47617

system solutions in the uk sell them, from memory they are expencive tho

4884. Re: Galaxy

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 09:24:57 UTC
From: louis@holleman.demon.nl
Message-ID: <3ad967ff.84074018@beta-news.demon.nl>
Source record: 47618

On 14 Apr 2001 18:01:48 GMT, Iggy Drougge <optimus@canit.se> wrote:

>: Iggy, nope I'm not. It's not slower, perhaps not less usefull. My
>: point (and some others) is that one is forced to get/buy/find more
>: hardware to get it running. Like the Milan-060 example, any buyer
>: would immediately need to get a diskdrive replacement.
>
>The point here is that nothing needs to be replaced. It's just a matter of
>getting an adapter for your kind of network, just like you would need a
>cable, a hub or a T piece.

I made a bad example. I should have said: "The new Milan-060 is now
available. Please note that the powersupply only works on 110 Volts."

CU NeXT msg
LOUIS

http://www.holleman.demon.nl
email: louis@holleman.demon.nl
louis@bbst.net
ICQ 103642987

4885. Re: Atari internet connection

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 09:53:37 UTC
From: bindon@madasafish.com
Message-ID: <tdirt1lhj8q31b@corp.supernews.com>
Source record: 47623

On 14 Apr 2001 22:04:14 , kaitxo@cix.compulink.co.uk wrote:

Hi

>I'm about to give my Falcon to a friend of mine. His main use is for music
^^^^^^^^^^^^^^^^^^^^^^^^^

What? Are you going crazy?!

>(Cubase) and I've set that up. The thing is that I haven't used the Falcon
>for about 18 months and he wants me to set it up for an internet
>connection. Mostly that's no problem (see setup below). Using CAB 2.7c and
>Sting I can connect OK, but when I enter a URL it seems to try to load but
>I get "Error -#34".
>
>It's been such a long time since I used all this I can't remember what
>that means. I have a vague recollection it's something to do with the
>Cab.ovl, but I'm not sure.
>
>I'd be very grateful for some advice.
>
>Setup:
>
>Falcon with 14 megs memory.
>
>CAB V2.7c with Cab.ovl v.1.4400 from Dan Ackerman (whatever happend to
>Oliver Booklage's ovl ?)

Still around. The setup is fine for internet. Sounds like the OVL
needs changing, they can cause very strange problems. I don't have a
URL for either Dan or Olivers sites, but if you search I'm sure you'd
pick it up. Does email work? If it does then it certainly is the
OVL. It is either in CABs directory in the same level as the program
or in the modules folder.

4886. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 09:53:44 UTC
From: bindon@madasafish.com
Message-ID: <tdirt8cgfmba1f@corp.supernews.com>
Source record: 47621

On 15 Apr 2001 02:08:21 , Harry Sideras wrote:
>Hi Lyndon,
>
>> Anyone have any suggestions to a program that can display common
>> file formats (Gif, Jpeg etc) and play samples (wav avr etc). Must
>> be fast loading and dithering quality isn't too important as long as
>> it does it quickly (faster than Imagecopy doing Floyd Steinberg!)
>
>1stGuide handles IMG, GEM, JPG, PNG, MPG, AVR and RSC files pretty
>neatly. Not necessarily the best at all those, but quick and neat.

This is what I was using at one stage. The lack of GIF is annoying
though. Sound isn't too much of a concern as I could try Gemjing
for this.

Thanks

4887. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 09:53:47 UTC
From: bindon@madasafish.com
Message-ID: <tdirtb89oera23@corp.supernews.com>
Source record: 47624

On 14 Apr 2001 22:06:51 , Michael and Nicole Freeman wrote:
>in article tdh954fgvvira2@corp.supernews.com, Lyndon Amsdon at
>bindon@madasafish.com wrote on 4/14/01 11:27 AM:
>
>> I tried Look'n'see, but I'm looking for something that can just
>> display/play without bringing up a huge window that obstructs half the
>> screen.
>
>I use Look'n'See as one of my CAB viewers, and the only window that comes up
>is the small formatting progress display (which goes away), and the window
>with the image in it, which is what you will (hopefully) get with any image
>viewer. Anyone know if there is a setting that would cause/fix this? Apart
>from the fact that it turns the screen funky colors, I like this viewer. It
>has more supported formats than anything else I've seen.

I want to use it as a Jinnee ascoitiated application, so that when I'm
on the desktop I can double click on a wav or gif and I'll see/hear it
quickly so I can recognise it. Look'n'see also didn't pop back out of
memory when I finished listening to the WAV. I'll be passing CAB's
demands to the AVserver so that Jinnee can load up the program,
hopefully as this is supposed to be better as it closes down the program
once the process has finnised. I'm not too sure really.

Thanks

4888. Re: What's Your Favorite

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 09:53:50 UTC
From: bindon@madasafish.com
Message-ID: <tdirte4p06to25@corp.supernews.com>
Source record: 47620

On 14 Apr 2001 17:56:06 , "Andy Ball" wrote:

Hi

> MB> All housed in a Full tower. Pretty funky...
>
> I actually got as far as mounting one of my old STFM boards
> in a full tower case, but time ran out before I got the
> cabling sorted. Is the Falcon mainboard as large as that of
> the STFM?

It certainly is. Doing my SCSI cabling this easter. I have internal chain then going on to a port on the back for Zip, MiniS and Scanner. Want to see the pictures? Go to http://www.lyndonamsdon.co.uk and click on the bottom link IIRC. There are some flaws in my hand written code that I'll sort out today (like looking for a *.gig file instead of a *.gif!). I was tired doing it at about 1am!

New pictures will be coming up actually, showing blue LEDs and digital thermometer readout (controlling loads of case fans). I'll bung in another floppy drive even though I'll probably not use it.

Bye!

4889. Re: 520ST (stupid question)

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 09:53:52 UTC
From: bindon@madasafish.com
Message-ID: <tdirtgbg220926@corp.supernews.com>
Source record: 47619

On 15 Apr 2001 09:00:26 , "Oracle" wrote:
>system solutions in the uk sell them, from memory they are expencive tho

I picked up an ICD link and a whole bunch of over stuff from an
advert here back in November. MiniS and the link was only 15 ukp!

4890. Re: Hard Disk Access

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 09:53:56 UTC
From: bindon@madasafish.com
Message-ID: <tdirtk18m9jp2c@corp.supernews.com>
Source record: 47622

On 14 Apr 2001 23:54:18 , Glenn Bruner wrote:
>I have an Seagate Hard Drive loaded with programs to access on my ST.
>
>I need to locate HDX 6.0 to access it. Does anyone know where I can
>find it?
>
>Once I get it, how to use it?
>
>I regularly don't use ST computers. Any help would be appreciated.
>

That's AHDI IIRC. Available on many ftp sites, do a search for AHDI.

Installing it is easy, just put it all on floppy and insert in the
floppy drive. Click on the install program and away you go.

4891. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 09:53:59 UTC
From: bindon@madasafish.com
Message-ID: <tdirtnatjfc331@corp.supernews.com>
Source record: 47625

On 15 Apr 2001 06:48:41 , Bruce Campbell wrote:
>
>Is Centek or the french guy that made the CT2 still in
>business?

Centek isn't AFAIK, but the guy who makes the hardware is.
I think it's http://www.czuba-tech.com or it has the .fr ending
instead of the .com

4892. Re: MIDI software and PSU repairs

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 10:37:37 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3ad979f1$0$8834@news.zetnet.co.uk>
Source record: 47626

Hi PJ

On 14 Apr 2001 21:59:31 , PJ wrote:

>From the screen shots I've seen, Cubase looks good, but 150ukp for obsolete
>software is a bit painful. Do you know where I can find a spec list and
>possibly reviews of Cubase and Creator/Notator - Steinberg's site seems to be
>all PC stuff now...

I see you are in the UK. If you are anywhere near the
Peterborough/Spalding area you would be very welcome to come and see
Cubase working.

I think I've also got a second-hand copy, complete with key and manual,
that I could sell you.

E-mail me direct (paulw@zetnet.co.uk) if you're interested.

Cheers

Paul

4893. Re: syquest and links

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:16:33 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad98914$1@dnews.tpgi.com.au>
Source record: 47627

BMauger317 <bmauger317@aol.com> wrote in message
news:20010412164818.20291.00006296@ng-mq1.aol.com...
> hi all hope you all can help!
> i just got a syquest 44mb removable and have a links 1 : i used icd to do
my
> formating..but took 2 days ..yes 2 days to go through the bad
sectors..anyone
> out there have any syquest formating disk or tools thanks. any help would
be
> great!

Sounds like the disk is shot, did you try it on more than 1 disk?

Mark

4894. Re: 520ST (stupid question)

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:19:06 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9bc03ehqc1@newsg3.svr.pol.co.uk>
Source record: 47633

```
Adam Loiacono <aloiacono@optusnet.com.au> wrote in message
news:3ad94029$0$25488$7f31c96c@news01.syd.optusnet.com.au...
>
> > they didnt have scsi ports, they had a dma port which was used for atari
> > hard disc's and laser printers, but you can get adapters for scsi to
plug
> in
> > here.
> >
>
> Would such an adaptor be relatively easy to find?
> Adam.
>
>
```

There is also an IDE adapter, which will allow you to run the (sometimes)
cheaper IDE drives.
I notice keychange lists these at ?35.00. Not sure what driver you need with
these...

```
Of course these are no use for tape, or other non-disk SCSI peripherals.
(scanners, lasers etc).
Also not sure about CD support (reader? Writer?).

Dave.
```

4895. Re: What's Your Favorite

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:20:51 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad98a15$1@dnews.tpgi.com.au>
Source record: 47628

Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:000f36b0@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Mark!
>
> MB> A CT2 in a Falcon is essentially a TT. Mine has 64 meg
> > fast ram and 14meg chip, CT2 gives a 50Mhz core.
>
> That sounds very cool.
>
> MB> All housed in a Full tower. Pretty funky...
>
> I actually got as far as mounting one of my old STFM boards
> in a full tower case, but time ran out before I got the
> cabling sorted. Is the Falcon mainboard as large as that of
> the STFM?

Exactly the same. It is a bitch to get the board in, had to cut out the
bottom 5.25 bay. I can still get a hard drive in there tho. In total, I got
a syquest 88, 2.1 gig uwscsi, 36x ide cdrom, 1.4 gig ide, hard drive cradle,
and a floppy in it. Not to mention the apple cd300 sitting on top of the
box. All the bays are full ;-). Only way to fly.

Mark

4896. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:24:27 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad98aed$1@dnews.tpgi.com.au>
Source record: 47632

Bruce Campbell <ht699@po.cwru.edu> wrote in message
news:9084180DBbigmeanbastard@130.133.1.4...
>
> Is Centek or the french guy that made the CT2 still in
> business?

Yes, try a search, I can't remember the URL sorry.

Mark

4897. Re: Hard Disk Access

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:25:15 UTC
From: adi!!!NOSPAM!!!catbull.com
Message-ID: <3ad9851b$0$19368@SSP1NO25.highway.telekom.at>
Source record: 47635

and there was a 2nd version of a HD Interface: BHDI (claus Brods Atari Harddisc Interface)
... do not know if it is up to date.

greets

Adio

In article <tdirtk18m9jp2c@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) writes:
> On 14 Apr 2001 23:54:18 , Glenn Bruner wrote:
>>I have an Seagate Hard Drive loaded with programs to access on my ST.
>>
>>I need to locate HDX 6.0 to access it. Does anyone know where I can
>>find it?
>>
>>Once I get it, how to use it?
>>
>>I regularly don't use ST computers. Any help would be appreciated.
>>
>
> That's AHDI IIRC. Available on many ftp sites, do a search for AHDI.
>
> Installing it is easy, just put it all on floppy and insert in the
> floppy drive. Click on the install program and away you go.

--
joachim adi schuetz
baeckerbuehelgasse 5/I phone: +43-69910182836
6020 innsbruck email: adi!!!NOSPAM!!!catbull.com
austria http://www.catbull.com

4898. Re: 520ST (stupid question)

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:26:11 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9bc0gk$i4d$1@newsg3.svr.pol.co.uk>
Source record: 47634

Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in
message news:9bc03ehqc1@newsg3.svr.pol.co.uk...
>
> Adam Loiacono <aloiacono@optusnet.com.au> wrote in message
> news:3ad94029$0$25488$7f31c96c@news01.syd.optusnet.com.au...
> >
> > > they didnt have scsi ports, they had a dma port which was used for
atari
> > > hard disc's and laser printers, but you can get adapters for scsi to
> plug
> > in
> > > here.
> > >
> >
> > Would such an adaptor be relatively easy to find?
> > Adam.
> >
> >
>
> There is also an IDE adapter, which will allow you to run the (sometimes)
> cheaper IDE drives.
> I notice keychange lists these at £35.00. Not sure what driver you need
with
> these...
>
> Of course these are no use for tape, or other non-disk SCSI peripherals.
> (scanners, lasers etc).
> Also not sure about CD support (reader? Writer?).
>
> Dave.
>

Sorry, I did not check your location. I assume from you email you are in
Australia, in which the
dealer is

AUSTRALIA
Fujination
Anthony Green
GPO Box 1190
Hobart TAS 7001
Australia
Email : ac_green@tassie.net.au
BBS : +61-3-6225-3491

According to Marios pages
(http://gem.win.co.nz/mario/hardware/ordering.html)

Dave.

4899. Re: Mega ST/Mega STE Keyboard Common Pr

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:37:43 UTC
From: vdjole@EUnet.yu
Message-ID: <9bc165jho4@news.EUnet.yu>
Source record: 47640

On 14 Apr 2001 18:16:36 , Iggy Drougge wrote:
>Phantomm <phantomm@bellsouth.net> skrev:
>
>: I'd still like to find a do it yourself text file or diagram for connecting
>: a Mega ST or Mega STE keyboard to a Falcons motherboard. I'd like to fix it
>: were I can just plug in the keyboard just like on a normal Mega ST or Mega STE.

I think I may have the docs womewhere. IIRC a Falcon with an external
MegaST keyboard MUST be reset once after power-up.

>Then there's the possibility of wiring a DEC LK*01 keyboard to the Atari.

Yes, connected to MIDI port- but then you have to use a serial mouse.

cu.

4900. Re: Configuring STik 2

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:37:46 UTC
From: vdjole@EUnet.yu
Message-ID: <9bc168jho5@news.EUnet.yu>
Source record: 47639

On 10 Apr 2001 11:08:48 , Dan Ackerman wrote:
>In article <9atj8h$b8u$1@news.EUnet.yu>,
>[...]
> There is no way to set STiK2 to off. If it is running it is
>running. However if there is no connected port the overhead it performs
>is greately reduced. I would guess that from what you are saying that a
>SLICE of 10 or even possibly higher would be good for you. If you don't
>do any programming etc that would use the TCPIP stack except when online
>you could try the following.
>
>In DEFAULT.CFG set SLICE = 200
>Then in your dial script or in Qdialer Set Slice to 10
>
>
>This should put stik fairly far on the back burner until you run qdialer.

Thanx for the info. I will try this.

4901. Re: 520ST (stupid question)

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:42:11 UTC
From: Adam Loiacono <aloiacono@optusnet.com.au>
Message-ID: <3ad98a2f$0$25509$7f31c96c@news01.syd.optusnet.com.au>
Source record: 47636

Thank you very much, I'll give them a try!

Adam.
> >
>
> Sorry, I did not check your location. I assume from you email you are in
> Australia, in which the
> dealer is
>
> AUSTRALIA
> Fujination
> Anthony Green
> GPO Box 1190
> Hobart TAS 7001
> Australia
> Email : ac_green@tassie.net.au
> BBS : +61-3-6225-3491
>
> According to Marios pages
> (http://gem.win.co.nz/mario/hardware/ordering.html)
>
> Dave.
>
>

4902. AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 11:52:32 UTC
From: bindon@madasafish.com
Message-ID: <tdj2s07mq8343a@corp.supernews.com>
Source record: 47637

```
Hi!

Right, I'm still having problems with AtarIRC. Just d/l it again and
same problem. Anyone using this program in the UK? Could you send me
your configuration file? Here is the log file where it goes wrong.
---------------------
Resolving irc.mcs.net
Opening IRC session to irc.mcs.net :6667
AUTH: <irc.mcs.net> *** Looking up your hostname...
AUTH: <irc.mcs.net> *** Checking Ident
AUTH: <irc.mcs.net> *** Couldn't look up your hostname
AUTH: <irc.mcs.net> *** No Ident response
stimpy :Nickname is already in use.
Attempting auto-nick change

<cut the advertising stuff>

End of /MOTD command.
stimpy_ (~nouser@212.38.177.203) has joined #Atari
[stimpy_] hi!
stimpy_ (~nouser@212.38.177.203) has joined #acorn
irc.mcs.net issued a mode change: #acorn +nt
stimpy_ has left #acorn
stimpy_ has left #Atari
Closing IRC session to irc.mcs.net ...
Closing Link: 212.38.177.203 (changing server)
tcp_close(irc.mcs.net)=No error.
--------------------------

I got on with that one OK, but a lot of channels weren't available
like #acorn. I went in there and there wasn't anyone else there!
#atari was there but I would like to be able to get onto #acorn as
well.

------------------------------
Resolving efnet.demon.co.uk
Opening IRC session to efnet.demon.co.uk :6667
AUTH: <efnet.demon.co.uk> *** Looking up your hostname...
AUTH: <efnet.demon.co.uk> *** Checking Ident
AUTH: <efnet.demon.co.uk> *** Couldn't look up your hostname
AUTH: <efnet.demon.co.uk> *** No Ident response
stimpy :Nickname is already in use.
Attempting auto-nick change
Closing Link: 212.38.177.203 (You are not authorized to use this server)
tcp_close(efnet.demon.co.uk)=No error.
------------------------------
```

This was efnet at demon. They seem to have problems looking up my hostname. I put my hostname as www.madasafish.com.

Any suggestions would be extremely helpful! Please!

4903. midi software

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 12:18:53 UTC
From: Lee <homestudio@btinternet.com>
Message-ID: <9bc3ic$j8r$1@uranium.btinternet.com>
Source record: 47638

hi group just wondering is anyone on here likely to obtain a copy of
breakthru 2 sequencer for the atari ste if so please could you let me know
as i am desperate to have a copy or know where i can obtain a copy of it

cheers

lee

4904. Re: What's Your Favorite

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 12:33:26 UTC
From: bindon@madasafish.com
Message-ID: <tdj58m6eo30i84@corp.supernews.com>
Source record: 47641

On 15 Apr 2001 21:20:51 , "Mark Bedingfield" wrote:
>
>Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
>news:000f36b0@fmlynet.org...
>> FamilyNet Newsgate
>>
>> Hello Mark!
>>
>> MB> A CT2 in a Falcon is essentially a TT. Mine has 64 meg
>> > fast ram and 14meg chip, CT2 gives a 50Mhz core.
>>
>> That sounds very cool.
>>
>> MB> All housed in a Full tower. Pretty funky...
>>
>> I actually got as far as mounting one of my old STFM boards
>> in a full tower case, but time ran out before I got the
>> cabling sorted. Is the Falcon mainboard as large as that of
>> the STFM?
>
>Exactly the same. It is a bitch to get the board in, had to cut out the
>bottom 5.25 bay.

Same here. You have to leave the board sticking up into the upper
half section. Also you have to change on/off buttons. You then have
to tap off a reset switch, turbo light and the most difficult, a IDE
HD light.

>I can still get a hard drive in there tho. In total, I got
>a syquest 88, 2.1 gig uwscsi, 36x ide cdrom, 1.4 gig ide, hard drive cradle,
>and a floppy in it. Not to mention the apple cd300 sitting on top of the
>box. All the bays are full ;-). Only way to fly.

Currently I have just the 48x speed CDROM and 1.7Gb IDE and two
floppys but I have space for 2 long depth 5.25" drives (CDROMS etc),
2 short depth 5.25" bays and another 2 3.5" HD's.

4905. Re: 520ST (stupid question)

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 12:33:30 UTC
From: bindon@madasafish.com
Message-ID: <tdj58q36o4af87@corp.supernews.com>
Source record: 47642

On 15 Apr 2001 12:19:06 , "Dave Wade" wrote:
>
>Adam Loiacono <aloiacono@optusnet.com.au> wrote in message
>news:3ad94029$0$25488$7f31c96c@news01.syd.optusnet.com.au...
>>
>> > they didnt have scsi ports, they had a dma port which was used for atari
>> > hard disc's and laser printers, but you can get adapters for scsi to
>plug
>> in
>> > here.
>> >
>>
>> Would such an adaptor be relatively easy to find?
>> Adam.
>>
>>
>
>There is also an IDE adapter, which will allow you to run the (sometimes)
>cheaper IDE drives.
>I notice keychange lists these at £35.00. Not sure what driver you need with
>these...

AHDI and HDDriver picks them up first time. No patches at all. Work
a treat.

>Of course these are no use for tape, or other non-disk SCSI peripherals.
>(scanners, lasers etc).
>Also not sure about CD support (reader? Writer?).

Reader for sure, and it should support writer as it's a copy of the
Falcon IDE AFAIK. I have a CDRom on my IDE in the STE.

4906. Atari Online News, Etc. #03-15

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 12:56:39 UTC
From: danap8@aol.com
Message-ID: <20010415085639.08310.00000416@ng-mq1.aol.com>
Source record: 47643

```
A-ONE #0315 04/13/01

~ Napster Told To Comply ~ People Are Talking! ~ DSL Squeezed!
~ AOL Privacy Ads Shaved ~ ACLU Targets Snooping! ~ Atari810Win Beta!
~ Schools Held Hostage! ~ 'Clippy' A Pitchman! ~ New XaAES Released!
~ New Hades Utilities! ~ 'On The Prowl' Returns ~ ACSpro Available!

-* Armey Applies Privacy Brakes *-
-* U.S. Studies Future of the Internet *-
-* Atari Video Game Collectors Quiz Launched! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4907. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 13:41:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987441982-707317AEicMi@madasafish.com>
Source record: 47509

Hi Lyndon

>>>Wasn't installed with Jinnee.
>>
>>Hm, check in extras (zusatz).

>Like I said in the other reply, I don't think I need it.

You most certainly do need it, its a system extension programmed my
Manfred himself and allows external stuff to hook into Jinnee someway or
other.

>Your using the German installation of Jinnee right?

Nope, i'm using a tried and trusted installation, when i started with
Jinnee, there was no installation sequence as such, ive worked it all
out for myself, some of it having been added to the final release.

>I'm using the English ones.

Youre using the results of DDP's, myself and manfred. :-)

>That's why I was getting confused over Scripter, as your installation
>is differnet to mine.

OK, you can stick to yours if you wish, but sooner or later it /will/
match mine, if, you want it to work correctly. :-) :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4908. Re: MIDI software and PSU repairs

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 15:10:28 UTC
From: Andy aka 'wim' <studio_fm@poczta.onet.pl>
Message-ID: <9bcdl6puv1@news.onet.pl>
Source record: 47644

Oh, sorry: I wrote CBX-D3, while it should be: CBX-D5 (a big, white device).
CBX-D3 is an older brother of the one I described. Sorry for mistake (it was
too late for me to think correctly...).

Regards,
Andy

--
studio_fm@poczta.onet.pl

4909. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 17:00:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bck2v$a3f$1@plutonium.compulink.co.uk>
Source record: 47645

In message <9b7luqfqe1@plutonium.compulink.co.uk>, xlator@cix.compulink.co.uk said:

>Another thing: I have noticed that occasionally Everest won't
>accept the [Alt]-ASCII combination for producing higher ASCII
>characters such as Umlauts. *Mostly* it is OK, but somethimes
>nothing appears in the dialog, though it will appear in the text
>itself immediately after. Reloading Everest usually cures it.
>Again - any ideas?

Oops - that should have read:
Another thing: I have noticed that occasionally Everest won't
accept the [Alt]-ASCII combination for producing higher ASCII
characters such as Umlauts *in the Find and Replace dialog.*

Regards, /Peter/

4910. Re: ASCII

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 17:00:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bck31$a3g$1@plutonium.compulink.co.uk>
Source record: 47546

In message <000f36ae@fmlynet.org>, Andy.Ballp0.f2.n8.z8@fmlynet.org said:

> There aren't any umlauts in the ASCII character set.
> Remember, anything over 127 (decimal) is not ASCII.

Although technically you are correct, it seems usual to call
characters between 128 and 255 decimal (i.e. using the 8th bit)
'upper ASCII' for ease of description. This includes the Umlauts.
Of course, the difficulty is that they are in different position
on an Atari, PC and Mac - perhaps depending on the system font in
use...

BTW, note my correction posted earlier - the problem only arises
in the Search and Replace dialog, not the text itself.

Regards, /Peter/

4911. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 17:00:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bck31$a3h$1@plutonium.compulink.co.uk>
Source record: 47547

In message <9bavqj$ej1$6@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>On 13 Apr 2001 20:01:30 , xlator@cix.compulink.co.uk wrote:
> > To add to the discussion some months back about the Everest
> > clipboard. I have 'GEM Clipboard On' activated, but I find that
> > (at least sometimes - perhaps mostly) Everest doesn't save text
> > copied with ^C to the CLIPBRD folder on C:\, but to a CLIPBRD
> > folder in E:\1WORD_PL.US\ which it will create if I delete the
> > existing one. Even stranger: Trying to overcome this, I edited the
> > 1st Word Plus program binary to change the scrap folder to
> > CLIP1WP. Word Plus created and used it quite happily, but so did
> > Everest! Even when I deleted the CLIP1WP folder in E:\1WORD_PL.US\,
> > Everest recreated it! Somehow it seems to be picking up the path
> > and folder name from Word Plus - but how? In MAGX.INF I have:
> > #_SCP C:\CLIPBRD\ as well as
> > #_ENV CLIPBRD=C:\CLIPBRD\ and also
> > #_ENV SCRAP=C:\CLIPBRD\
> > but for some reason Everest ignores this. Any ideas?
>
>This is not an Everest problem, but an FWP problem.
>For some bizarre reason FWP forces the Clipboard to within the folder
>that FWP resides in. FWP didn't recognise a system-wide clipboard when
>it was written (it probably pre-dated the concept tbh).
>
>The only way around this is to reboot after you use the clipboard
>within FWP AFAIK...

I knew that FWP had that problem, but why does it affect Everest
as well? Even to Everest creating the renamed CLIP1WP folder when
one didn't exist (because I deleted it after FWP had written it).
But I have now made further checks and find that Everest seems to
use the correct clipboard if FWP wasn't run beforehand in the
session. So it would appear that FWP not only uses the clipboard
folder in its own directory, but that the system remembers this
even after it is quit and forces Everest to do this as well.

> > Another thing: I have noticed that occasionally Everest won't
> > accept the [Alt]-ASCII combination for producing higher ASCII
> > characters such as Umlauts. *Mostly* it is OK, but somethimes
> > nothing appears in the dialog, though it will appear in the text
> > itself immediately after. Reloading Everest usually cures it.
> > Again - any ideas?
>
>It could be interference from another program in the same session, but
>apart from that, none. Sorry Peter...

Thanks. Note my correction that the problem only appears in the Search and Replace dialog, but not in the text. I have not been able to pin down just *when* it happens :-(Perhaps I should check if this too is due to running FWP first?

LATER: It /seems/ to happen when I run Evereset from the desktop, either by double-clicking on it or using Thing's keyboard shortcut for Installed Application. When called from within CixRead it is OK! Even stranger...

Regards, /Peter/

4912. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 17:00:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bck32$a3i$1@plutonium.compulink.co.uk>
Source record: 47548

In message <9bavqp$ej1$8@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>You aren't showing a boot manager in your auto folder. Is that right?
>If you are, does your bootset overwrite your assign.sys? Obviously,
>this is key to the running of Redirect and NVDI.

Yes, I would second that. A boot manager may also overwrite
others, depending on what you have in, say, your XBoot SETS.DAT
file. In my case, I have 4 different versions of ASSIGN.SYS, 4 of
MAGX.INF, 2 of NVDI.INF and 5 of NEWDESK.INF available for use
with various setups, all called something meaningful (so I know
what they are, such as ASINMON5.SYS for using NVDI 5 on a mono
screen and MAGX_256.INF for 256 colour use) where the ones
specified in the selected XBoot set are converted to the above
names (ASSIGN.SYS and MAGX.INF for the example) by XBoot.
Obviously if I make changes and save the desktop or other
settings, I have to delete whatever file was converted to (say)
MAGX.INF and then rename the new file to that name. Next time
XBoot is run, it will create the desired MAGX.INF again.

Regards, /Peter/

4913. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 17:00:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bck32$a3j$1@plutonium.compulink.co.uk>
Source record: 47549

In message <987333268-302125AEicMi@madasafish.com>, steve_sweet@madasafish.com said:

>> In MAGX.INF I have:
>> #_SCP C:\CLIPBRD\ as well as
>> #_ENV CLIPBRD=C:\CLIPBRD\ and also
>> #_ENV SCRAP=C:\CLIPBRD\
>>
>>but for some reason Everest ignores this. Any ideas?
>
>
>Ive got
>
>#_SCP C:\CLIPBRD\
>#_ENV SCRPDIR=C:\CLIPBRD\
>
>and have no clipboard probs.
>
>What program asked you to use SCRAP= ?.

Can't recall now. I'll add your #_ENV SCRPDIR=C:\CLIPBRD\ now and
keep mine pro tem as well - presumably it can't hurt?

As you may have seen in an earlier contribution, my problem seems
to occur only when I start Everest after having run FWP in the
same session and quit it. The system seems to 'remember' the wrong
path (and also filename if changed in the FWP binary) used by FWP.

Regards, /Peter/

4914. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 17:09:13 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.0000006e.0003c0f7@id-68569.user.dfncis.de>
Source record: 47550

Moin Lyndon,

> I want to use it as a Jinnee ascoitiated application, so that when I'm
> on the desktop I can double click on a wav or gif and I'll see/hear it
> quickly so I can recognise it.

for that purpose (showing *.gif and much other stuff) I use graftool, its a very fast program that understands most of all the various formats. The downloadpage of the author J.J.v.Bargen at Compuserve is apparently down, but I'll mail the program mail to you, if you are interested.

Diedrich

4915. Falcon music apps

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 17:09:53 UTC
From: bindon@madasafish.com
Message-ID: <tdjlf1cmnqcc7@corp.supernews.com>
Source record: 47551

Hi

OK, so the Falcon is supposed to be good at audio but without the
software it's not much good.

I'd like some software that allows me to use wav or avr files imported
in and place them on the grid like cubase audio. I also need
time stretching facilities, ones that don't alter the pitch.

I've done the audio mods as well. I've tried things like Flextrax but
I've never gotten on well with any tracker.

Is cubase audio any good? I've used the PC version and I liked it
a lot. Although I used Soundforge for all the timestretching and
effects. Is there anything like Soundforge?

Thanks in advance!

4916. Re: AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 18:47:04 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104151842040.80-100000@Hades060>
Source record: 47564

On Sun, 15 Apr 2001, Lyndon Amsdon wrote:

> Right, I'm still having problems with AtarIRC. Just d/l it again and
> same problem. Anyone using this program in the UK? Could you send me
> your configuration file? Here is the log file where it goes wrong.
>
> This was efnet at demon. They seem to have problems looking up my
> hostname. I put my hostname as www.madasafish.com.
>
> Any suggestions would be extremely helpful! Please!

Stupid question, but you did turn on Identd for these specific
servers? aIRC has individual identd settings for every server
in the server list and you need turn them on. Please make sure
when you open the Server setting window and the server you
see shown has the 'ident' button highlighted. If you have
missed this option, then set them and be sure to resave the settings.
I know the interface is a bit awkward, one day I wish to redo it. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4917. Re: Crazy Dots problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 18:49:36 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104151847430.80-100000@Hades060>
Source record: 47562

On Sun, 15 Apr 2001, Edward S. Baiz Jr. wrote:

> A friend of mine is having trouble with his Crazy Dots card that is
> connected to his TT. The color keeps fading in and out when he displays
> 256 color pictures. Sometime the color is not even there. Seems to me
> there is a loose connection somewhere.

That don't sound good. I'd power it all down, and maybe clean the VME
contact with some contact cleaner and reseat the card in the slot.
Or perhaps try that with he monitor plug first. It might be
possible the monitor is going bad?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4918. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 18:51:32 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104151851020.80-100000@Hades060>
Source record: 47563

On Sun, 15 Apr 2001, Henk Robbers wrote:

> Hello!
>
> There is a new version on my home page (in sig).

Niceness! I love this program. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4919. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 19:08:27 UTC
From: phantomm@bellsouth.net
Message-ID: <LkmC6.337$rk3.13184@news1.atl>
Source record: 47552

On 14 Apr 2001 20:27:35 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sat 14-04-2001 19:27 Lyndon Amsdon wrote:
>
>>
>>Hmm, it's nice to hear I'm not the only one. I also have another little
>>problem with it. If I manually go through an FTP site and pick up a
>>file then disconnect from that FTP, it'll log me into one of the
>>hotlisted FTP sites. Any suggestions?
>
>It's just a matter of changing your setup.
>Go to global settings. In the misc part/Action after wind close:
>change it from Connect to next to whatever that suits you best.
>
>And about your other problem, have you set the dir cache?
>Setup/Path settings --> enable DIR cache
>
>CU
>Martin

Just a side note... I run about 6 different CAB setups all have different software setup with them such as AFTP. I have noticed the same problem discribed in the first posting on this subject. Like Martin suggested it could be a just a simple error with the configuration setup.

If I remember correctly, the problem I had wasn't with all FTP sites, only some of them would give an error. Some of the ones I remember is when on a Web page and downloading a file that comes from a FTP site. AFTP would pop up and try to download the file, then I would get an Error relating to the LOG file or CACHE (something like that) from AFTP. When this happened I did go back and check the settings and Folders for the Cache, Log and etc. All seemed to be fine, but the problem still remained.

I've not had any problems using AFTP by its self.

phantomm@bellsouth.net

4920. USA:WTB/TRADE For VIDI ST 12

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 19:21:11 UTC
From: phantomm@bellsouth.net
Message-ID: <HwmC6.361$rk3.13184@news1.atl>
Source record: 47553

Greetings,

I'm looking to buy or trade for a working VIDI ST 12 and software for a Falcon.

If you have one for sale or trade then contact me by e-mail.

I have a VideoMaster Falcon with ColorSplitter and Software that I would probably be willing to trade for a VIDI ST 12 and Software.
I also have lots of ST-Falcon software, hardware and CDs for trading.

Thanks,
phantomm@bellsouth.net

4921. TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 20:04:29 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AD9FECD.AA31C0E6@chello.nl>
Source record: 47554

Hello!

There is a new version on my home page (in sig).

TOS.s > v4 are 512Kb.
Bug fix in PC calculation for addressing modes having PC relative
base displacement.
TST instruction: Allow all addressing modes.
Bug fix in machine switching.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4922. Re: Hard Disk Access

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 20:06:21 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9bcv6c$4ve$1@news8.svr.pol.co.uk>
Source record: 47555

<adi!!!NOSPAM!!!catbull.com (Joachim Adi Schuetz)> wrote in message
news:3ad9851b$0$19368@SSP1NO25.highway.telekom.at...
>
> and there was a 2nd version of a HD Interface: BHDI (claus Brods Atari
Harddisc Interface) ... > do not know if it is up to date.

CBHD is its proper title. Yes, it's very much up to date.

Roger

4923. Re: AES

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 20:19:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3ADA026A.7A094335@chello.nl>
Source record: 47556

Jo Even Skarstein wrote:
>
> Henk Robbers <h.robbers@chello.nl> wrote:
>
> > do a reset anyhow. The nature of the Atari screen handling doesnt allow to
> > change resolution without reset. On my TT with NOVA, I just activate menu.prg
>
> This depends on the VDI. If the VDI can switch to another resolution on
> the fly, restarting the AES and it's clients is enough, and a reset isn't
> necessary.
>

This comes close enough to a reset to illustrate my point.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4924. Crazy Dots problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 21:00:21 UTC
From: ebaiz@skyenet.net
Message-ID: <FZnC6.243$J61.2057@newsfeed.slurp.net>
Source record: 47558

A friend of mine is having trouble with his Crazy Dots card that is connected to his TT. The color keeps fading in and out when he displays 256 color pictures. Sometime the color is not even there. Seems to me there is a loose connection somewhere.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4925. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 21:00:23 UTC
From: ebaiz@skyenet.net
Message-ID: <HZnC6.244$J61.2057@newsfeed.slurp.net>
Source record: 47557

On 14 Apr 2001 13:37:33 , Lyndon Amsdon wrote:
>Hi everyone!
>
>I think I must have a configuration error but I can't work it out. I
>can go into an FTP site manually and I click on a file and it'll
>download. But if I use it as the FTP client in CAB it comes up with
>an error (after logging successfully into the FTP) with "Can't create
>local file". I've tried going back to default settings and fiddling
>with the paths but neither help at all. It's very annoying having to
>go through the directories one by one.

If I am trying to download a file with a ftp beginning, it never works. I an sometimes get it to work when just going to a certain folder on a ftp site. However, that does not happen too often. The only time I want to use ftp when I am online under Cab, is to download a file. I hear GAPftp is good for that.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4926. Re: syquest and links

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 21:03:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200104152303.a28769@su2.maus.de>
Source record: 47595

B>i just got a syquest 44mb removable and have a links 1 : i used icd to
B>do my formating..but took 2 days ..yes 2 days
I admire your patience! Seriously!

I was never willing to wait more than a 10 minutes or so while
formatting a hard or removable drive.

Did you try to format a second cartridge?

The problems you told of happened to me with the 270 m SyQuest only,
but never wit hthe 44m

Und TTschï¿½
ps

4927. Sundog on Winston emulator

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 21:20:04 UTC
From: nickd@nospam.demon.co.uk
Message-ID: <3ad8f265.1823311@news.demon.co.uk>
Source record: 47559

Hi,

I'm having problems running Sundog on winSTon, no matter what I try
when I try to make a library disk the software complains that the
SunDog game disk in there so it can't make the library disk.

So how do I get around this?

If this isn't the right group for emulator questions please let me
know, I couldn't find anything that looked more suitable myself

--
"Analogies generally suck."
David Taylor

4928. Re: midi software

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 21:50:54 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tdk5ri5t4fgu5e@corp.supernews.co.uk>
Source record: 47560

"Lee" <homestudio@btinternet.com> wrote in message
news:9bc3ic$j8r$1@uranium.btinternet.com...
> hi group just wondering is anyone on here likely to obtain a copy of
> breakthru 2 sequencer for the atari ste if so please could you let me know
> as i am desperate to have a copy or know where i can obtain a copy of it
>
> cheers
>
> lee

Hi,
try Barrie at Barrie at Atarispares
E-mail Address(es):
barrie@keychange.co.uk

I know he has a couple of copies (originals).Else try SoftwareTechnology's
Website.

Chris Thorley.

4929. Re: making a living on Atari (was: Re:

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 22:07:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ada1b85$0$8834@news.zetnet.co.uk>
Source record: 47561

On 10 Apr 2001 21:45:58 , Raoul Teulings wrote:
>Hi Martin-Eric,
>
>>Raoul, could you tell us what you make for a
>>living?
>No problem at all. I am educated as an artist
>and generally design all my work on the Atari
>snips>

Thank you for sharing this very interesting description of your private life and work with us: though not immediately relevant to me, it is very encouraging.

It's amazing how many new and old, previously unknown, Atari users have revealed themselves in recent threads in this group.

Viva Atari!
Charles.

4930. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 22:08:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987404408-45162AEicMi@cwcom.net>
Source record: 47569

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Sat, 14 Apr 2001 17:22:38 -0100

>>but for some reason Everest ignores this. Any ideas?
>
>
>Ive got
>
>#_SCP C:\CLIPBRD\
>#_ENV SCRPDIR=C:\CLIPBRD\
>
>and have no clipboard probs.

I've only got the #_ENV line, I've no Clipboard problems either!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4931. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 22:15:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987404410-45598AEicMi@cwcom.net>
Source record: 47571

From: xlator@cix.compulink.co.uk
Date: 13 Apr 2001 20:01:30 GMT

>existing one. Even stranger: Trying to overcome this, I edited the
>1st Word Plus program binary to change the scrap folder to
>CLIP1WP. Word Plus created and used it quite happily, but so did
>Everest! Even when I deleted the CLIP1WP folder in E:\1WORD_PL.US\,

I'd suggest removing both programs and reinstalling from the master disks -
I wonder if somehow some disk corruption has crept in???

> #_SCP C:\CLIPBRD\

I believe that this is the only entry you need; everything here works
perfectly with this as the only Clipboard entry.

>Another thing: I have noticed that occasionally Everest won't
>accept the [Alt]-ASCII combination for producing higher ASCII
>characters such as Umlauts. *Mostly* it is OK, but somethimes

I've never used this, but the test I just gave it was %100. TBH, I use a
utility like inschar.acc to inert accented chars when I need them - however,
I realise that you use them a lot! :-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4932. Re: Texel english help

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 22:19:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987404414-46115AEicMi@cwcom.net>
Source record: 47570

From: john nicholas oakes <doyene@zetnet.co.uk>
Date: Sat, 14 Apr 2001 01:10:32 GMT

>If I remember rightly someone inquired about a english translation of
>TEXEL.
>Well my friend Thomas can help, please contact him at

Do we know which version this is?

--


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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4933. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 22:23:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987404416-46551AEicMi@cwcom.net>
Source record: 47572

From: "Mark Bedingfield" <atari@tpg.com.au>
Date: Sat, 14 Apr 2001 10:50:32 +1000

>> Hmm, my Falcon's running at 1024*704 but only in 16 colours until I get
>> the CT60. I'm using my Microvitec monitor that can do ST low res so

>1280x960 is possible but a bit flickery in 16 colours. Fine in 2 colours,
>which is TT high.

Hmm, depends on your tolerance: Personally, 1024*768 in 16 colours with a
50MHz clock (CT2) had me reaching for the Videlity config prog to set it
back to the 864* whatever that I have decided is the best trade-off for me.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4934. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 22:27:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987404418-47007AEicMi@cwcom.net>
Source record: 47573

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 14 Apr 2001 12:41:27 -0000

>so useful and intergrtated. No need for TwoinOne as I have Plugins!

True, but there's no means of quickly looking at a text file with the Plugin
unarchivers.

You could also take a look at Phillip Donzï¿½'s "Arcview", this archiver shell
is coming along nicely.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4935. Re: Newsie FTP Repeat Downloads

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 22:37:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987404420-47463AEicMi@cwcom.net>
Source record: 47568

From: jimd11@mindspring.com (Jim DeClercq)
Date: 14 Apr 2001 16:33:51 GMT

>Interesting. I have Sting, Newsie, and Ghostscript on one drive, SCSI.
>
>Two of those programs do an awful lot of writing, and then erasing,
>either automatically or manually, and with that I do stand a chance
>of write errors. I got more than I wanted, changed from ICD Pro to

Running a stock Falcon in the higher resolutions/colour depths can bring
problems with SCSI data transfers. Install one of the clock fix hardware
patches, or drop the res/colour depth back.

Data transfer through the serial port also suffers under the same
circumstances; drop the port speed or reduce the res/colour depth as above.

>HDDriver as a disk driver, and will see what that does. Do not yet
>know if it is mostly due to program, electronics, or drive mech.

There's a section on the Falcon's SCSI port in the manual or readme.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4936. Re: What's Your Favorite

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 22:38:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987404422-47963AEicMi@cwcom.net>
Source record: 47574

From: "Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Date: Fri, 14 Apr 2001 17:56:06

> MB> All housed in a Full tower. Pretty funky...
>
> I actually got as far as mounting one of my old STFM boards
> in a full tower case, but time ran out before I got the
> cabling sorted. Is the Falcon mainboard as large as that of
> the STFM?

Same size.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4937. FREE paperware

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 23:31:12 UTC
From: Thomas Main <main@appstate.edu>
Message-ID: <Pine.PMDF.4.21L.0104151919090.684088410-100000@appstate.edu>
Source record: 47566

I have some manuals to give away for the cost of shipping. Here is what
I have:

WORD WRITER ST manual...hole-punched and ready for 3-ring binder
CALAMUS 1.09 manual...photocopy of spiral copy...hole-punched
HELPFUL HINTS FOR THE ATARI ST OR MEGA USER by Bill Skurski
TIMEWORKS PARTNER ST photocopied manual, 3-hole punched
MULTIVIEWER GRAPHICA..original box and manual

Please let me know via e-mail if you are interested in these. I am from
Boone, NC 28607

--
Thomas Main
main@appstate.edu

4938. FS: Introduction to Sound and Music

Newsgroup: comp.sys.atari.st
Date: 2001-04-15 23:35:02 UTC
From: Thomas Main <main@appstate.edu>
Message-ID: <Pine.PMDF.4.21L.0104151931200.684088410-100000@appstate.edu>
Source record: 47565

I have Atari's Introduction to Sound and Music with disks, box, manuals and Sample Master cartridge for sale. Asking $5 + shipping. I am from Boone, NC 28607.

--
Thomas Main
main@appstate.edu

4939. Re: Falcon music apps

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 00:46:16 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <KoEC6.1670$qr.4871@nntpserver.swip.net>
Source record: 47496

"Lyndon Amsdon" wrote:

> OK, so the Falcon is supposed to be good at audio but without the
> software it's not much good.
>
> I'd like some software that allows me to use wav or avr files imported
> in and place them on the grid like cubase audio. I also need
> time stretching facilities, ones that don't alter the pitch.

Cubase Audio uses the AIF-format - but there are conversion programs around
if needed...
Timestretch with CAF? It works - well sort of... It's not great, but useable
when keeping to very small adjustments. VST or Wavelab are MUCH better...
:-/

> Is cubase audio any good? I've used the PC version and I liked it
> a lot. Although I used Soundforge for all the timestretching and
> effects. Is there anything like Soundforge?

Cubase is by far the best around when you need audio and midi functionality
with a very good sync - no doubt about that!
If you've used the PC version previously, you'll probably miss some things -
like plugin effects and VST-instruments etc, but CAF is actually very good
and an impressive piece of work for such a slow machine as the Falcon. I
used the Falcon for quite a few years and was very satisfied with it :)
Nowadays I use a PC, which works even better - and actually has better sync
between audio tracks and midi/audio than the Falcon ever had...
SoundPool's AudioTracker (which doesn't have a midi sequencer) and
AudioMaster (which is a Mastering program) are also useful programs for the
Falcon. Check them out at: www.soundpool.de .
If you need some hints about what you need and hints about what might go
wrong, go to my website and have a look at the Falcon and Troubleshooting
pages.

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

4940. Sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 03:20:08 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3ADA64E8.6753284A@greeleynet.com>
Source record: 47567

It's been 2 1/2 years since I've had an Atari connected to the net. Now I need to get my TT back up and running in this area.

Would someone post where I can get the current copy of Sting? I'll be using CAB 2.5 and Newsie .94.

Thanks.
--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for cheap men; and cheap men make for a cheap country!" - President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4941. Re: What's Your Favorite

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 08:40:05 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3adab5e0$1@dnews.tpgi.com.au>
Source record: 47575

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tdj58m6eo30i84@corp.supernews.com...
> On 15 Apr 2001 21:20:51 , "Mark Bedingfield" wrote:
> >
> >Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
> >news:000f36b0@fmlynet.org...
> >> FamilyNet Newsgate
> >>
> >> Hello Mark!
> >>
> >> MB> A CT2 in a Falcon is essentially a TT. Mine has 64 meg
> >> > fast ram and 14meg chip, CT2 gives a 50Mhz core.
> >>
> >> That sounds very cool.
> >>
> >> MB> All housed in a Full tower. Pretty funky...
> >>
> >> I actually got as far as mounting one of my old STFM boards
> >> in a full tower case, but time ran out before I got the
> >> cabling sorted. Is the Falcon mainboard as large as that of
> >> the STFM?
> >>
> >Exactly the same. It is a bitch to get the board in, had to cut out the
> >bottom 5.25 bay.
>
> Same here. You have to leave the board sticking up into the upper
> half section. Also you have to change on/off buttons. You then have
> to tap off a reset switch, turbo light and the most difficult, a IDE
> HD light.
>
> >I can still get a hard drive in there tho. In total, I got
> >a syquest 88, 2.1 gig uwscsi, 36x ide cdrom, 1.4 gig ide, hard drive
cradle,
> >and a floppy in it. Not to mention the apple cd300 sitting on top of the
> >box. All the bays are full ;-). Only way to fly.
>
> Currently I have just the 48x speed CDROM and 1.7Gb IDE and two
> floppys but I have space for 2 long depth 5.25" drives (CDROMS etc),
> 2 short depth 5.25" bays and another 2 3.5" HD's.

How did you cable the floppys? I tried once and it didn't work. tried
setting up 2 drives one set to drive 1 and the other drive 0 but no joy.

Mark

4942. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 09:04:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987489684-75916AEicMi@cwcom.net>
Source record: 47532

From: xlator@cix.compulink.co.uk
Date: 15 Apr 2001 17:00:15 GMT

>Another thing: I have noticed that occasionally Everest won't
>accept the [Alt]-ASCII combination for producing higher ASCII
>characters such as Umlauts *in the Find and Replace dialog.*

Same problem seen here - and as you later said, it sort-of works when
called from within CiX's Atari OLR CiXRead. Sort-of, because here if I
search for a letter and replace it with an Alt+ASCII one, the letter
actually doesn't appear in the text. The target letter is deleted though.

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4943. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 09:10:23 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3adac4d6ef7450@pandora.be>
Source record: 47576

on Sun 15-04-2001 21:00 Edward S. Baiz Jr. wrote:

>If I am trying to download a file with a ftp beginning, it never works.
>I an sometimes get it to work when just going to a certain folder on a
>ftp site. However, that does not happen too often. The only time I want
>to use ftp when I am online under Cab, is to download a file. I hear
>GAPftp is good for that.

Have you ever thought to use Cab itself to retrieves files from a
ftp-server? Should work, at least it works with my setup. The only thing
I must do is set the ftp proxyserver.
Remember for STing the syntax for the proxysettings is something like
this:

HTTP-Proxy --->proxy.pandora.be:8080
FTP-Proxy ---->proxy.pandora.be:8080

For the MiNT-Net ovl users it's something like this:

HTTP-Proxy --->http://proxy.pandora.be:8080
FTP-Proxy ---->http://proxy.pandora.be:8080

I must say that for some reason I get an "error file, not found message"
when I want to retrieve a file directly (ftp://name.of.theserver/bla/file.lzh)
with the Sting ovl (latest beta).
With the MiNT-net ovl I can retrieve files directly.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4944. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 09:12:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987489686-76371AEicMi@cwcom.net>
Source record: 47530

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sun, 15 Apr 2001 21:00:23 GMT

>ftp site. However, that does not happen too often. The only time I want
>to use ftp when I am online under Cab, is to download a file. I hear
>GAPftp is good for that.

I thought that there was a specific ftp module for use with CAB, but I'm
afraid that I can't remember what it's called. I use fiffi FWIW, and that
works perfectly as an ftp client (IConnect).
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

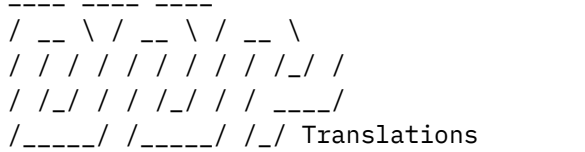
4945. Re: Sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 09:14:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987489688-76843AEicMi@cwcom.net>
Source record: 47533

From: Ken Springer <wordworks@greeleynet.com>
Date: Sun, 15 Apr 2001 21:20:08 -0600

>Would someone post where I can get the current copy of Sting?

http://sting.atari.org
--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4946. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 09:28:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987489680-75393AEicMi@cwcom.net>
Source record: 47531

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 15 Apr 2001 02:08:25 GMT

> > DMIRROR.PRX - Don't know
>Diamond Mirror - mirrors your partition fats in case of a crash.

Only useful when used with the main program itself, of course.

> > STING.PRG - IP stack for most other programs (CAB, etc)
>Not sure about this, but I don't think t's wise to run IConnect's
>SOCKETS.PRG if you intend to use STING.

Quite safe to run both, but obviously there's no point if IConnect is never
used.

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4947. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 10:41:37 UTC
From: bindon@madasafish.com
Message-ID: <tdlj31n1ju4i71@corp.supernews.com>
Source record: 47577

On 15 Apr 2001 21:00:23 , Edward S. Baiz Jr. wrote:

Hi

>If I am trying to download a file with a ftp beginning, it never works.
>I an sometimes get it to work when just going to a certain folder on a
>ftp site. However, that does not happen too often. The only time I want
>to use ftp when I am online under Cab, is to download a file. I hear
>GAPftp is good for that.

My computer came with Gap as the ftp client. I've decided to go back
to it as it was simple and efficient and most of all, it never failed
to work. I'll use aFTP for browsing ftp sites, usually chapelie
looking for files.

Thanks for the help though.

4948. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 10:41:39 UTC
From: bindon@madasafish.com
Message-ID: <tdlj33qeakp873@corp.supernews.com>
Source record: 47578

On 15 Apr 2001 19:09:13 , Diedrich Dirks wrote:

Hi Diedrich

>> I want to use it as a Jinnee ascoitiated application, so that when I'm
>> on the desktop I can double click on a wav or gif and I'll see/hear it
>> quickly so I can recognise it.
>
>for that purpose (showing *.gif and much other stuff) I use graftool, its
>a very fast program that understands most of all the various formats. The
>downloadpage of the author J.J.v.Bargen at Compuserve is apparently down,
>but I'll mail the program mail to you, if you are interested.

Yeah! I'm up to trying anything that I haven't before. Please email
to my address. The one I use here is my main one.

4949. Re: Crazy Dots problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 10:41:42 UTC
From: bindon@madasafish.com
Message-ID: <tdlj36e9rhr574@corp.supernews.com>
Source record: 47579

On 15 Apr 2001 21:00:21 , Edward S. Baiz Jr. wrote:

Hi

>A friend of mine is having trouble with his Crazy Dots card that is
>connected to his TT. The color keeps fading in and out when he displays
>256 color pictures. Sometime the color is not even there. Seems to me
>there is a loose connection somewhere.

Check it isn't the monitor first. I'm sure you've probably done that.
The only thing you could do is resolder the joints on the board. Is
it fading from colour to black&white or losing one of the primary
colours, eg blue, green or red?

May be the connections to the video port, they may loosen like the
mouse/joystick ports on the Atari keyboards.

Hope that helps.

4950. breakthru 2 sequencer

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 10:54:55 UTC
From: Lee <homestudio@btinternet.com>
Message-ID: <9bej0v$26l$1@plutonium.btinternet.com>
Source record: 47581

hello can anyone help me i am looking for a copy of this program for the atari st/e i tried looking at software technlogies site and got no joy i also sent barrie at keychange atarispares aline but no joy

so please anyone help

cheers

lee

4951. UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 11:00:13 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <9bejbtjhf1@plutonium.compulink.co.uk>
Source record: 47580

Thanks to bindon@madasafish I can now connect my Falcon to the 'net using CAB (and STing) and an old DIAL.SCR I had set up ages ago for Freeserve. However, Freeserve seem to have changed their email so that it looks like it's now all done with Java script. That means I can't seem to set up a new account (and email) for the friend I'm passing the computer on to.

I've tried a couple of other free ISPs (freewire and madasafish) and set up accounts using my PC. However, although connection to the ISPs appears to go ok, the connection only appears to work one way - from me to them. If I enter a URL I get Error back. If I do a "ping" then nothing is coming back.

Does anyone have a DIAL.SCR for any of the current "free" ISPs that will enable me to set up an email account that I can access with the Falcon set up that they would be willing to send me (with the personal bits cut out of course).

Thanks.

Andrew Harvey

4952. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 11:53:07 UTC
From: bindon@madasafish.com
Message-ID: <tdln93oll760d6@corp.supernews.com>
Source record: 47584

On 16 Apr 2001 09:10:23 , "Martin \"Nightowl\" Byttebier" wrote:

Hi Martin

>I must say that for some reason I get an "error file, not found message"
>when I want to retrieve a file directly (ftp://name.of.theserver/bla/file.lzh)
>with the Sting ovl (latest beta).
>With the MiNT-net ovl I can retrieve files directly.

I sorted out that problem with opening ftp sites again and again BTW.
I haven't tried retrieveing a file using aFTP but I've tried before
changing the temp,downloads paths and enable dir path.

Anyway I have the same problem as you (above) with Newsie as an FTP
client. It says "it is not a file or directory" where I know it is.
I used to go in through the directorys in the end. I think I'll put
gapFTP back on.

4953. Re: AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 11:53:11 UTC
From: bindon@madasafish.com
Message-ID: <tdln971pu4a8da@corp.supernews.com>
Source record: 47585

On 15 Apr 2001 18:47:04 , Lonny Pursell wrote:

Hi Lonny

>Stupid question, but you did turn on Identd for these specific
>servers? aIRC has individual identd settings for every server
>in the server list and you need turn them on. Please make sure
>when you open the Server setting window and the server you
>see shown has the 'ident' button highlighted. If you have
>missed this option, then set them and be sure to resave the settings.
>I know the interface is a bit awkward, one day I wish to redo it. ;-)

It's not a stupid question as it was off. But it makes no difference.
I still get the "couldn't look up your hostname". I get in the log
file ~nouser@212.38.12.58, the IP address is the one that is assigned
to me that time I connect.

I'll try my spare ISP as well. Maybe it's something to do with the
settings for Sting? Does it use Stings ident settings/hostname?

Thanks.

4954. Re: MIDI software and PSU repairs

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 11:53:13 UTC
From: bindon@madasafish.com
Message-ID: <tdln99shqc01dc@corp.supernews.com>
Source record: 47586

Hi

>Hmm - money isn't *desperately* tight. I just don't want to get involved with
>Windows PCs, Linux isn't really up to MIDI *and* multitrack audio yet, Mac
>based solutions *are* too expensive ATM, and I've got an Atari sitting in a
>cupboard, which was perfectly reliable up until it broke...

Was it the PSU that broke? I have 3 or 4 working but not used.

4955. Re: Sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 11:53:18 UTC
From: bindon@madasafish.com
Message-ID: <tdln9eo2ucebe0@corp.supernews.com>
Source record: 47587

On 15 Apr 2001 21:20:08 , Ken Springer wrote:
>It's been 2 1/2 years since I've had an Atari connected to the net. Now
>I need to get my TT back up and running in this area.
>
>Would someone post where I can get the current copy of Sting? I'll be
>using CAB 2.5 and Newsie .94.

Have you looked on the chapelie ftp server? James Haslams site had
it as well.

Bye

4956. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 11:53:21 UTC
From: bindon@madasafish.com
Message-ID: <tdln9hhnltkae3@corp.supernews.com>
Source record: 47582

On 15 Apr 2001 22:23:30 , Derryck Croker wrote:
>From: "Mark Bedingfield" <atari@tpg.com.au>
>Date: Sat, 14 Apr 2001 10:50:32 +1000
>
>>> Hmm, my Falcon's running at 1024*704 but only in 16 colours until I get
>>> the CT60. I'm using my Microvitec monitor that can do ST low res so
>
>>1280x960 is possible but a bit flickery in 16 colours. Fine in 2 colours,
>>which is TT high.
>
>Hmm, depends on your tolerance: Personally, 1024*768 in 16 colours with a
>50MHz clock (CT2) had me reaching for the Videlity config prog to set it
>back to the 864* whatever that I have decided is the best trade-off for me.

What, slowing down the system too much? I thought it would be able to
do that res fine. I use 1024*704 in 16 colours and it's quite usable.

4957. Re: What's Your Favorite

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 11:53:23 UTC
From: bindon@madasafish.com
Message-ID: <tdln9jrar4jse5@corp.supernews.com>
Source record: 47588

Hi

>> Currently I have just the 48x speed CDROM and 1.7Gb IDE and two
>> floppys but I have space for 2 long depth 5.25" drives (CDROMS etc),
>> 2 short depth 5.25" bays and another 2 3.5" HD's.
>
>How did you cable the floppys? I tried once and it didn't work. tried
>setting up 2 drives one set to drive 1 and the other drive 0 but no joy.

Err, hmm, ahh I lied about the 2 floppys. I was going to try it
yesterday but never got around to it. I'll try it today as I have a
high density drive in my STE being wasted. I'll put a DD in there.
It should work if you change the ID on both drives to be different. I
did this on an Acorn A5000 and it worked fine. ID0 will be the A drive
and ID1 is the B drive.

4958. Re: What's Your Favorite

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 11:53:26 UTC
From: bindon@madasafish.com
Message-ID: <tdln9mkgvhfte8@corp.supernews.com>
Source record: 47583

On 16 Apr 2001 18:40:05 , "Mark Bedingfield" wrote:

Hi again!

>How did you cable the floppys? I tried once and it didn't work. tried
>setting up 2 drives one set to drive 1 and the other drive 0 but no joy.

Right, if you look at the schematics they haven't connected the select
line for the 1 drive (B)! It even labels it as drive select 1 but
with no connection to it! Right, I deleted my ST schematics so I
can't be too sure which pin the select line comes off from the Yamaha.
I remeber that it was phsyically next to drive select 0 but I can't
remeber if it was left or to the right.

Not sure if TOS has the code though as in the Falcon design they
removed the external floppy drive socket. Magic will support it
(I think) but that pin of the Yamaha may be used for something else.
There was a spare pin on the schematics next to drive select 0.
I'll have to compare against the ST schematics.

Time to head off to fortunecity schematics!

Bye!

4959. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 12:24:07 UTC
From: bindon@madasafish.com
Message-ID: <tdlp37g364rq90@corp.supernews.com>
Source record: 47589

On 16 Apr 2001 11:00:13 , kaitxo@cix.compulink.co.uk wrote:

Hi!

>Thanks to bindon@madasafish

I have a name y'know!

>I can now connect my Falcon to the 'net using
>CAB (and STing) and an old DIAL.SCR I had set up ages ago for Freeserve.
>However, Freeserve seem to have changed their email so that it looks like
>it's now all done with Java script. That means I can't seem to set up a
>new account (and email) for the friend I'm passing the computer on to.

I've never liked Freeserve, they were useless for email.

>I've tried a couple of other free ISPs (freewire and madasafish) and set
>up accounts using my PC. However, although connection to the ISPs appears
>to go ok, the connection only appears to work one way - from me to them.
>If I enter a URL I get Error back. If I do a "ping" then nothing is coming
>back.

Hmm, never had that occur before.

>Does anyone have a DIAL.SCR for any of the current "free" ISPs that
>will enable me to set up an email account that I can access with the
>Falcon set up that they would be willing to send me (with the personal
>bits cut out of course).

Yeah of course! I use Madasafish daily and it's getting better by the
day. I'll send it over to you, both default.cfg and the dial.scr.

Bye!

4960. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 12:51:48 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3ADAEAE4.7A4FB580@chello.nl>
Source record: 47590

Hi

Harry Sideras wrote:
>
>
> This is not an Everest problem, but an FWP problem.
> For some bizarre reason FWP forces the Clipboard to within the folder
> that FWP resides in. FWP didn't recognise a system-wide clipboard when
> it was written (it probably pre-dated the concept tbh).

I suppose FWP uses the following AES functions:
They are used for communicating the location of the clipboard between applications.
And yes, the location is remembered by the AES.

int scrp_read(char *scrap_path)
This returns the current pathname of the clipboard if there is one.
scrp_write(char *scrap_path)
This replaces the pathname of the clipboard for subsequent retrieving by
scrp_read.

I suppose also that the #_SCP directive initializes this pathname within the AES.

Problems can arise when a program doesnt read it.

Note that scrp_write() is intended for use by configuration utilities like CPX's
or desktop programs.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4961. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 12:56:52 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3ADAEC14.513FA9AD@chello.nl>
Source record: 47591

Lonny Pursell wrote:
>
> On Sun, 15 Apr 2001, Henk Robbers wrote:
>
> > Hello!
> >
> > There is a new version on my home page (in sig).
>
> Niceness! I love this program. ;-)
>

Then it is all yours. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4962. Re: breakthru 2 sequencer

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 13:10:53 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <ycCC6.527$IL5.1615@NewsReader>
Source record: 47592

Hello.

"Lee" <homestudio@btinternet.com> wrote in message
news:9bej0v$26l$1@plutonium.btinternet.com...
> hello can anyone help me i am looking for a copy of this program for the
> atari st/e i tried looking at software technlogies site and got no joy i
> also sent barrie at keychange atarispares aline but no joy

'Tis Easter, don't I get any rest?

I have a copy of Breakthru 2 in stock, I have also emailed Lee today to
advise.

Barrie www.keychange.co.uk

4963. Re: CAB/Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 14:18:58 UTC
From: jflemaire@belgacom.net
Message-ID: <3adb0ec43a19bb0@belgacom.net>
Source record: 47593

Hi,

on Fri 13-04-10 19:10 Martin \"Nightowl\" Byttebier wrote:

>on Fri 13-04-2001 00:44 Jean-Franï¿½ois Lemaire wrote:

>>Same problem here. Yellow changes to black. The only solution I know of is
>>opening the Color Setup CPX and clicking the "Reload" button. This
>>reinstates the system's colour palette.
>
>No the above isn't normal. On my system the desktop colors doesn't change
>when I load Cab. There are programs such as Looknsee which change the
>colors but they all, except 1stguide, quits nice No messing around with
>the colors. As said just 1stguide behave bad
>Are you using a background picture and if so uses that picture the system
>color palet?

No, I'm not. Some programs affect the system's color palette and this is
not a Thing-related problem: it's system-wide. The yellow stays black
until I reset the original color palette or I shutdown the system. And
just the yellow is changed.
I just took a look at the Color Setup CPX and I saw something weird:
when I select the black colour, the RGB cursors on the right are all set
to "0", which is normal. But when I select the yellow colour, the cursors
are also set to "0"! Which, of course, isn't normal. So, there's
definitely a problem here. I'd be glad if someone could explain that
strange behaviour to me.

J-F.

4964. Re: PAL/NTSC?

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 14:42:05 UTC
From: swampfox1@earthlink.net
Message-ID: <1xDC6.5637$u23.491076@newsread2.prod.itd.earthlink.net>
Source record: 47594

On 15 Apr 2001 03:45:19 , John Garone wrote:
> The converteris called a VGA-801 and I bought it from a
>>place in Illinois called Matco. The cost was around $85-$90. The url
>>site address is: http://www.mat-co.com/
>>
>>Edward S. Baiz Jr.
>> (Gamer)
>
>Thanks ED, I'll check it out.
> John G.
>.

Hi Ed,
I did'nt see anything related to PAL/NTSC at mat-co (or matco)!
John G.

4965. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 15:11:16 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <987447864-157243AEicMi@frisurf.no>
Source record: 47514

```
>>I must say that for some reason I get an "error >file, not found message"
>>when I want to retrieve a file directly >(ftp://name.of.theserver/bla/file.lzh)
>
No problems with Fiffi 1.10 which is delivered with CAB. You will get what you want at
about 3000 bps.

--
Norvald
e-n-bor@frisurf.no
<Atari Falcon>
```

4966. Re: amail

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:03:59 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3ADB17EF.97A2EF8@boeing.com>
Source record: 47497

u:\tmp is an alias of d:\tmp. d: is a minix partition.
Amail recognizes that there is an old mail file on u:\tmp
when I start it up and asks if I want to import it.
However, the import fails every time. Same thing happens
when I download new mail, which replaces the old mail file.

Milton Horst

Steve Sweet wrote:
>
> Hi Milton
>
> >I'm having trouble getting amail to work.
> >It downloads the mail messages from the ISP OK and puts them into
> >a file on u:\tmp, but then fails when it tries to import them into
> >the inbox.
>
> u:\tmp is a virtual folder on a virtual drive isnt it?, not a physical
> device, so unless youre using an alias the file will disappear when a
> new one comes along..
>
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4967. Re: CAB/Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:18:58 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3ADB1B72.F85E1631@boeing.com>
Source record: 47500

I went into the Color CPX and did a "save".
Now the normal desktop colors return when I exit CAB (or iconify it).
The problem now is that the background color of the desktop is now
the background color of selected items (reverse video) on the top
menu bar, and also the color of the bar cursor sometimes.
I guess I need to learn more about how the palette works.

Milton Horst

Martin \"Nightowl\" Byttebier wrote:
>
> on Fri 13-04-2001 00:44 Jean-Franï¿½ois Lemaire wrote:
>
> >on Thu 12-04-10 17:01 Milton Horst wrote:
> >
> >>When I run CAB, the icons on the Thing desktop change to a dark blue
> >>color, and don't return to normal after exiting CAB. Is there a
> >>solution for this?
> >
> >Same problem here. Yellow changes to black. The only solution I know of is
> >opening the Color Setup CPX and clicking the "Reload" button. This
> >reinstates the system's colour palette.
>
> No the above isn't normal. On my system the desktop colors doesn't change
> when I load Cab. There are programs such as Looknsee which change the
> colors but they all, except 1stguide, quits nice No messing around with
> the colors. As said just 1stguide behave bad
> Are you using a background picture and if so uses that picture the system
> color palet?
> A much shorter solution is just hit [control]+[shift]+L. This command will
> reload the current Thing setup, at least that's is so in Thing 1.27b.
>
> hth,
> Martin
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@pandora.be*********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4968. The name of the game(s)

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:29:36 UTC
From: Piotr Adamiak <apjapj@poland.com>
Message-ID: <3ADB1DF0.3000604@poland.com>
Source record: 47498

Hi,

I am trying to recall the name of a game for the ST. This title was
based on the Living Dead series by Romero and was an FPP RPG inside a
large hypermarket. Does anyone recall the title and where can I get it
now ?
Also where there any other titles from this series / this type ? :)

Thanks in advance ! :)

APJ

4969. IDE CD Writer?

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:31:38 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3ADB1E6A.44846F15@boeing.com>
Source record: 47507

Has anyone successfully used an IDE/ATAPI CD Writer (i.e. recorder)
on an Atari or clone? If so, what software did you use?
I'm thinking of adding one to my Milan, since I still don't have
a driver for my SCSI card yet.

Milton Horst
Seattle, WA USA

4970. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:43:04 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.00000073.0152f3e4@id-68569.user.dfncis.de>
Source record: 47499

Moin Lyndon,

> Yeah!

the archive *gt970907.lzh* must be in your box now.

Diedrich

4971. Wollersysteme

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:47:05 UTC
From: jtake <mail@jtake.net>
Message-ID: <9bf7gd$gr5$1@nw031.infoweb.ne.jp>
Source record: 47501

I did shopping with Wollersysteme.(http://www.woller.com/)
but,Goods are not delivered.
I paid money with VISA.

It is there the same person as me?

They do not give the answer.....

--
Regards,

jt

4972. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:50:11 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bf7s3$2da$1@plutonium.compulink.co.uk>
Source record: 47503

Hi Lyndon,

On 15 Apr 2001 09:53:44 , Lyndon Amsdon wrote:
>On 15 Apr 2001 02:08:21 , Harry Sideras wrote:
>>> Anyone have any suggestions to a program that can display common
>>> file formats (Gif, Jpeg etc) and play samples (wav avr etc).
>>> Must be fast loading and dithering quality isn't too important as
>>> long as it does it quickly (faster than Imagecopy doing Floyd
>>> Steinberg!)
>> 1stGuide handles IMG, GEM, JPG, PNG, MPG, AVR and RSC files pretty
>> neatly. Not necessarily the best at all those, but quick and neat.
> This is what I was using at one stage. The lack of GIF is annoying
> though. Sound isn't too much of a concern as I could try Gemjing
> for this.

Sure, but 1st Guide will cover you for several of them. I've never had too much luck with Gemjing tbh, but wasn't there something called "505" that handled several formats? I'm sure you can find some small utility that'll cope with GIF - wasn't MGIF supposed to be quite good?

My other point was to ask what the problem would be with keeping your viewing program in memory? I know I'm (more than a bit) spoilt by having 34Mb on hand here, but if you're multitasking, what's the problem? If you were to complain about memory fragmentation I could definitely sympathise...

rgds
H

4973. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:50:15 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bf7s7$2da$2@plutonium.compulink.co.uk>
Source record: 47504

Hi Peter,

On 15 Apr 2001 17:00:17 , xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>> On 13 Apr 2001 20:01:30 , xlator@cix.compulink.co.uk wrote:
>>> To add to the discussion some months back about the Everest
>>> clipboard. I have 'GEM Clipboard On' activated, but I find that
>>> (at least sometimes - perhaps mostly) Everest doesn't save text
>>> copied with ^C to the CLIPBRD folder on C:\, but to a CLIPBRD
>>> folder in E:\1WORD_PL.US\ which it will create if I delete the
>>> existing one.
>> This is not an Everest problem, but an FWP problem.
>> For some bizarre reason FWP forces the Clipboard to within the
>> folder that FWP resides in. FWP didn't recognise a system-wide
>> clipboard when it was written (it probably pre-dated the concept
>> tbh).
>> The only way around this is to reboot after you use the clipboard
>> within FWP AFAIK...

I've just thought that it may be possible to reload MAGX.INF or
NEWDESK.INF to correct the problem. Worth a try?

> I knew that FWP had that problem, but why does it affect Everest
> as well? Even to Everest creating the renamed CLIP1WP folder when
> one didn't exist (because I deleted it after FWP had written it).

FWP must override the entire system environment, rather than affecting
single programs. That's why I suggest reloading the desktop
environment. Everest probably sees that an env var exists and doesn't
change it. I assume you have "GEM Clipboard On" in the parameters
menu? If it were "Off" it will probably force its own alternative
(which probably won't be C:\CLIPBORD\ either!)

>>> Another thing: I have noticed that occasionally Everest won't
>>> accept the [Alt]-ASCII combination for producing higher ASCII
>>> characters such as Umlauts. *Mostly* it is OK, but sometimes
>>> nothing appears in the dialog, though it will appear in the text
>>> itself immediately after. Reloading Everest usually cures it.
>>> Again - any ideas?
>> It could be interference from another program in the same session,
>> but apart from that, none. Sorry Peter...
> Thanks. Note my correction that the problem only appears in the
> Search and Replace dialog, but not in the text. I have not been
> able to pin down just *when* it happens :-(

I've just tried this and can't get high-ASCII in that dialog either
when I type it directly, but if I cut and paste from a document into
the dialog, then there's no problem. Doe sthat sound familiar?

> LATER: It /seems/ to happen when I run Everest from the desktop,
> either by double-clicking on it or using Thing's keyboard shortcut
> for Installed Application. When called from within CixRead it is OK!
> Even stranger...

I'm typing in Everest, having been launched from Newsie, and it
doesn't work. Maybe it's a problem with Everest which is compensated
for when it's launched from a modern and aware application? (But, in
truth, I made that up, so just ignore me!).

rgds
H

4974. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:50:17 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bf7s9$2da$3@plutonium.compulink.co.uk>
Source record: 47502

Hi Derryck,

On 15 Apr 2001 22:15:24 , Derryck Croker wrote:
> From: xlator@cix.compulink.co.uk Date: 13 Apr 2001 20:01:30 GMT
>> #_SCP C:\CLIPBRD\
> I believe that this is the only entry you need; everything here
> works perfectly with this as the only Clipboard entry.

The name of a clipboard depends on the application - it may give it its own term. As such, I've been forced to add the following over the years:

#_ENV SCRAPDIR=C:\CLIPBRD\
#_ENV TEMP=C:\CLIPBRD\
#_ENV TMP=C:\CLIPBRD\
#_ENV TMPDIR=C:\CLIPBRD\

It won't hurt to have these. If the application doesn't look for these variables then it won't find them. There should be some description in the docs if it wants to use these variables for any other reason. I always look at the Env Vars of a program and ensure they're explicit in case something else changes them unexpectedly.

>> Another thing: I have noticed that occasionally Everest won't
>> accept the [Alt]-ASCII combination for producing higher ASCII
>> characters such as Umlauts. *Mostly* it is OK, but somethimes
> I've never used this, but the test I just gave it was %100. TBH, I
> use a utility like inschar.acc to insert accented chars when I need
> them - however, I realise that you use them a lot! :-)

Right-clicking on Menuinfo gives me a character table I can insert into text easily, but unless I'm mistaken Everest's dialogs are "blocking" to screen elements outside of it, rather than window'd.

Have I missed something here? How would you use INSCHAR in this situation?

rgds
H

4975. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:50:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bf7sb$2da$4@plutonium.compulink.co.uk>
Source record: 47505

On 15 Apr 2001 18:51:32 , Lonny Pursell wrote:
>On Sun, 15 Apr 2001, Henk Robbers wrote:
>> There is a new version on my home page (in sig).
> Niceness! I love this program. ;-)

Err... what is it? I haven't heard of it before...

rgds
H

4976. Re: Crazy Dots problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 16:50:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bf7sd$2da$5@plutonium.compulink.co.uk>
Source record: 47506

On 16 Apr 2001 10:41:42 , Lyndon Amsdon wrote:
> On 15 Apr 2001 21:00:21 , Edward S. Baiz Jr. wrote:
>> A friend of mine is having trouble with his Crazy Dots card that
>> is connected to his TT. The color keeps fading in and out when he
>> displays 256 color pictures. Sometime the color is not even there.
>> Seems to me there is a loose connection somewhere.
> Check it isn't the monitor first. I'm sure you've probably done
> that. The only thing you could do is resolder the joints on the
> board. Is it fading from colour to black&white or losing one of the
> primary colours, eg blue, green or red?
> May be the connections to the video port, they may loosen like the
> mouse/joystick ports on the Atari keyboards.

I'd also be prepared to press any socketed chips into place (if there
are any - I can't remember tbh). Earth yourself first, of course...

rgds
H

4977. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 17:06:17 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3adb34466614fc1@pandora.be>
Source record: 47508
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**hades-utils**
ftp://chapelie.rma.ac.be/atari/hades-utils/hades_b6.zip (285.293 bytes)
(hades_b6.acc. German docs)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/powersaver.zip (18.863 bytes)
(turn off the sync signals of the monitor after
5 minutes of non-activity)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4978. 56k ext.modem in the States

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 17:53:20 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <987447298-613618AEicMi@xs4all.nl>
Source record: 47510

Hello,

Can anyone recommend a brand of 56k external modem which works
well on Atari's and is available in the U.S.A. (OHIO) and
please give an adress where you can buy them ?

Thanks very much
Dan

4979. [WEB] Aniplayer 2001 v2.15

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 18:05:58 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <9bfca6$8mr$2@wanadoo.fr>
Source record: 47511

Hi,

There are a new version of d'Aniplayer on my site.

News on this version 2001 (2.15):

- On FALCON when 'without GEM' is checked the right clic of the mouse
as the same results than 'ESC'.
- Now you can choice a bloc into the horizontal cursor with SHIFT-clic
or double clic, or with the right popup of the main window. The
beginning and the end are copied when a save box is called.
- Function 'INTRO' added in the Playlist.
- The quality option for MP3 (created in v2.14a) is now separated
than the general quality option. You can change this option when
an MP3 is played and save it (the MP3 quality option replaces the
general quality option in the right popup and the main menu).
- Video MPEG more fast without DSP (20% for I-frames and 10% for P
and B frames). And now the DSP writes directly to screen when
'I-frames only' is selected under FALCON and 'without GEM'.
- With MPEG files, there are a new possibility to display 1/4 of
I-frames in the display configuration box (for big pictures the
speed is increased and it's the only way to listen sound without
repeats).
- MP2 sound more fast with the DSP (it's important for video MPEG
with sound ;-)). There are an average CPU load of 4% on my CT2B
and MP2 44,1 KHz files.
- MP3 more fast with the DSP, now with the quality option is removed
all MP3 44,1KHz files are played in stereo on a FALCON with a DSP
a 32 MHz (CT60 or a normal FALCON). There are average CPU load of
15% on my CT2B and MP3 44,1KHz files. Without DSP, the CPU load is
reduced by some %.
- Bugs fixed: Save the sound of an MPEG file into an MP2 file,
MPEG files > 524 Mo (the limit is now at 4 Go), etc...
- And more...

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

4980. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 18:12:10 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <9bfclq$5iv$1@plutonium.compulink.co.uk>
Source record: 47512

> >Thanks to bindon@madasafish
>
> I have a name y'know!

Indeed you have - thanks Lyndon!
>
> Yeah of course! I use Madasafish daily and it's getting better by the
> day. I'll send it over to you, both default.cfg and the dial.scr.

Thanks for those too.

Something odd is happening. I can set up DIAL.SCRs for Freeserve, madasafish and Freewire and connect with all of them. When connected (with STinG) I can use the ping tool to ping to almost any ISP (there is one exception - see later), so I clearly have a two way connection. When I dial and connect to Freeserve, all is well - I can type in any URL and it connects. With Freewire and Madasafish, no matter what URL I type in, I get "Error File not found" (remember that I can "ping" from both of them).

To add to the confusion, I can seem to connect to madasafish, but I get nothing back if I ping it. If I connect from Freeserve or Freewire, while I can ping any other ISP, I get nothing back from Madasafish.

It's all odd - and frustrating! I don't know where the problem lies - with STinG (but it seems to connect OK and "pings"), or with CAB (but with Freeserve it's fine).

All advice appreciated!

Andrew Harvey

4981. Dutch ppl around ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 18:20:39 UTC
From: Sander Nooy <s.nooy@sandernooy.nl>
Message-ID: <9bfdaqfn1@azure.nl.gxn.net>
Source record: 47513

hiya,

looking for Dutch Atari ppl ....

also looking for a Atari ST HD .... seeing to the fact that I live in The Netherlands, I'll be needing dutch ppl who have spare/2nd hand/new HD's for the atari ST ...

SN

4982. ASCII

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 19:16:24 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <000fa6ca@fmlynet.org>
Source record: 47524

FamilyNet Newsgate

Hello Peter!

XL> Although technically you are correct, it seems usual
> to call characters between 128 and 255 decimal (i.e.
> using the 8th bit) 'upper ASCII' for ease of
> description.

It's certainly a common mistake. Calling characters outside the ASCII set 'upper ASCII' is really no more easy than calling them 'extended characters' or by the name of a standard if they adhere to one. It also perpetuates the myth that they are part of the ASCII character set.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4983. March 2001 issue of MyAtari available to download

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 19:20:19 UTC
From: Matthew Bacon <matthew@myatari.net>
Message-ID: <3adb454e_1@news.bizonline.net>
Source record: 47517

Dear Atari users,

I am pleased to announce that the March 2001 issue of MyAtari magazine is
now available to download from www.myatari.net. The latest issue can now be
read online or downloaded and read at your leisure ;-)

Talk soon, I hope everyone had a good Easter!

Matthew Bacon
URL: http://www.myatari.net
E-mail: matthew@myatari.net

4984. Computer Show

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 19:34:13 UTC
From: tvanns@cix.compulink.co.uk
Message-ID: <9bfhfl$8k3$1@plutonium.compulink.co.uk>
Source record: 47515

This weekend coming (21 / 22), there is a computer show run over both days
at Alexandra Palace. We at the Portfolio Club (UK) will be there both days
with a stand to see what it is like.
The blurb from the organisers say the following will be there :-
Computer Systems
Peripherals
Upgrades
Consumables
Telephones
Radio Transmitters, Receivers and Scanners
Satellite TV
Radio Systems
Electronic Components
So if you haven't got anything planned, why not pay it a visit.
It opens at 10pm

Tim

4985. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 19:38:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3adb581a8212080@pandora.be>
Source record: 47516

on Mon 16-04-2001 15:11 E Norvald Bordal wrote:

>>>I must say that for some reason I get an "error >file, not found message"
>>>when I want to retrieve a file directly >(ftp://name.of.theserver/bla/file.lzh)
>>
>No problems with Fiffi 1.10 which is delivered with CAB. You will get what you want at
about 3000 bps.

Sure. *IF* you have MagiC and Iconnect otherwise no go. Fiffi is one of
these goodies which requires a specific OS in order to work.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4986. Re: making a living on Atari (was: Re:

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 20:12:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987528464-42784AEicMi@madasafish.com>
Source record: 47463

Hi Charles

> Atari users have revealed themselves in recent threads in this group.

Oops!, yes i remember that, i'd forgot i'd just got out of the shower!!!

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4987. Re: Wollersysteme

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 20:14:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987528468-43565AEicMi@madasafish.com>
Source record: 47462

Ji JT

>I did shopping with Wollersysteme.(http://www.woller.com/) but, Goods
>are not delivered.

>I paid money with VISA.

So at least your money is safe, has the transaction appeared on your
statement??.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4988. FS/T: Atari ST items and more... [04/16/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 22:27:15 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <basmdt4bcdtjf3gfj4okm1mgjtsho20c07@4ax.com>
Source record: 47518

```
Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple ][ computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

4989. Re: 56k ext.modem in the States

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 22:36:25 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104162235010.79-100000@Hades060>
Source record: 47526

On Mon, 16 Apr 2001, Dan wrote:

> Hello,
>
> Can anyone recommend a brand of 56k external modem which works
> well on Atari's and is available in the U.S.A. (OHIO) and
> please give an adress where you can buy them ?

I have a Zoom 56k, seems to work ok for me. Got it at
a place called Staples. I'm in Ohio as well.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4990. Re: AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 22:47:25 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104162238420.79-100000@Hades060>
Source record: 47528

On Mon, 16 Apr 2001, Lyndon Amsdon wrote:

> On 15 Apr 2001 18:47:04 , Lonny Pursell wrote:
>
> It's not a stupid question as it was off. But it makes no difference.
> I still get the "couldn't look up your hostname". I get in the log
> file ~nouser@212.38.12.58, the IP address is the one that is assigned
> to me that time I connect.
>
> I'll try my spare ISP as well. Maybe it's something to do with the
> settings for Sting? Does it use Stings ident settings/hostname?

If you you leave the hostname line blank, it sends the IP
as seen above. If put something into the hostname line it
sends that. However, the hostname field is not used for
indent, it's used to log into the server and the servers tend
to assign you an IP anyway if your connection is too far.
Also if your IP is dynamic (changes) then setting this is
probably pointless. There is no function get_hostname() in STiK
far as I know, so the hostname field is only really useful
for someone with an fixed IP that never changes.

I am not sure what STinG offers, if it has it's own ident server
built in to the stack, I would let STinG handle the indent.
Hense the reason why I put in the ident toggle, I think STiK2
has an ident server, but I'm not sure on the either.

Just getting on IRC seems problematic for me too, I'm down to
one server that will even let me on IRCnet.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4991. Re: Crazy Dots problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 22:51:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104162248350.79-100000@Hades060>
Source record: 47527

On Mon, 16 Apr 2001, Edward S. Baiz Jr. wrote:

> Well the desktop comes up ok, but when he loads in a 256-color gif, the
> colors are messed up. Pessing in on the connection that lead out from
> the card and to the monitor alters the colors in some ways. Sometimes
> the correct colors come back. I will have him try it out with a
> different montor to see just what happens.

It is possible the weight of the cable hanging from the card
has caused the solder joints on the HD-15pin VGA jack to become
broken, or cold soldered.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4992. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 23:06:18 UTC
From: ebaiz@skyenet.net
Message-ID: <KVKC6.195$0m2.3916@newsfeed.slurp.net>
Source record: 47519

On 15 Apr 2001 22:04:29 , Henk Robbers wrote:
>Hello!
>
>There is a new version on my home page (in sig).
>
>TOS.s > v4 are 512Kb.
>Bug fix in PC calculation for addressing modes having PC relative
> base displacement.
>TST instruction: Allow all addressing modes.
>Bug fix in machine switching.

Nice program. Works great on my Hades060.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4993. Re: Crazy Dots problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 23:06:27 UTC
From: ebaiz@skyenet.net
Message-ID: <TVKC6.196$0m2.3916@newsfeed.slurp.net>
Source record: 47522

On 16 Apr 2001 10:41:42 , Lyndon Amsdon wrote:
>On 15 Apr 2001 21:00:21 , Edward S. Baiz Jr. wrote:
>Hi
>>A friend of mine is having trouble with his Crazy Dots card that is
>>connected to his TT. The color keeps fading in and out when he displays
>>256 color pictures. Sometime the color is not even there. Seems to me
>>there is a loose connection somewhere.
>
>Check it isn't the monitor first. I'm sure you've probably done that.
>The only thing you could do is resolder the joints on the board. Is
>it fading from colour to black&white or losing one of the primary
>colours, eg blue, green or red?

Well the desktop comes up ok, but when he loads in a 256-color gif, the
colors are messed up. Pessing in on the connection that lead out from
the card and to the monitor alters the colors in some ways. Sometimes
the correct colors come back. I will have him try it out with a
different montor to see just what happens.
z

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4994. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 23:06:33 UTC
From: ebaiz@skyenet.net
Message-ID: <ZVKC6.197$0m2.3916@newsfeed.slurp.net>
Source record: 47523

On 16 Apr 2001 09:10:23 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sun 15-04-2001 21:00 Edward S. Baiz Jr. wrote:
>
>>If I am trying to download a file with a ftp beginning, it never works.
>>I an sometimes get it to work when just going to a certain folder on a
>>ftp site. However, that does not happen too often. The only time I want
>>to use ftp when I am online under Cab, is to download a file. I hear
>>GAPftp is good for that.
>
>Have you ever thought to use Cab itself to retrieves files from a
>ftp-server? Should work, at least it works with my setup. The only thing
>I must do is set the ftp proxyserver.
>Remember for STing the syntax for the proxysettings is something like
>this:
>
>HTTP-Proxy --->proxy.pandora.be:8080
>FTP-Proxy ---->proxy.pandora.be:8080

Well that is well and good, but I use Magic and STiK2 mostly. I could
give it a try though. Thanks for the tip...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4995. Re: IDE CD Writer?

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 23:06:40 UTC
From: ebaiz@skyenet.net
Message-ID: <4WKC6.198$0m2.3916@newsfeed.slurp.net>
Source record: 47520

On 16 Apr 2001 16:31:38 , Milton Horst wrote:
>Has anyone successfully used an IDE/ATAPI CD Writer (i.e. recorder)
>on an Atari or clone? If so, what software did you use?
>I'm thinking of adding one to my Milan, since I still don't have
>a driver for my SCSI card yet.

Extendos Gold supports IDE. You may want to go there and ask Roger.

http://www.cyberus.ca/~anodyne/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4996. Re: 56k ext.modem in the States

Newsgroup: comp.sys.atari.st
Date: 2001-04-16 23:06:46 UTC
From: ebaiz@skyenet.net
Message-ID: <aWKC6.199$0m2.3916@newsfeed.slurp.net>
Source record: 47521

On 16 Apr 2001 19:53:20 , Dan wrote:
>Hello,
>
>Can anyone recommend a brand of 56k external modem which works
>well on Atari's and is available in the U.S.A. (OHIO) and
>please give an adress where you can buy them ?
>
>Thanks very much

I use a US Robotics 56k FaxModem that I bought at Best Buy...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4997. iMac to Falcon connection?

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 02:24:54 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B700F7BB.11B9D%nameerf@flash.net>
Source record: 47525

Hello!

Just wondering if anyone has ever figured out if there's a way to connect an iMac to a Falcon for file-/web-/printer-sharing? Perhaps some sort of USB to null-modem connection using the RS-422 or RS-232 port? Any thoughts? Thanks!

Mike Freeman
nameerf@flash.net

4998. Falcon RAM Problem - (HDdriver?)

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 03:29:09 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3adbb8a9$0$42872$272ea4a1@news.execpc.com>
Source record: 47529

Hello,

A while back I installed a 14 meg RAM card on the Falcon.
I don't want to go into details, but during fitting,
one of the conductors on the connector of the RAM card
got damaged.

After a great deal of research, I found a connector
that would mate with an irregular pin on my motherboard.

The fitting went very well.
I booted, all programs work great for about 30 minutes.
Then I get vertical dashes on the screen and everything freezes.
I can't really reboot until the machine cools.

This same thing happend when I had the 14meg RAM card installed
with the damaged connector.
I took out the 14 meg RAM card and replaced it with the original 4 meg
Board.
Everything worked fine from then on.

Well, I am miffed as to what to do.
I raised the Falcon slightly to allow more air flow.
That does'nt make any difference.

I tightened the monitor connector. That didn't do it.

Does anyone know what might be causing this problem?
Do I have to reinstall HDDriver.sys?

thanks

ken

4999. Re: IDE CD Writer?

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 07:15:46 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3ADBEDA2.FFDE7002@ooc.de>
Source record: 47534

Milton Horst wrote:
>
> Has anyone successfully used an IDE/ATAPI CD Writer (i.e. recorder)
> on an Atari or clone? If so, what software did you use?
> I'm thinking of adding one to my Milan, since I still don't have
> a driver for my SCSI card yet.

This should work with any CD recorder software that supports the SCSI Driver protocol, which is implemented also for ATAPI by HDDRIVER. As both SoundPool's CDRECORDER and Anodyne's EXTENDOS GOLD cd writer software support this interface, both should work. Note, however, that SoundPool's software does not support long filenames, which may be a killer argument.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5000. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 07:58:05 UTC
From: ht699@po.cwru.edu
Message-ID: <908621E44bigmeanbastard@130.133.1.4>
Source record: 47535

Lyndon Amsdon wrote:

>http://www.czuba-tech.com

OK, thanks
I was wondering because I wasn't getting anymore news emails.

5001. Re: Falcon music apps

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 08:22:03 UTC
From: bindon@madasafish.com
Message-ID: <tdnv9b56p9b800@corp.supernews.com>
Source record: 47536

On 16 Apr 2001 02:46:16 , "Claes Holmerup" wrote:

Hi Claes

>Cubase Audio uses the AIF-format - but there are conversion programs around
>if needed...

Yep quite a few around. I don't think 525 supported AIF IIRC though.
Not a problem though. I think AIF is better.

>Timestretch with CAF? It works - well sort of... It's not great, but useable
>when keeping to very small adjustments. VST or Wavelab are MUCH better...
>:-/

OK :)

>> Is cubase audio any good? I've used the PC version and I liked it
>> a lot. Although I used Soundforge for all the timestretching and
>> effects. Is there anything like Soundforge?
>
>Cubase is by far the best around when you need audio and midi functionality
>with a very good sync - no doubt about that!
>If you've used the PC version previously, you'll probably miss some things -
>like plugin effects and VST-instruments etc, but CAF is actually very good
>and an impressive piece of work for such a slow machine as the Falcon.

I'm not that interested in plugins or the other flashy items.

>I used the Falcon for quite a few years and was very satisfied with it :)
>Nowadays I use a PC, which works even better - and actually has better sync
>between audio tracks and midi/audio than the Falcon ever had...

The PC at school with VST has a latency of about 1 second. Is this
normal for a 500 pentium 3? Seems pretty awful and crackly!
Apprantly it could be video card or motherboard. Emu card in there.
With the patchs I suppose the Falcon is quite good.

>SoundPool's AudioTracker (which doesn't have a midi sequencer) and
>AudioMaster (which is a Mastering program) are also useful programs for the
>Falcon. Check them out at: www.soundpool.de .

Hmm, I wonder if there is a demo. I'll see.

>If you need some hints about what you need and hints about what might go
>wrong, go to my website and have a look at the Falcon and Troubleshooting
>pages.

Yeah. I know about your site. I'm thinking about buying CAF for 125
UK pounds.....

5002. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 08:22:05 UTC
From: bindon@madasafish.com
Message-ID: <tdnv9ddr0fm602@corp.supernews.com>
Source record: 47537

On 16 Apr 2001 18:43:04 , Diedrich Dirks wrote:
>Moin Lyndon,
>
>> Yeah!
>
>the archive *gt970907.lzh* must be in your box now.

It is, thanks! I tried it but I'm looking for /just/ a viewer. I already have Imagecopy 4 which I like, but I'm looking for something like 1stguide, but with better file support. I've heard about gemview so I'll see what that's like.

Maybe I'm being fussy!?

Thanks anyway.

5003. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 08:22:08 UTC
From: bindon@madasafish.com
Message-ID: <tdnv9grs3nni04@corp.supernews.com>
Source record: 47538

On 16 Apr 2001 16:50:11 , Harry Sideras wrote:

Hi Harry

>Sure, but 1st Guide will cover you for several of them. I've never had
>too much luck with Gemjing tbh, but wasn't there something called
>"505" that handled several formats? I'm sure you can find some small
>utility that'll cope with GIF - wasn't MGIF supposed to be quite good?

I'd prefer to have an all in one viewer that supports all graphics.
Sound will be handled by Gemjing I think. I quite liked PHPlayer so
I'll try that again. This has a nice simple interface that doesn't
clog up the display.

>My other point was to ask what the problem would be with keeping your
>viewing program in memory? I know I'm (more than a bit) spoilt by
>having 34Mb on hand here, but if you're multitasking, what's the
>problem? If you were to complain about memory fragmentation I could
>definitely sympathise...

14Mb of memory is much. Once the system started it's 10mb left. Less
programs in memory means less to go wrong. Scanner leaves me with no
memory. I'm not too woried about it taking little RAM up, it's just I
don't want a big application.

I want to be able to double click on the gif or whatever and a window
open up with it. Then I click close and it promtly closes without
leaving menus etc like Imagecopy.

Maybe I'm being too picky? What does everyone else use as there
installed application for graphics?

5004. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 08:22:11 UTC
From: bindon@madasafish.com
Message-ID: <tdnv9jofh5t406@corp.supernews.com>
Source record: 47539

On 15 Apr 2001 12:41:54 , Steve Sweet wrote:

Hi Steve

>>>>Wasn't installed with Jinnee.
>>>
>>>Hm, check in extras (zusatz).
>
>>Like I said in the other reply, I don't think I need it.
>
>You most certainly do need it, its a system extension programmed my
>Manfred himself and allows external stuff to hook into Jinnee someway or
>other.

Ohh, OK. I'll re-read the doc and place it in the right place.

>>I'm using the English ones.
>
>Youre using the results of DDP's, myself and manfred. :-)

Why doesn't the install prg put that program in the right place then!

>>That's why I was getting confused over Scripter, as your installation
>>is differnet to mine.
>
>OK, you can stick to yours if you wish, but sooner or later it /will/
>match mine, if, you want it to work correctly. :-) :-)

Whatever.... :)

5005. Re: 56k ext.modem in the States

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 08:22:14 UTC
From: bindon@madasafish.com
Message-ID: <tdnv9m5626lh08@corp.supernews.com>
Source record: 47540

On 16 Apr 2001 19:53:20 , Dan wrote:

Hi Dan

>Can anyone recommend a brand of 56k external modem which works
>well on Atari's and is available in the U.S.A. (OHIO) and
>please give an adress where you can buy them ?

Do you have Creative stuff over there? Modem Blaster is good which I have. Just about any external modem will work. Just make sure it is Hayes compatible.

5006. Re: [WEB] Aniplayer 2001 v2.15

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 08:22:16 UTC
From: bindon@madasafish.com
Message-ID: <tdnv9of99bfg09@corp.supernews.com>
Source record: 47541

On 16 Apr 2001 18:05:58 , Didier MEQUIGNON wrote:

Hi

>- MP2 sound more fast with the DSP (it's important for video MPEG
> with sound ;-)). There are an average CPU load of 4% on my CT2B
> and MP2 44,1 KHz files.
>- MP3 more fast with the DSP, now with the quality option is removed
> all MP3 44,1KHz files are played in stereo on a FALCON with a DSP
> a 32 MHz (CT60 or a normal FALCON). There are average CPU load of
> 15% on my CT2B and MP3 44,1KHz files. Without DSP, the CPU load is
> reduced by some %.

How do you keep on making it faster!!

I think it's time to register.

5007. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 08:22:19 UTC
From: bindon@madasafish.com
Message-ID: <tdnv9raot7tj0c@corp.supernews.com>
Source record: 47542

On 16 Apr 2001 18:12:10 , kaitxo@cix.compulink.co.uk wrote:

Hi

>Something odd is happening. I can set up DIAL.SCRs for Freeserve,
>madasafish and Freewire and connect with all of them. When connected (with
>STinG) I can use the ping tool to ping to almost any ISP (there is one
>exception - see later), so I clearly have a two way connection. When I
>dial and connect to Freeserve, all is well - I can type in any URL and it
>connects. With Freewire and Madasafish, no matter what URL I type in, I
>get "Error File not found" (remember that I can "ping" from both of them).
>
>To add to the confusion, I can seem to connect to madasafish, but I get
>nothing back if I ping it. If I connect from Freeserve or Freewire, while
>I can ping any other ISP, I get nothing back from Madasafish.
>
>It's all odd - and frustrating! I don't know where the problem lies - with
>STinG (but it seems to connect OK and "pings"), or with CAB (but with
>Freeserve it's fine).

Steve Sweet also uses an old ST with Madasafish so you may want to ask
for his script just in case. Have you temporarly tried Newsie or
something similar. Maybe you need a different OVL but your using the
same as mine.... See my email..

5008. Re: AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 08:46:38 UTC
From: bindon@madasafish.com
Message-ID: <tdo0ne24qtp968@corp.supernews.com>
Source record: 47543

Hi

>Just getting on IRC seems problematic for me too, I'm down to
>one server that will even let me on IRCnet.

I couldn't even resolve irc.funet.fi a few days back. Don't know if
it's OK know.

5009. Re: Falcon RAM Problem - (HDdriver?)

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 08:46:40 UTC
From: bindon@madasafish.com
Message-ID: <tdo0ngbnskkh6b@corp.supernews.com>
Source record: 47544

On 16 Apr 2001 22:29:09 , Ken Kosut wrote:

>The fitting went very well.
>I booted, all programs work great for about 30 minutes.
>Then I get vertical dashes on the screen and everything freezes.
>I can't really reboot until the machine cools.

Sounds like the board is duff.

>Does anyone know what might be causing this problem?

No idea. I think the board has the problem.

>Do I have to reinstall HDDriver.sys?

No.

5010. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 09:31:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987576462-77757AEicMi@cwcom.net>
Source record: 47489

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 16 Apr 2001 11:53:21 -0000

>>Hmm, depends on your tolerance: Personally, 1024*768 in 16 colours with a
>>50MHz clock (CT2) had me reaching for the Videlity config prog to set it
>>back to the 864* whatever that I have decided is the best trade-off for me.
>
>What, slowing down the system too much? I thought it would be able to
>do that res fine. I use 1024*704 in 16 colours and it's quite usable.

It's not so much slowing the system down as slowing the video refresh rate -
if you can put up with that then fair enough.

Are you sure about that vertical resolution, for a 1024 horizontal that
should be 768, keeps the 4*3 ratio.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5011. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 09:42:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987576464-78314AEicMi@cwcom.net>
Source record: 47492

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 16 Apr 2001 16:50:15 GMT

>> LATER: It /seems/ to happen when I run Everest from the desktop,
> > either by double-clicking on it or using Thing's keyboard shortcut
> > for Installed Application. When called from within CixRead it is OK!
> > Even stranger...
>
>I'm typing in Everest, having been launched from Newsie, and it
>doesn't work. Maybe it's a problem with Everest which is compensated
>for when it's launched from a modern and aware application? (But, in

I wouldn't call CiXRead a modern, aware piece of software by any stretch of
the imagination! :-)

>truth, I made that up, so just ignore me!).

You're forgiven! ;-)

I'd suggest that Peter move over to QED or Luna?

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5012. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 09:45:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987576466-78814AEicMi@cwcom.net>
Source record: 47490

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 16 Apr 2001 16:50:17 GMT

Hi Harry,

>The name of a clipboard depends on the application - it may give it
>its own term. As such, I've been forced to add the following over the
>years:

Perhaps I've just been lucky then! ;-)

>Right-clicking on Menuinfo gives me a character table I can insert
>into text easily, but unless I'm mistaken Everest's dialogs are
>"blocking" to screen elements outside of it, rather than window'd.

Indeed they are, and most annoying that sort of thing is too.

>Have I missed something here? How would you use INSCHAR in this
>situation?

I meant that I'd use inschar to insert into the actual edit window, there's
no way that it will function in the S&R dialog.

Everest is showing its age now I'm afraid.
--
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5013. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 09:48:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987576470-79309AEicMi@cwcom.net>
Source record: 47491

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Mon, 16 Apr 2001 23:06:18 GMT

>On 15 Apr 2001 22:04:29 , Henk Robbers wrote:
>>Hello!
>>
>>There is a new version on my home page (in sig).

>Nice program. Works great on my Hades060.

Just wish that I knew how to use it, I'd dearly love to do a bit of "digging"
;-) into some of those German progs, peskily compiled with embedded text -
just crying out to be wrenched into English.
--

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/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5014. Tele-Office

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 09:55:37 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <9bh3up$i47$1@newsg3.svr.pol.co.uk>
Source record: 47447

Has anyone got a current e-mail address/web-site details for
Carl-Michael Ewart please?

He took over the Tele-Office fax program and commenced on its rewrite
early last year, but the two e-mail addresses I had for him then
have just bounced back. They were:

carl-michael_ewert@of2.maus.de
and cm_ewert@hrzpub.tu-darmstadt.de

I should appreciate any news!

George Moulder

5015. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 10:22:48 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3ADC1978.18FFC29D@patent.gov.uk>
Source record: 47545

Lyndon Amsdon wrote:
>
> On 16 Apr 2001 11:00:13 , kaitxo@cix.compulink.co.uk wrote:
>
> Hi!
>
SNIP
>
> >Does anyone have a DIAL.SCR for any of the current "free" ISPs that
> >will enable me to set up an email account that I can access with the
> >Falcon set up that they would be willing to send me (with the personal
> >bits cut out of course).
>

Hi Lyndon,

I have connected to UKFantastic at:

http://www.ukfantastic.net/

with Sting etc. If you want a copy of my config and dial, then yell at

rking@zetnet.co.uk

If you're wondering, I'm just too lazy to drop zetnet and I haven't
tried both ISPs head to head for long enough to make a comparison.

Bob King.

5016. Re: UK Free ISPs ? OOPs

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 10:28:52 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3ADC1AE4.DF2C348E@patent.gov.uk>
Source record: 47446

Hi All,

my mail should have been to Andrew Harvey, not Lyndon, sorry both of you

Bob.

Bob King wrote:
>
> Lyndon Amsdon wrote:
> >
> > On 16 Apr 2001 11:00:13 , kaitxo@cix.compulink.co.uk wrote:
> >
> > Hi!
> >
> SNIP
> >
> > >Does anyone have a DIAL.SCR for any of the current "free" ISPs that
> > >will enable me to set up an email account that I can access with the
> > >Falcon set up that they would be willing to send me (with the personal
> > >bits cut out of course).
> >
>
> Hi Lyndon,
>
> I have connected to UKFantastic at:
>
> http://www.ukfantastic.net/
>
> with Sting etc. If you want a copy of my config and dial, then yell at
>
> rking@zetnet.co.uk
>
> If you're wondering, I'm just too lazy to drop zetnet and I haven't
> tried both ISPs head to head for long enough to make a comparison.
>
> Bob King.

5017. Re: Falcon RAM Problem - (HDdriver?)

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 10:58:37 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3adc27d4@dnews.tpgi.com.au>
Source record: 47448

Ken Kosut <kjcat@execpc.com> wrote in message
news:3adbb8a9$0$42872$272ea4a1@news.execpc.com...
>
> Hello,
>
> A while back I installed a 14 meg RAM card on the Falcon.
> I don't want to go into details, but during fitting,
> one of the conductors on the connector of the RAM card
> got damaged.
>
> After a great deal of research, I found a connector
> that would mate with an irregular pin on my motherboard.
>
> The fitting went very well.
> I booted, all programs work great for about 30 minutes.
> Then I get vertical dashes on the screen and everything freezes.
> I can't really reboot until the machine cools.
>
> This same thing happend when I had the 14meg RAM card installed
> with the damaged connector.
> I took out the 14 meg RAM card and replaced it with the original 4 meg
> Board.
> Everything worked fine from then on.
>
> Well, I am miffed as to what to do.
> I raised the Falcon slightly to allow more air flow.
> That does'nt make any difference.
>

Does the card have a simm socket and 16MB simm? Or is it a 14Meg genuine
card? Sounds like a dickey ram chip.

> I tightened the monitor connector. That didn't do it.
>
> Does anyone know what might be causing this problem?
> Do I have to reinstall HDDriver.sys?

No, if it works @4mb it will be fine

5018. Re: What's Your Favorite Atar

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 11:03:52 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3adc2906@dnews.tpgi.com.au>
Source record: 47449

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tdln9hhnltkae3@corp.supernews.com...
> On 15 Apr 2001 22:23:30 , Derryck Croker wrote:
> >From: "Mark Bedingfield" <atari@tpg.com.au>
> >Date: Sat, 14 Apr 2001 10:50:32 +1000
> >
> >>> Hmm, my Falcon's running at 1024*704 but only in 16 colours until I
get
> >>> the CT60. I'm using my Microvitec monitor that can do ST low res so
> >
> >>1280x960 is possible but a bit flickery in 16 colours. Fine in 2
colours,
> >>which is TT high.
> >
> >Hmm, depends on your tolerance: Personally, 1024*768 in 16 colours with a
> >50MHz clock (CT2) had me reaching for the Videlity config prog to set it
> >back to the 864* whatever that I have decided is the best trade-off for
me.
>
> What, slowing down the system too much? I thought it would be able to
> do that res fine. I use 1024*704 in 16 colours and it's quite usable.

mine isn't bad and the slowdown on a CT2 is nowhere near as bad as a bog
bird. Just try gembench (I know its crap in real terms but shows the video
quite well), and check its performance.

Mark

5019. FA: Alfa Data trackball for Atari or Amiga

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 11:13:33 UTC
From: Sean Martin <zdz47@ukgateway.net>
Message-ID: <Y1.H1.DD2kB5mB647DFu7.NR@ukgateway.net>
Source record: 47450

Lots of nice Amiga things to bid for.

http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=tolly1&include=0&since=-1&sort=2&rows=25

5020. Re: UK Free ISPs ? OOPs

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 11:36:29 UTC
From: bindon@madasafish.com
Message-ID: <tdoaltrnqu1779@corp.supernews.com>
Source record: 47451

On 17 Apr 2001 11:28:52 , Bob King wrote:
>Hi All,
>
>my mail should have been to Andrew Harvey, not Lyndon, sorry both of you
>

I've got an account with UF Fantastic as well.

5021. Jag

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 11:49:10 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3adc33a2@dnews.tpgi.com.au>
Source record: 47452

Not the best place to post, but, I am after a Jag with AVP. Where is the
best place/price to get it from? Not worried about Pal/NTSC.

Mark Bedingfield

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom.
Falcon030-4-800MB-SBlaster II. MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, atari@tpg.com.au
****

5022. [ADV] News at Europe Shareware

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 12:11:27 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3adc3cbe21d4d93@free.fr>
Source record: 47453

Dear friends,

[Chatter 1.10]

Chatter, the IRC-client for IConnect, is now also published by
Europe Shareware and its price has been cut down: 22.50 EUR.

http://www.europe-shareware.org/atari/logiciels/chatter.html

[CAB 2.8]

The well known web browser is now also published by Europe
Shareware. New price: 30.00 EUR.

http://www.europe-shareware.org/atari/logiciels/cab.html

[Pack "internaute"]

The "Internaut Pack" now includes CAB, Emailer and Chatter, and
the price remains unchanged: 60.00 EUR.

http://www.europe-shareware.org/atari/packs.html

[Aniplayer 2.15]

Didier Mequignon's indispensable multimedia player is also
available via Europe Shareware: 8.00 EUR.

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

5023. Free Atari Software

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 12:24:05 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <9bhcl5$ol4$1@plutonium.compulink.co.uk>
Source record: 47454

Here's a few Atari programs that are free (except for packing and carriage charges) to good homes:

Superbase Professional
DA Vector Pro
DA Vector
Calligrapher Gold
Fontkit Plus 4
Image Copy 4
Datalite 2
AtariWorks
True Image
True Paint
Positive Image
Atari ST Introduction to Word Processing (Calligrapher Lite)
HyperPaint
Prodata
EdHak

All the above are original copies with manuals

User's Guide to Timeworks DTP (book by David Smith)

I'm in the UK and would prefer to only send here - but if someone's really keen on any of the above (but be aware that some manuals are on the heavy side and could cost quite a bit to post overseas).

Please post this notice anywhere you think there may be some interest.

Replies by email please.

Andrew Harvey

5024. Re: Jag

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 13:05:38 UTC
From: bindon@madasafish.com
Message-ID: <tdoft2laf3n162@corp.supernews.com>
Source record: 47455

On 17 Apr 2001 21:49:10 , "Mark Bedingfield" wrote:
Hi Mark

>Not the best place to post, but, I am after a Jag with AVP. Where is the
>best place/price to get it from? Not worried about Pal/NTSC.

I'd try the local paper or one of those papers full of private adds.
It may take a while but they're usually a lot cheaper and better than
the ones for sale over the internet. Last month I bought a Jag in the
UK, with 15 cartridge games, CD unit (including 2 games), 4
controllers (2 never been used!) and the Jag itself. Scart lead as
well with every single book, manual and orginal packaging!
It was 100ukp.

Try asking over in alt.atari-jaguar.discussion

5025. Re: Where can I get DS/DD floppies in the UK?

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 13:11:44 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9bhfttafo1@newsg1.svr.pol.co.uk>
Source record: 47457

Not seen any for ages. Last lot I got at a radio rally. £5 for 50.

```
Boing <boing@boom.tschack.com> wrote in message
news:9bfk91$656$1@news5.svr.pol.co.uk...
> Cheers,
>
> Boing.
>
>
```

5026. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 13:17:12 UTC
From: Diedrich Dirks <hddirks@t-online.de>
Message-ID: <VA.00000074.0017561b@id-68569.user.dfncis.de>
Source record: 47456

Moin Lyndon,

> I tried it but I'm looking for /just/ a viewer.

maybe I doni¿½t understand you, for Ii¿½m using graftool *only* as a
viewer. In jinnee, gt is anounced with "i¿½ffnen" (open): *.img,
.gif,.gtl,*.pcx,*.jpg,*.tif,*.bmp, so that it starts, when I
choose one of those files.

Diedrich

5027. Re: Reading ST disks on a PC?

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 13:19:33 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9bhftvafo2@newsg1.svr.pol.co.uk>
Source record: 47458

Neil Chester <neil@adel6.freeserve.co.uk> wrote in message
news:9bfdif$jo3$1@newsg1.svr.pol.co.uk...
> Dear All
>
> I am in communication with an author of a programming language environment
> previously available commercially for the Atari ST.
>
> He has not used his ST for a number of years. He has also got master
> copies of all the necessary program files on ST formatted disks, he wants
> to know whether a PC can read these disks?

It should be able to. The drives are mechanically the same.

>
> I have assumed that they are standard 80 track 9 sector ones and therefore
> can be read by a PC - am I right in this?

Most early (pre 1.6) versions of TOS wrote a boot sector that many versions
of MSDOS does not understand.
Later versions wrote an MSDOS boot sector.

> What if they are non-standard (ie 10 sector) can modern HD drives cope
> with funny DD disks??
>

I would think so, but its the software that may give problems.

> I hope that you may be able to give me some guidance on this as I don't
> have a PC to test anything out on! Also I am hoping he will make the
> software available for download on his website - currently he does this
> for IBM PC package that was available some years ago.

If he has problems he can probably use one of the ST emulators to read the
disks and
copy to the hard drive. Both WINSTON (www.atari.org) and GEMULATOR
http://www.emulators.com/ can do this.
Failing that if he still has his ST there is a program to copy data via the
parrallel cable.

>
> Thank you
>
> Neil :-)

No problem

5028. R: Jag

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 13:21:25 UTC
From: Paolo de felice <p.defelice@engineer.com>
Message-ID: <3adc44af$1@news.edisons.it>
Source record: 47459

Try asking in Jaguar Interactive II message board, they will surely help
you!
http://atarihq.com/interactive

Mark Bedingfield <atari@tpg.com.au> wrote in message
3adc33a2@dnews.tpgi.com.au...
> Not the best place to post, but, I am after a Jag with AVP. Where is the
> best place/price to get it from? Not worried about Pal/NTSC.
>
> Mark Bedingfield
>
>
> --
> **
> Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
> 68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom.
> Falcon030-4-800MB-SBlaster II. MegaSTE4-SQ200MB
> Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> 6 more Atari's a Couple of Mac's and a few crappy pc's.
> Mark Bedingfield, atari@tpg.com.au
> **
>
>
>

5029. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 15:24:48 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3ADC6040.35A111E4@chello.nl>
Source record: 47460

Harry Sideras wrote:
>
> On 15 Apr 2001 18:51:32 , Lonny Pursell wrote:
> >On Sun, 15 Apr 2001, Henk Robbers wrote:
> >> There is a new version on my home page (in sig).
> > Niceness! I love this program. ;-)
>
> Err... what is it? I haven't heard of it before...
>

It is a interactive disassembler. Works like a viewer; disassembles on the fly
while scrolling.
Visit my home page.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

5030. Re: Where can I get DS/DD floppies in the UK?

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 15:55:21 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <LIZC6.1676$lL5.14379@NewsReader>
Source record: 47461

Hello.

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in
message news:9bhfttafo1@newsg1.svr.pol.co.uk...
>Where can I get DS/DD Floppies?
> Not seen any for ages. Last lot I got at a radio rally. £5 for 50.

Keychange Music. £5 for 50 plus post.
www.keychange.co.uk

5031. Re: AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 16:26:35 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104171625390.84-100000@Hades060>
Source record: 47467

On Tue, 17 Apr 2001, Lyndon Amsdon wrote:

> >Just getting on IRC seems problematic for me too, I'm down to
> >one server that will even let me on IRCnet.
>
> I couldn't even resolve irc.funet.fi a few days back. Don't know if
> it's OK know.

Even if funet resolves, it no longer let's me on as it used to.
Kicks me off saying unauthorized now.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5032. Re: Where can I get DS/DD floppies in t

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 18:03:11 UTC
From: bindon@madasafish.com
Message-ID: <tdp1av4he8lo37@corp.supernews.com>
Source record: 47464

>
>"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in
>message news:9bhfttafo1@newsg1.svr.pol.co.uk...
>>Where can I get DS/DD Floppies?
>> Not seen any for ages. Last lot I got at a radio rally. £5 for 50.
>
>Keychange Music. £5 for 50 plus post.
> www.keychange.co.uk

Are they new or formatted old ones?

5033. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 18:15:30 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B701D687.11C61%nameerf@flash.net>
Source record: 47465

> Maybe I'm being too picky? What does everyone else use as there
> installed application for graphics?

I personally use multiple programs for different features. Having a Falcon, I normally use JPEGD, 1st Guide, Apex DSP GIF viewer, ST Guide, and Look 'N' See. I too wouldn't mind an all-in-one program, but owning a Falcon, it'd be tough to find one that uses the DSP as well as displaying everything I would ever want to view. So I stick with multiple programs. If Look 'N' See didn't make the screen an odd color, I wouldn't mind that as an all-in-one.

Mike Freeman
nameerf@flash.net

5034. Re: Tele-Office

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 18:45:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200104172045.a31155@su2.maus.de>
Source record: 47437

Hi George,

GM>Has anyone got a current e-mail address/web-site details for Carl-
GM>Michael Ewart please?
in the German Atari soft newsgroup I learned that Carl-Michael has died very suddenly last year. :-(

GM>I should appreciate any news!
It's bad news, sorry.

So if you got the 3.2k version be glad to run the last version. It overcomes the Y2k problem.

Und TTschï¿½
ps

5035. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 19:22:12 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9bi5a0rjs1@newsg1.svr.pol.co.uk>
Source record: 47466

> Harry Sideras wrote:

> > Err... what is it? I haven't heard of it before...

Excellent disassembler. Supercedes EASYRIDER.

Roger

5036. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 19:47:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987617644-555595AEicMi@madasafish.com>
Source record: 47423

Hi Lyndon

>Steve Sweet also uses an old ST

Oy, It certainly is not old, some of it is very young!!!

>with Madasafish so you may want to ask for his script just in case.

I dont use a script, iConnect handles the negotiation automaticaly.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5037. Re: Tele-Office

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 20:33:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200104172233.a42132@b.maus.de>
Source record: 47478

>Has anyone got a current e-mail address/web-site details for Carl-
>Michael Ewart please?
[...]
>I should appreciate any news!

Carl-Michael Ewert passed away last year. Apparently he had a brain tumor.

5038. Re: Falcon music apps

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 20:43:04 UTC
From: Simon Williams <williamssg@cf.ac.uk>
Message-ID: <9bi9ppdsh1@fafnir.cf.ac.uk>
Source record: 47468

I use Cubase VST , i had excellent results on a Celeron 366 using the SB live soundcard. No noticeable latency at all, stunning results and managed 8 audio tracks with virtual effects.. Superb! now Ive upgraded to a Pentium III 700 and it flies! Soundcard is really important, a PCI fully duplex 16 bit card such as the SBlive is a good choice for low cost. I tried an AWE64 gold but not very good and only plays back in crackly 8 bit when recording. I also suggest a reasonable quick EIDE drive.

Simon

SVPworld - Creative music and multimedia
incorporating PSRworld.....
website: http://www.svpworld.com
email: info@svpworld.com

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tdnv9b56p9b800@corp.supernews.com...
> On 16 Apr 2001 02:46:16 , "Claes Holmerup" wrote:
>
> Hi Claes
>
> >Cubase Audio uses the AIF-format - but there are conversion programs
around
> >if needed...
>
> Yep quite a few around. I don't think 525 supported AIF IIRC though.
> Not a problem though. I think AIF is better.
>
> >Timestretch with CAF? It works - well sort of... It's not great, but
useable
> >when keeping to very small adjustments. VST or Wavelab are MUCH better...
> >:-/
>
> OK :)
>
> >> Is cubase audio any good? I've used the PC version and I liked it
> >> a lot. Although I used Soundforge for all the timestretching and
> >> effects. Is there anything like Soundforge?
> >
> >Cubase is by far the best around when you need audio and midi
functionality
> >with a very good sync - no doubt about that!
> >If you've used the PC version previously, you'll probably miss some

things -
> >like plugin effects and VST-instruments etc, but CAF is actually very
good
> >and an impressive piece of work for such a slow machine as the Falcon.
>
> I'm not that interested in plugins or the other flashy items.
>
> >I used the Falcon for quite a few years and was very satisfied with it :)
> >Nowadays I use a PC, which works even better - and actually has better
sync
> >between audio tracks and midi/audio than the Falcon ever had...
>
> The PC at school with VST has a latency of about 1 second. Is this
> normal for a 500 pentium 3? Seems pretty awful and crackly!
> Apprantly it could be video card or motherboard. Emu card in there.
> With the patchs I suppose the Falcon is quite good.
>
> >SoundPool's AudioTracker (which doesn't have a midi sequencer) and
> >AudioMaster (which is a Mastering program) are also useful programs for
the
> >Falcon. Check them out at: www.soundpool.de .
>
> Hmm, I wonder if there is a demo. I'll see.
>
> >If you need some hints about what you need and hints about what might go
> >wrong, go to my website and have a look at the Falcon and Troubleshooting
> >pages.
>
> Yeah. I know about your site. I'm thinking about buying CAF for 125
> UK pounds.....

5039. Re: Computer Show

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 21:14:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bibo0$j49$1@plutonium.compulink.co.uk>
Source record: 47470

In message <9bfhfl$8k3$1@plutonium.compulink.co.uk>, tvanns@cix.compulink.co.uk said:

>This weekend coming (21 / 22), there is a computer show run over both days
>at Alexandra Palace. We at the Portfolio Club (UK) will be there both days
>with a stand to see what it is like.
--SNIP--
>So if you haven't got anything planned, why not pay it a visit.
>It opens at 10pm
^ You mean it's an all-night show? :-)

Regards, /Peter/

5040. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 21:14:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bibo2$j4a$1@plutonium.compulink.co.uk>
Source record: 47471

In message <987489684-75916AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>Same problem seen here - and as you later said, it sort-of works when
>called from within CiX's Atari OLR CiXRead. Sort-of, because here if I
>search for a letter and replace it with an Alt+ASCII one, the letter
>actually doesn't appear in the text. The target letter is deleted though.

That's even stranger - in my case I *always* get the replacement
in the text (provided I can type the character to be replaced or
the replacment), no matter whether the extended-ASCII character is
in the Find or Replace line.

On a related topic, strange things happen with the ISO conversion
sometimes. I am used to both the Mac and PC type of Umlauts, but
recently on some mail from Ulf I got nothing at all for Umlaut-o!
Just a space. Normally I get the division symbol from PCs, or
'=F6' if qp was used.

Regards, /Peter/

5041. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 21:14:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bibo4$j4b$1@plutonium.compulink.co.uk>
Source record: 47472

In message <tdnv9jofh5t406@corp.supernews.com>, bindon@madasafish.com said:

>Why doesn't the install prg put that program in the right place then!

Because it is a freebie extra! Not part of jinnee itself. Of
course, you could easily modify the GEMScript file to make it
install correctly :-) Just read the gscript.hyp.

Regards, /Peter/

5042. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 21:14:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bibo5$j4c$1@plutonium.compulink.co.uk>
Source record: 47469

In message <tdnv9grs3nni04@corp.supernews.com>, bindon@madasafish.com said:

>I want to be able to double click on the gif or whatever and a window
>open up with it. Then I click close and it promtly closes without
>leaving menus etc like Imagecopy.
>
>Maybe I'm being too picky? What does everyone else use as there
>installed application for graphics?

I use the Apex viewers for GIF, TGA and JPEG files as well as FLC.
These have the advantage of switching automatically to Hi-Colour
no matter what resolution you are working in as soon as you click
on the image file, and then back to the original resolution when
you quit by pressing a key. They do leave the screen incompletely
redrawn on my Falcon, but the MagiC 'tidy up' call cleans up
everything again. But I only know of these four programs, not for
other graphics formats. For those I use Look'n See, which is my
default viewer.

Regards, /Peter/

5043. Re: Reading ST disks on a PC?

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 21:14:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bibo8$j4d$1@plutonium.compulink.co.uk>
Source record: 47473

In message <9bhftvafo2@newsg1.svr.pol.co.uk>,
dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk said:

>> I am in communication with an author of a programming language environment
>> previously available commercially for the Atari ST.
>>
>> He has not used his ST for a number of years. He has also got master
>> copies of all the necessary program files on ST formatted disks, he wants
>> to know whether a PC can read these disks?
>
>It should be able to. The drives are mechanically the same.
>
>>
>> I have assumed that they are standard 80 track 9 sector ones and therefore
>> can be read by a PC - am I right in this?
>
>Most early (pre 1.6) versions of TOS wrote a boot sector that many versions
>of MSDOS does not understand.
>Later versions wrote an MSDOS boot sector.

As I've said before, if he still has access to an Atari, there is
a PD program DISKMOD.TOS used to write an MSDOS-compatible
BLOCK0.DAT file to the boot sector of early Atari-formatted
disks *without changing the contents of the disks*. I don't know
if the program would run on an Atari emulator - one would have to
try it with a scrap disk.

Regards, /Peter/

5044. Re: Where can I get DS/DD floppies in t

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 21:18:07 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <lr2D6.2145$lL5.18406@NewsReader>
Source record: 47474

Hello.
"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tdp1av4he8lo37@corp.supernews.com...
> >"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote
in
> >message news:9bhfttafo1@newsg1.svr.pol.co.uk...
> >>Where can I get DS/DD Floppies?
> >> Not seen any for ages. Last lot I got at a radio rally. £5 for 50.
> >
> >Keychange Music. £5 for 50 plus post.
> > www.keychange.co.uk
>
> Are they new or formatted old ones?

At 10, (actually 11 to allow for failures) for a pound, guess!
They're a mix of whatever has come in with purchases, all sold as blanks,
to be formatted by the user, Fastcopy III with verify on and std format
recommended.

Barrie. www.keychange.co.uk

5045. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 21:37:51 UTC
From: bindon@madasafish.com
Message-ID: <tdpdtfe51t5f4b@corp.supernews.com>
Source record: 47475

On 17 Apr 2001 18:15:30 , Michael and Nicole Freeman wrote:
>> Maybe I'm being too picky? What does everyone else use as there
>> installed application for graphics?
>
>I personally use multiple programs for different features. Having a Falcon,
>I normally use JPEGD, 1st Guide, Apex DSP GIF viewer, ST Guide, and Look 'N'
>See. I too wouldn't mind an all-in-one program, but owning a Falcon, it'd be
>tough to find one that uses the DSP as well as displaying everything I would
>ever want to view. So I stick with multiple programs. If Look 'N' See didn't
>make the screen an odd color, I wouldn't mind that as an all-in-one.

Maybe it doesn't if in 15bit colour mode? For sounds I'm using PHPlayer
which is quite good in my opinion. I'm still searching for an image viewer
though. I tried Imagecopy and remebered why I didn't use it as my viewer
last time I tried, it can't have parameters passed to it and doesn't support
drag'n'drop. Gemview just felt "old" and slighty messy interface. Couldn't
understand a word of Graftool.

5046. CCAg 2001

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 22:36:57 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3adcc589_3@athena.netset.com>
Source record: 47476

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 30th, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of
outdoor space is available along with ample parking.

Setup: 29th, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 04/17/2001
User Groups:
Erie PA Atari Group
TI Chips

Cleveland Classic Atari Group

Vendors:
C.S. Vintage Games
L.R.O. Computers
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Fred Wagaman
Harry Dodgson
Alan Hewston
Thomas Mclaren
Andy Frueh
Classic Gamer Magazine
Curt Vendel(Atari Historical Society)
John Litva

Possible Attendees!!!
Michael White(Bally/Astrocade)
Atari7800.com

Special Guest!!!
Pitfall Harry

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room-MAME, etc.

We already have one person bringing a Crazy Climber cocktail arcade game, John Litva. Please email us if you wish to bring an arcade game to the show.

See ya at the CCAG!

5047. Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 22:52:52 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bihg4$mo8$1@plutonium.compulink.co.uk>
Source record: 47477

Hi All,
I finally picked up a 57k6 modem recently, so before I set it up with all my software I thought I'd move my existing 33k6 over to Serial 2 and ensure that was up and running first. Typically, I'm having problems which I'm sure someone can help me with.

I've installed HSmodem 7 to look at the Serial 2 port and disabled STinG. I've set my Terminal program to look at Serial 2 and selected the 150 baud, which should remap through HSModem to 115k2.

The trouble is that the terminal starts up with the report that the modem is online (which it isn't).

I've adjusted everything that would seem to make sense (and one or two things that didn't), but to no avail. Can anyone point me in the right direction with this problem?

rgds
H

5048. Re: Wollersysteme

Newsgroup: comp.sys.atari.st
Date: 2001-04-17 23:58:43 UTC
From: jimd11@mindspring.com
Message-ID: <9bilbj$4r7$1@slb6.atl.mindspring.net>
Source record: 47479

```
On 16 Apr 2001 19:14:04 , Steve Sweet wrote:
>Ji JT
>
>>I did shopping with Wollersysteme.( http://www.woller.com/ ) but, Goods
>>are not delivered.
>
>>I paid money with VISA.

Odd--same thing happened to me. Additional detail--contacted them by
e-mail was told that there were none, but two could be found, to be
shipped Friday, a day which is now long in the past. That item, a 14MB
upgrade, is a catalog item on the web page. I would still like to have
two of those, but ordering from the only source does not work.

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
```

5049. Re: Falcon music apps

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 00:00:45 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <rN4D6.1972$qr.6052@nntpserver.swip.net>
Source record: 47480

"Lyndon Amsdon" wrote:
> On 16 Apr 2001 02:46:16 , "Claes Holmerup" wrote:

> >> Is cubase audio any good? I've used the PC version and I liked it
> >> a lot. Although I used Soundforge for all the timestretching and
> >> effects. Is there anything like Soundforge?
> >
> >Cubase is by far the best around when you need audio and midi
functionality
> >with a very good sync - no doubt about that!
> >If you've used the PC version previously, you'll probably miss some
things -
> >like plugin effects and VST-instruments etc, but CAF is actually very
good
> >and an impressive piece of work for such a slow machine as the Falcon.
>
> I'm not that interested in plugins or the other flashy items.

Me neither. I still use external units for almost everything and just an
occational plugin effect...

> >I used the Falcon for quite a few years and was very satisfied with it :)
> >Nowadays I use a PC, which works even better - and actually has better
sync
> >between audio tracks and midi/audio than the Falcon ever had...
>
> The PC at school with VST has a latency of about 1 second. Is this
> normal for a 500 pentium 3? Seems pretty awful and crackly!
> Apprantly it could be video card or motherboard. Emu card in there.
> With the patchs I suppose the Falcon is quite good.

VST with a latency of 1 second? Terrible! You must have a soundcard without
ASIO drivers then and they're unusable for serious work. My RME Hammerfall
can go as low as 1.5ms latency if using just a few tracks, but in normal
cases, about 6ms - which is totally unnoticable. The rest of my machine is a
PIII866/512MB PC133 RAM/Matrox G450DH/SB Live player 5.1 for games and
stuff.../UDMA100-disk for the system and an UW/LVD SCSI-disk for audio (an
UDMA-disk would have been ok too though...).
I've made some testing of my system and when running 52 audio tracks
simultaneously (which is the limit of the Hammerfall card), with compressor
on every track, plugin effects on about half of them - and 4 Master effects,
I still have no problems. All the tracks stay in sample accurate sync
(something the Falcon simply isn't capable of).
Sorry for being a bit off-topic (this being an Atari-group), but I just had
to comment since the behaviour of your PC is insanely bad...

> >SoundPool's AudioTracker (which doesn't have a midi sequencer) and
> >AudioMaster (which is a Mastering program) are also useful programs for
the
> >Falcon. Check them out at: www.soundpool.de .
>
> Hmm, I wonder if there is a demo. I'll see.

There are demo versions of most of their programs :)

> >If you need some hints about what you need and hints about what might go
> >wrong, go to my website and have a look at the Falcon and Troubleshooting
> >pages.
>
> Yeah. I know about your site. I'm thinking about buying CAF for 125
> UK pounds.....

That's a great price and if you don't need more functions than what CAF has,
why should you pay more for a system which has more functions than what
you'll ever use...?

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

5050. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 00:16:33 UTC
From: jimd11@mindspring.com
Message-ID: <9bimd1$4r7$2@slb6.atl.mindspring.net>
Source record: 47481

On 17 Apr 2001 22:52:52 , Harry Sideras wrote:
>Hi All,
>I finally picked up a 57k6 modem recently, so before I set it up with
>all my software I thought I'd move my existing 33k6 over to Serial 2
>and ensure that was up and running first. Typically, I'm having
>problems which I'm sure someone can help me with.
>

I have a TT, and a modem, and use Serial 2. I do not disable STiNG, and
according to the Modem Setup CPX, am calling for a baud rate of 150,
and am using HSmodem 7. CoNnect and STiNG to a PPP connect both work
without me changing anything.

How did you go about disabling STiNG?

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

5051. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 00:26:25 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3adcecee6ea9502@free.fr>
Source record: 47482

Hello,

in article <9bihg4$mo8$1@plutonium.compulink.co.uk> (comp.sys.atari.st)
Harry Sideras wrote on Tue 17-04-2001 22:52 (GMT):

> The trouble is that the terminal starts up with the report that the
> modem is online (which it isn't).

What about the DTR ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5052. Re: Jag

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 00:51:24 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9bioec$508$1@zingo.tninet.se>
Source record: 47483

On 17 Apr 2001 21:49:10 , "Mark Bedingfield" wrote:
>Not the best place to post, but, I am after a Jag with AVP. Where is the
>best place/price to get it from? Not worried about Pal/NTSC.
>
>Mark Bedingfield
>
>
Hi Mark

If you're after a new one, try 16/32 systems.
http://www.1632systems.co.uk IIRC

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5053. Special Edition of Midi Ax bundled with KCS available.

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 01:11:10 UTC
From: tconrardy2001@aol.com
Message-ID: <20010417211110.22840.00000680@ng-ba1.aol.com>
Source record: 47484

Hello All

Some of you may have heard that Dr T's Midi Ax has been released as Shareware. Midi Ax is an Alternate Mouse controller bundled with the Dr's previous algo-comp application FINGERS.

I have created a special edition of MIDI AX bundled with KCS ver 4, which is the envirment that Midi Ax likes. I have also created a tutorial to get you started. It is within the ZIP itself

Go here:

http://groups.yahoo.com/group/atari-midi-archives/files/APPS/ALGO/MIDIax/

The special edition is configured to run from A drive, but read the directions on this from the tutorial.

In this DIR are also example files (mids) for you to check out as well as the FULL docs.

This is a great program and worth exploring. If you find you are addicted to it, please send in the shareware fee, which is to buy one of Dr T's videos. Its great stuff anyway! well worth it! See my Midi Ax page for details.

Would invite any comments on this new edition of Midi Ax, or any problems you have as well.

Tim
Tims Atari Midi World
http://sites.netscape.net/timconrardy/index.htm

5054. Re: Falcon RAM Problem - (HDdriver?)

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 02:21:59 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3adcfa60$0$12820$272ea4a1@news.execpc.com>
Source record: 47485

On Tue, 17 Apr 2001, Mark Bedingfield wrote:

Hello Mark,

> Does the card have a simm socket and 16MB simm? Or is it a 14Meg genuine
> card? Sounds like a dickey ram chip.

The card is a 4mb/16mb. Jumper is set to 16mb.
I have never tried it in 4mb mode. I was referring to the original
Atari 4mb board.
Simm module is PS/2 EDO RAM 16mb 4x32 60ns
Simm module comes off in one piece.

An electronic technician that I spoke with today suggested the same.
He can check the RAM for me, but not the board.

thanks

ken

5055. Re: Falcon music apps

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 05:41:37 UTC
From: tconrardy2001@aol.com
Message-ID: <20010418014137.05770.00000695@ng-bd1.aol.com>
Source record: 47486

>Although I used Soundforge for all the timestretching and
>effects. Is there anything like Soundforge?

Go here:

Electronic Cow
EC's Atari Midi apps now FREEWARE.
http://ds.dial.pipex.com/electronic_cow/cownet.shtml

Look for SQUASH IT. Excellent ! has 45 different processors to alter sound.
Docs are on line and printable as well.

They also have some cool midi stuff as well. Looks good on the Falcons Higher
Reses.

Tim

Tims Atari Midi World
http://sites.netscape.net/timconrardy/index.htm

5056. Re: MIDI software and PSU repairs

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 05:55:17 UTC
From: tconrardy2001@aol.com
Message-ID: <20010418015517.05770.00000705@ng-bd1.aol.com>
Source record: 47487

> do as an alternative. I'm also interested in a general purpose SysEx patch
>> librarian, as well as specific librarian/editors for the Korg Wavestation
>and
>> Emu Proteus 1.

Go to my Caged Artist page and pick up the Caged Artist Proteus Editor. Good stuff!!

heres the link:

http://sites.netscape.net/timconrardy/cage_art.htm

Tim

5057. Quick FAQ looking for a new maintainer

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 06:03:34 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <W6aD6.1540$8D.3346526@nnrp1.proxad.net>
Source record: 47488

Hi Atari people!

Some of the oldest people on here probably remember me. I used to be rather prolific on this newsgroup. I'm the original maintainer of the Atari ST Quick FAQ at http://quickfaq.atari.org or http://bales.online.fr/atari

Unfortunately, due to family and work obligations, I no longer have the time or motivation to maintain the FAQ. I'm afraid to say that I haven't switched on my atari for a year.

Rather than just let the FAQ die, I believe it would be better to hand it over to someone who really cares and has time to maintain it.

What is the work involved? Well, a large proportion of the links need refreshing, and it needs some general re-writing in some areas. I think it should be refreshed at least every 3-6 months, and a little promoting every now and then.

So, if you're interested in contributing something to the Atari community, let me know. After a week or so, I'll let you know how is The Chosen One...

Thanks,

Nick

--
Nicholas Bales, Toulouse, France
bales@online.fr

--
Nicholas Bales, Toulouse, France
bales@online.fr

5058. New JYBOLAC main page...

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 07:22:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00100647@fmlynet.org>
Source record: 47399

FamilyNet Newsgate

Hey everyone! We now have a new main page for JYBOLAC. It is....

http://www.geocities.com/doctor_clu/JYBOLAC.html

I tried to get a lot more links in there from our members, and well... I
think it is a lot better. Check it out! :)

Doctor Clu
"President" of JYBOLAC
Just Your Basic On-Line Atari Computer (and general 8-bitters club)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5059. iMac to Falcon connection

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 08:32:58 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00100bca@fmlynet.org>
Source record: 47409

FamilyNet Newsgate

Hello Michael!

MF> Just wondering if anyone has ever figured out if there's a way
> to connect an iMac to a Falcon for file-/web-/printer-sharing?

From a hardware point of view I imagine you'd want a USB-Mac Serial port adaptor, and a DTE-DTE serial cable (a regular Mac printer cable would likely do the trick).

The software side is more tricky, and hopefully someone here will have more of a clue than I do. File, printer, and Internet connection sharing are all do-able under unix (and possibly under MiNT). Perhaps similar programs are available for MacOS, I don't know. I would be interested in knowing the answer to that one myself.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5060. Re: [ADV] News at Europe Shareware

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 08:58:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987663510-94670AEicMi@cwcom.net>
Source record: 47445

From: "Pascal Ricard" <paricard@free.fr>
Date: Tue, 17 Apr 2001 12:11:27 GMT

>The "Internaut Pack" now includes CAB, Emailer and Chatter, and
>the price remains unchanged: 60.00 EUR.

If any English-speaking users prefer to buy from Europe Shareware, then
English resource files are available for download from my web site.

The English resource for Chatter is available from the author's web site.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5061. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 08:58:43 UTC
From: bindon@madasafish.com
Message-ID: <tdqlq3m5583384@corp.supernews.com>
Source record: 47493

Hi

>I use the Apex viewers for GIF, TGA and JPEG files as well as FLC.
>These have the advantage of switching automatically to Hi-Colour
>no matter what resolution you are working in as soon as you click
>on the image file, and then back to the original resolution when
>you quit by pressing a key. They do leave the screen incompletely
>redrawn on my Falcon, but the MagiC 'tidy up' call cleans up
>everything again. But I only know of these four programs, not for
>other graphics formats. For those I use Look'n See, which is my
>default viewer.

I think I should give Look'n'See another go then. The good thing
is that it supports modern protocals and it does support all the
file formats I wanted. Thanks Peter

5062. Re: AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 08:58:46 UTC
From: bindon@madasafish.com
Message-ID: <tdqlq64b2g9487@corp.supernews.com>
Source record: 47494

On 17 Apr 2001 16:26:35 , Lonny Pursell wrote:
>On Tue, 17 Apr 2001, Lyndon Amsdon wrote:
>
>> >Just getting on IRC seems problematic for me too, I'm down to
>> >one server that will even let me on IRCnet.
>>
>> I couldn't even resolve irc.funet.fi a few days back. Don't know if
>> it's OK know.
>
>Even if funet resolves, it no longer let's me on as it used to.
>Kicks me off saying unauthorized now.

Tried it again it still won't resolve! Anyway, have you tried a
PC version of IRC, maybe mIRC?

5063. Re: Crazy Dots problems resolved (nearl

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 08:58:48 UTC
From: bindon@madasafish.com
Message-ID: <tdqlq82u94tk89@corp.supernews.com>
Source record: 47495

```
On 17 Apr 2001 21:14:44 , xlator@cix.compulink.co.uk wrote:
>In message <tdnv9jofh5t406@corp.supernews.com>, bindon@madasafish.com said:
>
>>Why doesn't the install prg put that program in the right place then!
>
>Because it is a freebie extra! Not part of jinnee itself. Of
>course, you could easily modify the GEMScript file to make it
>install correctly :-) Just read the gscript.hyp.

I must sit down one evening and read the Jinnee manual. Thanks DDP!
```

5064. Re: Falcon music apps

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 10:31:35 UTC
From: bindon@madasafish.com
Message-ID: <tdqr8797dv2b17@corp.supernews.com>
Source record: 47396

On 18 Apr 2001 02:00:45 , "Claes Holmerup" wrote:

>> The PC at school with VST has a latency of about 1 second. Is this
>> normal for a 500 pentium 3? Seems pretty awful and crackly!
>> Apprantly it could be video card or motherboard. Emu card in there.
>> With the patchs I suppose the Falcon is quite good.
>
>VST with a latency of 1 second? Terrible! You must have a soundcard without
>ASIO drivers then and they're unusable for serious work.
>Sorry for being a bit off-topic (this being an Atari-group), but I just had
>to comment since the behaviour of your PC is insanely bad...

It does have ASIO drivers, but don't worry it's not my computer. If it was
I'd be doing some serious work on fixing it. It's only got Win 95 as well :)

>> >SoundPool's AudioTracker (which doesn't have a midi sequencer) and
>> >AudioMaster (which is a Mastering program) are also useful programs for
>the
>> >Falcon. Check them out at: www.soundpool.de .
>>
>> Hmm, I wonder if there is a demo. I'll see.
>
>There are demo versions of most of their programs :)

Yippee!

>> Yeah. I know about your site. I'm thinking about buying CAF for 125
>> UK pounds.....
>
>That's a great price and if you don't need more functions than what CAF has,
>why should you pay more for a system which has more functions than what
>you'll ever use...?

A system? It's only the software I'm getting, or am I misunderstanding you.
I just thought that 125 pounds is still a bit expensive.

5065. Re: Falcon music apps

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 10:31:37 UTC
From: bindon@madasafish.com
Message-ID: <tdqr894veihq19@corp.supernews.com>
Source record: 47397

On 18 Apr 2001 05:41:37 , Tim Conrardy wrote:
>>Although I used Soundforge for all the timestretching and
>>effects. Is there anything like Soundforge?
>
>
>Go here:
>
>Electronic Cow
>EC's Atari Midi apps now FREEWARE.
>http://ds.dial.pipex.com/electronic_cow/cownet.shtml
>
>Look for SQUASH IT. Excellent ! has 45 different processors to alter sound.
>Docs are on line and printable as well.

Hmm, I never found out how to do timestretching with Squash It.
I like this program annyway.

5066. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 10:31:39 UTC
From: bindon@madasafish.com
Message-ID: <tdqr8b1nhguh1c@corp.supernews.com>
Source record: 47398

Hi

>>truth, I made that up, so just ignore me!).
>
>You're forgiven! ;-)
>
>I'd suggest that Peter move over to QED or Luna?

My first impressionas of QED (using it now) are that its
slow on a standard Falcon. Well, maybe not slow, but it
has that annoying "feature" that if you hold the arrow key
down to scroll the page it keeps on going after you've
released the button. I might give Luna a try...

I like the look of QED though, and it can open binarys
which means I might have a go at translating so of my German
software I have (for programming GALs)

5067. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 12:43:39 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bk25r$qv9$1@plutonium.compulink.co.uk>
Source record: 47400

```
On 17 Apr 2001 17:24:48 , Henk Robbers wrote:
> Harry Sideras wrote:
>> On 15 Apr 2001 18:51:32 , Lonny Pursell wrote:
>>> On Sun, 15 Apr 2001, Henk Robbers wrote:
>>>> There is a new version on my home page (in sig).
>>> Niceness! I love this program. ;-)
>> Err... what is it? I haven't heard of it before...
>
> It is a interactive disassembler. Works like a viewer; disassembles
> on the fly while scrolling.
> Visit my home page.

Hi Henk,
Now I'm worried... B^)

rgds
H
```

5068. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 12:43:42 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bk25u$qv9$2@plutonium.compulink.co.uk>
Source record: 47401

Hi Lyndon,

On 17 Apr 2001 08:22:08 , Lyndon Amsdon wrote:
> On 16 Apr 2001 16:50:11 , Harry Sideras wrote:
>> Sure, but 1st Guide will cover you for several of them. I've never
>> had too much luck with Gemjing tbh, but wasn't there something
>> called "505" that handled several formats? I'm sure you can find
>> some small utility that'll cope with GIF - wasn't MGIF supposed to
>> be quite good?

The program I was thinking of was 525 and it only converted files -
including to/from AVR/WAV/AIF (which someone else was asking about).
No good for you though.

> I'd prefer to have an all in one viewer that supports all graphics.
> Sound will be handled by Gemjing I think. I quite liked PHPlayer
> so I'll try that again. This has a nice simple interface that
> doesn't clog up the display.

Sure, but we all want that B^)

>> My other point was to ask what the problem would be with keeping
>> your viewing program in memory?
> 14Mb of memory is much. Once the system started it's 10mb left.
> Less programs in memory means less to go wrong. Scanner leaves me
> with no memory. I'm not too woried about it taking little RAM up,
> it's just I don't want a big application.
>
> I want to be able to double click on the gif or whatever and a
> window open up with it. Then I click close and it promptly closes
> without leaving menus etc like Imagecopy.

Of course, if you hit the "#" key while the Imagecopy menu is on
screen it reduces to just a desktop menu but still stays in memory.
Imagecopy is much slower than the likes of 1stGuide and won't handle
MPEGs, but you could also try Aniplayer, which handles both sound and
images?

rgds
H

5069. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 12:43:44 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bk260$qv9$3@plutonium.compulink.co.uk>
Source record: 47403

On 17 Apr 2001 21:37:51 , Lyndon Amsdon wrote:
> On 17 Apr 2001 18:15:30 , Michael and Nicole Freeman wrote:
>>> Maybe I'm being too picky? What does everyone else use as there
>>> installed application for graphics?

Well, that's it! I use Install Application to load the best viewer for whatever file type I'm loading. Unless you want to keep the application in memory (which you say you don't) there's no especial need to just have one application.

>> If Look 'N' See didn't make the screen an odd color, I wouldn't
>> mind that as an all-in-one.
> Maybe it doesn't if in 15bit colour mode?

256 colour mode is where this usually goes wrong, especially with 1st Guide as other people have already said. the thing I liked about Graftool (or was it Photoline?) was that the colors changed when the mouse hovered over the image, but changed back when the mouse hovered elsewhere! Very neat!

> I tried Imagecopy and remebered why I didn't use it as my viewer
> last time I tried, it can't have parameters passed to it and
> doesn't support drag'n'drop.

Eh? D&D works well - even via the Appline bar!
What parameters did you want to pass to it?

> Gemview just felt "old" and slighty messy interface.

I always hated it tbh.

> Couldn't understand a word of Graftool.

Worth persisting with IMO.

rgds
H

5070. Re: Jag

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 12:43:48 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bk264$qv9$4@plutonium.compulink.co.uk>
Source record: 47402

On 17 Apr 2001 13:05:38 , Lyndon Amsdon wrote:
>On 17 Apr 2001 21:49:10 , "Mark Bedingfield" wrote:
>> Not the best place to post, but, I am after a Jag with AVP. Where
>> is the best place/price to get it from? Not worried about Pal/NTSC.
> I'd try the local paper or one of those papers full of private adds.
> It may take a while but they're usually a lot cheaper and better than
> the ones for sale over the internet. Last month I bought a Jag in the
> UK, with 15 cartridge games, CD unit (including 2 games), 4
> controllers (2 never been used!) and the Jag itself. Scart lead as
> well with every single book, manual and orginal packaging!
> It was 100ukp.

If anyone's interested, I've got Syndicate, Tempest and Cannon Fodder
going spare. Not much use to me since the Jaguar got nicked a few
years ago.

I'd let them go (in the UK) for a nominal amount plus postage.

(i could've sworn I had a 4th game but I can't locate it atm).

rgds
H

5071. Re: [ADV] News at Europe Shareware

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 12:43:51 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bk267$qv9$5@plutonium.compulink.co.uk>
Source record: 47404

```
On 17 Apr 2001 12:11:27 , "Pascal Ricard" wrote:
> [Chatter 1.10]
> Chatter, the IRC-client for IConnect, is now also published by
> Europe Shareware and its price has been cut down: 22.50 EUR.
>
> http://www.europe-shareware.org/atari/logiciels/chatter.html
>
> [CAB 2.8]
> The well known web browser is now also published by Europe
> Shareware. New price: 30.00 EUR.

What languages are they in?

rgds
H
```

5072. UK: Atari ST items FS

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 13:33:52 UTC
From: Keith <r.franklin1@ntlworld.com>
Message-ID: <HIgD6.926$a46.43435@news2-win.server.ntlworld.com>
Source record: 47407

Atari SM124 Hi res mono monitor. Tested okay. Good condition and no visible screen burn. £16 plus P&P.

Atari 520 STFM with mouse (mouse/rf/drive checked ok) £15 plus P&P

Atari 520STE upgraded to 1 meg with mouse (mouse/rf/drive checked ok). Case damaged but not visible and TV modulator has been repaired in past but works fine £16 plus P&P

Atari SM125 Hi res monitor. Tested and seems okay - can't see any screen burn. The cable has been repaired and rejoined shoddily in the past - might be an idea to make a better job of it! £12 plus P&P

r.franklin1@ntlworld.com

5073. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 13:34:52 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bk55sat1@plutonium.compulink.co.uk>
Source record: 47406

Hi Pascal,

On 18 Apr 2001 00:26:25 , "Pascal Ricard" wrote:
> Harry Sideras wrote on Tue 17-04-2001 22:52 (GMT):
>> The trouble is that the terminal starts up with the report that
>> the modem is online (which it isn't).
> What about the DTR ?

On the modem itself the only lights that come up are DSR and HS,
whether booted into the Modem 2 setup or the Serial 2 setup.

Shall I confirm the options I've got setup with DRVIN and SCC.PRG?

I'm using Magic 6 and a Crazy Dots 2 graphics card, so the backplate
is plugged in internally and is hanging out of the VME port. The 9-pin
cable is dangling between the printer and monitor cables. The printer
is off. So, the settings are:

DRVIN:
Fastint N N
Exopen N N

SCCM2 SCCS2
M2TT U U
M1EMU U U (also tried with 2)
LANBIT N N (also tried with Y)
LANEXT N N
LAN_S2 U U (also tried with 1)
DTRM2 Y Y
DTRS2 Y Y
M2DRI N N
S2DRI N N
RBLM2 16384 256
TBLM2 8192 256
SBLM2 256 16384
TBLM2 256 8192

SCCM2.PRX and SCCS2.PRX are renamed to SCC.PRG for each attempt. The
config files for my terminal are installed in a similar manner.

SCCM2 works perfectly - that's how I'm talking to you now!

All help appreciated.

rgds
H

5074. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 13:34:55 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bk55vat2@plutonium.compulink.co.uk>
Source record: 47405

On 18 Apr 2001 00:16:33 , Jim DeClercq wrote:
>On 17 Apr 2001 22:52:52 , Harry Sideras wrote:
>> I finally picked up a 57k6 modem recently, so before I set it up
>> with all my software I thought I'd move my existing 33k6 over to
>> Serial 2 and ensure that was up and running first. Typically, I'm
>> having problems which I'm sure someone can help me with.
>
> I have a TT, and a modem, and use Serial 2. I do not disable STiNG,
> and according to the Modem Setup CPX, am calling for a baud rate of
> 150, and am using HSmodem 7. CoNnect and STiNG to a PPP connect
> both work without me changing anything.

It sounds like I could do with a copy of your HSModem files tbh.

> How did you go about disabling STiNG?

I'm simply disabling STING in the AUTO folder. The Serial CPX and
STinG CPX are still loaded. Does that make a difference?

Btw, I checked the order of the Auto folder and I don't believe
there's a problem there...

Any ideas?

rgds
H

5075. news experimental sound

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 13:43:59 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <9bk5da$1dni$1@news6.isdnet.net>
Source record: 47408

hello, john

I hnow that i'm not alone use experimental
sound with atari.
I find today this link : trust new ideas...

http://www.anti-theory.com/soundart/

bye

5076. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 14:58:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00101f5a@fmlynet.org>
Source record: 47427

FamilyNet Newsgate

> From: Steve Sweet <steve_sweet@madasafish.com>
> Hi Lyndon
>> Steve Sweet also uses an old ST
> Oy, It certainly is not old, some of it is very young!!!
>> with Madasafish so you may want to ask for his script just in case.
> I dont use a script, iConnect handles the negotiation automaticaly.
> --
> eMail:steve_sweet@madasafish.com
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Out of curiousity, where can I download a copy of iConnect. I had it in
the full copy of Cab 2.7 but didn't set it up since I was using Stik at the
time. Now that I have a Magic system (MagicMac) I'd like to give it a try.

Oh, and as for my copy... after I setup Cab 2.7, the disks quit working.
Happened with that and HD Driver disks. :(

Talk soon ,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5077. FS: (UK) Graffiti atari ste genlock unit

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 15:04:11 UTC
From: Simon Williams <williamssg@cf.ac.uk>
Message-ID: <9bka7v$1rm$1@fafnir.cf.ac.uk>
Source record: 47410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale (UK) - Titan Designs colour "Graffiti" genlock unit for Atari STE

Made by Titan Designs, this is probably a rare item as I don't believe many were made.
Its a small box with 3 knobs and a button for overlay mode (from what I remember as I dont have the unit infront of me at present). As far as I know it only works with an Atari STE. If anyone is interested, please contact me and I can get some more info for you.

Contact Simon on :

simon@svpworld.com

--

_____
SVPworld - Creative music and multimedia
incorporating PSRworld.......
website: http://www.svpworld.com
email: info@svpworld.com
_____

5078. Re: iMac to Falcon connection

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 15:12:31 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104181808480.27958-100000@hal.pp.fishpool.fi>
Source record: 47411

On Tue, 18 Apr 2001, Andy Ball wrote:

> MF> Just wondering if anyone has ever figured out if there's a way
> > to connect an iMac to a Falcon for file-/web-/printer-sharing?
>
> From a hardware point of view I imagine you'd want a USB-Mac Serial
> port adaptor, and a DTE-DTE serial cable (a regular Mac printer cable
> would likely do the trick).

Another option would be to replace the iMac's internal modem with
an RS-422 card, which would then allow connecting the Falcon's
LAN port to the iMac using a Mac printer cable as a null-modem.

I cannot recall who makes that RS-422 card anymore, but it was a
rather popular item with early iMac adopters that wanted to keep
some compatibility with their existing AppleTalk network.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5079. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 15:15:03 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104181813050.27958-100000@hal.pp.fishpool.fi>
Source record: 47412

On 18 Apr 2001, Harry Sideras wrote:

> On 18 Apr 2001 00:26:25 , "Pascal Ricard" wrote:
> > What about the DTR ?
>
> On the modem itself the only lights that come up are DSR and HS,
> whether booted into the Modem 2 setup or the Serial 2 setup.

Btw, an easier approach would be to use a Mac-to-DB9 adapter
(a.k.a. Mac modem adapter) on the LAN port. Since the TT boots
with LAN selected by default (and, thus, Serial2 disabled), it
would save you a lot of troubles.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5080. Whats a TT worth?

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:28:37 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <S7kD6.2913$Vu4.5877@monolith.news.easynet.net>
Source record: 47413

I have a TT 030 with the 19 inch Atari monitor that I am really not using much now and was wondering what they are worth now.

It has 16Mb of TT RAM and 4 MB of ST RAM a 1Gb Disk and is clean and tidy.

Any thoughts/offers?

Julian

5081. Re: iMac to Falcon connection

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:29:28 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7031D3C.11DB6%nameerf@flash.net>
Source record: 47415

in article 00100bca@fmlynet.org, Andy Ball at
Andy.Ballp0.f2.n8.z8@fmlynet.org wrote on 4/18/01 12:32 AM:

> The software side is more tricky, and hopefully someone here will
> have more of a clue than I do. File, printer, and Internet connection
> sharing are all do-able under unix (and possibly under MiNT). Perhaps
> similar programs are available for MacOS, I don't know. I would be
> interested in knowing the answer to that one myself.

Well, on the iMac side, there are OS plug-ins that came with it that say
they activate web, file, and printer sharing. I'm not sure what protocols or
anything they use, though. I'm most interested in file sharing and internet
sharing, as there are times when my wife and I would both like to use the
internet at the same time, or when I'd like to transfer a file between the
two machines without having to go through the whole process of E-mailing it
to myself. It would be especially useful if I someday got DSL, Broadband, or
a Cable modem for the iMac. I could then use the Mac as a server for the
Falcon to run off of. Besides, I have this RS-422 port on my Falcon that's
just going to waste! :)

Mike Freeman
nameerf@flash.net

5082. CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:29:49 UTC
From: osian@zetnet.co.uk
Message-ID: <3addcf0d$0$8832@news.zetnet.co.uk>
Source record: 47414

I visited a site which has a malformed page - it doesn't have a HTML, HEAD or BODY section and just starts with the body HTML.

CAB rendered the source code instead of interpreting the HTML. Netscape renders it OK.

So is it CAB at fault or Netscape?

Obviosuly, the page is wrong anyway. But shouldn't a browser recognise the MIME type and interpret the file accordingly? Or perhaps that is what CAB is doing but since it's not properly-fromed HTML it can't do anything with it.

As far as I can tell, if a page looks like HTML but is sent with a MIME type of Text, the browser should just display the soruce code. But if it's just a text file that's sent with a MIME type of HTML, then it should interpret it like HTML and format the text accordingly.

I don't understand how MIME types are sent though. The sever adds that to a page presumably, or is it set by a DOCTYPE definition at the beginning?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5083. Re: Pascal for Ataris

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:37:40 UTC
From: jlog@zetnet.co.uk
Message-ID: <3addd0e4$0$8832@news.zetnet.co.uk>
Source record: 47416

On 11 Apr 2001 19:57:38 , Neil Chester wrote:

| . . . .
|Or even a Modula-2 compiler??

I had the original TDI Modula-2 but it doesn't like anything better
than ST-High.

HiSoft might have an odd copy of their version still available. I
haven't checked their website for some time.
--
JI Logan

5084. Re: YUPPIE Atari-ST font needed on Mac or W

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:37:41 UTC
From: jlog@zetnet.co.uk
Message-ID: <3addd0e5$0$8832@news.zetnet.co.uk>
Source record: 47417

On 12 Apr 2001 13:22:43 , Andreas Krause wrote:

|I need to get the YUPPIE font, which is known on the Atari-ST platform,
|on either Mac or Windows. Does anyone know where to look or how to do
|it. I have it only on my Atari box, but have no idea how to use it on
|Mac/Windows.

Never heard of this font. If it is a GEM font I don't think it can
be transferred to TrueType format - at least by punters such as
ourselves.
--
JI Logan

5085. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:37:42 UTC
From: jlog@zetnet.co.uk
Message-ID: <3addd0e6$0$8832@news.zetnet.co.uk>
Source record: 47418

On 14 Apr 2001 18:34:51 , "John W. Linville" wrote:
|Is it still possible to buy new Milan and/or Hades boards? In the US?
|Where? And how much?

Try System Solutions in the UK.
--
JI Logan

5086. Re: [ADV] News at Europe Shareware

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:38:25 UTC
From: bindon@madasafish.com
Message-ID: <tdrk8hhjpjbn27@corp.supernews.com>
Source record: 47419

> > [Chatter 1.10]
> > Chatter, the IRC-client for IConnect, is now also published by >
> Europe Shareware and its price has been cut down: 22.50 EUR.
> >
> > http://www.europe-shareware.org/atari/logiciels/chatter.html
> >
> > [CAB 2.8]
> > The well known web browser is now also published by Europe > >
Shareware. New price: 30.00 EUR.
>
>What languages are they in?

I looked at the site and the sites in French and most of the software
is too. But then we can usually just change the RSC and it's OK.

5087. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:38:28 UTC
From: bindon@madasafish.com
Message-ID: <tdrk8kl9mau32a@corp.supernews.com>
Source record: 47420

Hi Harry

>Of course, if you hit the "#" key while the Imagecopy menu is on
>screen it reduces to just a desktop menu but still stays in memory.

Yeah, but once it's opened I can't pass parameters to it for opening
more files. Maybe it's because I'm only using version 4? Last was
4. something.

>Imagecopy is much slower than the likes of 1stGuide and won't handle
>MPEGs, but you could also try Aniplayer, which handles both sound
and >images?

That's a good idea! I'm going to register Aniplayer so I could give
that a go. It certainly supports sound but I've never tried it on
graphics. Also it doesn't clutter the screen and it's got support
for drag&drop, and it's still developed etc etc. Only 8 euros at
europe shareware....

5088. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:38:32 UTC
From: bindon@madasafish.com
Message-ID: <tdrk8oem7al72c@corp.supernews.com>
Source record: 47421

>Well, that's it! I use Install Application to load the best viewer
for >whatever file type I'm loading. Unless you want to keep the
>application in memory (which you say you don't) there's no especial
>need to just have one application.

I'll be trying Aniplayer next...

> >> If Look 'N' See didn't make the screen an odd color, I wouldn't
> >> mind that as an all-in-one.
> > Maybe it doesn't if in 15bit colour mode?
>
>256 colour mode is where this usually goes wrong, especially with
>1st Guide as other people have already said. the thing I liked about
>Graftool (or was it Photoline?) was that the colors changed when the
>mouse hovered over the image, but changed back when the mouse
>hovered elsewhere! Very neat!

Yeah I thought that was clever, but is there a need to change the
pallete?

> > I tried Imagecopy and remebered why I didn't use it as my viewer
> > last time I tried, it can't have parameters passed to it and > >
doesn't support drag'n'drop.
>
>Eh? D&D works well - even via the Appline bar!
>What parameters did you want to pass to it?

Hmm, my version doesn't unless there is an option to turn it on
somewhere. I use v4, but I think I need to upgrade to 4.? to get
that support. If I drag a picture onto it it doesn't to anything.
On my old system I had the latest version of Imagecopy and I remeber
being able to drop a file onto appline and then it would load it.
Must be my version.

5089. Re: Whats a TT worth?

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:41:02 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <QjkD6.239$8Q3.2900@newsfeed.slurp.net>
Source record: 47422

You should be getting anywhere from 300-400 USD...

Joshua.

"Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote in message
news:S7kD6.2913$Vu4.5877@monolith.news.easynet.net...
> I have a TT 030 with the 19 inch Atari monitor that I am really not using
> much now and was wondering what they are worth now.
>
> It has 16Mb of TT RAM and 4 MB of ST RAM a 1Gb Disk and is clean and tidy.
>
> Any thoughts/offers?
>
> Julian
>
>

5090. Re: AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 17:49:30 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104181740530.95-100000@Hades060>
Source record: 47434

On Wed, 18 Apr 2001, Lyndon Amsdon wrote:

> Tried it again it still won't resolve! Anyway, have you tried a
> PC version of IRC, maybe mIRC?

All I have for on-line use is Atari's, dam shame I'm forced to use
this Hades060 day in and day out. ;-)

Anyway, I happened apon a server last night that seems to
do a double ident check. This could be a problem and I need
to investigate it further. The server did one ident check,
then aIRC closed the ident socket, then the server appeared
to do a second check which failed of course. Could you send
me that log you made of the failed attempts with ident turned on?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5091. Software for transfering files

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 18:49:59 UTC
From: Joakim Nordlander <jonord@spam.me.not.pinky2.itv.se>
Message-ID: <3ADDE1D7.34F7889A@spam.me.not.pinky2.itv.se>
Source record: 47424

I am looking for a way to easily transfer lots of files from my Atari
to my PC via a serial link. I want to have the directory structure
preserved. Is there a such software? It doesn't necessarily have to run
on the PC, as long as I can run it under an emulator on the PC.
I experimented some with Jekyll, running STonX-DOS on my PC, and
managed to transfer some files, but as far as I can tell Jekyll doesn't
preserve the directory structure. :(

/Jocke

5092. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 19:21:20 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3ADDE930.9C44F7AA@chello.nl>
Source record: 47425

```
Hi Harry

Harry Sideras wrote:
>
> On 17 Apr 2001 17:24:48 , Henk Robbers wrote:
> > Harry Sideras wrote:
> >> On 15 Apr 2001 18:51:32 , Lonny Pursell wrote:
> >>> On Sun, 15 Apr 2001, Henk Robbers wrote:
> >>>> There is a new version on my home page (in sig).
> >>> Niceness! I love this program. ;-)
> >> Err... what is it? I haven't heard of it before...
> > >
> > > It is a interactive disassembler. Works like a viewer; disassembles
> > > on the fly while scrolling.
> > > Visit my home page.
> >
> > Hi Henk,
> > Now I'm worried... B^)
> >

Dont!

My English might be nonsense, my C ia not. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
```

5093. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 19:36:11 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3ADDECAB.C02B5FD4@chello.nl>
Source record: 47426

Hi D

Derryck Croker wrote:

>
> Just wish that I knew how to use it, I'd dearly love to do a bit of "digging"
> ;-) into some of those German progs, peskily compiled with embedded text -
> just crying out to be wrenched into English.
>
I wouldnt recommend TTdigger for that.
It is not an editor. You can produce a assembler source file, which can be
huge, change it with a text editor, and reassemble it. This is far too riskie for
otherwise well performing programs.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

5094. Re: Java enabled Browsers at last?

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 20:01:30 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.f44851ec.405e4ac2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 47432

[CUT]
>Personally I like the all in one (E-Mail/News/Web) look of Wensuit, although
>as I do not have room for a modem, as with CAB I have not tried using it
>online which I gather is a source of many problems, though offline it works
>really well, however I digress.
WenSuite is an unfinished beta-release. It could be the TOS' best
Internet's all-in-one, but it seems its authors decided to abandon it.

[CUT]
>has already been mentioned but has anyone looked at a browser called "Light
>of Adamas" which is the Browser part of Draconis.
>I mention it as I stumbled across it while surfing the web, from what I can
>see it is HTML3.2 compatiable and also implements some HTML 4 commands as
>well as being JavaScript and Frame compatable.
>So if your looing for an Atari equivalent of Netscape Navigator/IE4 for the
>Atari this could be it.
Draconis Javascript compatible ? Promises... promises... always
promises, and you keep waiting until you're fed-up. Then, you dream
you owned a peecee... and you wake-up : it was only a nightmare!
A nightmare, just like Internet on Ataris!

>If you would like to check it out then try looking at...
>http://dc2.uni-bielefeld.de/atari/draconis/edownl.htm (English) or
>http://dc2.uni-bielefeld.de/atari/draconis/downl.htm (Deutsch (German))
>or if your germans good try the Draconis web site at...
>http://www.draconis-pro.de/

>Stephen Moss

Forget this : that isn't worth it!

--
+---+
| F030 + SpeedRez 40 Mhz + 14 MB + SVGA + 2.3 Go Quantum |
| VP32210 SCSI-2 HD + 1.0 Go IBM 0662S12 SCSI-2 HD x2 + |
| IBM 2.0 Go DTNA-22110 IDE HD + Sony SDT 2000 miniDAT |
| SCSI-2 STreamer + Toshiba XM-5201TA3014 SCSI 2x CD-ROM |
| + U.S. Robotics 56K Message Modem + HP LaserJet 4Plus |
| |
| Wensuite 3.30c / aFTP 1.55 / STing 1.26 |
| Didot LineArt Pro / Photoline 2.25 / Calamus SL 2000 |
| Le Rï¿½dacteur 4 / Omikron Basic 3 / SCSITOOL 6.15 |
+---+

5095. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 20:42:44 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.f5c55061.4aac4ac2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 47433

Dans le message <9b7os3mnm2@news.chatlink.com>
Don Wolfe a ï¿½crit:
>Greetings,

>I'm trying test the Demo version of "WENSUITE" I seem to have
>everything setup right according to the Doc's. But can't get it to
>dial the modem.. Anyone know what I'm doing wrong ????

>Thanks, Donner....

You're just using a demo version, which doesn't allow on-line
operation. However, as WenSuite is an unfinished beta-release, I
would advise you to use Draconis or CAB instead.
There again, Draconis seems to behave strangely sometimes, extending
the pages over tenths of screens, beeing slow and crashing often...

--
+---+
| F030 + SpeedRez 40 Mhz + 14 MB + SVGA + 2.3 Go Quantum |
| VP32210 SCSI-2 HD + 1.0 Go IBM 0662S12 SCSI-2 HD x2 + |
| IBM 2.0 Go DTNA-22110 IDE HD + Sony SDT 2000 miniDAT |
| SCSI-2 STreamer + Toshiba XM-5201TA3014 SCSI 2x CD-ROM |
| + U.S. Robotics 56K Message Modem + HP LaserJet 4Plus |
| |
| Wensuite 3.30c / aFTP 1.55 / STing 1.26 |
| Didot LineArt Pro / Photoline 2.25 / Calamus SL 2000 |
| Le Rï¿½dacteur 4 / Omikron Basic 3 / SCSITOOL 6.15 |
+---+

5096. Re: [ADV] News at Europe Shareware

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 21:05:10 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ade0f2638d2ed0@free.fr>
Source record: 47428

Hello,

in article <9bk267$qv9$5@plutonium.compulink.co.uk> (comp.sys.atari.st)
Harry Sideras wrote on Wed 18-04-2001 12:43 (GMT):

> > [Chatter 1.10]

> > [CAB 2.8]

> What languages are they in?

In French, at least for the rsc and bubbles.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5097. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 21:05:12 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ade0f2638d2ed1@free.fr>
Source record: 47429

Hello,

in article <9bk55sat1@plutonium.compulink.co.uk> (comp.sys.atari.st)
Harry Sideras wrote on Wed 18-04-2001 13:34 (GMT):

> On the modem itself the only lights that come up are DSR and HS,
> whether booted into the Modem 2 setup or the Serial 2 setup.

I don't know what is HS in this respect. I have right now DSR, RTS and
CTS lit up. DTR is not lit up cause dialer.acc is launched and disabled.
STinG 1.26 is running with one cpx (not needed) and the serial cpx is
the one from the STinG package.: it allow you to set up the exact bps
rate you like, without messing with fake values. I can launch my
terminal (StarCall) without a problem in this case but it will lock up
if the dialer is enabled.

> Shall I confirm the options I've got setup with DRVIN and SCC.PRG?
>
> I'm using Magic 6 and a Crazy Dots 2 graphics card, so the backplate
> is plugged in internally and is hanging out of the VME port. The 9-pin
> cable is dangling between the printer and monitor cables. The printer
> is off. So, the settings are:

Magic 6.10 here but I don't think it's the problem, with a Nova 32 in
the VME bus. The assembling (towered) has been very well done by the
previous owner ;-) and nothing is dangling :-).

> DRVIN:
> Fastint N N
> Exopen N N

The same here.

> SCCM2 SCCS2
> M2TT U U
> M1EMU U U (also tried with 2)
> LANBIT N N (also tried with Y)
> LANEXT N N
> LAN_S2 U U (also tried with 1)
> DTRM2 Y Y
> DTRS2 Y Y
> M2DRI N N
> S2DRI N N
> RBLM2 16384 256
> TBLM2 8192 256
> SBLM2 256 16384
> TBLM2 256 8192

M2TT 1
M1EMU 0
LANBIT N (also used Y too)
LANEXT N
LAN-S2 1
DTRM2 Y
DTRS2 Y
M2DRI Y
S2DRI N
all buffers at 16384

The main difference between our setups is for M1EMU.

> SCCM2.PRX and SCCS2.PRX are renamed to SCC.PRG for each attempt. The
> config files for my terminal are installed in a similar manner.
>
> SCCM2 works perfectly - that's how I'm talking to you now!

Not a great diff between you two setups, just the buffers.

I have two "modems" attached to the TT: an ISDN TA on the serial 2 port
and a 56k modem on the modem 2 port. Both work well with either STinG
(or Stik2 btw) and StarCall.

Does both your modems give the same problem ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5098. Ist Word Plus on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 21:34:23 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <9bl18v$jh2$1@plutonium.compulink.co.uk>
Source record: 47430

Yes - don't laugh! A friend of mine really wants to use 1st Word + on a Falcon I've just lent him. It's so many years since I've used it that I haven't a clue about it any more.

The only problem seems to be the screen display - the font comes out huge and distorted. There's NVDI 5 running. I've tried add Tos compatibility, and even disabling NVDI - no effect. Anyone any ideas please?

Andrew Harvey

5099. Re: Where can I get DS/DD floppies in t

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 21:41:09 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9bl1ll$q1a$1@news.asu.edu>
Source record: 47431

>>Where can I get DS/DD Floppies?
>> Not seen any for ages. Last lot I got at a radio rally. #5 for 50.

For those in the U.S., I've got gobs, which I will send out for the
price of shipping. Rescued from former Mac users at work.
--

5100. Re: Whats a TT worth?

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 21:48:59 UTC
From: bindon@madasafish.com
Message-ID: <tds2ub58ri2813@corp.supernews.com>
Source record: 47435

On 18 Apr 2001 13:41:02 , "Lord Gaiyan" wrote:
>You should be getting anywhere from 300-400 USD...

Probably depending on the software. I think 400 is a bit much, but
if you put it on ebay anythings possible!

5101. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-18 21:49:01 UTC
From: bindon@madasafish.com
Message-ID: <tds2udk3fg6b14@corp.supernews.com>
Source record: 47436

On 17 Apr 2001 18:47:56 , Steve Sweet wrote:

Hi Steve

>>Steve Sweet also uses an old ST >
>Oy, It certainly is not old, some of it is very young!!!

I thought that might wind you up :)

>>with Madasafish so you may want to ask for his script just in case.
>
>I dont use a script, iConnect handles the negotiation automaticaly.

Oops I forgot you use Iconnect.

5102. Re: Sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 00:42:27 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3ADE3473.E1A6F42A@greeleynet.com>
Source record: 47438

>
> It's been 2 1/2 years since I've had an Atari connected to the net. Now
> I need to get my TT back up and running in this area.
>
> Would someone post where I can get the current copy of Sting? I'll be
> using CAB 2.5 and Newsie .94.

Thanks to all who lent a hand.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5103. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 00:46:04 UTC
From: "John W. Linville" <linvjw@bedrocksys.com>
Message-ID: <3ADE3595.BB51F57@bedrocksys.com>
Source record: 47439

JI Logan wrote:
>
> On 14 Apr 2001 18:34:51 , "John W. Linville" wrote:
> |Is it still possible to buy new Milan and/or Hades boards? In the US?
> |Where? And how much?
>
> Try System Solutions in the UK.

Well, I appreciate the tip, but their website seems to indicate that
they only sell Macs. I went to www.systemsolutions.co.uk. Is this
correct?

Thanks,

John
--
John W. Linville
Bedrock Systems

5104. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 00:48:44 UTC
From: "John W. Linville" <linvjw@bedrocksys.com>
Message-ID: <3ADE3634.AF20D7EF@bedrocksys.com>
Source record: 47440

Nevermind...I found it: www.system-solutions.co.uk (not
www.systemsolutions.co.uk)

Isn't DNS and the over-commercialization of the Internet a beautiful
thing? :-)

JI Logan wrote:
>
> On 14 Apr 2001 18:34:51 , "John W. Linville" wrote:
> |Is it still possible to buy new Milan and/or Hades boards? In the US?
> |Where? And how much?
>
> Try System Solutions in the UK.
> --
> JI Logan

--
John W. Linville
Bedrock Systems

5105. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 00:56:23 UTC
From: swampfox1@earthlink.net
Message-ID: <XIqD6.2341$042.243089@newsread1.prod.itd.earthlink.net>
Source record: 47441

On 18 Apr 2001 17:29:49 , Chris Simon wrote:
>I visited a site which has a malformed page - it doesn't have a HTML,
>HEAD or BODY section and just starts with the body HTML.
>
>CAB rendered the source code instead of interpreting the HTML.
>Netscape renders it OK.
>
>So is it CAB at fault or Netscape?
>
--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.

Maybe Java? CAB does desperately need Javascript!!!
John G.

5106. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 01:18:06 UTC
From: jimd11@mindspring.com
Message-ID: <9blecefag1@slb4.atl.mindspring.net>
Source record: 47442

On 18 Apr 2001 21:36:11 , Henk Robbers wrote:
>Hi D
>
>Derryck Croker wrote:
>
>>
>> Just wish that I knew how to use it, I'd dearly love to do a bit of "digging"
>> ;-) into some of those German progs, peskily compiled with embedded text -
>> just crying out to be wrenched into English.
>>
>I wouldnt recommend TTdigger for that.

I would recommend Edith for that. It will import a binary, change a binary,
and save that binary. Just save a separate copy of that program first,
and do not change the length of any text.

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

5107. Re: iMac to Falcon connection

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 01:40:41 UTC
From: guitarra@afn.org
Message-ID: <9blfmp$164oc$1@spnode25.nerdc.ufl.edu>
Source record: 47443

Hi:

A while ago I connected my Mac Performa to my Falcon using the Mac printer cable. I connected the printer cable to the Mac modem port and to the falcon LAN port and use Conect as my terminal software on the Falcon. On the Mac I used Termy. This works very well. A faster way to transfer file is to record files to CD or even and external scsi HD. Many of the Atari programs would run from the CD on the Mac using MagicMac.

Raymond

5108. Sundog on TT030?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 03:25:21 UTC
From: Jeff N <jeff@zwip.antispamnet.net>
Message-ID: <RTsD6.22193$aW5.281282@dfw-read.news.verio.net>
Source record: 47444

Anybody know how to make Sundog run on a TT030??? Preferred from the hard drive, but I think only a cracked version would work off the HD which is also acceptable. I own an original and have a copy of the cracked version. Any thoughts?

Thanks
-Jeff-

5109. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 07:57:58 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1es33f9.6laj2b143telyN%roughley@vanc.igs.net.invalid>
Source record: 47346

Chris Simon <osian@zetnet.co.uk> wrote:

> I visited a site which has a malformed page - it doesn't have a HTML,
> HEAD or BODY section and just starts with the body HTML.
>
> CAB rendered the source code instead of interpreting the HTML.
> Netscape renders it OK.
>
> So is it CAB at fault or Netscape?
>
> Obviosuly, the page is wrong anyway. But shouldn't a browser
> recognise the MIME type and interpret the file accordingly? Or perhaps
> that is what CAB is doing but since it's not properly-fromed HTML it
> can't do anything with it.
>
> As far as I can tell, if a page looks like HTML but is sent with a
> MIME type of Text, the browser should just display the soruce code.
> But if it's just a text file that's sent with a MIME type of HTML,
> then it should interpret it like HTML and format the text accordingly.
>
> I don't understand how MIME types are sent though. The sever adds that
> to a page presumably, or is it set by a DOCTYPE definition at the
> beginning?

In this case the MIME types are related to HTTP not HTML, so the DOCTYPE definition has no bearing on things.

Just a guess, but I think CAB received a page generated through server-side scripting and didn't know how to process it correctly. The page should have been parsed by the browser but instead was treated as an unknown file type. A good example of this is finding the odd image in CAB's cache with the cgi extension instead of jpg or gif.

So, you can probably blame either CAB or its overlay (or both) for not interpreting what was generated from the server. But it's hard to say without checking the URL directly (pass it on to Dan Ackerman if you're using his overlay). CAB will display malformed HTML, though, so I'm convinced the problem is elsewhere in the chain.

<< Neil >>

5110. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 08:56:38 UTC
From: bindon@madasafish.com
Message-ID: <tdta26tmdtvbce@corp.supernews.com>
Source record: 47347

On 18 Apr 2001 14:58:20 , "Greg Goodwin" wrote:

Hi

> Oh, and as for my copy... after I setup Cab 2.7, the disks quit
>working. Happened with that and HD Driver disks. :(

Always make a backup for yourself. (Hey I'm a fine one to talk, I screwed up Diamond Backup by using Undelete and had to ask here for it!)
I've never used it, I just wanted to put the contents back on the disk for piece of mind.

5111. Re: Ist Word Plus on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 08:56:40 UTC
From: bindon@madasafish.com
Message-ID: <tdta28m36vrrcf@corp.supernews.com>
Source record: 47348

On 18 Apr 2001 21:34:23 , kaitxo@cix.compulink.co.uk wrote:
>Yes - don't laugh! A friend of mine really wants to use 1st Word + on a
>Falcon I've just lent him. It's so many years since I've used it that I
>haven't a clue about it any more.
>
>The only problem seems to be the screen display - the font comes out huge
>and distorted. There's NVDI 5 running. I've tried add Tos compatibility,
>and even disabling NVDI - no effect. Anyone any ideas please?

It probably won't work although it may have done with GDOS. Give him your
copy of Atariworks. First word isn't that great! Maybe use the ST for
First word?

5112. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 09:26:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987749328-32017AEicMi@cwcom.net>
Source record: 47378

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Wed, 18 Apr 2001 10:31:39 -0000

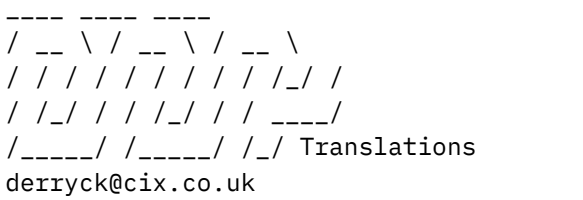
>I like the look of QED though, and it can open binarys
>which means I might have a go at translating so of my German
>software I have (for programming GALs)

I find a dedicated file or sector editor to be a better bet than QED.

You can more readily see the nulls which (usually) act as terminators for
strings, less chance of overwriting them.

Use Look'n'See to hook ASCII from the binary, copy the text sections of
interest to the Clipboard, and use GEMtrade on the copied text.

--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5113. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 09:31:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987749330-32537AEicMi@cwcom.net>
Source record: 47379

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 18 Apr 2001 12:43:44 GMT

> > I tried Imagecopy and remebered why I didn't use it as my viewer
> > last time I tried, it can't have parameters passed to it and
> > doesn't support drag'n'drop.
>
>Eh? D&D works well - even via the Appline bar!
>What parameters did you want to pass to it?

D&D does work, but IME it isn't very reliable if several files are sent to
it at once. It also isn't keen on long filenames IIRC. In short, it's
showing its age.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5114. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 09:35:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987749332-33009AEicMi@cwcom.net>
Source record: 47380

From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Date: Tue, 18 Apr 2001 14:58:20

> Out of curiousity, where can I download a copy of iConnect.

A free download from ASH's web site http://www.ash-software.de

English resource files for the package are available from the DDP section
of my web site.
--

```
____ ____ ____
/ __ \ / __ \ / __ \
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/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5115. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 09:43:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987749334-33441AEicMi@cwcom.net>
Source record: 47381

From: "John W. Linville" <linvjw@bedrocksys.com>
Date: Thu, 19 Apr 2001 00:46:04 GMT

>> Try System Solutions in the UK.
>
>Well, I appreciate the tip, but their website seems to indicate that
>they only sell Macs. I went to www.systemsolutions.co.uk. Is this
>correct?

You should be trying http://www.atari-workshop.co.uk

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5116. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 09:49:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987749336-33837AEicMi@cwcom.net>
Source record: 47382

From: jimd11@mindspring.com (Jim DeClercq)
Date: 19 Apr 2001 01:18:06 GMT

>>> just crying out to be wrenched into English.
>>>
>>I wouldnt recommend TTdigger for that.
>
>I would recommend Edith for that. It will import a binary, change a
>binary,

As I said elsewhere, I currently recommend a file or sector editor. My thoughts turned towards TT Digger because frequently, the German for such common words such as "Edit" are much longer than the English. Thus, if you edit in the binary you end up with ugly spaces in menu bars etc.

Disassembling a program, editing the text to your liking and then reassembling would allow a much tidier result. It's beyond my talents though, I'm afraid :-(
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5117. Re: Ist Word Plus on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 09:53:33 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3ADEB59D.DB51FB16@nospam.no.no>
Source record: 47349

Is it running VGA or RGB? Because I use FW+ sometimes on a VGA Falcon,
it works OK with NVDI 2.5. Is the machine alright with other text
editors, eg everest, wordwriter?

kaitxo@cix.compulink.co.uk wrote:
>
> Yes - don't laugh! A friend of mine really wants to use 1st Word + on a
> Falcon I've just lent him. It's so many years since I've used it that I
> haven't a clue about it any more.
>
> The only problem seems to be the screen display - the font comes out huge
> and distorted. There's NVDI 5 running. I've tried add Tos compatibility,
> and even disabling NVDI - no effect. Anyone any ideas please?
>
> Andrew Harvey

5118. Re: AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 10:24:13 UTC
From: bindon@madasafish.com
Message-ID: <tdtf6dht0d4n07@corp.supernews.com>
Source record: 47350

Hi

>> Tried it again it still won't resolve! Anyway, have you tried a >> PC version of IRC, maybe mIRC?
>
>All I have for on-line use is Atari's, dam shame I'm forced to use
>this Hades060 day in and day out. ;-)

Yes, what a shame! <it's not fair....> :)

>Anyway, I happened apon a server last night that seems to
>do a double ident check. This could be a problem and I need
>to investigate it further. The server did one ident check,
>then aIRC closed the ident socket, then the server appeared
>to do a second check which failed of course. Could you send
>me that log you made of the failed attempts with ident turned on?

Yeah OK.

5119. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 10:24:15 UTC
From: bindon@madasafish.com
Message-ID: <tdtf6fispcik09@corp.supernews.com>
Source record: 47351

On 19 Apr 2001 00:48:44 , "John W. Linville" wrote:
>Nevermind...I found it: www.system-solutions.co.uk (not
>www.systemsolutions.co.uk)

Well, AFAIK they've changed there name to Atari workshop and the URL is http://www.atari-workshop.co.uk. This is quite a new site.

5120. Re: ST LACOM SCSI2DMA-Adapter Help needed

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 14:16:56 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <9bmrk0bhk1@reader1.imaginet.fr>
Source record: 47352

>ST LACOM SCSI2DMA-Adapter Help needed
> anyone knows this adapter? Please, contact me. I need help.
> i have troubles with the termination of the adapter and the connected
> Peripherals.
> thanks a lot

I do no know if this is the same one, but I have a "pizza box" with the
word "LACOM" written on it.
This box contains a Syquest 44 drive, and a SCSI-DMA converter card.
I've got troubles too, but not with termination problem, since it was
working fine with my Syquest and another 120megs drive. The problem
is that I never manage to use a drive of more than 200megs with it.
I tried numerous models and capacities, and never manage to get the
drives recognised, except a 32x Plextor CD Rom drive :'(

Dbug

5121. Re: Ist Word Plus on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 15:38:44 UTC
From: mc9931@mclink.it
Message-ID: <9bn0q4$5b0$1@news.mclink.it>
Source record: 47353

On 18 Apr 2001 21:34:23 , kaitxo@cix.compulink.co.uk wrote:
>Yes - don't laugh! A friend of mine really wants to use 1st Word + on a
>Falcon I've just lent him. It's so many years since I've used it that I
>haven't a clue about it any more.
>
>The only problem seems to be the screen display - the font comes out huge
>and distorted. There's NVDI 5 running. I've tried add Tos compatibility,
>and even disabling NVDI - no effect. Anyone any ideas please?
>

If I recall correctly, it is a compatibility problem between NVDI
and old versions of 1st Word+ (Fonts display correcly with W+
ver. 3.20)..

Lodovico

5122. Re: Wollersysteme

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 16:06:06 UTC
From: ebaiz@skyenet.net
Message-ID: <O1ED6.161$1k6.1686@newsfeed.slurp.net>
Source record: 47354

```
On 17 Apr 2001 23:58:43 , Jim DeClercq wrote:
>On 16 Apr 2001 19:14:04 , Steve Sweet wrote:
>>Ji JT
>>
>>>I did shopping with Wollersysteme.( http://www.woller.com/ ) but, Goods
>>>are not delivered.
>>
>>>I paid money with VISA.
>
>Odd--same thing happened to me. Additional detail--contacted them by
>e-mail was told that there were none, but two could be found, to be
>shipped Friday, a day which is now long in the past. That item, a 14MB
>upgrade, is a catalog item on the web page. I would still like to have
>two of those, but ordering from the only source does not work.

The same thing happened to me also. Woller claimed he never received my
cashier's check, but I had the receipt that said he did. I scanned it
and emailed it to him and then I got my order. He apologized very
nicely. I suppose he is a very busy man....

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

5123. Re: Software for transfering files

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 16:06:08 UTC
From: ebaiz@skyenet.net
Message-ID: <Q1ED6.162$1k6.1686@newsfeed.slurp.net>
Source record: 47355

On 18 Apr 2001 20:49:59 , Joakim Nordlander wrote:
> I am looking for a way to easily transfer lots of files from my Atari
>to my PC via a serial link. I want to have the directory structure
>preserved. Is there a such software? It doesn't necessarily have to run
>on the PC, as long as I can run it under an emulator on the PC.
> I experimented some with Jekyll, running STonX-DOS on my PC, and
>managed to transfer some files, but as far as I can tell Jekyll doesn't
>preserve the directory structure. :(

There is Ghostlink which uses a null modem cable or else PARCP which
uses the parallel ports.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5124. Re: Sundog on TT030?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 16:06:10 UTC
From: ebaiz@skyenet.net
Message-ID: <S1ED6.163$1k6.1686@newsfeed.slurp.net>
Source record: 47356

On 18 Apr 2001 22:25:21 , "Jeff N" wrote:
>Anybody know how to make Sundog run on a TT030??? Preferred from the hard
>drive, but I think only a cracked version would work off the HD which is
>also acceptable. I own an original and have a copy of the cracked version.
>Any thoughts?
>
>Thanks
>-Jeff-

It might run. I would give it a try in ST low. My Hades has the same OS
as a TT and when I tried to run it I only got the sound, but not
picture. I just figured the program was not compatible with my graphics
card.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5125. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 16:53:04 UTC
From: osian@zetnet.co.uk
Message-ID: <3adf17f0$0$8833@news.zetnet.co.uk>
Source record: 47357

On 19 Apr 2001 00:56:23 , John Garone wrote:
>Maybe Java? CAB does desperately need Javascript!!!

No, it wasn't Javascript. Definitely HTML! If there was any
Javascript there, CAB would ignore it anyway and just render the HTML
it *could* understand.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5126. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 16:57:53 UTC
From: osian@zetnet.co.uk
Message-ID: <3adf1911$0$8833@news.zetnet.co.uk>
Source record: 47358

On 19 Apr 2001 00:57:58 , Neil Roughley wrote:
>Just a guess, but I think CAB received a page generated through
>server-side scripting and didn't know how to process it correctly.

Yes, it's a dynamic page created in PHP I think.

>The
>page should have been parsed by the browser but instead was treated as
>an unknown file type. A good example of this is finding the odd image in
>CAB's cache with the cgi extension instead of jpg or gif.

>So, you can probably blame either CAB or its overlay (or both) for not
>interpreting what was generated from the server. But it's hard to say
>without checking the URL directly (pass it on to Dan Ackerman if you're
>using his overlay). CAB will display malformed HTML, though, so I'm
>convinced the problem is elsewhere in the chain.

Hmmm, after thinking about it, I don't think it's CAB that's to blame.
I've asked the webmaster to correct the page by adding HTML/TITLE/BODY
sections, so we'll see if that corrects the problem.

I still don't understand about MIME types though. If it's set by the
server and not the source code, how does it know if it's sending a
HTML file or a text file, or a JPEG? Is it file extensions?

Maybe the server scans the page for DOCTYPE and HTML tags, and JPG
headers, and adds the appropriate file type. In which case CAB is
performing correctly, as the server obviously hasn't recognised that
it's HTML.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5127. What can I do to upgrade a Mega ST I just re-inherited?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 17:37:55 UTC
From: "James Dexter :-)" <james@sparkoids.com>
Message-ID: <9bnbn5$2a2$2@newsg3.svr.pol.co.uk>
Source record: 47359

Subject says it all....are there other boards etc available - I want to keep the casing and possibly monitor!

--

Best regards,

James :-)

5128. ELFBACK v3.0 released

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 19:04:44 UTC
From: elfsoft@mindspring.com
Message-ID: <9bncsc$m3k$1@slb7.atl.mindspring.net>
Source record: 47360

ELFBACK v3.0 has been released. It requires TOS 1.4+ and a
GEMDOS compatible file system (no long file names).

The only new feature is registration by key file. Also, the
improvements in data compression since 1997 have finally been
implemented, plus some minor bug fixes.

The move to v3.0 has more to do with ending support for all the
compression methods used by v2.0 through v2.11. There were just
too many of them, and some were unreliable. The LZA method used
here is about as efficient as possible, and has been thoroughly
tested. (I now have an external hard disk, which makes testing a
lot faster.)

If you have registered previously, contact me and I'll send you
a free keyfile.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

5129. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 19:11:11 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3adf45e433a5b70@pandora.be>
Source record: 47361

on Wed 18-04-2001 22:42 CECCOLI Jean-Luc wrote:

>Dans le message <9b7os3mnm2@news.chatlink.com>
>Don Wolfe a ï¿½crit:
>>Greetings,
>
>>I'm trying test the Demo version of "WENSUITE" I seem to have
>>everything setup right according to the Doc's. But can't get it to
>>dial the modem.. Anyone know what I'm doing wrong ????
>
>>Thanks, Donner....
>
>You're just using a demo version, which doesn't allow on-line
>operation. However, as WenSuite is an unfinished beta-release, I
>would advise you to use Draconis or CAB instead.

Even in its unfinished beta-release Wensuite is much better then Light of
Adamas. Wensuite is rock solid and very very fast. Pages which tooks
almost a minute before Cab displays then are displayed in less then
20 sec with Wensuite. Adamas is even slower then Cab.

Some figures done on a Hades running freeMiNT 1.15.10b/N_AES 2.0.0, 256
colormode
Test: reading offline a test page containing 13 midsized progressive.
jpg's (35-65 kb) and two small gif's.

1) Cab 2.70e: load time: 1'46"31
2) Cab 2.80: 0'49"75
3) Wensuite 3.30c: 0'17"82
4) Adamas 1.72 pl3: 1'24"86

Note on Adamas. None of the 13 jpg's were displayed correct. In fact one
could barely see what the picture was.

As you see there is a big different between 2.70 and 2.80 but be aware
that this applies to progressive jpg's. If the page contains only normal
jpg's and/or gif's one will not notice a speed difference.
Some people have reported me that with MagiC one hardly see a speed
different between Cab 2.70 and 2.80

>There again, Draconis seems to behave strangely sometimes, extending
>the pages over tenths of screens, beeing slow and crashing often...

Crashing is the most important strenght of Adamas. No program can perform
better then Adamas. It's really the World Champ crashing.

Last thing I heard about Wensuite was that one of the two orginal
programmers is still working on it.
Almost a year ago one of these guys said that they were thinking to
release Wensuite as Open Source but sofar no sign of it.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5130. Re: Software for transfering files

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 19:31:45 UTC
From: Joakim Nordlander <jonord@spam.me.not.pinky2.itv.se>
Message-ID: <3ADF3D21.4984D0B9@spam.me.not.pinky2.itv.se>
Source record: 47362

"Edward S. Baiz Jr." wrote:
> There is Ghostlink which uses a null modem cable or else PARCP which
> uses the parallel ports.

Ah,yeah.. Thanks a bunch!

/Jocke

5131. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 19:32:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987788500-233703AEicMi@madasafish.com>
Source record: 47393

Yo!, Lyndon

>>>Steve Sweet also uses an old ST >

>>Oy, It certainly is not old, some of it is very young!!!

>I thought that might wind you up :)

<Homer simpson voice on>

Why you little!!!!!!.....

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5132. Re: Quick FAQ looking for a new maintainer

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 19:34:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987788502-234278AEicMi@madasafish.com>
Source record: 47394

Hi Nicholas

>Some of the oldest people on here probably remember me. I used to be
>rather prolific on this newsgroup.

I'd say, my ex-wife is still bringing up 3 of your kids!!. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5133. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 19:43:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987788506-234854AEicMi@madasafish.com>
Source record: 47395

Harry baby

>The trouble is that the terminal starts up with the report that the
>modem is online (which it isn't).

I had this probs when i upgraded my modem my cause was the "DTR" switch
in serial setter being on. Load up serial setter CPX and toggle it for
that port and see whats what.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5134. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 20:05:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987788508-235439AEicMi@madasafish.com>
Source record: 47296

Hi Greg

> Out of curiousity, where can I download a copy of iConnect. I had
>it in the full copy of Cab 2.7 but didn't set it up since I was using
>Stik at the time. Now that I have a Magic system (MagicMac) I'd like
>to give it a try.

You cant just download iConnect, but a free upgrade is available from
the ASH site, so if youve an origional and still have your key this will
be the path for you to take.

> Oh, and as for my copy... after I setup Cab 2.7, the disks quit
>working. Happened with that and HD Driver disks. :(

If you have bought faulty media then you can get it replaced by the
origonal vendor or in most cases these days, the author will help
directly, i know Ewe seimet, the author of HD-driver is present in here
and would suggest the same in the case of his product.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5135. Re: AtarIRC still giving problems!

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 20:06:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987788512-236162AEicMi@madasafish.com>
Source record: 47297

Hi Lonny

>> Tried it again it still won't resolve! Anyway, have you tried a
>> PC version of IRC, maybe mIRC?

>All I have for on-line use is Atari's, dam shame I'm forced to use
>this Hades060 day in and day out. ;-)

No one's forcing you to use it!!!., Send the old tin bucket to me and
the problem is solved. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5136. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 20:16:40 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <987715026-396583AEicMi@xs4all.nl>
Source record: 47363

>From: "John W. Linville" <linvjw@bedrocksys.com>
>Date: Sat, 14 Apr 2001 18:34:51 GMT
>
>Is it still possible to buy new Milan and/or Hades boards? In
>the US?
>Where? And how much?

Hello John,

You won't be able to get one in the USA AFAIK, but you can order a
board (with a 040 or 060 + S3 graphic card + cables neccesary to
install the board directly into a "Baby-AT case") directly
from Milan. There are two boards available, one with the 040
and another with the 060 upgrade. I would wait before you buy the 060
board, my Atari dealer in Holland said the hardware is o.k. but
there are some problems with the MVDI which have to be fixed
first.(The board with a 040 is ok, I have one myself)
Adress :
info@milan-computer.de

Cheers
Dan

5137. Telnet BBS

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 21:24:50 UTC
From: NOSPAM.black@gco.apana.org.au
Message-ID: <923228141@p1.f360.n634.z3.fidonet.org>
Source record: 47364

Commodore Connect - online since 1987.

Supporting the Atari ST.

Fidonet echomail, Newsgroups & more, no download limits, free access.

telnet://commodore.thebbs.org
ftp://commodore.thebbs.org

5138. Pine under TosWin2

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 21:35:03 UTC
From: jba4@po.cwru.edu
Message-ID: <9bnlm7lui1@eeyore.INS.cwru.edu>
Source record: 47365

Hey everyone! I'd like to use the mint versions of Pine and Lynx.
But I am using TOSWin v. 2.6. Of course, when I run either of these
programs, I get the message that TOSwin is not smart enough. Now I
though I editted the termcap file correctly. Is this the probelm?
What I'm looking for here is a good explanation on how to make this
software work. Let me know! Thanks in advance!

5139. Re: What can I do to upgrade a Mega ST I just re-inherited?

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 21:48:52 UTC
From: Tim Anderson <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <9bnmd3$845$1@news7.svr.pol.co.uk>
Source record: 47366

Hi,

I would also like to know this.

Having just lost the Falcon :-(

I'm interested in Linux? Are there any 030 boards around?

Memory? and maybe, just maybe a graphics card.

Oh almost forgot, IDE interface's, Do the STFM interfaces fit?

Tim

"James Dexter :-)" <james@sparkoids.com> wrote in message
news:9bnbn5$2a2$2@newsg3.svr.pol.co.uk...
> Subject says it all....are there other boards etc available - I want to
keep
> the casing and possibly monitor!
>
> --
>
>
>
> Best regards,
>
> James :-)
>
>

5140. Re: making a living on Atari (was: Re:

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 22:03:54 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3adf60ca$0$8834@news.zetnet.co.uk>
Source record: 47367

On 16 Apr 2001 19:12:54 , Steve Sweet wrote:
>Hi Charles
>
>> Atari users have revealed themselves in recent threads in this group.
>
>Oops!, yes i remember that, i'd forgot i'd just got out of the shower!!!

*Splutter@@ ROFL.....

5141. Re: Falcon RAM Problem - (HDdriver?)

Newsgroup: comp.sys.atari.st
Date: 2001-04-19 23:36:09 UTC
From: vdjole@EUnet.yu
Message-ID: <9bnsp7$gs3$3@news.EUnet.yu>
Source record: 47369

On 16 Apr 2001 22:29:09 , Ken Kosut wrote:

>The fitting went very well.
>I booted, all programs work great for about 30 minutes.
>Then I get vertical dashes on the screen and everything freezes.
>I can't really reboot until the machine cools.

The poor boar deems to be... well, poor. Probably a faulty component
or a bad solder joint somewhere, which gets worse as the thing heats up.
Does it work better if the machine is left completely open to reduce heating?

Maybe you might measure supply voltage somewhere on the board, at power
up, and then after the machine freezes. A bad contact on the connector can
make supply drop out of tolerance after a while. If there are any TTLs
on the board, supply voltage can vary only +/-5%; other types of chips
are more tolerant.

5142. Re: Falcon RAM Problem - (HDdriver?)

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 00:13:54 UTC
From: vdjole@EUnet.yu
Message-ID: <9bnv00hlg1@news.EUnet.yu>
Source record: 47370

On 19 Apr 2001 23:36:09 , Djordje Vukovic wrote:

>The poor boar deems to be... well, poor.

And poor and hasty typing can make funny sentences, if the mistyped
words have meaning, too. I apologize.

Cu.

5143. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 00:29:02 UTC
From: jba4@po.cwru.edu
Message-ID: <3adf825c.36069617@news.cwru.edu>
Source record: 47368

On Thu, 19 Apr 2001 19:11:11 GMT, "Martin \"Nightowl\" Byttebier"
<tos4ever@pandora.be> wrote:

>
>Last thing I heard about Wensuite was that one of the two orginal
>programmers is still working on it.
>Almost a year ago one of these guys said that they were thinking to
>release Wensuite as Open Source but sofar no sign of it.

Actually, I think I heard a version 4 was going to be released, but
only in French and still as a commercial version. They were quite
clear that no English version would be produced since they got so much
crap from upset people in this group.

BTW, they claim Javascipt support in version 4. Oh well, I guess.

>
>CU
>Martin
>
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@pandora.be*********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

5144. Re: syquest and links

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 01:55:56 UTC
From: taj16@dreamscape.com
Message-ID: <tdv5pculrl021@corp.supernews.com>
Source record: 47371

On 12 Apr 2001 20:48:18 , BMauger317 wrote:
>hi all hope you all can help!
>i just got a syquest 44mb removable and have a links 1 : i used icd to do my
>formating..but took 2 days ..yes 2 days to go through the bad sectors..anyone
>out there have any syquest formating disk or tools thanks. any help would be
>great!
>.
I have two of those drives, as well as one of the similar 200Mb versions. I use ICD software on my drives, too. I've had my share of problems, but almost all have been traced to faulty cartridges. The only problem I've had that wasn't related to a cartridge was due to a weakening drive power supply.

The fact that your drive is spinning up and attempting to operate at all would seem to eliminate the power supply. I'd try another cartridge. I know that Best Electronics sells them, and I've seen them listed a couple of other places that escape me at the moment.

Just in case though, I'd measure the voltages on the power supply, too.

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5145. New computer (not Atari related, but)

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 02:30:29 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9bo705$c2p$1@cubacola.tninet.se>
Source record: 47372

```
Hi all!

Fund this site yesterday, sounds like an interesting project. Not at
all Atari related, but a fun second computer?
http://www.simputer.org
```

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5146. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 04:23:33 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9bodk5$7m2$1@news.chatlink.com>
Source record: 47373

Yep right after I made the Post, I read the opening screen and saw that it said the one-line was disabled on the DEMO version.. Thats a little hard to believe that someone would make a DEMO of a browser that would not go on line.. :^))

Donner...

>You're just using a demo version, which doesn't allow on-line
>operation. However, as WenSuite is an unfinished beta-release, I
>would advise you to use Draconis or CAB instead.
>There again, Draconis seems to behave strangely sometimes, extending
>the pages over tenths of screens, beeing slow and crashing often...
>
>
>--
>+--+
>| F030 + SpeedRez 40 Mhz + 14 MB + SVGA + 2.3 Go Quantum |
>| VP32210 SCSI-2 HD + 1.0 Go IBM 0662S12 SCSI-2 HD x2 + |
>| IBM 2.0 Go DTNA-22110 IDE HD + Sony SDT 2000 miniDAT |
>| SCSI-2 STreamer + Toshiba XM-5201TA3014 SCSI 2x CD-ROM |
>| + U.S. Robotics 56K Message Modem + HP LaserJet 4Plus |
>| |
>| Wensuite 3.30c / aFTP 1.55 / STing 1.26 |
>| Didot LineArt Pro / Photoline 2.25 / Calamus SL 2000 |
>| Le R�dacteur 4 / Omikron Basic 3 / SCSITOOL 6.15 |
>+--+
>.

5147. I want my English desktop back

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 06:08:57 UTC
From: markat@zetnet.co.uk
Message-ID: <3adfd279$0$8831@news.zetnet.co.uk>
Source record: 47374

Hi all

Turned my Falcon on last night to find the TOS desktop menu is
in French and the keyboard has been remapped

Help - Can anyone help me get it back to English

Cant think how this has happened or how to get out of it

thanks
Martin

5148. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 06:37:20 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7052764.11DFD%nameerf@flash.net>
Source record: 47375

> 1) Cab 2.70e: load time: 1'46"31
> 2) Cab 2.80: 0'49"75
> 3) Wensuite 3.30c: 0'17"82
> 4) Adamas 1.72 pl3: 1'24"86
>
> Note on Adamas. None of the 13 jpg's were displayed correct. In fact one
> could barely see what the picture was.

This is interesting, as from my experience Adamas pictures have always been rendered much nicer and clearer than CAB, which in turn tends to look nicer than WenSuite. Is the problem above because of progressive JPG's as opposed to normal JPG's? I've never run into this issue before with my experiments of Adamas. I totally agree with the speed issues, though!

> Crashing is the most important strenght of Adamas. No program can perform
> better then Adamas. It's really the World Champ crashing.

Although I haven't got the full version, I have never once had the demo version (which I use with Sting's Draconis emulator). Is the full version less stable than the demo? The only big problems preventing me from using Adamas with Sting is how it at times doesn't pick up on certain connections (although some pages actually download easier than with CAB), and the gross lack of features (such as the ability to assign viewers to different file types).

Anyway, I just wish something new would be done with CAB or HighWire.

Mike Freeman
nameerf@flash.net

5149. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 06:41:50 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7052874.11DFE%nameerf@flash.net>
Source record: 47376

> Actually, I think I heard a version 4 was going to be released, but
> only in French and still as a commercial version. They were quite
> clear that no English version would be produced since they got so much
> crap from upset people in this group.

Oh, isn't that lovely now! Abandon a significant portion of the already tiny
Atari market with their "commercial" product because of a few people who
complained about some problems they had. What's up with that?!?!?!

> BTW, they claim Javascipt support in version 4. Oh well, I guess.

This would be helpful, but only if they made it support the emerging TCP/IP
software standards instead of their own.

Mike Freeman
nameerf@flash.net

5150. Re: I want my English desktop back

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 06:44:22 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B705290B.11DFF%nameerf@flash.net>
Source record: 47377

in article 3adfd279$0$8831@news.zetnet.co.uk, Martin Holmes at markat@zetnet.co.uk wrote on 4/19/01 10:08 PM:

> Turned my Falcon on last night to find the TOS desktop menu is
> in French and the keyboard has been remapped
>
> Help - Can anyone help me get it back to English
>
> Cant think how this has happened or how to get out of it

Sounds like your NVRAM settings got messed up. Get an NVRAM setter program (I think there's one in your Falcon system disks, or can be downloaded from any Atari FTP site). Set your language preferance to English with this program.

Mike Freeman
nameerf@flash.net

5151. Re: Pine under TosWin2

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 08:15:32 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0104201013380.530-100000@freemint>
Source record: 47383

Hello!

> Hey everyone! I'd like to use the mint versions of Pine and Lynx.
> But I am using TOSWin v. 2.6. Of course, when I run either of these
> programs, I get the message that TOSwin is not smart enough. Now I
> though I editted the termcap file correctly. Is this the probelm?

Now, you need to install ther ncurses terminfo database
(/usr/share/terminfo), part of the ncurses-5.1 sparemint package:

http://wh58-508.st.uni-magdeburg.de/sparemint/html/packages/ncurses.html

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5152. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 08:17:19 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0104201015560.530-100000@freemint>
Source record: 47384

Hello!

> and another with the 060 upgrade. I would wait before you buy the 060
> board, my Atari dealer in Holland said the hardware is o.k. but
> there are some problems with the MVDI which have to be fixed
> first.(The board with a 040 is ok, I have one myself)

Very interesting. Can you explain what problems? I use over a year now the
060 update (I was one of the first beta testers) and never experienced any
problem with the graphic card.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5153. [ANN] NoSTalgia 1.0

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 09:19:36 UTC
From: ph.gerin@NOSPAM.com
Message-ID: <1es5t0y.7klc80g1hfwkN%ph.gerin@NOSPAM.com>
Source record: 47385
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps,comp.emulators.misc

NoSTalgia 1.0 is now available get it at :

http://users.skynet.be/sky39147/

NoSTalgia is an Atari ST emulator for the Macintosh.

What's new in version 1.0 ?

- This version runs on OS X (Carbon) or System 8.x/9.x.
- Added overscan low.
- Added "freeze" , "unfreeze" functions.
- Fixed MFP/new code (Captain blood rasters, Interphase,...).
- Fixed MFP vector (fix lot of programs).
- Removed OMS support.
- Fixed bug in CPU, instructions timing.
- New Audio support (no samples yet).
- Fixed shifter timing.
- Better control of the emulation speed.
- Added an 'Auto frame' option to help the emulator when the CPU is too slow.
- Fixed several bugs in the FDC emulator (Drakken,...)
- Fixed the keyboard synchro code.
- Fixed the real time clock (Captain Blood).
- Most of the code has been rewritten.

Notes:

- Direct screen drawing is still present (and much faster) but is NOT recommended under OS X.
- You cant 'hog' all the CPU under OSX.
- Quickdraw performances are not great with OS X, NoSTalgia runs faster under 0S 9 in Quickdraw mode.
- NoSTalgia is too slow in 'Millions Colors', switch to 'thousands Colors'.
- The emulator may be slower when 'max speed' is enabled because it doesnt skip any frame in this mode.
- There is no 'Full screen mode' with OS X.
- You cant hide the Mac mouse with OS X.

--
Philippe Gï¿½rin (ph.gerin@kagi.com)
http://users.skynet.be/sky39147/

5154. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 09:34:28 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1es453f.1qjv7p4hd61a8N%roughley@vanc.igs.net.invalid>
Source record: 47387

Chris Simon <osian@zetnet.co.uk> wrote:

> On 19 Apr 2001 00:57:58 , Neil Roughley wrote:
> >Just a guess, but I think CAB received a page generated through
> >server-side scripting and didn't know how to process it correctly.
>
> Yes, it's a dynamic page created in PHP I think.

Most likely this is the source of the problem and its relation to CAB.

> >The
> >page should have been parsed by the browser but instead was treated as
> >an unknown file type. A good example of this is finding the odd image in
> >CAB's cache with the cgi extension instead of jpg or gif.
>
> >So, you can probably blame either CAB or its overlay (or both) for not
> >interpreting what was generated from the server. But it's hard to say
> >without checking the URL directly (pass it on to Dan Ackerman if you're
> >using his overlay). CAB will display malformed HTML, though, so I'm
> >convinced the problem is elsewhere in the chain.
>
> Hmmm, after thinking about it, I don't think it's CAB that's to blame.
> I've asked the webmaster to correct the page by adding HTML/TITLE/BODY
> sections, so we'll see if that corrects the problem.

CAB will display a page without HTML/TITLE/BODY, so I don't think it's
the markup that's causing the browser to fail.

> I still don't understand about MIME types though. If it's set by the
> server and not the source code, how does it know if it's sending a
> HTML file or a text file, or a JPEG? Is it file extensions?

Yes, the file extensions and how the server is configured to interpret
their content-types, which are subsequently sent through HTTP. A script
can set the content-type and pass it along through HTTP; this is
somewhat different than a browser accessing a file directly, whereby the
server is configured to handle the most common file types based on their
extensions.

> Maybe the server scans the page for DOCTYPE and HTML tags, and JPG
> headers, and adds the appropriate file type. In which case CAB is
> performing correctly, as the server obviously hasn't recognised that
> it's HTML.

No... only a browser or validator would care what DOCTYPE is present,
and only the most recent browsers will do anything substantial with the
declaration (e.g. Mozilla). A server won't scan (parse) the HTML unless

it's configured that way (as with server-side includes).

After executing the script, the server sent out data through HTTP that CAB didn't understand (again, no fault of the markup itself). Most likely CAB and its overlay aren't performing correctly. You would have to tap into the data stream and look at the HTTP headers to see who's at fault. That's why troubleshooting the problem should go to the author of the overlay you're using. It may be a limitation of CAB, though.

What happens if you use a different overlay?

Post the URL, including what actions you took once there, so others running different CAB setups (STinG/STiK/MiNTNet/IConnect) can test the results.

<< Neil >>

5155. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 10:20:01 UTC
From: jlog@zetnet.co.uk
Message-ID: <3ae00d51$0$8834@news.zetnet.co.uk>
Source record: 47386

On 19 Apr 2001 00:46:04 , "John W. Linville" wrote:

|> |Is it still possible to buy new Milan and/or Hades boards? In the US?
|> |Where? And how much?
|>
|> Try System Solutions in the UK.
|
|Well, I appreciate the tip, but their website seems to indicate that
|they only sell Macs. I went to www.systemsolutions.co.uk. Is this
|correct?

Sorry. Try www.atari-workshop.co.uk

This is the Atari side of System Solutions.
--
JI Logan

5156. Re: I want my English desktop back

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 11:21:03 UTC
From: swampfox1@earthlink.net
Message-ID: <zYUD6.517$J74.87015@newsread1.prod.itd.earthlink.net>
Source record: 47388

On 20 Apr 2001 06:08:57 , Martin Holmes wrote:
>Hi all
>
>Turned my Falcon on last night to find the TOS desktop menu is
>in French and the keyboard has been remapped
>
>Help - Can anyone help me get it back to English
>
>Cant think how this has happened or how to get out of it
>
>thanks
>Martin
>.
Martin,
If you're running ICD boot, it's either Desktop.prg or Config
(app). Not sure which one. If you need them, E-mail me!
John G.

5157. Re: Everest clipboard

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 14:51:35 UTC
From: bindon@madasafish.com
Message-ID: <te0j7nmdvt8o75@corp.supernews.com>
Source record: 47389

Hi

>Use Look'n'See to hook ASCII from the binary, copy the text sections of
>interest to the Clipboard, and use GEMtrade on the copied text.

Sounds like a good idea. I'll have to download Look'n'see again...

5158. Re: Pine under TosWin2

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 15:50:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9bplr8$q4e$1@snipp.uninett.no>
Source record: 47390

Frank Naumann <fnaumann@cs.uni-magdeburg.de> wrote:

> Now, you need to install ther ncurses terminfo database
> (/usr/share/terminfo), part of the ncurses-5.1 sparemint package:

> http://wh58-508.st.uni-magdeburg.de/sparemint/html/packages/ncurses.html

...or just the termcap/terminfo archive included in later (atleast in 2.6)
TosWin2 archives.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5159. Re: What can I do to upgrade a Mega ST I just re-inherited?

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 16:41:57 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9bpos8lte1@newsg3.svr.pol.co.uk>
Source record: 47391

Tim Anderson <tanderson@tanderson22.freeserve.co.uk> wrote in message
news:9bnmd3$845$1@news7.svr.pol.co.uk...
> Hi,
>
> I would also like to know this.
>
> Having just lost the Falcon :-(
>
> I'm interested in Linux? Are there any 030 boards around?
>
> Memory? and maybe, just maybe a graphics card.
>
> Oh almost forgot, IDE interface's, Do the STFM interfaces fit?
>
> Tim
>
According to the appropriate page
http://gem.win.co.nz/mario/hardware/ide.html the ST IDE interface will fit.
As the STE version requires a socketed CPU I guess it attaches to the CPU.
ST's and Megas both use the
Dual In-Line version of the 68K, which I think is soldered in, making
interfacing a little tricky, as you have to solder to the CPU.

STEs use a square chip, which is usually socketed so making add-ins easier,
as they can clip on/over/round the CPU ship.

I have seen many articles on upgrading the memory to 4 Meg, but I have not
tried on mine (yet).....

5160. Cascading Windows

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 17:24:32 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-BD06C3.10243120042001@corp-radius.supernews.com>
Source record: 47392

There's a Web site called Bountyquest that offers cash rewards for finding "prior art" that can invalidate patents. They recently posted a bounty for "Menu for Cascading Computer Display Windows" -- basically, a software program providing a menu selection that arranges windows in cascading (overlapping) fashion. The person who firsts shows documentation that this technique existed prior to February 15, 1986 will win $10,000. There has got to be some early ST documentation that describes this technique. I don't have much in the way of ST programming docs, but maybe you do.

http://www.bountyquest.com/bounties/displayBounty.php?bountyName=1087

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

5161. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 18:04:21 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae0879c4a32520@pandora.be>
Source record: 47298

on Fri 20-04-2001 00:29 Jeff Armstrong wrote:

>On Thu, 19 Apr 2001 19:11:11 GMT, "Martin \"Nightowl\" Byttebier"
><tos4ever@pandora.be> wrote:
>

>Actually, I think I heard a version 4 was going to be released, but
>only in French and still as a commercial version. They were quite
>clear that no English version would be produced since they got so much
>crap from upset people in this group.

Yep, that was what they told almost a year ago. In the meanwhile one of
the two original programmers has quite the Wensuite project leaving just
one guy to finish the job.
Indeed they have no plans whatsoever to release (if it ever will be
released) a English version. I can't remember me much details but after
the first English release they've received some negative comments about
Wensuite and that was something they couldn't accept. They have received
quite some negative criticism from the French people too. IIRC this was
the start of a rather heavy war in fr.comp.sys.atari

>
>BTW, they claim Javascipt support in version 4. Oh well, I guess.

And they claimed that it would be possible to use Wensuite with other
TCP/IP stacks too.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5162. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 18:04:22 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae0879c4a32521@pandora.be>
Source record: 47299

on Fri 20-04-2001 06:37 Michael and Nicole Freeman wrote:

>> 1) Cab 2.70e: load time: 1'46"31
>> 2) Cab 2.80: 0'49"75
>> 3) Wensuite 3.30c: 0'17"82
>> 4) Adamas 1.72 pl3: 1'24"86
>>
>> Note on Adamas. None of the 13 jpg's were displayed correct. In fact one
>> could barely see what the picture was.
>
>This is interesting, as from my experience Adamas pictures have always been
>rendered much nicer and clearer than CAB, which in turn tends to look nicer
>than WenSuite. Is the problem above because of progressive JPG's as opposed
>to normal JPG's?

Maybe my eyes aren't that good as yours but really I don't see any
different in the quality of the pictures between Cab 2.80 and Adamas, at
least not in 256 color mode. BTW: Draconis and Wensuite can't handle 32b
color mode. The colors are completely wrong.
But I agree with you that Wensuite doesn't render the picture as nice as
Cab does.
The problem is indeed the progressive jpg's. This problem has been
reported several times but even the latest version still displays the
pictures bad.

>
>> Crashing is the most important strenght of Adamas. No program can perform
>> better then Adamas. It's really the World Champ crashing.
>
>Although I haven't got the full version, I have never once had the demo
>version (which I use with Sting's Draconis emulator). Is the full version
>less stable than the demo?

I don't think so. The only point that is better in the demo is the fact
that one couldn't use javascript. When Java script is enabled one can
hardly visite a page. Even a very basic script, like the counter on my
homepage brings Adamas into big trouble.

>The only big problems preventing me from using
>Adamas with Sting is how it at times doesn't pick up on certain connections
>(although some pages actually download easier than with CAB), and the gross
>lack of features (such as the ability to assign viewers to different file
>types).

I've used Adamas a few times to get on pages where Cab failed but after
2 minutes surfing on these pages the fun was over. Somehow Adamas wasn't

able to read the data in the cache so I ended up in a empty page when I returned to a previous visited page.
Luckely for me Dan Ackerman was so kind enough to improve Cab-for-Stik.ovl. With the latest cab.ovl I can visite now these particular pages with Cab.

>Anyway, I just wish something new would be done with CAB or HighWire.

I'm afraid Cab is complete history. AFAIK, the Highwire project is still alive.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5163. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 18:04:23 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae0879c4a32522@pandora.be>
Source record: 47300

on Fri 20-04-2001 06:41 Michael and Nicole Freeman wrote:

>
>This would be helpful, but only if they made it support the emerging TCP/IP
>software standards instead of their own.

A year ago I've ask the programmers if they could make Wensuite suitable
for at least MiNT-net. They answered that this could be done easily but
that they had to finished a few things first. I'm still waiting.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5164. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 19:02:47 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae0953c54d72c2@pandora.be>
Source record: 47301
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/anim0201.zip (159.254 bytes)
(video player (AVI, MOV, FLI, FLC, and WAV)

ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-215.zip (855.837 bytes)
(media player which can read: QuickTime Movies (MOV), Video For Windows (AVI),
Autodesk Animator (FLI/FLC/FLH), MPEG 1/2 (MPG), Interactive Video
QuickTime VR (MOV with mouse control), Sounds Audio Visual Research (AVR),
Microsoft RIFF-WAVE (WAV), Apple Interchange File Format (AIF), DVSM Falcon Winrec (DVS).
Real Audio (RA 14.4K and 28.8K), MPEG 1/2 Audio Layer 1,2,3 (MP1/2/3),JPEG pictures.)

**programming**
ftp://chapelie.rma.ac.be/atari/programming/ttdigger-62.zip (129.814 bytes)
(TT-Digger is a program designed for digging in existing software,
for instance: TOS-ROM. Input can be disassembled, displayed as Hexadecimal
or as ASCII text in any combination. Assembly (Standard Motorola) makes it
possible to change an existing program and to reassemble it.)

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

5165. QED and Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 19:10:57 UTC
From: bindon@madasafish.com
Message-ID: <te12e14ss6n289@corp.supernews.com>
Source record: 47302

Hi!

Little problem here that's got me stuck.

I use QED (after getting fed up with Everest) as my editor and now after the Organization: line is written it doesn't do a carriage return so the subject line is written right after it. Obviously other peoples mailers don't pick up the subject and it ends up with no subject. At the moement the only solution is using a character in the organisation field (a dot if you look) or switch back to Everest <shudders>.

Thanks! I think this is probably a FAQ re Newsie+QED

5166. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 19:32:19 UTC
From: osian@zetnet.co.uk
Message-ID: <3ae08ec3$0$8830@news.zetnet.co.uk>
Source record: 47303
Body handling: HTML body converted to readable text

On 20 Apr 2001 02:34:28 , Neil Roughley wrote:
>What happens if you use a different overlay?

I've only got Dan's v1.4008 (030 version) - will need to get some more I guess!

>Post the URL, including what actions you took once there, so others
>running different CAB setups (STinG/STiK/MiNTNet/IConnect) can test the
>results.

Hmm, it's http://www.coastercount.com/ - a database of roller coasters
that allows you to tick off which coasters you've ridden! One of my
little hobbies...

Whether anyone will want to bother testing this out for me I don't
know, you need to set up a username and password from the Sign Up
link, but that is very straightforward and quick.

From there, you go to the Add Coasters page and then choose a park
that's listed.

It's then supposed to list all the coasters in that park, but as I've
said it simply displays the source code (which starts with a
tag!). The pages up to there work fine, and those do have DOCTYPE
and HTML tags.

I'm using CAB 2.7 and Sting v1.15.

BTW it's very nice to find a 'clever' interactive site like this that
doesn't use any client-side scripting!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5167. assembler for atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 19:52:34 UTC
From: Olivier Scalbert <olivier.scalbert@algosyn.com>
Message-ID: <3AE09382.B3F4E5FE@algosyn.com>
Source record: 47305

Hello,

What is a good assembler for ST. Where can I find it ?
Thanks

Olivier

5168. Re: Milan and/or Hades -- where to buy?

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 20:00:22 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <987800444-177618AEicMi@xs4all.nl>
Source record: 47304

>From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
>Date: Fri, 20 Apr 2001 10:17:19 +0200
>
>Hello!
>
>> and another with the 060 upgrade. I would wait before you buy
>the 060
>> board, my Atari dealer in Holland said the hardware is o.k.
but
>> there are some problems with the MVDI which have to be fixed
>> first.(The board with a 040 is ok, I have one myself)
>
>Very interesting. Can you explain what problems? I use over a
>year now the
>060 update (I was one of the first beta testers) and never
>experienced any
>problem with the graphic card.
>
>
>Tschuess
> ...Frank

Hello Frank,

This becomes mysterious again.....
My Atari dealer Mabn in Rotterdam gave no details (guess he got
no more info) He just said the 060 upgrade doesn't work yet
because some adaptions have to be done in the Mvdi. Prof. Walz
(Author of the prg Music Edit) recently mentions something similar on
the forum on atari-world. He ordered a 060 upgrade for his
Milans but was told he had to wait because there were some
problems to be solved.
On 30-3-2001, also in the atari-world forum (Milan 060 upgrade) 5
customers ask why they have to wait so long for their ordered
060 upgade, but nobody knows....

I wished we would hear something more from Milan themselves
about this.

Cheers
Dan

5169. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 21:15:07 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1es609b.1ldm5h91f2v7f6N%roughley@vanc.igs.net.invalid>
Source record: 47306
Body handling: HTML body converted to readable text

Chris Simon wrote:

> On 20 Apr 2001 02:34:28 , Neil Roughley wrote:
> >What happens if you use a different overlay?
>
> I've only got Dan's v1.4008 (030 version) - will need to get some more I
> guess!
>
> >Post the URL, including what actions you took once there, so others
> >running different CAB setups (STinG/STiK/MiNTNet/IConnect) can test the
> >results.
>
> Hmm, it's http://www.coastercount.com/ - a database of roller coasters
> that allows you to tick off which coasters you've ridden! One of my
> little hobbies...
>
> Whether anyone will want to bother testing this out for me I don't
> know, you need to set up a username and password from the Sign Up
> link, but that is very straightforward and quick.
>
> From there, you go to the Add Coasters page and then choose a park
> that's listed.
>
> It's then supposed to list all the coasters in that park, but as I've
> said it simply displays the source code (which starts with a
> tag!). The pages up to there work fine, and those do have DOCTYPE
> and HTML tags.
>
> I'm using CAB 2.7 and Sting v1.15.
>
> BTW it's very nice to find a 'clever' interactive site like this that
> doesn't use any client-side scripting!

I followed your directions to the letter, first using IE5/Mac and then CAB on my TT. The site uses frames throughout, but with CAB they're lost on subsequent pages, resorting to single pages. In the Add Coasters page, choosing a park causes CAB to open the link as source code (just as you experienced). But with IE, the code is rendered normally in the main frame on the right. So the problem is that the frames-based structure of the site is lost when using CAB. The server is sending out information to the browser to open the HTML in the main frame, but CAB can't understand the directives.

If access to the site is important, I suggest you e-mail Dan Ackerman to see if he has the time to poke around and see the interaction going on "underneath".

<< Neil >>

5170. Re: What can I do to upgrade a Mega ST I just re-inherited?

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 22:23:56 UTC
From: Tim Anderson <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <9bqcqr$5do$1@newsg3.svr.pol.co.uk>
Source record: 47307

Hi,

What I was thinking about was more like the 16 that I used to have in my
Falcon.

I know that there used to be boards which plugged into the cartidge slot
that upgraded to 16mb but do these still exist?

I hve not seen them for a while!!! (about 5 years or so)

Tim.

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in
message news:9bpos8lte1@newsg3.svr.pol.co.uk...
>
> Tim Anderson <tanderson@tanderson22.freeserve.co.uk> wrote in message
> news:9bnmd3$845$1@news7.svr.pol.co.uk...
> > Hi,
> >
> > I would also like to know this.
> >
> > Having just lost the Falcon :-(
> >
> > I'm interested in Linux? Are there any 030 boards around?
> >
> > Memory? and maybe, just maybe a graphics card.
> >
> > Oh almost forgot, IDE interface's, Do the STFM interfaces fit?
> >
> > Tim
> >
> According to the appropriate page
> http://gem.win.co.nz/mario/hardware/ide.html the ST IDE interface will
fit.
> As the STE version requires a socketed CPU I guess it attaches to the CPU.
> ST's and Megas both use the
> Dual In-Line version of the 68K, which I think is soldered in, making
> interfacing a little tricky, as you have to solder to the CPU.
>
> STEs use a square chip, which is usually socketed so making add-ins
easier,
> as they can clip on/over/round the CPU ship.
>
> I have seen many articles on upgrading the memory to 4 Meg, but I have not
> tried on mine (yet).....
>

>

5171. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 22:32:27 UTC
From: osian@zetnet.co.uk
Message-ID: <3ae0b8fb$0$8834@news.zetnet.co.uk>
Source record: 47308

On 20 Apr 2001 14:15:07 , Neil Roughley wrote:
>In the Add Coasters
>page, choosing a park causes CAB to open the link as source code (just
>as you experienced). But with IE, the code is rendered normally in the
>main frame on the right. So the problem is that the frames-based
>structure of the site is lost when using CAB.

Well, *slightly* different results from me! CAB kept the frame
structure, keeping the index in the left hand frame, but
opening the source code in the right hand frame.

Thanks for having a go.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5172. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-20 23:02:12 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae0cd9680dcce0@pandora.be>
Source record: 47309
Body handling: HTML body converted to readable text

on Fri 20-04-2001 19:32 Chris Simon wrote:

>It's then supposed to list all the coasters in that park, but as I've
>said it simply displays the source code (which starts with a
>tag!). The pages up to there work fine, and those do have DOCTYPE
>and HTML tags.

No problemo here. Everything goes well.
I went to Steel Coasters Rankings and under the C I see your name.
>
>I'm using CAB 2.7 and Sting v1.15.

I'm using Cab 2.80 with the latest Stik.ovl and MiNT-net

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5173. Re: I want my English desktop back

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 06:05:57 UTC
From: markat@zetnet.co.uk
Message-ID: <3ae12345$0$8832@news.zetnet.co.uk>
Source record: 47310

On 20 Apr 2001 06:44:22 , Michael and Nicole Freeman wrote:
>in article 3adfd279$0$8831@news.zetnet.co.uk, Martin Holmes at
>markat@zetnet.co.uk wrote on 4/19/01 10:08 PM:
>
>> Turned my Falcon on last night to find the TOS desktop menu is
>> in French and the keyboard has been remapped
>>
>> Help - Can anyone help me get it back to English
>>
>> Cant think how this has happened or how to get out of it
>
>Sounds like your NVRAM settings got messed up. Get an NVRAM setter program
>(I think there's one in your Falcon system disks, or can be downloaded from
>any Atari FTP site). Set your language preferance to English with this
>program.
>
>
Have checked NVRAM and found its setting were for French and
have now reset it to English.
Phew, what a relief to get the keyboard letters back where
they should be!

Thanks to the newsgroup
Martin

5174. Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 06:09:44 UTC
From: jimd11@mindspring.com
Message-ID: <9br878fmo1@slb6.atl.mindspring.net>
Source record: 47311

System: TT030. NVDI. ICD or HHDriver.

A few days ago, I posted a report, looking for advice, about file damage on a partition that holds programs that do a lot of writing and erasing, such as Newsie, Ghostscript, CAB, and TeX. That has resulted in used clusters not in the FAT (mostly Newsie's old log file) and two files with links to address 0000, which is fatal. Had a ZIP drive backup.

Was booting with ICD Pro. and could use Cleanup to fix most problems, which occurred on a daily basis, with about 1000 file erasures per day.

Changed to HDDriver, which does not let Cleanup run, and then found that Z-org has a FSCK, file system check and repair routine, which will do what cleanup does, faster and quieter, but in French. It is not called fsck, but rather something like Verificatione de la structure. Pardon my French.

In those few days, I have had no write errors to fix, and z-org tells me all is good, I think, in French. (tout va bein?)

Whoever it was complained that Newsie was messing up their partition, some weeks back, should try a different scsi driver system. The clue fairy has not visited me on why this is the way it is, but it does seem to be this way. In other words, do not blame the mousie, or the port settings, unless you are not using ICD to boot your machine. I do like the idea of separate programs to do separate things, but my D partition gets damaged or trashed entirely too often with it.

By the way, I am not bad in statistics, expect this sort of thing to happen once in a while in a perfect world, and this was too often. There is a problem here.

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

5175. FREE Atari Catalogs! FREE Games! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 06:46:20 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0104202341370.15484-100000@shell.pacifier.com>
Source record: 47312
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

If your looking for FREE Atari Catalogs, Please, Read On down the page!

I've just added 7 boxes of Atari Software, including some Jaguar Games. So please checkout my Catalogs! Buy an Atari Computer, Get FREE Games! Now I'm offering a 20% Tax Relief Discount. E-Mail me for Details on Redeeming these offers! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't come see me today? Come see me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5176. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 07:26:42 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1es6sip.iq50u3nlmih2N%roughley@vanc.igs.net.invalid>
Source record: 47314

Chris Simon <osian@zetnet.co.uk> wrote:

> On 20 Apr 2001 14:15:07 , Neil Roughley wrote:
> >In the Add Coasters
> >page, choosing a park causes CAB to open the link as source code (just
> >as you experienced). But with IE, the code is rendered normally in the
> >main frame on the right. So the problem is that the frames-based
> >structure of the site is lost when using CAB.
>
> Well, *slightly* different results from me! CAB kept the frame
> structure, keeping the index in the left hand frame, but
> opening the source code in the right hand frame.

I did the tests with CAB 2.5 and a fairly old overlay (v1.3103).

> Thanks for having a go.

You're welcome... and I'm glad to hear of Martin's success with CAB 2.8
and Stik.ovl/MiNT-net.

<< Neil >>

5177. Twist 3

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 07:41:36 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <987842512-449280AEicMi@xs4all.nl>
Source record: 47313

Hi,

Does anyone have Twist 3? AFAIK it wsa
furtherdeveloped by Maxon. Does that mean it has only
a German interface? And what are the main differences
with TWIST 2? And if these differences are
significant, does anyone have it for sale?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5178. Re: [ANN] NoSTalgia 1.0

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 11:06:11 UTC
From: steve666@clara.co.uk
Message-ID: <1es7qpc.u9hrr61ejbpe8N%steve666@clara.co.uk>
Source record: 47315
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps,comp.emulators.misc

Nice one, Philippe! Excellent emulation :-)

Steve

> NoSTalgia 1.0 is now available get it at :
>
> http://users.skynet.be/sky39147/
>
> NoSTalgia is an Atari ST emulator for the Macintosh.
>
> What's new in version 1.0 ?
>
> - This version runs on OS X (Carbon) or System 8.x/9.x.
> - Added overscan low.
> - Added "freeze" , "unfreeze" functions.
> - Fixed MFP/new code (Captain blood rasters, Interphase,...).
> - Fixed MFP vector (fix lot of programs).
> - Removed OMS support.
> - Fixed bug in CPU, instructions timing.
> - New Audio support (no samples yet).
> - Fixed shifter timing.
> - Better control of the emulation speed.
> - Added an 'Auto frame' option to help the emulator when the CPU is too
> slow.
> - Fixed several bugs in the FDC emulator (Drakken,...)
> - Fixed the keyboard synchro code.
> - Fixed the real time clock (Captain Blood).
> - Most of the code has been rewritten.
>
> Notes:
>
> - Direct screen drawing is still present (and much faster) but is NOT
> recommended under OS X.
> - You cant 'hog' all the CPU under OSX.
> - Quickdraw performances are not great with OS X, NoSTalgia runs faster
> under 0S 9 in Quickdraw mode.
> - NoSTalgia is too slow in 'Millions Colors', switch to 'thousands
> Colors'.
> - The emulator may be slower when 'max speed' is enabled because it
> doesnt skip any frame in this mode.
> - There is no 'Full screen mode' with OS X.
> - You cant hide the Mac mouse with OS X.

5179. Re: Ist Word Plus on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 12:26:34 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <9bru9q$953$1@plutonium.compulink.co.uk>
Source record: 47316

> If I recall correctly, it is a compatibility problem between NVDI
> and old versions of 1st Word+ (Fonts display correcly with W+
> ver. 3.20)..

If that were true, then surely disabling NVDI would solve the problem? But
it doesn't :-(

Andrew Harvey

5180. dead atari st

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 12:30:48 UTC
From: Tim Worthington <worthair@optushome.com.au>
Message-ID: <Y3fE6.3261$hb.6564@news1.belrs1.nsw.optushome.com.au>
Source record: 47317

i have an atari 1040STf with a dead video chip and am looking for
replacement chips or an old dead atari st (that has something wrong with it
other than video) to swap the chips from.
does anyone (preferably in australia) have one they would be willing to give
up for a reasonable price

tim

5181. Re: Ist Word Plus on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 15:21:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bs8h7gnb1@plutonium.compulink.co.uk>
Source record: 47318

In message <9bl18v$jh2$1@plutonium.compulink.co.uk>, kaitxo@cix.compulink.co.uk said:

>Yes - don't laugh! A friend of mine really wants to use 1st Word + on a
>Falcon I've just lent him. It's so many years since I've used it that I
>haven't a clue about it any more.

And why not? It's nice and simple to use and will do for most letters,
essays etc. perfectly well. The only thing it falls down on is the
absence of various fonts and inability to justify proportional
fonts. But who needs these for such applications? (I have modified
the 'Light' switch to give me larger text - double size with my
24-pin printer and the largest Times font of my inkjet.

>The only problem seems to be the screen display - the font comes out huge
>and distorted. There's NVDI 5 running. I've tried add Tos compatibility,
>and even disabling NVDI - no effect. Anyone any ideas please?

I have no problems on my Falcon, with MagiC 6 and NVDI 5. Always uses
the (replacement) system font - without NVDI the original system font.
Normal size. Something must be screwing up the VDI. But mine is the
latest version of FWP, 3.20. I believe some older ones had problems
with NVDI. Try and disable NVDI to see if this cures matters - FWP
only uses the system font anyway. If that doesn't work, try removing
all AUTOs and ACCs and reinstalling one by one until the culprit is
localised (*if* it is!). How well does it print?

Regards, /Peter/

5182. Re: UK Free ISPs ?

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 15:21:14 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bs8hagnm1@plutonium.compulink.co.uk>
Source record: 47319

In message <00101f5a@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org said:

> Oh, and as for my copy... after I setup Cab 2.7, the disks quit working.
>Happened with that and HD Driver disks. :(

Time to change your disk drive, me thinks! Sounds as if it's
damaging disks. Are they OK on another drive? Or did you spill
coffee/wine/gin/vodka/scotch on them? :-) Or place then near a
magnet, such as an unshielded loudspeaker?

Regards, /Peter/

5183. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 15:21:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bs8hdgnn1@plutonium.compulink.co.uk>
Source record: 47320

In message <9blecefag1@slb4.atl.mindspring.net>, jimd11@mindspring.com said:

>I would recommend Edith for that. It will import a binary, change a binary,
>and save that binary. Just save a separate copy of that program first,
>and do not change the length of any text.

But you can pad out phrases that are shorter (as usual in English)
with spaces. In some cases you can also move the '[' if used for
underlining in dialogs, and ']' such as end of button text to make
sure it remains centred. When shortening this way you may add an
extra NULL ($00).

Regards, /Peter/

5184. Atari Web Sites

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 15:57:24 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <te3auv7sdho35d@corp.supernews.com>
Source record: 47321

Hello!

PLEASE.. if you have an Atari related website..

visit www.atari-users.net and add your site to our Links Engine.
I know there are more than 43 Atari websites in the world!!

Thanks!

Rob
webmaster@atari-users.net
http://www.atari-users.net

5185. Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 16:51:11 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <te3embdvqdpjc4@corp.supernews.com>
Source record: 47322

Hi there,
Don't have room to store this stuff,
need to get rid of it but I am too lazy
to try and sell it. So if you're willing
to meet me somewhere to take it with you,
get in touch!

520st
mono monitor
color monitor
sh204
megafile 44 with 3 carts, was working but I forgot the jumper settings...
1 720k drive
1 360 drive
couple-o-mice
all power supplies
lots of software and books.

I live in Chicago, close to downtown.
stuff has been in closet and is dirty -

Contact me at -ericcron at yahoo.com-

Thanks!

5186. .STW ---> .RTF file converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 17:20:14 UTC
From: wvejumper@aol.com
Message-ID: <20010421132014.04132.00000453@ng-fa1.aol.com>
Source record: 47323

Anyone know of a way to convert Atari Works documents quickly into a more modern format, or a macro or something?
Is AtariWorks available online somewhere by this point? My disks are somewhere buried in the garage ;-)

Thanx,
phil

5187. Re: QED and Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 17:36:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987971994-635724AEicMi@madasafish.com>
Source record: 47255

Hi Lyndon

>I use QED (after getting fed up with Everest) as my editor and now
>after the Organization: line is written it doesn't do a carriage return
>so the subject line is written right after it. Obviously other peoples
>mailers don't pick up the subject and it ends up with no subject.

You should pop over to Menu, Options, Local, click on the popup labelled
for files and have assign a matching suitable extension, configure here
for formatting and linends and i think your prob may be solved.

What version QED are you using, i had problems with 4.52 with its OLGA
behaviour when using with Newsie, quiting QED , clicking on Save or
using a key-short did not result in Newsie being informed of the file
save hence no mail was sent.

Reference QED, there are a lot of non-fatal resource errors, button
widths incorrect, some translation is incomplete, loads of speelin
mystakes as well.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5188. Any Cubase users in here?

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 18:44:50 UTC
From: Carl L&#65533;fgren <carl.lofgren@chello.se>
Message-ID: <CykE6.4731$Qp1.71998@nntp1.chello.se>
Source record: 47324

- -

Carl L&#65533;fgren
Technical editor
http://www.instrument-online.nu/

5189. Files?

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 19:00:18 UTC
From: Carl L&#65533;fgren <carl.lofgren@chello.se>
Message-ID: <6NkE6.4732$Qp1.72066@nntp1.chello.se>
Source record: 47325

```
Hi... can anyone help me where I can find files for the ST on the net?

--
```

Carl L&#65533;fgren
Technical editor
http://www.instrument-online.nu/

5190. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 19:46:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ae1e379$0$8831@news.zetnet.co.uk>
Source record: 47326

On 17 Apr 2001 22:52:52 , Harry Sideras wrote:
>Hi All,
>I finally picked up a 57k6 modem recently, so before I set it up with
>all my software I thought I'd move my existing 33k6 over to Serial 2
>and ensure that was up and running first. Typically, I'm having
>problems which I'm sure someone can help me with.
>
>I've installed HSmodem 7 to look at the Serial 2 port and disabled
>STinG. I've set my Terminal program to look at Serial 2 and selected
>the 150 baud, which should remap through HSModem to 115k2.

TT Serial 2 is the fastest: you must have Serial.cpx and Sting.cpx also.

Re-enable STinG: you must have this in the AUTO or there's no hope.

[Unless you use STiK2...in which case disable Sting and both cpx's
before rebooting.]

>The trouble is that the terminal starts up with the report that the
>modem is online (which it isn't).

In this case, make sure the modem is on power. Then simply click DISABLE
and EXIT, then click the Dialer again and click ENABLE then CONNECT.

When the Dialer [or QDialer for StiK2] has finished, click your CAB or
NEWsie or whatever.

Good luck,
Charles.

5191. Re: Quick FAQ looking for a new maintainer

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 19:46:03 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ae1e37b$0$8831@news.zetnet.co.uk>
Source record: 47327

On 18 Apr 2001 06:03:34 , "Nicholas Bales" wrote:
>Hi Atari people!

Re another Atari FAQ editor needed.

No, it's not me. I just wish to thank and congratulate Nicholas for all the hard and informative work he has invested in his Atari FAQ for our support.

I do hope another Atari enthusiast will step forward and take over the charge of this most essential work. All Atarians will agree, I'm sure.

Nicholas has an honoured place in Atari History: who will succeed him?

Regards all,
Charles.

5192. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 19:47:57 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7073235.1219E%nameerf@flash.net>
Source record: 47328

in article 3ae0879c4a32521@pandora.be, Martin "Nightowl" Byttebier at
tos4ever@pandora.be wrote on 4/20/01 10:04 AM:

> on Fri 20-04-2001 06:37 Michael and Nicole Freeman wrote:
>
>>> 1) Cab 2.70e: load time: 1'46"31
>>> 2) Cab 2.80: 0'49"75
>>> 3) Wensuite 3.30c: 0'17"82
>>> 4) Adamas 1.72 pl3: 1'24"86
>>>
>>> Note on Adamas. None of the 13 jpg's were displayed correct. In fact one
>>> could barely see what the picture was.
>>
>> This is interesting, as from my experience Adamas pictures have always been
>> rendered much nicer and clearer than CAB, which in turn tends to look nicer
>> than WenSuite. Is the problem above because of progressive JPG's as opposed
>> to normal JPG's?
>
> Maybe my eyes aren't that good as yours but really I don't see any
> different in the quality of the pictures between Cab 2.80 and Adamas, at
> least not in 256 color mode. BTW: Draconis and Wensuite can't handle 32b
> color mode. The colors are completely wrong.

I normally run my Falcon in 16-color mode unless absolutely necessary, as
256 or more colors is painfully slow. In 16-color mode, Adamas kick's CAB's
image dithering butt, so to speak. The images are nearly as good in
16-colors as they are in 256 colors.

>> Although I haven't got the full version, I have never once had the demo
>> version (which I use with Sting's Draconis emulator). Is the full version
>> less stable than the demo?

> I don't think so. The only point that is better in the demo is the fact
> that one couldn't use javascript. When Java script is enabled one can
> hardly visite a page. Even a very basic script, like the counter on my
> homepage brings Adamas into big trouble.

I see. Good to know. So is the full version more stable if you turn
JavaScript off?

>> The only big problems preventing me from using
>> Adamas with Sting is how it at times doesn't pick up on certain connections
>> (although some pages actually download easier than with CAB), and the gross
>> lack of features (such as the ability to assign viewers to different file
>> types).
>

> I've used Adamas a few times to get on pages where Cab failed but after
> 2 minutes surfing on these pages the fun was over. Somehow Adamas wasn't
> able to read the data in the cache so I ended up in a empty page when I
> returned to a previous visited page.
> Luckely for me Dan Ackerman was so kind enough to improve
> Cab-for-Stik.ovl. With the latest cab.ovl I can visite now these
> particular pages with Cab.

One page in particular that I've had problems with is www.calamus.net. For some reason, even with the newest CAB.OVL, CAB just will not even download it, whereas Adamas will. Strange!

>> Anyway, I just wish something new would be done with CAB or HighWire.
>
> I'm afraid Cab is complete history. AFAIK, the Highwire project is still
> alive.

If we could coax the powers that be to release the source code for CAB, that'd be a great thing. Especially since they eventually aren't going to make any more money from it.

Mike Freeman
nameerf@flash.net

5193. Re: Any Cubase users in here?

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 19:49:36 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B707329C.1219F%nameerf@flash.net>
Source record: 47329

Yeah, me.

Mike Freeman
nameerf@flash.net

5194. SV: Any Cubase users in here?

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 20:09:43 UTC
From: Carl L&#65533;fgren <carl.lofgren@chello.se>
Message-ID: <bOlE6.4740$Qp1.72451@nntp1.chello.se>
Source record: 47330

Great. Do you ever use the IPS or the Arpeggiator in Cubase?

--

Carl L&#65533;fgren
Technical editor
http://www.instrument-online.nu/

Michael and Nicole Freeman <nameerf@flash.net> skrev i
diskussionsgruppsmeddelandet:B707329C.1219F%nameerf@flash.net...
> Yeah, me.
>
> Mike Freeman
> nameerf@flash.net
>

5195. Re: Files?

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 20:56:26 UTC
From: ebaiz@skyenet.net
Message-ID: <_tmE6.479$846.2715@newsfeed.slurp.net>
Source record: 47331

On 21 Apr 2001 19:00:18 , "Carl L&#65533;fgren" wrote:
>Hi... can anyone help me where I can find files for the ST on the net?
>
>--
>
>Carl L&#65533;fgren
>Technical editor
>http://www.instrument-online.nu/

Sure, try the sites below:

http://www.funet.fi/pub/atari/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5196. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 22:08:59 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae212842734590@pandora.be>
Source record: 47332

on Sat 21-04-2001 19:47 Michael and Nicole Freeman wrote:

>> Maybe my eyes aren't that good as yours but really I don't see any
>> different in the quality of the pictures between Cab 2.80 and Adamas, at
>> least not in 256 color mode. BTW: Draconis and Wensuite can't handle 32b
>> color mode. The colors are completely wrong.
>
>I normally run my Falcon in 16-color mode unless absolutely necessary, as
>256 or more colors is painfully slow. In 16-color mode, Adamas kick's CAB's
>image dithering butt, so to speak. The images are nearly as good in
>16-colors as they are in 256 colors.

Hard to believe but if you say so.:-)
>
>>> Although I haven't got the full version, I have never once had the demo
>>> version (which I use with Sting's Draconis emulator). Is the full version
>>> less stable than the demo?
>
>> I don't think so. The only point that is better in the demo is the fact
>> that one couldn't use javascript. When Java script is enabled one can
>> hardly visite a page. Even a very basic script, like the counter on my
>> homepage brings Adamas into big trouble.
>
>I see. Good to know. So is the full version more stable if you turn
>JavaScript off?

Let us say that it doesn't crash that often. On my Hades running
freeMiNT/N_AES I can hardly use Adamas more then 5 minutes before it
starts to behave strange. I've seem reports from other people who are
very happy with Adamas but I believe they are in the minority.

>> I've used Adamas a few times to get on pages where Cab failed but after
>> 2 minutes surfing on these pages the fun was over. Somehow Adamas wasn't
>> able to read the data in the cache so I ended up in a empty page when I
>> returned to a previous visited page.
>> Luckely for me Dan Ackerman was so kind enough to improve
>> Cab-for-Stik.ovl. With the latest cab.ovl I can visite now these
>> particular pages with Cab.
>
>One page in particular that I've had problems with is www.calamus.net. For
>some reason, even with the newest CAB.OVL, CAB just will not even download
>it, whereas Adamas will. Strange!

Yep, I noticed that too but I haven't reported this to Dan yet.
You can donwload from Calamus.net if you edit the URL a little bit.

e.g.
http://www.calamus.net/files/dl.php?get=SL2000de.zip (original address)-->
http://www.calamus.net/files/SL2000de.zip (edited address)

What I do is hold down [ALT] when I click on the link and drag the link
to the little URL box. Then I open the URL (alt+u) and paste (control+c)
the copied link into the editor field and edit the address. That's all.
>
>>> Anyway, I just wish something new would be done with CAB or HighWire.
>>
>> I'm afraid Cab is complete history. AFAIK, the Highwire project is still
>> alive.
>
>If we could coax the powers that be to release the source code for CAB,
>that'd be a great thing. Especially since they eventually aren't going to
>make any more money from it.

Isn't that so that Cab is just too restricted to do much further
development? And if we could convinced all the people involved to
release the Cab source code as freeware who would take the development
on his shoulders? To make it up-to-date lots of works has to be done.
Java-script, CSS-support, etc... This is probably just too much for one
person.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5197. Re: Files?

Newsgroup: comp.sys.atari.st
Date: 2001-04-21 22:51:11 UTC
From: Paul CAILLET <paul.caillet@vnumail.con>
Message-ID: <9bt2r9$b33$1@news2.isdnet.net>
Source record: 47333

Hi Carl L�fgren !

> Hi... can anyone help me where I can find files for the ST on the net?

http://musique.atari.org/atari/index_e.htm ...

There is a lot of links of many web site where you can find any ST files :-)

Regards ...

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

5198. Re: .STW ---> .RTF file converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 05:03:23 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AE2661B.F025DD3F@pcisys.net>
Source record: 47334

Phil,

I've successfully been able to load Atari Works (.STW, .STD, and .STS) files and use the
export feature to make .RTF files from the .STW files and .CSV (comma seperated files) files
of the .STS and .STD files (you can even do tab deliminted files and DBF - database files).

I'm then able to open the files using Microsoft Word or Excel.

Try the export feature, it actually works quite well. And I've been doing this using the
TOSBOX emulator on my PC.

Glenn Bruner
brunergs@pcisys.net

Wvejumper wrote:

> Anyone know of a way to convert Atari Works documents quickly into a more
> modern format, or a macro or something?
> Is AtariWorks available online somewhere by this point? My disks are somewhere
> buried in the garage ;-)
>
> Thanx,
> phil

5199. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 06:34:57 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1103_987921297@macdonal.cfc.dnd.ca>
Source record: 47335

> Isn't that so that Cab is just too restricted to do much further
> development? And if we could convinced all the people involved to
> release the Cab source code as freeware who would take the development
> on his shoulders? To make it up-to-date lots of works has to be done.
> Java-script, CSS-support, etc... This is probably just too much for one
> person.
> CU
> Martin

very true!
but it may be that the source code could be of use to those working on
the HighWire project! It is always nice I hear to reuse code, and although
the programming language is different, good ideas are not.
of course maybe the CAB code is not even commented!
ken

5200. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 06:58:15 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1104_987922695@macdonal.cfc.dnd.ca>
Source record: 47336

On 21 Apr 2001 06:09:44 GMT, jimd11@mindspring.com (Jim DeClercq) wrote:
> System: TT030. NVDI. ICD or HHDriver.
>-snip-
> In those few days, I have had no write errors to fix, and z-org tells me
> all is good, I think, in French. (tout va bein?)
> Whoever it was complained that Newsie was messing up their partition,
> some weeks back, should try a different scsi driver system. The clue
> fairy has not visited me on why this is the way it is, but it does seem
> to be this way. In other words, do not blame the mousie, or the
> port settings, unless you are not using ICD to boot your machine. I do
> like the idea of separate programs to do separate things, but my D
> partition gets damaged or trashed entirely too often with it.

be VERY careful with newsie. I was queueing up some mail
yesterday, and it reported that it could not read the F: partition
(altough I don't know why it was talking about the F: partition, as newsie
is on my G: partition), amy mail is on the H: partitiion) cancelled the
operation, and discovered later that my entire F: partition had been
deleted. Fortunately I had backups, but not recent enough for me
to get away with not having to do some retyping! :-(
I try to keep ALL my partitions only half full to counter this problem
(which I have had before)
very strange.
otherwise, ZeOrg is great.

> By the way, I am not bad in statistics, expect this sort of thing to
> happen once in a while in a perfect world, and this was too often. There
> is a problem here.

please send mail to John(newsie author)
ken

5201. Re: dead atari st

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 10:14:46 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ae2b493$1@dnews.tpgi.com.au>
Source record: 47337

Tim Worthington <worthair@optushome.com.au> wrote in message
news:Y3fE6.3261$hb.6564@news1.belrs1.nsw.optushome.com.au...
> i have an atari 1040STf with a dead video chip and am looking for
> replacement chips or an old dead atari st (that has something wrong with
it
> other than video) to swap the chips from.
> does anyone (preferably in australia) have one they would be willing to
give
> up for a reasonable price

G'day Tim, whats seems to be the problem? Let me know, I am in
Melbourne......

Mark

5202. Re: iMac to Falcon connection?

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 13:27:56 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <9bulv2$1jbl$1@news6.isdnet.net>
Source record: 47338

"Michael and Nicole Freeman" <nameerf@flash.net> a ï¿½crit dans le message
news: B700F7BB.11B9D%nameerf@flash.net...
> Hello!
>
> Just wondering if anyone has ever figured out if there's a way to
> connect an iMac to a Falcon for file-/web-/printer-sharing? Perhaps
some
> sort of USB to null-modem connection using the RS-422 or RS-232 port?
Any
> thoughts? Thanks!

hello !

You can try one adaptator usb&serial or usb&centronics.

Then try the famous emulator "nostalgia"
Specialy compil for power-pc processor.

Then try to dialog with this stuff, thru your
specific configuration and network !
Try sting or mintnet; nostalgia support mint
installation.

The better is sometime the direct voice.
Dialog between emulator and real atari.

You will find all you need in this newsgroup!
bye,

>
> Mike Freeman
> nameerf@flash.net
>

5203. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 14:10:54 UTC
From: bindon@madasafish.com
Message-ID: <te5pjeok2cdu3d@corp.supernews.com>
Source record: 47339

Hi

>be VERY careful with newsie. I was queueing up some mail
>yesterday, and it reported that it could not read the F: partition
>(altough I don't know why it was talking about the F: partition, as newsie
>is on my G: partition), amy mail is on the H: partitiion) cancelled the
>operation, and discovered later that my entire F: partition had been
>deleted. Fortunately I had backups, but not recent enough for me
>to get away with not having to do some retyping! :-(

Ahh, I'm getting worried now! That does it! I'm trying Okami!

5204. Re: .STW ---> .RTF file converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 15:00:29 UTC
From: jba4@po.cwru.edu
Message-ID: <3ae2f140.759253@news.cwru.edu>
Source record: 47340

On 21 Apr 2001 17:20:14 GMT, wvejumper@aol.com (Wvejumper) wrote:

>Is AtariWorks available online somewhere by this point? My disks are somewhere
>buried in the garage ;-)

Not a chance that it's online legally. It's still commmercial. I
believe HiSoft is now the owner of the rights to it and It still
costs $50 new.

Actually, I can't find a mention of it on their site now that I look.
What's the deal with AtariWorks?

>
>Thanx,
>phil

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

5205. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 15:11:18 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104221508530.108-100000@Hades060>
Source record: 47248

On Sun, 22 Apr 2001, Lyndon Amsdon wrote:

> Hi
>
> >be VERY careful with newsie. I was queueing up some mail
> >yesterday, and it reported that it could not read the F: partition
> >(altough I don't know why it was talking about the F: partition, as newsie
> >is on my G: partition), amy mail is on the H: partitiion) cancelled the
> >operation, and discovered later that my entire F: partition had been
> >deleted. Fortunately I had backups, but not recent enough for me
> >to get away with not having to do some retyping! :-(
>
> Ahh, I'm getting worried now! That does it! I'm trying Okami!

I use to use newsie before I switched to amail. For some reason newsie
would always leave an orphan sector on my F: partition. Everytime I would
fix the partition, as soon as I run newsie back came the orphan sector.
Weird eh?

It never trashed anything as far as I know. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5206. Re: Crazy Dots MegaST drivers?

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 15:14:21 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104221513250.108-100000@Hades060>
Source record: 47247

On Sun, 22 Apr 2001, info wrote:

> Hi
>
> Ive just booted up a CrazyDots graphics card in
> my MegaST - it powers up OK - but I have no drivers
> - does anyone know where I can get these?

NVDI 5 will drive it, but it is commercial stuff. Most Atari
dealers have this.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5207. atari falcon 030 system disks

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 16:19:10 UTC
From: Christopher Rutherford <J_C_Rutherford@notmail.com>
Message-ID: <9bv061$3d2$1@neptunium.btinternet.com>
Source record: 47341

hi

i have the chance to buy a falcon but it does not come with any system disks. i would like to know what disks cames with the falcon and if they are important. also is a falcon - vga cable the same as a atari st - vga cable.

thanks

john rutherford

5208. Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 17:02:00 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9bv2q8$m4f$1@news6.svr.pol.co.uk>
Source record: 47342

Has anyone else used one of those "Head Cleaning Diskette" things usually with special solutions?

I have used it in the past I remember but unfortunately on this occasion it looks as though the drive head has been damaged!

I have a spare grey fronted Epson HD drive from my original Falcon (which was broken by ParcelFarce) which I can put in temporarily. But does anyone know where it is possible to get the black fronted HD diskette drives which are supplied with the C-Lab MkX case upgrade?

Or can the drive be repaired by a skilled technician?

Thanks

Neil :-(

5209. Re: What can I do to upgrade a Mega ST I just re-inherited?

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 17:11:07 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9bv3l7$5lu$1@news5.svr.pol.co.uk>
Source record: 47343

Tim Anderson <tanderson@tanderson22.freeserve.co.uk> wrote in message
news:9bqcqr$5do$1@newsg3.svr.pol.co.uk...
> Hi,
>
> What I was thinking about was more like the 16 that I used to have in my
> Falcon.
>
> I know that there used to be boards which plugged into the cartidge slot
> that upgraded to 16mb but do these still exist?
>

You can't (easily) put RAM on the cartridge port, without modifying the
hardware, as its designed to allow
only data to be read, not written. More than 4Meg on a 68000 (as opposed to
680x0) based machines is also a problem.

A quick browse of my usual sources for ST based hardware only results in
4Meg upgrades, so I think unless you want to
indulge in some fairly advances hacking you are stuck with 4Meg Max. There
is some info on doing 16 at http://atarihacks.cjb.net/
buts its incomplete

> I hve not seen them for a while!!! (about 5 years or so)
>
> Tim.
>
>
> "Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote
in
> message news:9bpos8lte1@newsg3.svr.pol.co.uk...
> >
> > Tim Anderson <tanderson@tanderson22.freeserve.co.uk> wrote in message
> > news:9bnmd3$845$1@news7.svr.pol.co.uk...
> > > Hi,
> > >
> > > I would also like to know this.
> > >
> > > Having just lost the Falcon :-(
> > >
> > > I'm interested in Linux? Are there any 030 boards around?
> > >
> > > Memory? and maybe, just maybe a graphics card.
> > >
> > > Oh almost forgot, IDE interface's, Do the STFM interfaces fit?
> > >

> > > Tim
> > >
> > According to the appropriate page
> > http://gem.win.co.nz/mario/hardware/ide.html the ST IDE interface will
> fit.
> > As the STE version requires a socketed CPU I guess it attaches to the
CPU.
> > ST's and Megas both use the
> > Dual In-Line version of the 68K, which I think is soldered in, making
> > interfacing a little tricky, as you have to solder to the CPU.
> >
> > STEs use a square chip, which is usually socketed so making add-ins
> easier,
> > as they can clip on/over/round the CPU ship.
> >
> > I have seen many articles on upgrading the memory to 4 Meg, but I have
not
> > tried on mine (yet).....
> >
> >
>
>

5210. Re: I want my English desktop back

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 18:50:02 UTC
From: jlog@zetnet.co.uk
Message-ID: <3ae327da$0$8831@news.zetnet.co.uk>
Source record: 47344

On 20 Apr 2001 06:08:57 , Martin Holmes wrote:

|Turned my Falcon on last night to find the TOS desktop menu is
|in French and the keyboard has been remapped
|
|Help - Can anyone help me get it back to English

Sorry. This is the result of a new directive from the Council of
Ministers (of the EU for non-europeans). All computer screen will be
in French for six months, and will then change in line with the
country holding the Presidency.
--
JI Logan

5211. Re: assembler for atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 18:50:03 UTC
From: jlog@zetnet.co.uk
Message-ID: <3ae327db$0$8831@news.zetnet.co.uk>
Source record: 47345

On 20 Apr 2001 21:52:34 , Olivier Scalbert wrote:

|What is a good assembler for ST. Where can I find it ?

I would guess that Devpac is the best. Try HiSoft's website. (They
may have given up advertising ST stuff - I don't know).
--
JI Logan

5212. Crazy Dots MegaST drivers?

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 19:08:19 UTC
From: info <info@dotqr.com>
Message-ID: <987966351.14394.0.nnrp-09.9e98e6ee@news.demon.co.uk>
Source record: 47246

Hi

Ive just booted up a CrazyDots graphics card in
my MegaST - it powers up OK - but I have no drivers
- does anyone know where I can get these?

Ian.

5213. Re: Quick FAQ looking for a new maintainer

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 19:35:15 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <TnGE6.980$Uj7.1900647@nnrp5.proxad.net>
Source record: 47249

"Charles Stanley" <cstanley@zetnet.co.uk> a crit dans le message news:
3ae1e37b$0$8831@news.zetnet.co.uk...
> On 18 Apr 2001 06:03:34 , "Nicholas Bales" wrote:
> >Hi Atari people!
>
> Re another Atari FAQ editor needed.
>
> No, it's not me. I just wish to thank and congratulate Nicholas for all
> the hard and informative work he has invested in his Atari FAQ for our
> support.

Thanks a lot, I appreciate that!

I have received lots of offers of people willing to take over the FAQ. One of them was Martin-Eric Racine who I've seen on this newsgroup for as long as I've been here. He has always been friendly, supportive and helpful, and also has a lot of technical knowledge about the TT and the Stacy that the Quick FAQ was lacking. I'd like to wish him good luck as new maintainer of the FAQ.

I'd like to thank the other candidates, they were all welcome, and proved that there are still a strong community spirit. It was hard to have to make a choice, but there could be only one. I hope there will be no hard feelings.

I'll leave it up to Martin-Eric to keep you updated with the new URL for the Quick FAQ. Hopefully the http://quickfaq.atari.org address will remain active. I'll also be keeping my file archive at http://bales.online.fr/atari/files

Thanks again to everyone for providing a great community for a great machine!

Nick

--
Nicholas Bales, Toulouse, France
bales@online.fr

5214. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 19:41:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bvc4umbt1@plutonium.compulink.co.uk>
Source record: 47250

In message <3ae1e379$0$8831@news.zetnet.co.uk>, cstanley@zetnet.co.uk said:

>In this case, make sure the modem is on power. Then simply click DISABLE
>and EXIT, then click the Dialer again and click ENABLE then CONNECT.

On a somewhat related topic, I am using STing and Dialler with Cab
2.7. I have found that clicking on DISCONNECT seems to do nothing
- all the modem lights stay on. After a few seconds waiting to
make sure, I click on DISABLE which does hang up the line.

Is this typical? If not, what's wrong?

Regards, /Peter/

5215. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 19:58:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bvd4imqr1@plutonium.compulink.co.uk>
Source record: 47251

In message <9bv2q8$m4f$1@news6.svr.pol.co.uk>, neil@adel6.freeserve.co.uk said:

>Has anyone else used one of those "Head Cleaning Diskette" things usually
>with special solutions?

I used to use it occasionally on my STFM.

>I have used it in the past I remember but unfortunately on this occasion
>it looks as though the drive head has been damaged!

Possible but unlikely unless you left it in a very log time. It
should only run a few seconds.

>I have a spare grey fronted Epson HD drive from my original Falcon (which
>was broken by ParcelFarce) which I can put in temporarily. But does
>anyone know where it is possible to get the black fronted HD diskette
>drives which are supplied with the C-Lab MkX case upgrade?

Sorry, no.

>Or can the drive be repaired by a skilled technician?

Not worth while - you can pick up PC-type HD drives for around 12
quid at shows etc that will work, though may need slight
modification to make them drive 0.

Regards, /Peter/

5216. Re: atari falcon 030 system disks

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 19:58:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bvd4imqq1@plutonium.compulink.co.uk>
Source record: 47252

In message <9bv061$3d2$1@neptunium.btinternet.com>, J_C_Rutherford@notmail.com said:

>i have the chance to buy a falcon but it does not come with any system
>disks. i would like to know what disks cames with the falcon and if they
>are important. also is a falcon - vga cable the same as a atari st - vga
>cable.

There is very little useful on the system disk that you can't get
elsewhere. The main useful item is the Atari Control Panel, but
there are better PD replacements.

I don't think the vga cable is the same - the Falcon ihas a 19-pin
D-plug where the ST has a 14-pin DIN. But of course yours may have
an adaptor.

Regards, /Peter/

5217. Re: Quick FAQ looking for a new maintainer

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 19:58:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9bvd4jmqs1@plutonium.compulink.co.uk>
Source record: 47253

In message <TnGE6.980$Uj7.1900647@nnrp5.proxad.net>, bales@online.fr said:
>
>Thanks again to everyone for providing a great community for a great
>machine!

Hi Nick!

I hope you will still stick around here. In any case, thanks for
all your hard work - it's appreciated. (Why do people always say
this only when people leave/change platform/die... ???) :-)

Regards, /Peter/

5218. Vortex Hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 20:41:16 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <te6gckefcfe72a@corp.supernews.co.uk>
Source record: 47254

Hi everyone,
I have just obtained a Vortex external hard drive. I am
led to belive it doesn't work.However,I have heard that it's possible to
replace the drive with a larger SCSI one.Is this correct?

Regards,

Chris Thorley.

5219. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 20:47:07 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <tsHE6.125029$HR6.14446501@nnrp4.clara.net>
Source record: 47256

"Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
news:9bv2q8$m4f$1@news6.svr.pol.co.uk...
> Has anyone else used one of those "Head Cleaning Diskette" things usually
> with special solutions?
>
> I have used it in the past I remember but unfortunately on this occasion
> it looks as though the drive head has been damaged!
>
> I have a spare grey fronted Epson HD drive from my original Falcon (which
> was broken by ParcelFarce) which I can put in temporarily. But does
> anyone know where it is possible to get the black fronted HD diskette
> drives which are supplied with the C-Lab MkX case upgrade?

The MKX uses a Teac FD-235HF, a very
popular drive. Simply remove the black
fascia and put it on a "standard" FD-235HF
(the black version was not made specifically
for C-LAB, but is nevertheless harder to
come by).

While you're at it, replace the LED with a
blue one. Looks great.

Shiuming Lai

5220. Re: I want my English desktop back

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 21:42:19 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ae35d4e65baf00@free.fr>
Source record: 47257

Hello,

in article <3ae327da$0$8831@news.zetnet.co.uk> (comp.sys.atari.st)
JI Logan wrote on Sun 22-04-2001 18:50 (GMT):

> On 20 Apr 2001 06:08:57 , Martin Holmes wrote:
>
> |Turned my Falcon on last night to find the TOS desktop menu is
> |in French and the keyboard has been remapped
> |
> |Help - Can anyone help me get it back to English
>
> Sorry. This is the result of a new directive from the Council of
> Ministers (of the EU for non-europeans). All computer screen will be
> in French for six months, and will then change in line with the
> country holding the Presidency.

Great one :-)
Can I frame it ?
Why not having posting this 22 days ago !

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5221. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 21:42:21 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ae35d4e65baf01@free.fr>
Source record: 47258

Hello,

in article <9bvc4umbt1@plutonium.compulink.co.uk> (comp.sys.atari.st)
xlator@cix.compulink.co.uk wrote on Sun 22-04-2001 19:41 (GMT):

> On a somewhat related topic, I am using STing and Dialler with Cab
> 2.7. I have found that clicking on DISCONNECT seems to do nothing
> - all the modem lights stay on. After a few seconds waiting to
> make sure, I click on DISABLE which does hang up the line.

I've seen this too. Guess you use the "plus plus plus ATH" sequence to
disconnect ? You can replace it all by "DTR" if your modem support it.
You need co set the modem up to drop the line when the DTR is on a low
level. It's usually the default setting. Works great here.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5222. Milan 040 and 060

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 21:42:34 UTC
From: Joseph Burke <animekenji@netzero.net>
Message-ID: <efIE6.57603$C55.5432214@news1.rdc1.nj.home.com>
Source record: 47259

Does anybody know where I can get a Milan 040 or 060 computer in the United States?

5223. Re: atari falcon 030 system disks

Newsgroup: comp.sys.atari.st
Date: 2001-04-22 22:28:17 UTC
From: Simon Osborne <news@atariactive.fsnet.co.uk>
Message-ID: <9bvm03$5mq$1@news6.svr.pol.co.uk>
Source record: 47260

<xlator@cix.compulink.co.uk> wrote in message
news:9bvd4imqq1@plutonium.compulink.co.uk...
> In message <9bv061$3d2$1@neptunium.btinternet.com>,
J_C_Rutherford@notmail.com said:
>
> >i have the chance to buy a falcon but it does not come with any system
> >disks. i would like to know what disks cames with the falcon and if
they
> >are important. also is a falcon - vga cable the same as a atari st -
vga
> >cable.

> I don't think the vga cable is the same - the Falcon ihas a 19-pin
> D-plug where the ST has a 14-pin DIN. But of course yours may have
> an adaptor.
>
> Regards, /Peter/

15pin I think it is ?

Simon

5224. Re: iMac to Falcon connection?

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 00:06:42 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B708C056.121CA%nameerf@flash.net>
Source record: 47261

in article 9bulv2$1jbl$1@news6.isdnet.net, le passionnï¿½ at jpgui@noos.fr
wrote on 4/22/01 5:27 AM:

>
> "Michael and Nicole Freeman" <nameerf@flash.net> a ï¿½crit dans le message
> news: B700F7BB.11B9D%nameerf@flash.net...
>> Hello!
>>
>> Just wondering if anyone has ever figured out if there's a way to
>> connect an iMac to a Falcon for file-/web-/printer-sharing? Perhaps
> some
>> sort of USB to null-modem connection using the RS-422 or RS-232 port?
> Any
>> thoughts? Thanks!
>
> hello !
>
> You can try one adaptator usb&serial or usb&centronics.
>
> Then try the famous emulator "nostalgia"
> Specialy compil for power-pc processor.

True, the emulators seem to be ok (aside from the fact that I can only use
ST graphic modes - not a happy idea to me). However, I have yet to see a way
to access the Mac's filesystem through one of these emulators. This would be
very important if I want to share files between my Falcon and Mac software,
do any kind of web or printer sharing (if that's even possible), etc.

The only emulator I've seen for the Mac that I like at all is MagicMac, and
it's insanely priced, and difficult to get in the US. Now if someone would
make a Falcon emulator for the Mac, then I'd be happy, as it would support
high-resolution high- and true-color modes (hopefully). Mind you I'm coming
from a Nemesized Falcon running in 1024x768 graphics mode. Being chained
down ST modes would be truely frustrating.

Mike Freeman
nameerf@flash.net

5225. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 00:49:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988048396-146676AEicMi@madasafish.com>
Source record: 47278

Hi Pete

>I have found that clicking on DISCONNECT seems to do nothing - all the
>modem lights stay on. After a few seconds waiting to make sure, I click
>on DISABLE which does hang up the line.

I'd be checking what was in my hangup string in dial.scr!, Sting always
disconnected when i told it too, mine used "DTR".
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5226. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 01:05:56 UTC
From: jimd11@mindspring.com
Message-ID: <9bvv5kapc1@slb6.atl.mindspring.net>
Source record: 47262

On 22 Apr 2001 06:58:15 , Ken Macdonald wrote:
>On 21 Apr 2001 06:09:44 GMT, jimd11@mindspring.com (Jim DeClercq) wrote:
>> System: TT030. NVDI. ICD or HHDriver.
>>-snip-
>> In those few days, I have had no write errors to fix, and z-org tells me
>> all is good, I think, in French. (tout va bein?)
>> Whoever it was complained that Newsie was messing up their partition,
>> some weeks back, should try a different scsi driver system. The clue
>> fairy has not visited me on why this is the way it is, but it does seem
>> to be this way. In other words, do not blame the mousie, or the
>> port settings, unless you are not using ICD to boot your machine. I do
>> like the idea of separate programs to do separate things, but my D
>> partition gets damaged or trashed entirely too often with it.
>
>be VERY careful with newsie. I was queueing up some mail

All that has happened to me, other than trashing a partition, was that
Newsie requested that I insert a disk in drive A. I think it was ICD
Pro that trashed the partition.

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

5227. 3D-Calc+ spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 06:04:10 UTC
From: Frank <poily2001@yahoo.com>
Message-ID: <9c0gk3$249$1@inf6serv.rug.ac.be>
Source record: 47211

Bernd Maedicke has converted the 3D-Calc manual to Papyrus format. You can download it from the 3D-Calc website:

http://3d-calc.atari.org

Also, you can now download the resource file in a Dutch, German, French and English version.

Frank.

email: 3dCalc@atari.org

5228. Re: I want my English desktop back

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 08:21:22 UTC
From: jflemaire@belgacom.net
Message-ID: <3ae3f62817df300@belgacom.net>
Source record: 47263

Hello,

on Sun 22-04-10 18:50 JI Logan wrote:

>On 20 Apr 2001 06:08:57 , Martin Holmes wrote:
>
>|Turned my Falcon on last night to find the TOS desktop menu is
>|in French and the keyboard has been remapped
>|
>|Help - Can anyone help me get it back to English
>
>Sorry. This is the result of a new directive from the Council of
>Ministers (of the EU for non-europeans). All computer screen will be
>in French for six months, and will then change in line with the
>country holding the Presidency.

You should be so lucky. When Belgium is taking up the EU presidency in
July, your screen will be in Dutch (Flemish) during the first three months
and in French the last three months.

J-F.

5229. Twist 3...

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 08:24:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <988017924-037324AEicMi@xs4all.nl>
Source record: 47264

Hi,

Does anyone know if there is a English
resourcefile for Twist 3? It went from HiSoft to
Maxon in Germany and got updated but AFAIK only
in German available. But maybe it has been
translated for the Englishpseaking market...

If anyone knows anything about this....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5230. WTB NVDI 5 & Jinee

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 09:16:42 UTC
From: Ian <info@dotqr.com>
Message-ID: <988017764.12659.0.nnrp-08.9e98e6ee@news.demon.co.uk>
Source record: 47265

Hi, Anyone with a copy of NVDI 5 or Jinee for
sale? Ive tried various dealers but am having
problems getting replies so a 2nd hand copy
would be fine. Ian.

5231. 3d-Calc spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 09:39:59 UTC
From: Frank <poily2001@yahoo.com>
Message-ID: <9c0t9j$r5g$1@inf6serv.rug.ac.be>
Source record: 47210

Bernd Maedicke has converted the MedCalc manual to Papyrus format.
The 3D-Calc+ resource file is now available in the following languages:
English - Dutch - German - French

You can download all these files from our web site.

http://3d-calc.atari.org

Frank.

email: 3dcalc@atari.org

5232. Re: assembler for atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 13:17:55 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3AE42B83.8F346BBA@patent.gov.uk>
Source record: 47266

Hi Oliver,

Another assembler package for the Atari ST, is the 404 page book
'Introducing ATARI ST machine code', published by zzSoft by R Pearson
and S Hodgson. It comes complete with a disk having a symbolic
assembler/linker, symbolic disassembler/debugger, resource construction
program and assist progs. together with every example program in the
book. The example programs are easily adapted to the Devpac standard.

It just so happens :)) that I have a copy of book and disk, going for
ï¿½10 +pp. Hope you're in UK.

Bob King

also at:

rking@zetnet.co.uk

Olivier Scalbert wrote:
>
> Hello,
>
> What is a good assembler for ST. Where can I find it ?
> Thanks
>
> Olivier

5233. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 14:32:05 UTC
From: bindon@madasafish.com
Message-ID: <te8f752q7vei16@corp.supernews.com>
Source record: 47267

On 22 Apr 2001 15:11:18 , Lonny Pursell wrote:

Hi

>> Ahh, I'm getting worried now! That does it! I'm trying Okami!
>
>I use to use newsie before I switched to amail. For some reason newsie
>would always leave an orphan sector on my F: partition. Everytime I would
>fix the partition, as soon as I run newsie back came the orphan sector.
>Weird eh?

I always thought Amail was no good for news. Are you running Magic as Amail
isn't really made for Magic.

5234. Re: What can I do to upgrade a Mega ST

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 14:32:12 UTC
From: bindon@madasafish.com
Message-ID: <te8f7cbplsbo1b@corp.supernews.com>
Source record: 47268

On 22 Apr 2001 18:11:07 , "Dave Wade" wrote:

Hi

>You can't (easily) put RAM on the cartridge port, without modifying the
>hardware, as its designed to allow
>only data to be read, not written. More than 4Meg on a 68000 (as opposed to
>680x0) based machines is also a problem.

The CPU isn't the problem, it was Atari making a cheap DRAM controller.
68000 is limited by 24 (well 23 if you don't count UDS) address lines which m
makes 16Mb.

>A quick browse of my usual sources for ST based hardware only resultsin
>4Meg upgrades, so I think unless you want to
>indulge in some fairly advances hacking you are stuck with 4Meg Max. There
>is some info on doing 16 at http://atarihacks.cjb.net/
>buts its incomplete

Memory expansion through a cartridge port would probably be slow as you'd
have to map various address to the limited cartridge port space.

5235. Re: Quick FAQ looking for a new maintai

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 14:32:14 UTC
From: bindon@madasafish.com
Message-ID: <te8f7es1gcc91e@corp.supernews.com>
Source record: 47269

On 22 Apr 2001 19:58:11 , xlator@cix.compulink.co.uk wrote:
>In message <TnGE6.980$Uj7.1900647@nnrp5.proxad.net>, bales@online.fr said:
>>
>>Thanks again to everyone for providing a great community for a great
>>machine!
>
>Hi Nick!
>
>I hope you will still stick around here. In any case, thanks for
>all your hard work - it's appreciated. (Why do people always say
>this only when people leave/change platform/die... ???) :-)

Yep! It was useful for when I was getting started with the
Internet on my old trusty STE.

Thanks!

5236. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 14:32:17 UTC
From: bindon@madasafish.com
Message-ID: <te8f7hrd8p5821@corp.supernews.com>
Source record: 47270

On 22 Apr 2001 19:41:18 , xlator@cix.compulink.co.uk wrote:

Hi

>>In this case, make sure the modem is on power. Then simply click DISABLE
>>and EXIT, then click the Dialer again and click ENABLE then CONNECT.
>
>On a somewhat related topic, I am using STing and Dialler with Cab
>2.7. I have found that clicking on DISCONNECT seems to do nothing
>- all the modem lights stay on. After a few seconds waiting to
>make sure, I click on DISABLE which does hang up the line.
>
>Is this typical? If not, what's wrong?

No, not on my modem anyway. It's the hangup string that is probably wrong.
When you click disable it is hanging up the modem with hardware, typically
the DTR line. Look at the coniguration for the hangup string and match with
the one in the modem manual. I have ,+++,ATH which works fine.

5237. Re: QED and Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 14:32:21 UTC
From: bindon@madasafish.com
Message-ID: <te8f7lg24t0224@corp.supernews.com>
Source record: 47271

On 21 Apr 2001 16:36:40 , Steve Sweet wrote:
Hi Steve

>>I use QED (after getting fed up with Everest) as my editor and now
>>after the Organization: line is written it doesn't do a carriage return
>>so the subject line is written right after it. Obviously other peoples
>>mailers don't pick up the subject and it ends up with no subject.
>
>You should pop over to Menu, Options, Local, click on the popup labelled
>for files and have assign a matching suitable extension, configure here
>for formatting and linends and i think your prob may be solved.

Ahh OK thanks. I did try fiddling with these but it didn't help. Seems more
like Newsi not sending a carriage return at the end of organization if there
is no value placed there though.

>What version QED are you using, i had problems with 4.52 with its OLGA
>behaviour when using with Newsie, quiting QED , clicking on Save or
>using a key-short did not result in Newsie being informed of the file
>save hence no mail was sent.

4.53 and that works fine.

5238. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 15:22:11 UTC
From: bindon@madasafish.com
Message-ID: <te8i53slkmfd1e@corp.supernews.com>
Source record: 47272

Hi

>While you're at it, replace the LED with a
>blue one. Looks great.

Cetainly will against a matt black finish.

5239. Re: atari falcon 030 system disks

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 15:22:13 UTC
From: bindon@madasafish.com
Message-ID: <te8i55fqumem20@corp.supernews.com>
Source record: 47273

Hi

>> I don't think the vga cable is the same - the Falcon ihas a 19-pin
>> D-plug where the ST has a 14-pin DIN. But of course yours may have
>> an adaptor.
>>
>> Regards, /Peter/

Both wrong :) The video is 13 pin, VGA is 15 pin. Floppy is 14 pin IIRC
but thats OT. I only mention it as it's a DIN. Used on some old
Panasonic VCR/camcorders I think.

5240. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 15:22:15 UTC
From: bindon@madasafish.com
Message-ID: <te8i57ci82ai21@corp.supernews.com>
Source record: 47274

Hi

>All that has happened to me, other than trashing a partition, was that
>Newsie requested that I insert a disk in drive A. I think it was ICD
>Pro that trashed the partition.

I've got that stupid message asking for a disk sometimes. No paths point to the A drive either. I use HDDriver so maybe I'm safe. I'll try Amail then if I don't fancy that I'll be trying Okami (dreading the setup...)

5241. Re: Wollersysteme

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 15:26:44 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3AE449B4.197B69D6@hotmail.com>
Source record: 47277

"Edward S. Baiz Jr." wrote:
>
> On 17 Apr 2001 23:58:43 , Jim DeClercq wrote:
> >On 16 Apr 2001 19:14:04 , Steve Sweet wrote:
> >>Ji JT
> >>
> >>>I did shopping with Wollersysteme.(http://www.woller.com/) but, Goods
> >>>are not delivered.
> >>
> >>>I paid money with VISA.
> >
> >Odd--same thing happened to me. Additional detail--contacted them by
> >e-mail was told that there were none, but two could be found, to be
> >shipped Friday, a day which is now long in the past. That item, a 14MB
> >upgrade, is a catalog item on the web page. I would still like to have
> >two of those, but ordering from the only source does not work.
>
> The same thing happened to me also. Woller claimed he never received my
> cashier's check, but I had the receipt that said he did. I scanned it
> and emailed it to him and then I got my order. He apologized very
> nicely. I suppose he is a very busy man....
>
I haven't done business with Woller in a few years, but NAES
arrived promptly
back then. I don't even remember how I paid. Upgrades arrived by
email, and have
always gotten a response from him when I submitted email address
changes.
Same with ASH. I placed an order over their web site, and never
got an response.
A couple of weeks later, a few hundred dollars of software
arrived that I hadn't
even paid for yet. I mailed a money order off, and guess
everything worked fine.
I was allowed to use the BBS to obtain and order upgrades as
well. This has been
a couple of year ago. I'm in the US.
Mike

5242. Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 16:17:46 UTC
From: Castelot Vincent <castvi@libertysurf.fr>
Message-ID: <9c1kf0$2dca$1@news5.isdnet.net>
Source record: 47275

Hello,
Sting 126 don't recognize my serial 2 (uart2) but just modem1 in the dialer.
No prob with connect or wensuite (with magic).
An idee?
Regards
Vincent

5243. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 16:52:43 UTC
From: swampfox1@earthlink.net
Message-ID: <v5ZE6.1774$Ee1.169430@newsread2.prod.itd.earthlink.net>
Source record: 47276

On 19 Apr 2001 16:53:04 , Chris Simon wrote:
>On 19 Apr 2001 00:56:23 , John Garone wrote:
>>Maybe Java? CAB does desperately need Javascript!!!
>
>No, it wasn't Javascript. Definitely HTML! If there was any
>Javascript there, CAB would ignore it anyway and just render the HTML
>it *could* understand.
>
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.
Thanks Chris,
The correction is appreciated!
John G.

5244. Re: assembler for atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 18:28:34 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ae4818a12118b2@tripnet.se>
Source record: 47279

On Sun 22-04-2001 18:50 (GMT) JI Logan wrote:

>On 20 Apr 2001 21:52:34 , Olivier Scalbert wrote:
>
>|What is a good assembler for ST. Where can I find it ?
>
>I would guess that Devpac is the best. Try HiSoft's website. (They
>may have given up advertising ST stuff - I don't know).

There is also the free Turboassembler by Marcus Fritze. It's in German
however... but maybe there is an English version somewhere.

I just tried to start Turboassembler in parallel with Okami in Geneva and
it did not crash but looked a little strange in TT medium.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5245. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 18:44:19 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae485942e83ad0@pandora.be>
Source record: 47280

on Mon 23-04-2001 15:22 Lyndon Amsdon wrote:

>Hi
>
>>All that has happened to me, other than trashing a partition, was that
>>Newsie requested that I insert a disk in drive A. I think it was ICD
>>Pro that trashed the partition.
>
>I've got that stupid message asking for a disk sometimes. No paths point
>to the A drive either. I use HDDriver so maybe I'm safe. I'll try Amail
>then if I don't fancy that I'll be trying Okami (dreading the setup...)

You really should walk the Okami way. Believe me it's *the best*. AFAIK,
you can't use Amail to post in newsgroups, you can retrieve news
messages though.

Setting up Okami isn't that difficult. You only must take some time to
read the docs carefully.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5246. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 19:47:10 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <988058900-647829AEicMi@xs4all.nl>
Source record: 47281

>From: "Castelot Vincent" <castvi@libertysurf.fr>
>Date: Mon, 23 Apr 2001 18:17:46 +0200
>
>Hello,
>Sting 126 don't recognize my serial 2 (uart2) but just modem1
>in the dialer.
>No prob with connect or wensuite (with magic).
>An idee?
>Regards
>Vincent
>

Hello Vincent,

This is also the case on my Milan, and I know another Milan user (Robert Best) who has it too. We have tried to solve it two years ago (we got lots of advice from this newsgroup) but without result. Only modem 1 works. We gave up. With Iconnect under Magic Milan the serial 2 is recognized as well with Draconis and Wensuite. On other Milans this problem doesn't seem to occur with Sting, for exemple on Clement Benrabah's (a french Milan user you might know) Milan no problem.
I managed to get Sting recognize serial 2 when I boot from a floppy though, try it. On the floppy disk make an autofolder, cpx folder, Sting folder with all the relevant stuff, install Xcontrol.
A complete mystery.

Cheers
Dan

5247. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 19:56:39 UTC
From: bindon@madasafish.com
Message-ID: <te927nm93rd17@corp.supernews.com>
Source record: 47282

On 23 Apr 2001 18:17:46 , "Castelot Vincent" wrote:
>Hello,
>Sting 126 don't recognize my serial 2 (uart2) but just modem1 in the dialer.
>No prob with connect or wensuite (with magic).
>An idee?

Er, did you remeber that you need modified HSModem drivers? That's all I
can think.

5248. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 20:09:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988134080-038027AEicMi@madasafish.com>
Source record: 47205

Hi Shiuming

>While you're at it, replace the LED with a blue one. Looks great.

Its time for a repeat prescription methinks..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5249. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 20:11:03 UTC
From: castvi@aol.com
Message-ID: <20010423161103.04055.00000853@ng-fd1.aol.com>
Source record: 47283

Hello Dan,
thank you for your help.
I will test with the floppy.
Regards

5250. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 20:14:08 UTC
From: castvi@aol.com
Message-ID: <20010423161408.04055.00000854@ng-fd1.aol.com>
Source record: 47284

Yes I did it but no result.
Thank you for your assistance.
Cordially

5251. Re: atari falcon 030 system disks

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 20:23:46 UTC
From: Simon Osborne <news@atariactive.fsnet.co.uk>
Message-ID: <9c1vi5$ti9$1@newsg4.svr.pol.co.uk>
Source record: 47285

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:te8i55fqumem20@corp.supernews.com...
> Hi
>
> >> I don't think the vga cable is the same - the Falcon ihas a 19-pin
> >> D-plug where the ST has a 14-pin DIN. But of course yours may have
> >> an adaptor.
> >>
> >> Regards, /Peter/
>
> Both wrong :) The video is 13 pin, VGA is 15 pin. Floppy is 14 pin IIRC
> but thats OT. I only mention it as it's a DIN. Used on some old
> Panasonic VCR/camcorders I think.

Nahh, I was refering to the Falcons connector. 15pin, not 19pin

Simon

5252. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 20:26:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988134082-038745AEicMi@madasafish.com>
Source record: 47206

Hi Lyndon

>>While you're at it, replace the LED with a blue one. Looks great.

>Cetainly will against a matt black finish.

I suggested a while back that he use black LED's, much more effective in a bright room, works by local wavelength absorbsion, summat like the magic buttons that Sony used to use. Chrome LED's are also very fetching when set against the right background.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5253. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 22:30:09 UTC
From: jlog@zetnet.co.uk
Message-ID: <3ae4acf1$0$21935@news.zetnet.co.uk>
Source record: 47286

On 21 Apr 2001 06:09:44 , Jim DeClercq wrote:

|A few days ago, I posted a report, looking for advice, about file
|damage on a partition that holds programs that do a lot of writing
|and erasing, such as Newsie, Ghostscript, CAB, and TeX. That has
|resulted in used clusters not in the FAT (mostly Newsie's old log
|file) and two files with links to address 0000, which is fatal. Had a
|ZIP drive backup.
|
|Was booting with ICD Pro. and could use Cleanup to fix most problems,
|which occurred on a daily basis, with about 1000 file erasures per day.
|
|Changed to HDDriver, which does not let Cleanup run, and then found that
|Z-org has a FSCK, file system check and repair routine, which will do
|what cleanup does, faster and quieter, but in French. It is not called
|fsck, but rather something like Verificatione de la structure. Pardon
|my French.
|
|In those few days, I have had no write errors to fix, and z-org tells me
|all is good, I think, in French. (tout va bein?)
|
|Whoever it was complained that Newsie was messing up their partition,
|some weeks back, should try a different scsi driver system. The clue
|fairy has not visited me on why this is the way it is, but it does seem
|to be this way. In other words, do not blame the mousie, or the
|port settings, unless you are not using ICD to boot your machine. I do
|like the idea of separate programs to do separate things, but my D
|partition gets damaged or trashed entirely too often with it.

I use HDDriver and have always had problems with Newsie mucking up
the partition. I keep the log writes to a minimum, have put Newsie
in a partition of its own, and use Diamond Edge as required to clean
up lost clusters.
--
JI Logan

5254. Re: CAB poser

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 22:35:08 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ae4ae1c$0$21936@news.zetnet.co.uk>
Source record: 47287

On 21 Apr 2001 00:26:42 , Neil Roughley wrote:
>Chris Simon <osian@zetnet.co.uk> wrote:
>
>> On 20 Apr 2001 14:15:07 , Neil Roughley wrote:
>> >In the Add Coasters

I tried with CAB 2.7 and STinG 1.4400. My result: no problems in opening subsequent pages in the right-hand frame.

Charles.

5255. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 23:53:38 UTC
From: sidcelery@cix.co.uk
Message-ID: <9c2fa2jbq1@plutonium.compulink.co.uk>
Source record: 47288

On 18 Apr 2001 18:15:03, Martin-Eric_Racine wrote:
> On 18 Apr 2001, Harry Sideras wrote:
>> On 18 Apr 2001 00:26:25 , "Pascal Ricard" wrote:
>>> What about the DTR ?
>> On the modem itself the only lights that come up are DSR and HS,
>> whether booted into the Modem 2 setup or the Serial 2 setup.
> Btw, an easier approach would be to use a Mac-to-DB9 adapter
> (a.k.a. Mac modem adapter) on the LAN port. Since the TT boots
> with LAN selected by default (and, thus, Serial2 disabled), it
> would save you a lot of troubles.

Are you sure, Martin? HSModem docs imply that Serial 2 is the default
and I've tried to reinforce this setting within SCC

rgds
H

5256. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 23:53:42 UTC
From: sidcelery@cix.co.uk
Message-ID: <9c2fa6jbq2@plutonium.compulink.co.uk>
Source record: 47289

Hi Pascal,

On 18 Apr 2001 21:05:12 , "Pascal Ricard" wrote:
> Harry Sideras wrote on Wed 18-04-2001 13:34 (GMT):
>> On the modem itself the only lights that come up are DSR and HS,
>> whether booted into the Modem 2 setup or the Serial 2 setup.
> I don't know what is HS in this respect. I have right now DSR, RTS
> and CTS lit up. DTR is not lit up cause dialer.acc is launched and
> disabled. STinG 1.26 is running with one cpx (not needed) and the
> serial cpx is the one from the STinG package.: it allow you to set
> up the exact bps rate you like, without messing with fake values. I
> can launch my terminal (StarCall) without a problem in this case
> but it will lock up if the dialer is enabled.

I'm not sure what HS means either, but it may simply mean High Speed
on this particular modem. Looking at the modem right now, while
connected back on Modem 2, it's also showing the same two lights, so
perhaps this is normal. It must be how I've set up the Serial 2 port
in that case...

>> Shall I confirm the options I've got setup with DRVIN and SCC.PRG?
>> I'm using Magic 6 and a Crazy Dots 2 graphics card, so the
>> backplate is plugged in internally and is hanging out of the VME
>> port. The 9-pin cable is dangling between the printer and monitor
>> cables. The printer is off. So, the settings are:
>
> Magic 6.10 here but I don't think it's the problem, with a Nova 32
> in the VME bus. The assembling (towered) has been very well done by
> the previous owner ;-) and nothing is dangling :-).
>
>> SCCM2 SCCS2
>> M2TT U U
>> M1EMU U U (also tried with 2)
>> LANBIT N N (also tried with Y)
>> LANEXT N N
>> LAN_S2 U U (also tried with 1)
>> DTRM2 Y Y
>> DTRS2 Y Y
>> M2DRI N N
>> S2DRI N N
>> RBLM2 16384 256
>> TBLM2 8192 256
>> SBLM2 256 16384
>> TBLM2 256 8192
>

> M2TT 1
> M1EMU 0
> LANBIT N (also used Y too)
> LANEXT N
> LAN-S2 1
> DTRM2 Y
> DTRS2 Y
> M2DRI Y
> S2DRI N
> all buffers at 16384
>
> The main difference between our setups is for M1EMU.

Sure, but this should make no difference when using any terminal
program that understands ports other than the MFP modem port 1.

Still, I'll try changing all my settings to completely match yours and
see what happens. Some of your other differences may be improtant
(although I can't see why)...

>> SCCM2.PRX and SCCS2.PRX are renamed to SCC.PRG for each attempt.
>> The config files for my terminal are installed in a similar manner.
>>
>> SCCM2 works perfectly - that's how I'm talking to you now!
>
> Not a great diff between you two setups, just the buffers.

Hmmm...

> Does both your modems give the same problem ?

I haven't tried the new modem yet. I was just trying to set things up
with my existing modem first. Perhaps I should switch anyway...

rgds
Harry

5257. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 23:53:44 UTC
From: sidcelery@cix.co.uk
Message-ID: <9c2fa8jbq3@plutonium.compulink.co.uk>
Source record: 47290

On 18 Apr 2001 17:38:28 , Lyndon Amsdon wrote:
>> Of course, if you hit the "#" key while the Imagecopy menu is on
>> screen it reduces to just a desktop menu but still stays in memory.
> Yeah, but once it's opened I can't pass parameters to it for
> opening more files. Maybe it's because I'm only using version 4?
> Last was 4. something.

Yes, this may be the problem. The bulk of Jeremy's later development
was focused on the CD version. I can't remember the last version, but
it was something like v4.1 or v4.2. I had some of the beta versions of
the final release, which is what I'm using now. I'm not sure if Paul
at FaST Club offers the last version, but ISTR that the betas were
available as upgrades to the final release version from the website.
The final release version of IC4 CD version definitely handles D&D.

> I'm going to register Aniplayer so I could give that a go. It
> certainly supports sound but I've never tried it on graphics. Also
> it doesn't clutter the screen and it's got support for drag&drop,
> and it's still developed etc etc. Only 8 euros at europe
> shareware...

That's about a fiver. Whe I came back on the scene a couple of months
ago it was the first thing I registered after I found that MPlayer had
ceased development. It's getting better all the time and it's worth it
to support further work. Luckily I work with a French girl who let me
send a cheque in FF to make it easier for payment.

rgds
H

5258. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 23:53:48 UTC
From: sidcelery@cix.co.uk
Message-ID: <9c2facjbq4@plutonium.compulink.co.uk>
Source record: 47291

On 18 Apr 2001 17:38:32 , Lyndon Amsdon wrote:
>> 256 colour mode is where this usually goes wrong, especially with
>> 1st Guide as other people have already said. the thing I liked
>> about Graftool (or was it Photoline?) was that the colors changed
>> when the mouse hovered over the image, but changed back when the
>> mouse hovered elsewhere! Very neat!
> Yeah I thought that was clever, but is there a need to change the
> pallete?

If you don't then the picture just displays wrongly. It's an issue of the order of the colours in the palette rather than which colours are used overall. I think the key is what exists in the first 16 colours of the pallette. IIRC the Atari has one order, Windows has a different one and the web uses a different pallette again (something like that - if I'm wrong, I don't think I'm too far wrong...)

>>> I tried Imagecopy and remebered why I didn't use it as my viewer
>>> last time I tried, it can't have parameters passed to it and
>>> doesn't support drag'n'drop.
>> Eh? D&D works well - even via the Appline bar!
>> What parameters did you want to pass to it?
> Hmm, my version doesn't unless there is an option to turn it on
> somewhere. I use v4, but I think I need to upgrade to 4.? to get
> that support.

Yes, as I said in the last version you need the latest CD version.

rgds
H

5259. Re: TT-Digger v6.2

Newsgroup: comp.sys.atari.st
Date: 2001-04-23 23:53:51 UTC
From: sidcelery@cix.co.uk
Message-ID: <9c2fafjbq5@plutonium.compulink.co.uk>
Source record: 47292

```
On 18 Apr 2001 21:21:20 , Henk Robbers wrote:
> Harry Sideras wrote:
>> On 17 Apr 2001 17:24:48 , Henk Robbers wrote:
>>> Harry Sideras wrote:
>>>> On 15 Apr 2001 18:51:32 , Lonny Pursell wrote:
>>>>> On Sun, 15 Apr 2001, Henk Robbers wrote:
>>>>>> There is a new version on my home page (in sig).
>>>>> Niceness! I love this program. ;-)
>>>> Err... what is it? I haven't heard of it before...
>>> It is a interactive disassembler. Works like a viewer; disassembles
>>> on the fly while scrolling.
>> Now I'm worried... B^)
>
> Dont!
>
> My English might be nonsense, my C ia not. :-)

B^))

rgds
H
```

5260. WTS:WTT: Atari STf for Mac

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 00:39:32 UTC
From: David Smith <david@suscom.net>
Message-ID: <3AE4CB43.F49172EF@suscom.net>
Source record: 47293
Cross-posted to: pa.forsale,pa.wanted,comp.sys.atari.st

I have an Atari 1040STf I would like to sell, or trade for a Macintosh Performa 5400 or 5420. This system includes both a SM124 Monochrome and SC1124 Color Monitor, connected to the 1040 with a PP Monitor Master, allowing for easy monitor switching. In addition to the built in floppy drive, an additional SF314 floppy and Supra 30MB Hard Disk are included. An Alfa Data track ball and Atari two button mouse are included, attached to the 1040 with a PP Mouse Master, mouse and joystick port extender and switch. A pcDitto II board is internally installed in the 1040, providing the ability to run CGA and Hercules graphic compatible DOS programs. In addition to the installed TOS 1.0 ROMs, a set of Rainbow TOS 1.04 ROMs are included, with Utilities disk.

Please make me an offer. Besides the Performa 5400/5420, I will consider trading for any PowerPC based Mac.

--
David Smith. Williamsport, Pennsylvania, US.
for sale: hw-sw for Atari ST, Apple Mac, DOS, HP 200LX, Palm
http://yourpage.suscom.net/david

5261. Atari 520ST-FM questions...

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 01:37:42 UTC
From: mitch2gs@hotmail.com
Message-ID: <3ae5d8e4.24704185@news.starnetinc.com>
Source record: 47294

Last week, as luck would have it, I came across an Atari ST (520 FM) at a local thrift shop and so grabbed it. Though apart from seeing these on display in stores over a decade ago (and knowing a bit about them from a technical stand point), I have absolutely no experience with the ST line. For that reason I have several questions I'm hoping to find answers to.

I've managed to get the machine working again after a few repairs (floppy drive had a worn out motor belt, which I replaced with an elastic band; mouse was missing its rubber ball which I found a substitute for) and it now boots into a ROM based version of GEM (v1.0) which I have to admit, is a pretty cool concept! Now on to my questions...

- First off, this particular machine appears to have a 360K 3.5 drive capable of reading MS-DOS format. Unfortunately while it can _see_ 720K MS-DOS disks from GEM, it can't access them reliably as the drive only has a single head. I tried formatting 360K single-sided(?) disks from my PC (told the BIOS my 1.44M drive was a 360K 5.25) and the ST did recognized it, but it still wouldn't reliably read from such a disk. So how do I transfer software between my PC and ST? (I also have an Apple IIGS with GCR and MFM drives if that helps)

- I discovered I can plug in a standard 1.44MB PC drive (set to '0') and use that as a 720K drive on the ST, but it doesn't seem able to physically fit in the case. I can't twist the IDC cable around and the eject button becomes blocked once inside the ST's case. At least this let me reliably read MS-DOS 720K formatted disks but it requires taking the whole machine apart to do so.

- Can you add more RAM, or is it fixed to 512K maximum? I did notice solder pads above the two banks of chips (presumably to bring it up to 1MB?) though doubt it'd be a trivial soldering job. This is a Revision D board incidentally.

- What's the "FM" in the name stand for, the built-in floppy drive and RF-modulator? Or does it mean something else?

- Can the ST do special tricks to get more than 4 or 16 colors per screen?

- I recall the ST using an AY-3-8910 for sound but found a Yahama chipset on the mainboard. Is this simply a compatible chip, or something more with FM synthesis? (e.g. YM3812)

- Has anyone tried using an Apple IIGS RGB display on the ST, and if so, does someone out there make the properly wired cable?

- Where can I download software to have a look at (I'd be especially interested in games and European-style demos--can someone point out some must-see titles?). I remember seeing an Atari demo with a reflective 3D ball rolling across some patterns, might be interesting to see that again if I knew what it was called. Is there much software that even runs in 512K RAM with a 360 or 720K floppy drive?

Any other useful information, tips or trivia about the 520ST would be great to hear. :)

ps - Does anyone have spare plastic keycaps to donate? This 520ST came in decent shape, but oddly ten keys and only those ten keys are extremely UV-yellowed (it looks as though someone may have swapped them from another ST). The keys I'm looking for are: 1, 4, 5, Q, W, A, Y, M (plus "5" and "-" from the numeric keypad).

Mitchell Spector
a_specto@alcor.concordia.ca

5262. Re: Atari 520ST-FM questions...

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 08:39:17 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9c3e2c$6jr$1@pegasus.csx.cam.ac.uk>
Source record: 47295

Mitchell Spector wrote in message <3ae5d8e4.24704185@news.starnetinc.com>...

< cut >

>I've managed to get the machine working again after a few repairs
>(floppy drive had a worn out motor belt, which I replaced with an
>elastic band; mouse was missing its rubber ball which I found a
>substitute for) and it now boots into a ROM based version of GEM
>(v1.0) which I have to admit, is a pretty cool concept! Now on to
>my questions...

I have TOS 1.02 in my STfm and don't really have that many problems, though
you might want to look at replacing your version with 1.04 as this fomats
floppies with a DOS format as opposed to Ataris slightly different format
that was used with earlier versions. I have not upgraded because my TOS ROM
are soldered onto the PCB but if yours are socketed it will be easier.
Most people on the group will probably recommend adding an upgrade board
that will allow you switch between your existing TOS version and TOS 2.06
(the last ST version), however I don't think you will be able to find room
inside the case for both the TOS and Memory upgrade boards and so if you
decide to do both you may have to consider re-casing the ST.

>- First off, this particular machine appears to have a 360K 3.5 drive
>capable of reading MS-DOS format. Unfortunately while it can _see_
>720K MS-DOS disks from GEM, it can't access them reliably as the
>drive only has a single head. I tried formatting 360K single-sided(?)
>disks from my PC and the ST did recognized it, but it still wouldn't
> reliably read from such a disk.
>- I discovered I can plug in a standard 1.44MB PC drive (set to '0')
>and use that as a 720K drive on the ST, but it doesn't seem able
>to physically fit in the case.

You should be able to access a 720K floppy but you will only be able to see
and access the contents of one side, a double sided 720K drive should be the
minimum you are using if you want to guarentee access to most software. The
Quick Faq at http://quickfaq.atari.org/ will probalby have information telli
ng you how to fit a PC drive, alternatively purchase an Atari 720K drive
from one on the dealers listed on the Atari Hyperlink Luanchpad site at
http://www.geocities.com/SiliconValley/Bay/8745/
I would not rely on your rubber band solution very long, infact this might
be part of your reading problem as it may be too loose (or tight) a fit.
You will probably prefere to purchase form a dealer in your own country, but
if you have trouble finding what you need you should be able to get it from
Atari Workshop in the UK at http://www.atari-workshop.co.uk .

>- Can you add more RAM, or is it fixed to 512K maximum

Yes, you will need to fit a third party upgrade board like the Marpet Extra Ram Delux board, this lets you up grade to either 1 or 2.5 MB while still using the existing RAM or 2 and 4MB by disabling the existing RAM, IIRC this is done by removing one resistor.
The problem might be getting hold of the SIMMs that fit in these boards, try the dealers from the links above for both the boards and SIMMs, or asking if someone on this group has one for sale. I happen have two spare 256K SIMMs for this board so that you can expand it to 1MB should you have trouble finding some.
As for fitting difficulty it depends on how the ST was assembled, the Video Shifter chip is usually in a socket so that is not a problem, however if the MMU chip is not in a socket you will have to do a lot of soldering, some of it to the surface mounted MMU itself. This can be tricky even for an experienced solder to solder to without shorting two legs together.

>- What's the "FM" in the name stand for, the built-in floppy drive
>and RF-modulator? Or does it mean something else?

No that it (F=internal Floppy, M=TV Modulator).

>Can the ST do special tricks to get more than 4 or 16 colors
>per screen?

I believe that some art packages and games get around this be palette switching, but generally no.

>- I recall the ST using an AY-3-8910 for sound but found a Yahama
>chipset on the mainboard. Is this simply a compatible chip, or
>something more with FM synthesis? (e.g. YM3812)

IIRC there are at least two Yahama chips in the ST, on as you've mentioned is the combined Sound generator and Floppy controller, another is the Keyboard/Clock and calander. As Atari tended to build using whatever components were cheapest at the time its possible that any other chip could be made by Yahama on your ST and someone else on another.

>- Has anyone tried using an Apple IIGS RGB display on the ST, and
>if so, does someone out there make the properly wired cable?
>- Where can I download software to have a look at.
> Is there much software
>that even runs in 512K RAM with a 360 or 720K floppy drive?
>Any other useful information, tips or trivia about the 520ST would be
>great to hear. :)

If you have permanent access to a TV and the modulator is working you might as will get and arial switcher and use that as you wont find a significant advantage in using a RGB monitor.
As for software, most software written for the ST will work with 512K RAM and a 720K floppy drive as that quickly became the standard configuration for most ST's. Its only software that was written specificaly for hte Mega StT and STe have to watch, some of it will work nad some wonk as it either requires at least 1 MB RAM or makes use of colours the STe's greater colour palette and Blitter chip which was not fitted to early ST's.
You can find links to site with downloadable software for the Hyperlink

Launchpad site I mentioned earlier or do a search for Atari on the web, many users place software for downloading on their personal sites.

>ps - Does anyone have spare plastic keycaps to donate?

Again your best bet is to purchase a replacement set from one of the dealers listed on Halvards sites.

Hope that helps,
Stephen Moss

5263. Re: iMac to Falcon connection?

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 08:59:20 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <9c3evamhj1@news2.isdnet.net>
Source record: 47196

> hello
jpgui@noos.fr

>You can try nvdi to use your specific true color card.
It is the same prog for tos, pc or mac emulator.
Just work fine with magic mac too.
You can try too Fvdi, freeware support for
few cards...
>> The only emulator I've seen for the Mac that I like at all is
MagicMac, and
> it's insanely priced, and difficult to get in the US. Now if someone
would
> make a Falcon emulator for the Mac, then I'd be happy, as it would
support
> high-resolution high- and true-color modes (hopefully). Mind you I'm
coming
> from a Nemesized Falcon running in 1024x768 graphics mode. Being
chained
> down ST modes would be truely frustrating.

Mike Freeman

nameerf@flash.net

5264. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 09:03:35 UTC
From: swampfox1@earthlink.net
Message-ID: <HjbF6.473$G04.68092@newsread2.prod.itd.earthlink.net>
Source record: 47197

On 23 Apr 2001 01:05:56 , Jim DeClercq wrote:
>On 22 Apr 2001 06:58:15 , Ken Macdonald wrote:
>>On 21 Apr 2001 06:09:44 GMT, jimd11@mindspring.com (Jim DeClercq) wrote:
>>> System: TT030. NVDI. ICD or HHDriver.
>>>-snip-
Snip again
>>> In other words, do not blame the mousie, or the
>>> port settings, unless you are not using ICD to boot your machine. I do
>>> like the idea of separate programs to do separate things, but my D
>>> partition gets damaged or trashed entirely too often with it.
>>
>>be VERY careful with newsie. I was queueing up some mail
>
>All that has happened to me, other than trashing a partition, was that
>Newsie requested that I insert a disk in drive A. I think it was ICD
>Pro that trashed the partition.
>
Jim,
I've been using ICD on this Falcon since '95 and have never had a
trashed drive but have had trashed files (extra ones) and only in the
Newsie folder!
John G.

5265. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 09:07:59 UTC
From: swampfox1@earthlink.net
Message-ID: <PnbF6.477$G04.68092@newsread2.prod.itd.earthlink.net>
Source record: 47198

On 23 Apr 2001 01:05:56 , Jim DeClercq wrote:
>On 22 Apr 2001 06:58:15 , Ken Macdonald wrote:
>>On 21 Apr 2001 06:09:44 GMT, jimd11@mindspring.com (Jim DeClercq) wrote:
>>> System: TT030. NVDI. ICD or HHDriver.
>>>-snip-
Snip again
>>> In other words, do not blame the mousie, or the
>>> port settings, unless you are not using ICD to boot your machine. I do
>>> like the idea of separate programs to do separate things, but my D
>>> partition gets damaged or trashed entirely too often with it.
>>
>>be VERY careful with newsie. I was queueing up some mail
>
>All that has happened to me, other than trashing a partition, was that
>Newsie requested that I insert a disk in drive A. I think it was ICD
>Pro that trashed the partition.
>
>Jim,
> I've been using ICD on this Falcon since '95 and have never had a
>trashed drive but have had trashed files (extra ones) and only in the
>Newsie folder!
> John G.

P.S. Is it possible you don't have ICD configured properly? I'm not very
knowledgeable about it's settings but your welcome to my SYS file.
John G.

5266. Re: Ist Word Plus on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 11:19:29 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <9c3ng1$ah2$1@plutonium.compulink.co.uk>
Source record: 47199

All sorted now - and thanks to those who offered advice. I got 1st word to run so long as I disabled NVDI. In the meanwhile, the friend I was setting it up for has started to use Atari Works anyway!

Thanks again

Andrew Harvey

5267. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 14:28:08 UTC
From: bindon@madasafish.com
Message-ID: <teb3boqpm7677f@corp.supernews.com>
Source record: 47200

Hi

>You really should walk the Okami way. Believe me it's *the best*. AFAIK,
>you can't use Amail to post in newsgroups, you can retrieve news
>messages though.

That was the problem! Not useful really otherwise, dam I'm downloading it now, better stop GapFTP quick!

>Setting up Okami isn't that difficult. You only must take some time to
>read the docs carefully.

OK I'll try it. I guess it'll be on chapelie. I was at Gary Preists site and I saw a combined POPwatch, is this any good or should I stick to Newswatch and Popwatch.

Thanks.

5268. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 14:28:11 UTC
From: bindon@madasafish.com
Message-ID: <teb3brcsjbs82@corp.supernews.com>
Source record: 47201

On 23 Apr 2001 20:14:08 , Castvi wrote:

Hi

>Yes I did it but no result.
>Thank you for your assistance.
>Cordially

How about quoting a small section of the previous post? It can help carry on a thread a lot easier! I suppose that was in reply to my post but it's difficult to tell.

5269. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 15:14:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200104241714.a12793@wun.maus.de>
Source record: 47203

Hallo Vincent!

CV>Sting 126 don't recognize my serial 2 (uart2) but just modem1 in the
CV>dialer. No prob with connect or wensuite (with magic).

I've got a Milan here, and have had that same problem, too. My solution is to use the very first available version of the HSMODEM drivers for Milan. With these, I can access one of the UART ports with STinG. This is with MagiC-Milan. With MiNT and N.AES, I've got Franks UART drivers installed and could use STinG, but as I've got a working MiNT-Net setup, there's no need to use STinG at all.

In any case the Modem is hooked to Port MODEM2, that's eqivalent to UART 3F8. The second UART port 2F8 is referred to as SERIAL2 and normally not in use. I've got a Nullmodem link to one of my Falcons there, which the STinG Port CPX handles flawlessly.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

5270. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 16:39:44 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae5b9ac183f690@pandora.be>
Source record: 47202

on Tue 24-04-2001 14:28 Lyndon Amsdon wrote:

>>Setting up Okami isn't that difficult. You only must take some time to
>>read the docs carefully.
>
>OK I'll try it. I guess it'll be on chapelie.

The latest official release is on the Chapelie but I think you won't be
able to access the server right now. The server is down for the moment.
The webmaster is working very hard to get the server back online ASAP.

Anyway you should better use the latest beta release (which isn't on the
server). Both the latest official release and the latest beta can be
found on http://www.xs4all.nl/~josdb/okami.html.
Probably it will be better if you download both as the beta release holds
only holds the bins and update.txt

>I was at Gary Preists site
>and I saw a combined POPwatch, is this any good or should I stick to
>Newswatch and Popwatch.

Do you mean POP3SMTP? It's a beta version which lacks lots of stuff. You
better stick to Newswatch/Popwatch.

HTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5271. Re: Configuring STik 2

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 17:26:48 UTC
From: vdjole@EUnet.yu
Message-ID: <9c4d0lmnr5@news.EUnet.yu>
Source record: 47204

On 10 Apr 2001 11:08:48 , Dan Ackerman wrote:

>In DEFAULT.CFG set SLICE = 200
>Then in your dial script or in Qdialer Set Slice to 10
>This should put stik fairly far on the back burner until you run qdialer.

Yes, this works ok. Until I run qdialer STik doesn't slow down the computer anymore (it slows it afterwards). SLICE=10 seems to be more-less ok, maybe transfer rates are just a tiny bit slower than with optimum STing settings, but it is hard to tell because it varies very much for other reasons (ISP load, etc.).

>Yes and no. You can change the SLICE value dynamically from the
>tools section of Qdialer.

Entry in this field can not be changed for some reason in QDIALER? The value written in configuration file just sits there (I can not set the cursor to the field).

On a similar note, how does one abort dialling in QDIALER? If I hit [escape] while the dialling is in process, QDIALER hangs up, waits until a timeout passes and then starts dialling the next number. Repeatedly hitting [escape] a couple of times can abort the dialling altogether but but then QDIALER starts behaving quite strange, reports "Open device failure" and eventually freezes completely. The reason why I need to abort dialling is that, because of bad (old) telephone network here and pulse-dialling, a telephone number is often mis-dialled in funny ways.

Another question :) If I omit the "conversational" part of the dial script ("Login" and "Password", etc.) relying on PAP protocol, the login negotiation sometimes succeeds and sometimes not. If I enable the conversational part the negotiation always succeeds but, in the window showing connection progress, "Login" and "Password" always appear twice. Is this ok?

Regards;

5272. [ANN] GFA -> Java converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 18:02:12 UTC
From: Philippe Reverdy <preverdy@ifrance.com>
Message-ID: <EcjF6.530$Gu5.725055@nnrp5.proxad.net>
Source record: 47207

Hello

I put on http://www.ifrance.com/preverdy/kg2j/index.htm an alpha version of
a GFA to JAVA converter.
(This is an alpha version, so there are a lot of limitations.)

You can see a converted GFA application to Java applet on
http://preverdy.ifrance.com (applet KIKTRIS) (Beware: I think that Atari
browsers will only display a picture instead of the applet).

Note: any mistranslation report on
http://www.ifrance.com/preverdy/kg2j/index.htm will be helpful.

Thank's

Philippe Reverdy

5273. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 18:04:24 UTC
From: bindon@madasafish.com
Message-ID: <tebg18rd0o21@corp.supernews.com>
Source record: 47208

Hi

>Yes, this may be the problem. The bulk of Jeremy's later development
>was focused on the CD version. I can't remember the last version, but
>it was something like v4.1 or v4.2. I had some of the beta versions of
>the final release, which is what I'm using now. I'm not sure if Paul
>at FaST Club offers the last version, but ISTR that the betas were
>available as upgrades to the final release version from the website.
>The final release version of IC4 CD version definitely handles D&D.

I'll have to see if I can get an update. Thanks for the info. I'm
lookingat the ad in AC and I can't see any upgrade options, just the full
product. I'll see if I can find the website.

>It's getting better all the time and it's worth it to support further
>work. Luckily I work with a French girl who let me send a cheque in FF
>to make it easier for payment.

It wasn't worth using on my STe but now I own a Falcon it really is worth
the tiny fee. I have found a file format that isn't supported though, a
MOV but with a IDTAG4 or something. Maybe I'll mention it to him.

5274. Re: Atari 520ST-FM questions...

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 18:04:32 UTC
From: bindon@madasafish.com
Message-ID: <tebg1gc2lgog25@corp.supernews.com>
Source record: 47209

On 24 Apr 2001 01:37:42 , Mitchell Spector wrote:

Hi

>For that reason I have several questions I'm hoping
>to find answers to.

You found the right place....

>I tried formatting 360K single-sided(?)
>disks from my PC (told the BIOS my 1.44M drive was a 360K 5.25)
>and the ST did recognized it, but it still wouldn't reliably read from
>such a disk. So how do I transfer software between my PC and ST?
>(I also have an Apple IIGS with GCR and MFM drives if that helps)

Format the disk in the Atari, under one of the menus. (It's been a long
time since I used TOS)

>- I discovered I can plug in a standard 1.44MB PC drive (set to '0')
>and use that as a 720K drive on the ST, but it doesn't seem able
>to physically fit in the case. I can't twist the IDC cable around and
>the eject button becomes blocked once inside the ST's case

Yep, the twist is annoying (although you could try extending it and you
either need to modify the drive to take the old Atari faceplate or cut a
hole in the case. Look for The Atari Launchpad as it's useful for
beginners and it has a archive on how to do the above properly.

>- Can you add more RAM, or is it fixed to 512K maximum? I did
>notice solder pads above the two banks of chips (presumably to
>bring it up to 1MB?) though doubt it'd be a trivial soldering job.
>This is a Revision D board incidentally.

Yeah. You'll need identical size DRAMs and patience! Also a couple of
resistors need soldering in for RAS/CAS lines. There are schematics out
on the web for the ST but the URL escapes me.

>- What's the "FM" in the name stand for, the built-in floppy drive
>and RF-modulator? Or does it mean something else?

Spot on.

>- Can the ST do special tricks to get more than 4 or 16 colors
>per screen?

Nope, not in TOs anyway. Some graphics viewers take over the screen and
change the palette very quickly to make it look like more colours.
Neochrome and Photochrome come to mind.

>- I recall the ST using an AY-3-8910 for sound but found a Yahama
>chipset on the mainboard. Is this simply a compatible chip, or
>something more with FM synthesis? (e.g. YM3812)

It's a Yamaha chip. 3 channel and pretty crude for it's day. C64 SID
chip is far better IMHO.

>- Has anyone tried using an Apple IIGS RGB display on the ST, and
>if so, does someone out there make the properly wired cable?

The moniot port has RGB out so it should be possible provided you know the
pinouts. In the back of the Atari ST manual.

>- Where can I download software to have a look at (I'd be especially
>interested in games and European-style demos--can someone point
>out some must-see titles?). I remember seeing an Atari demo with a
>reflective 3D ball rolling across some patterns, might be interesting
>to see that again if I knew what it was called. Is there much software
>that even runs in 512K RAM with a 360 or 720K floppy drive?

Email/news can be done (just!) That demo is STE only IIRC called Boing.
I don't know of any demos that run on STFMs :(

>Any other useful information, tips or trivia about the 520ST would be
>great to hear. :)

Look on the web, there are many top sites about the ST.

5275. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 18:52:21 UTC
From: bindon@madasafish.com
Message-ID: <tebir5j270l658@corp.supernews.com>
Source record: 47214

Hi Martin

>>OK I'll try it. I guess it'll be on chapelie.
>
>The latest official release is on the Chapelie but I think you won't be
>able to access the server right now. The server is down for the moment.
>The webmaster is working very hard to get the server back online ASAP.

Hmm, I did try it and it was down! Ahh, withdrawel sypmtons...

>Anyway you should better use the latest beta release (which isn't on the
>server). Both the latest official release and the latest beta can be
>found on http://www.xs4all.nl/~josdb/okami.html.
>Probably it will be better if you download both as the beta release holds
>only holds the bins and update.txt

I found it there after finding chapelie down. I download the latest non-
beta version. Version 2 IIRC

>>I was at Gary Preists site
>>and I saw a combined POPwatch, is this any good or should I stick to
>>Newswatch and Popwatch.
>
>Do you mean POP3SMTP? It's a beta version which lacks lots of stuff. You
>better stick to Newswatch/Popwatch.

That was what I was thinking about but I've d/l Popwatch and Newswatch. I
went through the o.inf file and edited it for a NOS setup. It runs but it
says onews.def not found (I suppose I have a path wrong) and it says no
news available. I then tried sending myself an email but it crashed
saying no editor found as I clicked Edit. The manual is appaling and only
seems to be aimed at Mint users. It goes on about all the etc/ directorys
and it's rather confusing.

What do I do with Newswatch/Popwatch. Do they run in the background? I
thought you said place them in the auto folder but they're GEM apps so I
think I may have recalled that wrong.

Thanks!

5276. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 18:52:23 UTC
From: bindon@madasafish.com
Message-ID: <tebir7t1m95c5a@corp.supernews.com>
Source record: 47215

On 23 Apr 2001 19:26:58 , Steve Sweet wrote:

Hi Steve

>>>While you're at it, replace the LED with a blue one. Looks great.
>
>>Cetainly will against a matt black finish.
>
>I suggested a while back that he use black LED's, much more effective in
>a bright room, works by local wavelength absorbsion, summat like the
>magic buttons that Sony used to use. Chrome LED's are also very fetching
>when set against the right background.

Has anyone put blue, red and green in one LED package? Like the Tri
colour LEDs with 3 pins? That would be great as you could select the
colour and then you could match it with the Magic themes :)

5277. ELF Software Address?

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 18:59:46 UTC
From: swampfox1@earthlink.net
Message-ID: <C2kF6.1567$G04.203966@newsread2.prod.itd.earthlink.net>
Source record: 47216

Hi All,
Anyone know the URL (had it...lost it) or E-mail for ELF Software?
John G.

5278. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 19:34:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae5e2b4384ea30@pandora.be>
Source record: 47217

>Wensuite just crashes on my Mint powered Milan.

That's not normal. On my system using freeMiNT 1.15.10b/N_AES 2.0.0
Wensuite behaves very good. Even with Memory Protection enabled Wensuite
doesn't crash.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5279. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 19:45:50 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <988146310-901852AEicMi@xs4all.nl>
Source record: 47218

>From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
>(Peter Slegg)
>Date: 24 Apr 2001 19:34:43 -0100

Hello,
>
>I tried several versions of Wensuite and they all crashed soon
>after I
>started the program.

Same with me on my Milan !

> No-one else seems to report this major problem
>so I would be glad of any suggestions.

I've tried all the possible setting without any result.

>
>Adamas works ok but recent versions will not make a connection
>to
>my isp without crashing my Milan completely. I haven't been
>able to
>do anything with the mail package.

No problems at all with connecting with any version. But
regular crashes followed by a "Speicherblock zersti¿½rt"
warning under Magic Milan.
Let's hope that in the next update the stability problems will
be solved once and for all.

>For the moment I am perservering with CAB while waiting for any
>news on Highwire.

Some new news on that since the recent open project
announcement would be very nice. For exemple is the project
getting anywhere ?

Cheers
Dan

5280. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 20:02:20 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <988146312-902351AEicMi@xs4all.nl>
Source record: 47219

>From: Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa)
>Date: Tue, 24 Apr 2001 17:14:00 +0200
>
>Hallo Vincent!
>
>
>CV>Sting 126 don't recognize my serial 2 (uart2) but just
>modem1 in the
>CV>dialer. No prob with connect or wensuite (with magic).
>
>
>I've got a Milan here, and have had that same problem, too. My
>solution is to
>use the very first available version of the HSMODEM drivers
>for Milan.In any case the Modem is hooked to Port MODEM2,
>that's eqivalent to UART 3F8.
>The second UART port 2F8 is referred to as SERIAL2 and normally
>not in use.

Hello Ekkehard,

I tried this too (2 years ago) but not on MODEM 2, but only on SERIAL 2 as far as I can remember. That didn't work. As soon as my Milan is back from the shop where it is being repaired at the moment I'll have another go and try MODEM 2. Very curious if Vincent gets Sting going now, thanks to your advice.

Cheers
Dan

5281. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 20:03:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988242706-304985AEicMi@madasafish.com>
Source record: 47113

Hi Harry

>Luckily I work with a French girl who let me send a cheque in FF to
>make it easier for payment.

She sounds usefull, i was after registering the X-GEM Winframe package.
:-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5282. Atari 520ST-FM questions.

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 20:10:40 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0011a044@fmlynet.org>
Source record: 47235

FamilyNet Newsgate

Hello Mitchell!

MS> ...it now boots into a ROM based version of GEM (v1.0)
> which I have to admit, is a pretty cool concept!

I thought so too, no more lost system diskettes! :-)

MS> First off, this particular machine appears to have a
> 360K 3.5 drive capable of reading MS-DOS format.

Sounds possible. I know some early STs used a single sided
double density diskette drive. I guess some STFM may have
had them too.

MS> I tried formatting 360K single-sided(?) disks from my
> PC (told the BIOS my 1.44M drive was a 360K 5.25) and
> the ST did recognized it, but it still wouldn't
> reliably read from such a disk.

PC compatible 5.25" 360Kb disks were usually 40 track
creatures, where 3.25" disks are usually 80 track...

```
PC ST
Tracks: 40 80
Sides: 2 1
Sectors/Track: 9 9
Bytes/Sector: x 512 x 512
----- -----
360K 360K
```

...I'm not sure if this would work, but you could try a
single or double sided 3.5" double density (not high-
density) diskette in your PC and...

FORMAT A:/T:80/N:9/1

...given the choice, I would try to find a double-sided
drive for the STFM.

MS> So how do I transfer software between my PC and ST?

Good question. Even a null-modem cable isn't going to
help if you don't already have some comms software on a
disk that the ST will read. If the above format command
doesn't help, I'm thinking you would need a different
drive for the ST. Perhaps someone in this group knows

where a replacement internal, or additional external drive
can be obtained.

MS> I discovered I can plug in a standard 1.44MB PC drive
> (set to '0') and use that as a 720K drive on the ST,
> but it doesn't seem able to physically fit in the
> case...At east this let me reliably read MS-DOS 720K
> formatted disks...

It may be worth making a cable that will connect between the
ST's external diskette port and the PC drive. I suggest
trying to find a replacement drive, and if that doesn't work
see if you can make a cable.

MS> Can you add more RAM, or is it fixed to 512K maximum?
> I did notice solder pads above the two banks of chips
> (presumably to bring it up to 1MB?) though doubt it'd
> be a trivial soldering job. This is a Revision D board
> incidentally.

I've upgraded some STFM before, but don't remember what kind
of RAM the Rev. D board requires. Were there spaces for
sixteen chips, or four? I'm comfortable soldering multi-
layer PCBs, and I seem to remember it was pretty straight-
forward.

MS> What's the "FM" in the name stand for, the built-in
> floppy drive and RF-modulator?

Yes.

MS> Can the ST do special tricks to get more than 4 or 16
> colors per screen?

I remember some software hacks that seemed to display more
than 16 colours per screen. Spectrum 512 was a paint program
I think that could do this, and I've seen a few utilities
that could display files of this format. I did my first ray
-tracing on an STFM, and converted the true colour files
into Spectrum or perhaps NeoChrome format for display.

MS> Any other useful information, tips or trivia about the
> 520ST would be great to hear. :)

If you get the opportunity, pick up a high-res monochrome
monitor (SM124/SM125), especially if you intend to do any
word-processing or just want to see GEM at its best.

Good luck,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5283. Re: Atari 520ST-FM questions...

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 20:22:30 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <24obetojnuaqb25embera3aoagvm4g4itt@4ax.com>
Source record: 47220

On Tue, 24 Apr 2001 01:37:42 GMT, mitch2gs@hotmail.com (Mitchell Spector) wrote:

>Last week, as luck would have it, I came across an Atari ST (520 FM)
>at a local thrift shop and so grabbed it. Though apart from seeing
>these on display in stores over a decade ago (and knowing a bit about
>them from a technical stand point), I have absolutely no experience
>with the ST line. For that reason I have several questions I'm hoping
>to find answers to.
>
>I've managed to get the machine working again after a few repairs
>(floppy drive had a worn out motor belt, which I replaced with an
>elastic band; mouse was missing its rubber ball which I found a
>substitute for) and it now boots into a ROM based version of GEM
>(v1.0) which I have to admit, is a pretty cool concept! Now on to
>my questions...
>
>- First off, this particular machine appears to have a 360K 3.5 drive
>capable of reading MS-DOS format. Unfortunately while it can _see_
>720K MS-DOS disks from GEM, it can't access them reliably as the
>drive only has a single head. I tried formatting 360K single-sided(?)
>disks from my PC (told the BIOS my 1.44M drive was a 360K 5.25)
>and the ST did recognized it, but it still wouldn't reliably read from
>such a disk. So how do I transfer software between my PC and ST?
>(I also have an Apple IIGS with GCR and MFM drives if that helps)
>
>- I discovered I can plug in a standard 1.44MB PC drive (set to '0')
>and use that as a 720K drive on the ST, but it doesn't seem able
>to physically fit in the case. I can't twist the IDC cable around and
>the eject button becomes blocked once inside the ST's case. At
>least this let me reliably read MS-DOS 720K formatted disks but
>it requires taking the whole machine apart to do so.
>

Adding a PC style 1.44Meg floppy drive was a popular modification for early STs. There were however, as you've noted, several problems.

The original Epson floppy drives usually had the ribbon cable connector upside down from the more common Teac style PC drives so the cable has to be reversed somehow. And as you also noted, Atari used a custom faceplate for the drives making it difficult to install a normal floppy drive. Careful work with a hacksaw is usually in order.

Another problem you probably haven't run into yet, but which you probably will, is that the "media change line" is treated differently

with the PC drives than it is with the Atari Epson brand floppys.

When you remove a floppy and insert a different one, the OS is supposed to be notified via the "media change line" so it forces a re-read of the directory from the new disk. With the PC floppy drives, this doesn't happen (or happen reliably), so the OS doesn't know there is a new disk in the drive. This can be catastrophic if you try to write to the new disk because the OS still has the directory from the old disk cached in memory and will write to the new disk with the old directory. This will destroy the contents of the second disk. There are hardware fixes for this for some of the common PC style drives. You can also force an update of the directory manually by pressing the ESC key when the directory window is open to that drive.

There should be text files floating around giving details on how to transplant a PC style floppy drive into an early ST if you can find a good archive site. (There used to be a great one at umich.edu, but I understand they've closed their FTP site. It may still be available by http, but I don't know where to start looking.)

As long as you format the floppy disks on the PC, you should avoid the problems of compatibility another reply alluded to.

Early versions of the TOS operating system had some bugs in the format routines which did not create a fully MS-DOS compatible header on floppy disks. However, disks formatted on a PC as 720K should be readable on the Atari (as long as you have a double sided drive in the Atari that is).

>- Can you add more RAM, or is it fixed to 512K maximum? I did
>notice solder pads above the two banks of chips (presumably to
>bring it up to 1MB?) though doubt it'd be a trivial soldering job.
>This is a Revision D board incidentally.
>

This is a very common problem with STs. Atari tried to force customers to "upgrade" by throwing away their old machines and buying new ones with more memory (a little like early Macs). Your 520STFM has an early revision board, before they actually redesigned the PC boards to prevent users from doing their own memory upgrades. At that point, the 520STFM shared the same motherboard with the 1040STFM, which was a 1Meg RAM unit. You CAN upgrade your motherboard by removing all the solder from the empty row of socket positions and soldering in another row of RAM chips. It's a pain and it can be tricky unless you're really good with a solder sucker and solder wick, but it can be done. Again, there are text files which give all the gory details (there are three resistors which need to be added in addition the RAM chips and preferably sockets for the RAM as well). The advantage of doing it this way is the upgrade is rock-solid (being soldered right to the motherboard). The disadvantage other than the painstaking work involved, is that 1 Meg is the most you can expand

to.

Third party manufacturers soon came up with ways around Atari's greed, allowing users to add memory, but these can be described most charitably as pretty god-awful kludges.

To add one of these memory upgrades you first must locate enough room inside the case for the memory board itself. Then there is a major connection kludge needed to the MMU chip, and a minor group of connections needed to the video shifter chip. Finally you need to run power to the board directly from the power supply.

The first one of these I installed provided two DIP headers which you were supposed to press down on top of two existing DIP ICs on the motherboard to make the MMU address and data connections, and tie them in place with the sting and double-sticky tape provided in the kit. That worked for about 10 minutes. I finally ended up soldering the DIP headers to the ICs, holding my breath the entire time. It ended up working, mostly.

The second upgrade, and the most reliable I've seen, used a small "daughterboard" PC board which soldered onto the BOTTOM of the motherboard, right onto the bottom of the MMU chip. That provided a very reliable connection. Then there was a ribbon cable from the daughterboard up to the memory board, then another ribbon cable to a second daughterboard that fit into the video shifter socket, with the video shifter socketed onto the second daughterboard.

The advantage of doing an upgrade this way is that you can expand up to the maximum limit of 4 Megs, and most of the newer boards use 30pin SIMMs instead of individual memory DIP chips.

The disadvantage of course is having to pretend to be Tom Swift Jr. and his Wacky Memory Robot.

(Incidentally, the 4Meg limit is enforced by limitations in the hardware. The Atari MMU chip doesn't have enough memory address lines to go higher than 4 Megabytes. And Atari folks like to snicker about the "640K limit" in DOS.)

>- What's the "FM" in the name stand for, the built-in floppy drive
>and RF-modulator? Or does it mean something else?

You got it, and that's it.

Incidentally, the 520 in the model number means it has 512K of RAM. Atari was involved in marketing wars with Commodore and Apple, and naturally 520 is better than 512.
>
>- Can the ST do special tricks to get more than 4 or 16 colors
>per screen?
>

Yes. By using horizontal interrupts to change the color palette
several times per scan line, the ST can actually display up to 512
colors per screen. Unfortunately it takes so much CPU horsepower to
do that you don't have much left over to do anything other than
displaying the screen.

While not much by current standards, in its day though, this was
pretty impressive. Look for something called "Spectrum 512" to
illustrate this.

>- I recall the ST using an AY-3-8910 for sound but found a Yahama
>chipset on the mainboard. Is this simply a compatible chip, or
>something more with FM synthesis? (e.g. YM3812)
>
Nope. Three channels of tone generator is all you get. Monophonic.

For better sound you've got the MIDI port to connect to external
devices.

The Atari STE introduced a stereo output that no one used for much,
and there was a third-party addin board (the "Tweetyboard") that would
separate out the three normal channels to give you "stereo" output
from earlier models. Again, no one used this for much.

>- Has anyone tried using an Apple IIGS RGB display on the ST, and
>if so, does someone out there make the properly wired cable?
>
I don't remember anyone using this particular monitor with an ST, but
if you can get ANY monitor working with your ST it will be FAR, FAR
better than using the RF modulator with a TV set.

RF output is only really suited for low-resolution games, and even
that's being overly charitable. You don't ever want to try reading 80
column text on a TV screen. It will make you go blind.

Also, you need a separate monochrome monitor to get the ST to even go
into high resolution mode. Back when the ST was first engineered,
color displays simply weren't good enough, so they gave you the choice
of "not too bad" color, or "excellent, extremely good" monochrome.
It all depends on the applications you intended to run. Most hardcore
Atari owners eventually ended up buying both monitors, along with
third-party switchboxes to switch back and forth.

Yes, it's possible to use SOME PC style monitors with the ST, but it's
something I never tried to do. Again, there are text files about it.

>- Where can I download software to have a look at (I'd be especially
>interested in games and European-style demos--can someone point
>out some must-see titles?). I remember seeing an Atari demo with a
>reflective 3D ball rolling across some patterns, might be interesting
>to see that again if I knew what it was called. Is there much software
>that even runs in 512K RAM with a 360 or 720K floppy drive?
>

That would be the "Boink" series of demos. It originated on the Amiga, and someone naturally had to write it for the ST to show that Atari could do it too. They got better with time.

Again, I wish I could remember the URLs for the archive sites, but a quick Google search should turn up plenty of underground Atari activity on the web. There are still a lot of diehards in the world.

As for applications, Atari people soon learned that laughing at DOS folks who always seemed to need more RAM in their machines would come home to haunt them, once their applications moved out of the cutesy "boink demo" stage. As applications got more intricate, so did their memory needs. 512K is usable for the crudest applications. 1Meg quickly became the standard, rapidly followed by 2 and 4 Megs.

As a game machine, 1 Meg should suffice, but for more "serious" applications like desktop publishing or music recording, 4 Megs is needed. Of course there are other things that will run in 1 Meg, but don't expect all the bells and whistles.

>Any other useful information, tips or trivia about the 520ST would be
>great to hear. :)
>
Trivia... oy - not enough time for that..! (You won't know who Dave Small is, but there was the time he and I and some other folks from the Michigan Atari group WAUG were driving around Windsor, Ontario (Canada) in the middle of the night looking for a beer store that was still open... oh... Dave Small is a certifiable wizard who invented some things Thomas Edison would have been proud of. He was the one who made Atari STs think they were Macintoshes, just for starters... :)

>ps - Does anyone have spare plastic keycaps to donate? This 520ST
>came in decent shape, but oddly ten keys and only those ten keys are
>extremely UV-yellowed (it looks as though someone may have swapped
>them from another ST). The keys I'm looking for are: 1, 4, 5, Q, W, A,
>Y, M (plus "5" and "-" from the numeric keypad).

If you decide you're serious about checking out the odd little Atari world, hang around in this newsgroup and watch for people unloading their hardware. Many times it can even be "free for the picking up" depending on what area of the country you live in.

Another useful thing is to watch the "vintage computer" areas on Ebay. You can pick up Atari disk drives, hard drives and actual Atari monitors for peanuts. (Often the cost of shipping is more than the cost of the hardware.)

Good luck!

>
>Mitchell Spector
>a_specto@alcor.concordia.ca
>

BobR

5284. Re: atari falcon 030 system disks

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 20:34:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9c4o0m$387$1@plutonium.compulink.co.uk>
Source record: 47221

In message <te8i55fqumem20@corp.supernews.com>, bindon@madasafish.com said:

>>> I don't think the vga cable is the same - the Falcon ihas a 19-pin
>>> D-plug where the ST has a 14-pin DIN. But of course yours may have
>>> an adaptor.
>
>Both wrong :) The video is 13 pin, VGA is 15 pin. Floppy is 14 pin IIRC
>but thats OT. I only mention it as it's a DIN. Used on some old
>Panasonic VCR/camcorders I think.

No - only one wrong! The monitor outlet on the Falcon *is* 19-pin.
There is a lead from this that goes to the 15-pin VGA connector of
the monitor. Agree that the ST's video out is 13, not 14-pin DIN.

Regards, /Peter/

5285. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 20:34:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9c4o0m$386$1@plutonium.compulink.co.uk>
Source record: 47222

In message <3ae35d4e65baf01@free.fr>, paricard@free.fr said:

>I've seen this too. Guess you use the "plus plus plus ATH" sequence to
>disconnect ? You can replace it all by "DTR" if your modem support it.
>You need co set the modem up to drop the line when the DTR is on a low
>level. It's usually the default setting. Works great here.

Hi Pascal! (and Steve on a later posting too)

No, I use ATH0&C1Z for disconnection. May try just DTR to see what
happens, but frankly I am not too bothered clicking on DISABLE
instead. I just thought it a bit funny that DISCONNECT didn't -
IYSWIM :-)

LATER: Just tried it - and it works! Many thanks to you both.

Regards, /Peter/

5286. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 20:34:43 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ae5c743.0@energise.enta.net>
Source record: 47212

I tried several versions of Wensuite and they all crashed soon after I started the program. No-one else seems to report this major problem so I would be glad of any suggestions.

Adamas works ok but recent versions will not make a connection to my isp without crashing my Milan completely. I haven't been able to do anything with the mail package.

Answers on a postcard to...

For the moment I am perservering with CAB while waiting for any news on Highwire.

Regards,

Peter

```
-------------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
-------------------------------------------------------------------------
-------------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
-------------------------------------------------------------------------
```

5287. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 20:34:45 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ae5c745.0@energise.enta.net>
Source record: 47213

On 23 Apr 2001 18:17:46 , "Castelot Vincent" wrote:
>Hello,
>Sting 126 don't recognize my serial 2 (uart2) but just modem1 in the dialer.
>No prob with connect or wensuite (with magic).
>An idee?
>Regards
>Vincent
>
>
>.

Hi Vincent,

I have Modem 1 and MODEM2 in the Miscellaneous section of the Sting
dialer and that is all, I don't know why the latter is in upper-case.
I use MODEM 2.

Possible areas to investigate are the versions of HS Modem, UART2F8
and UART3F8 found in your Auto folder and the Milan Serial CPX. I
don't think that the Sting CPX settings matter.

Wensuite just crashes on my Mint powered Milan.

Regards,

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5288. Re: ELF Software Address?

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 21:46:46 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <9c4s6f$9d3$1@news6.isdnet.net>
Source record: 47223

Hi John Garone !

> Anyone know the URL (had it...lost it) or E-mail for ELF Software?

Yes, it is :-)

You can try this url : http://elfsoft.home.mindspring.com/

Good luck :-)

Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

5289. colour printing to Epson 850C with Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 22:05:41 UTC
From: rking@zetnet.co.uk
Message-ID: <3ae5f8b5$0$21934@news.zetnet.co.uk>
Source record: 47224

Hi all,

I'm trying to find the best way to print in colour to my 850C from calamus. Even with the Epson drivers and the rasters I've used so far, the results on a test CDK including the RGBFUJI.JPG and the COL_KEY.CDK have been very crude. The raster rosettes being unacceptably large, larger than with DA'S LAYOUTTC and much much larger than with the PC version of Calamus. I have been told with some authority that the drivers for the Atari version of calamus are just not up to the Windows built in ones, and as far as the NVDI drivers are concerned, I've loaded down the trial Calamus 2000 with the VDI driver and NVDI then gives a very crude error diffusion print and then only on very small CDKs, otherwise giving me an out of memory error with an empty 60Meg spool. Can anyone show me that the Atari Calamus is not useless for colour printing at home.

Thanks in advanced,

Frustrated Bob from Wales

5290. XURL

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 22:23:12 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ae5fcd0$0$21936@news.zetnet.co.uk>
Source record: 47225

3 times I've had to reboot when trying to open XURLHOME.HTM; each time
I get 2 bombs. This was previously a useful assistant that ran smoothly.
No longer: what could I have done to impede it?
Any thoughts?

TT030, MagiC6, NVDI5, CAB 2.7

Charles.

5291. Re: ELF Software Address?

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 22:37:30 UTC
From: danap8@aol.com
Message-ID: <20010424183730.25068.00001812@ng-mq1.aol.com>
Source record: 47226

John,

>Anyone know the URL (had it...lost it) or E-mail for ELF Software?

http://elfsoft.home.mindspring.com

-Dana @ A-ONE

5292. HP Deskjet 950C

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 22:38:16 UTC
From: ebaiz@skyenet.net
Message-ID: <sfnF6.511$rk6.4676@newsfeed.slurp.net>
Source record: 47227

I was wondering if anyone is using this printer was an Atari computer?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5293. Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 22:38:18 UTC
From: ebaiz@skyenet.net
Message-ID: <ufnF6.512$rk6.4676@newsfeed.slurp.net>
Source record: 47228

Hello,

I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought it was my hard drive. Most of the time it is quiet. The noise does not effect it's performance. Has anyone else run into something like this?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5294. Re: QED and Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 22:38:20 UTC
From: ebaiz@skyenet.net
Message-ID: <wfnF6.513$rk6.4676@newsfeed.slurp.net>
Source record: 47229

On 21 Apr 2001 16:36:40 , Steve Sweet wrote:
>What version QED are you using, i had problems with 4.52 with its OLGA
>behaviour when using with Newsie, quiting QED , clicking on Save or
>using a key-short did not result in Newsie being informed of the file
>save hence no mail was sent.

I had similar problems and also memory management errors when using QED
under Newsie on a Hades060.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5295. Re: WTB NVDI 5 & Jinee

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 22:38:22 UTC
From: ebaiz@skyenet.net
Message-ID: <yfnF6.514$rk6.4676@newsfeed.slurp.net>
Source record: 47230

On 23 Apr 2001 10:16:42 , "Ian" wrote:
>Hi, Anyone with a copy of NVDI 5 or Jinee for
>sale? Ive tried various dealers but am having
>problems getting replies so a 2nd hand copy
>would be fine. Ian.

Who have you tried??? Try the site below. They advertise as selling both.

http://www.atari-workshop.co.uk/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5296. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 22:44:06 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <4mnF6.127713$g63.14763700@nnrp3.clara.net>
Source record: 47231

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:ufnF6.512$rk6.4676@newsfeed.slurp.net...
> Hello,
>
> I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought
> it was my hard drive. Most of the time it is quiet. The noise does not
> effect it's performance. Has anyone else run into something like this?

It's probably the cooling fan in the case (bearings
worn out, very common) rather than the drive,
but without a more precise description hard to tell.

Shiuming Lai

5297. FS/T: Atari ST items and more... [04/24/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-04-24 23:23:37 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <pk2cetkpnq090iol9hdj4di5j1iiju5lng@4ax.com>
Source record: 47232

Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple][computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

5298. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 00:07:13 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104250001160.98-100000@Hades060>
Source record: 47237

On Tue, 24 Apr 2001, Edward S. Baiz Jr. wrote:

> I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought
> it was my hard drive. Most of the time it is quiet. The noise does not
> effect it's performance. Has anyone else run into something like this?

I had a Yamaha breifly, it seem to do something similar, I think
it was the CD's spinning. Some are maybe just slightly miss-balanced.
Uneven printing and/or labels can cause extra noise at high rate of
of speed. At least I hope that is all it is.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5299. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 00:09:51 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104250007550.98-100000@Hades060>
Source record: 47236

On Mon, 23 Apr 2001, Lyndon Amsdon wrote:

> On 22 Apr 2001 15:11:18 , Lonny Pursell wrote:
>
> >I use to use newsie before I switched to amail. For some reason newsie
> >would always leave an orphan sector on my F: partition. Everytime I would
> >fix the partition, as soon as I run newsie back came the orphan sector.
> >Weird eh?
>
> I always thought Amail was no good for news. Are you running Magic as Amail
> isn't really made for Magic.

I use PINE for usenet. aMail for just mail. No Magic here, just
MiNT. ;-)))

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5300. Re: QED and Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 00:45:30 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9c56na$76j$1@zingo.tninet.se>
Source record: 47233

```
On 24 Apr 2001 22:38:20 , Edward S. Baiz Jr. wrote:
>On 21 Apr 2001 16:36:40 , Steve Sweet wrote:
>>What version QED are you using, i had problems with 4.52 with its OLGA
>>behaviour when using with Newsie, quiting QED , clicking on Save or
>>using a key-short did not result in Newsie being informed of the file
>>save hence no mail was sent.
>
>I had similar problems and also memory management errors when using QED
>under Newsie on a Hades060.
>
>Edward S. Baiz Jr.
> (Gamer)

Hi Edward and Steve

I've found that QED sometimes coughs a bit under Newsie. My solution?
Press Save and Quit in Newsie. It seems that the problems only creeps
up, if I keep Newsie in memory.
```

Cheer's J�rgen
--

5301. Steve Kaleita

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 01:09:08 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3AE623B4.C7F7B3F1@greeleynet.com>
Source record: 47234

If anyone know's Steve's current email address, I'd sure like to get in
contact with him.

Thanks.
--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5302. Re: ELF Software Address?

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 10:46:59 UTC
From: swampfox1@earthlink.net
Message-ID: <DWxF6.3820$G04.437335@newsread2.prod.itd.earthlink.net>
Source record: 47238

On 24 Apr 2001 23:46:46 , "Paul CAILLET" wrote:
>Hi John Garone !
>
>> Anyone know the URL (had it...lost it) or E-mail for ELF Software?
>
>Yes, it is :-)
>
>You can try this url : http://elfsoft.home.mindspring.com/
>
>Good luck :-)
>
>Paul CAILLET.
>atarimusic@atari.org
>http://musique.atari.org
>
>
>.
Great! Thanks Paul and Dana.
John G.

5303. FS : ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 12:52:24 UTC
From: Optik@btinternet.com
Message-ID: <3ae6c1cd.17883526@news.btconnect.com>
Source record: 47239
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Offers on any of the following.
UK ONLY PLEASE

SOFTWARE

Box of Cover Disks , PD/Shareware etc
Multi TOS
Speedo GDOS
Fontkit Plus 4
Protext
Supercard 2
View II
Fontkit Plus
Mag! X
Overscan
Neodisk CLI
Imagecopy Colour
Ease

HARDWARE

Quickshot Footpedal
Quickshot Joystick
Xeron Joystick
Forget Me Clock II
Super Charger - PC Emulator inc PSU
Ultimate Ripper

5304. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 13:43:45 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104251643140.24689-100000@hal.pp.fishpool.fi>
Source record: 47240

On 23 Apr 2001, Harry Sideras wrote:

> > (a.k.a. Mac modem adapter) on the LAN port. Since the TT boots
> > with LAN selected by default (and, thus, Serial2 disabled), it
> > would save you a lot of troubles.
>
> Are you sure, Martin? HSModem docs imply that Serial 2 is the
> default and I've tried to reinforce this setting within SCC

HS-Modem docs have been proven wrong on several issues.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5305. [web] The Atari ST QuickFAQ

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 14:09:51 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104251644360.24689-100000@hal.pp.fishpool.fi>
Source record: 47241

As announced a few days ago by its former author and maintainer, Nicholas Bales, I have now taken over this classic document's daily authoring and maintenance.

The new URL goes as follow:

http://quickfaq.atari.org/
http://funkyware.atari.org/
http://members.tripod.com/~TT030/

From that starting point, there are EU and US mirrors. However, PLEASE DO NOT LINK DIRECTLY TO EITHER OF THOSE MIRRORS from your online bookmarks, as the location of both are entirely dependant upon whatever is my current ISP; only Tripod is permanent.

I have already uploaded an improved version of the QuickFAQ and am currently in the process of reviewing all links found in the document. At this point, the main changes are:

* cleaned up HTML, upgraded to XHTML conformance, with CSS.
* some details on TT and Falcon TOS versions.
* new maintainer name.

Over the next few days, additions will include:

* Stacy Language disks (once I remember where I put them).
* Falcon language disks (once I remember where I put them).
* general restructuring to allow for easier inclusion of new hardware-specific material on the Stacy, ST Book, MEGA, TT, Falcon, clones and emulators.
* automated mirroring of the US site from the EU source site (currently, only the EU site is auto-mirrored from my source documents on the TT; because the US provider only offers FTP access, I cannot use UNIX tools to streamline the process there)

In closing, I would like to thank Nick for the fantastic job he has already done maintaining this document until today and for his trust in my abilities to maintain his legacy in the future. Hopefully, wherever his new computing horizons take him, he will still find interresting challenges and a stimulating life.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5306. Re: atari falcon 030 system disks

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 15:53:20 UTC
From: bindon@madasafish.com
Message-ID: <tedsngihflb990@corp.supernews.com>
Source record: 47242

On 24 Apr 2001 20:34:30 , xlator@cix.compulink.co.uk wrote:
>In message <te8i55fqumem20@corp.supernews.com>, bindon@madasafish.com said:
>
>>>> I don't think the vga cable is the same - the Falcon ihas a 19-pin
>>>> D-plug where the ST has a 14-pin DIN. But of course yours may have
>>>> an adaptor.
>>
>>Both wrong :) The video is 13 pin, VGA is 15 pin. Floppy is 14 pin IIRC
>>but thats OT. I only mention it as it's a DIN. Used on some old
>>Panasonic VCR/camcorders I think.
>
>No - only one wrong! The monitor outlet on the Falcon *is* 19-pin.
>There is a lead from this that goes to the 15-pin VGA connector of
>the monitor. Agree that the ST's video out is 13, not 14-pin DIN.

Of course, my mistake. I haven't seen my 19pin video port for ages I and
I just forgot as it's terminated as 15pin standard vga now.

5307. Re: [web] The Atari ST QuickFAQ

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 15:55:38 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <9c6rkq$2il$1@reader1.imaginet.fr>
Source record: 47243

> * cleaned up HTML, upgraded to XHTML conformance, with CSS.

Will still be compatible with CAB and WenSuite ???

Mickael Pointier

5308. Apologies

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 16:02:04 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3ae6f4fc$1_1@athena.netset.com>
Source record: 47244

I just wanted to send out an apology to everyone that has emailed me etc about not replying promptly. I've been very busy lately and will still be so for some period of time. Hopefully everyone can understand that.

Just wanted to let everyone know before rumours started flying. I've not gone anywhere, just haven't had the time to get to my atari :<

Dan Ackerman
aka baldrick

5309. Re: XURL

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 17:04:02 UTC
From: jimd11@mindspring.com
Message-ID: <9c7022$107$1@slb0.atl.mindspring.net>
Source record: 47096

On 24 Apr 2001 22:23:12 , Charles Stanley wrote:
>3 times I've had to reboot when trying to open XURLHOME.HTM; each time
>I get 2 bombs. This was previously a useful assistant that ran smoothly.
>No longer: what could I have done to impede it?
>Any thoughts?
>
>TT030, MagiC6, NVDI5, CAB 2.7
>
TT030, NVDI5, CAB 2.7

Do a cold boot! That is what I do when that happens to me. CAB
seems to crash uncleanly.

Jim

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

5310. Re: [web] The Atari ST QuickFAQ

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 17:04:30 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104251920090.26194-100000@hal.pp.fishpool.fi>
Source record: 47097

On Wed, 25 Apr 2001, Mickaï¿½l Pointier wrote:

> > * cleaned up HTML, upgraded to XHTML conformance, with CSS.
>
> Will still be compatible with CAB and WenSuite ???

I'm glad you asked.

XHTML is a rewrite of HTML 4.01 that conforms to XML rigor, but
retains backwards compatibility. CSS is an optional extension
that describes presentational aspects independantly from tagging.

Because of this (plus the fact that I use CAB as my browser for
web design), it will still work on an ordinary Atari.

On a browser that supports CSS, the QuickFAQ (and my own personal
website) appears in Technicolor and offers a clearer document
structure than ordinary HTML tags could ever offer.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5311. Atari-News: GFA -> Java converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 17:31:39 UTC
From: rsmac@t-online.de
Message-ID: <1esflqd.7zoowg5shs85N%rsmac@t-online.de>
Source record: 47245

I put on http://www.ifrance.com/preverdy/kg2j/index.htm an alpha version of a GFA to JAVA converter. (This is an alpha version, so there are a lot of limitations.)

You can see a converted GFA application to Java applet on http://preverdy.ifrance.com (applet KIKTRIS) (Beware: I think that Atari browsers will only display a picture instead of the applet).

Note: any mistranslation report on http://www.ifrance.com/preverdy/kg2j/index.htm will be helpful.

Thank's

Philippe Reverdy

Quelle: Usenet

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5312. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 20:29:23 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <988230563.8016.0.nnrp-14.9e983130@news.demon.co.uk>
Source record: 47098

On 24 Apr 2001 22:38:18 , Edward S. Baiz Jr. wrote:
>Hello,
>
>I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought
>it was my hard drive. Most of the time it is quiet. The noise does not
>effect it's performance. Has anyone else run into something like this?
>
Mine's noisy too. Get quite a rumble & sometimes hear it in another
room. Doesn't seem be a problem, but it is a nuisance when it happens.

Mike Bedford

5313. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 20:29:25 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <988230565.8016.1.nnrp-14.9e983130@news.demon.co.uk>
Source record: 47099

On 24 Apr 2001 23:44:06 , "Shiuming Lai" wrote:
>
>"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
>news:ufnF6.512$rk6.4676@newsfeed.slurp.net...
>> Hello,
>>
>> I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought
>> it was my hard drive. Most of the time it is quiet. The noise does not
>> effect it's performance. Has anyone else run into something like this?
>
>It's probably the cooling fan in the case (bearings
>worn out, very common) rather than the drive,
>but without a more precise description hard to tell.
>
>Shiuming Lai
>
>
This man sold me mine, told me how good it was ;-)

Mike Bedford

5314. Newsie CRASH

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 21:16:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ae73e91$0$21936@news.zetnet.co.uk>
Source record: 47100

After an online crash (for whatever reason), I have great difficulty in getting Newsie to quit (on a TT, MagiC6, NVDI5). No amount of clicking Quit or pressing ^Q will do it. I can go away and make a coffee before there is any result. What gives?

Charles.

5315. Newsie: Killfile

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 21:16:02 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ae73e92$0$21936@news.zetnet.co.uk>
Source record: 47101

Despite my insertions into the killfile, I still get spam from those who claim to be at hotmail. I have killfiled all @ "hotmail.com", but still get spam. I have forwarded stuff to abuse@hotmail, but it claims the originaters are not on their isp. Newsie's killfile works for diversion to specific mbx's. Why does it not kill these spammers?

Help, please,
Charles.

5316. HP Deskjet 950C

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 21:39:30 UTC
From: ebaiz@skyenet.net
Message-ID: <muHF6.1470$s11.4714@newsfeed.slurp.net>
Source record: 47102

I was wondering if anyone is using this printer was an Atari computer?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5317. Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 21:39:31 UTC
From: ebaiz@skyenet.net
Message-ID: <nuHF6.1471$s11.4714@newsfeed.slurp.net>
Source record: 47103

Hello,

I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought it was my hard drive. Most of the time it is quiet. The noise does not effect it's performance. Has anyone else run into something like this?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5318. Re: QED and Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 21:39:33 UTC
From: ebaiz@skyenet.net
Message-ID: <puHF6.1472$s11.4714@newsfeed.slurp.net>
Source record: 47104

On 21 Apr 2001 16:36:40 , Steve Sweet wrote:
>What version QED are you using, i had problems with 4.52 with its OLGA
>behaviour when using with Newsie, quiting QED , clicking on Save or
>using a key-short did not result in Newsie being informed of the file
>save hence no mail was sent.

I had similar problems and also memory management errors when using QED
under Newsie on a Hades060.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5319. Re: WTB NVDI 5 & Jinee

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 21:39:35 UTC
From: ebaiz@skyenet.net
Message-ID: <ruHF6.1473$s11.4714@newsfeed.slurp.net>
Source record: 47105

On 23 Apr 2001 10:16:42 , "Ian" wrote:
>Hi, Anyone with a copy of NVDI 5 or Jinee for
>sale? Ive tried various dealers but am having
>problems getting replies so a 2nd hand copy
>would be fine. Ian.

Who have you tried??? Try the site below. They advertise as selling both.

http://www.atari-workshop.co.uk/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5320. XaAES v0.910

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 22:09:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AE74B09.9DCB6F05@chello.nl>
Source record: 47106

Hello

For those not on the MiNT mailing list.
I have uploaded a new version of XaAES to my home page. (in sig)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

5321. Re: XURL

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 22:19:29 UTC
From: ebaiz@skyenet.net
Message-ID: <R3IF6.1515$s11.5632@newsfeed.slurp.net>
Source record: 47107

On 24 Apr 2001 22:23:12 , Charles Stanley wrote:
>3 times I've had to reboot when trying to open XURLHOME.HTM; each time
>I get 2 bombs. This was previously a useful assistant that ran smoothly.
>No longer: what could I have done to impede it?
>Any thoughts?
>
>TT030, MagiC6, NVDI5, CAB 2.7

I had problems with that for awhile also. It would work fine for a
while then boom.... I finally started to use MyMail which allows one to
import URL address right into CAB.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5322. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 22:19:30 UTC
From: ebaiz@skyenet.net
Message-ID: <S3IF6.1516$s11.5632@newsfeed.slurp.net>
Source record: 47108

On 24 Apr 2001 23:44:06 , "Shiuming Lai" wrote:

>> I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought
>> it was my hard drive. Most of the time it is quiet. The noise does not
>> effect it's performance. Has anyone else run into something like this?
>
>It's probably the cooling fan in the case (bearings
>worn out, very common) rather than the drive,
>but without a more precise description hard to tell.

It really hard to describe. It starts out noisy and then quiets down.
Most of the time it starts out quiet and stays quiet.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5323. Re: colour printing to Epson 850C with Cala

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 22:19:33 UTC
From: ebaiz@skyenet.net
Message-ID: <V3IF6.1517$s11.5632@newsfeed.slurp.net>
Source record: 47109

On 24 Apr 2001 22:05:41 , Bob King wrote:
>Hi all,
>
>I'm trying to find the best way to print in colour to my 850C from
>calamus. Even with the Epson drivers and the rasters I've used so
>far, the results on a test CDK including the RGBFUJI.JPG and the

>and then only on very small CDKs, otherwise giving me an out of
>memory error with an empty 60Meg spool. Can anyone show me that the
>Atari Calamus is not useless for colour printing at home.
>
>Thanks in advanced,

Hmmmmm??? I have and use Calamus and print in color with no problems.
How much memory do you have in your computer??

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5324. Re: Newsie CRASH

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 22:27:43 UTC
From: osian@zetnet.co.uk
Message-ID: <3ae74f5f$0$21937@news.zetnet.co.uk>
Source record: 47110

On 25 Apr 2001 21:16:01 , Charles Stanley wrote:
>After an online crash (for whatever reason), I have great difficulty
>in getting Newsie to quit (on a TT, MagiC6, NVDI5). No amount of
>clicking Quit or pressing ^Q will do it. I can go away and make a
>coffee before there is any result. What gives?

No solution I'm afraid but I have a similar problem (vanilla TOS,
Newsie 0.96). If the mail or news server isn't responding or the line
drops while reading news, Newsie then won't quit.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5325. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 23:18:29 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <WYIF6.136303$HR6.15422762@nnrp4.clara.net>
Source record: 47111

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:S3IF6.1516$s11.5632@newsfeed.slurp.net...
> On 24 Apr 2001 23:44:06 , "Shiuming Lai" wrote:
>
> >> I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought
> >> it was my hard drive. Most of the time it is quiet. The noise does not
> >> effect it's performance. Has anyone else run into something like this?
> >
> >It's probably the cooling fan in the case (bearings
> >worn out, very common) rather than the drive,
> >but without a more precise description hard to tell.
>
> It really hard to describe. It starts out noisy and then quiets down.
> Most of the time it starts out quiet and stays quiet.

This is a typical characteristic of the fan
in the SCSI casing starting to fail. It's like
a terrible grinding noise, right? That's
not the SCSI device itself. There's
nothing inside a CD transport mechanism
to make a loud noise without affecting
its performance.

Shiuming Lai

5326. lack of cable

Newsgroup: comp.sys.atari.st
Date: 2001-04-25 23:24:11 UTC
From: infinite <infinite@online.no>
Message-ID: <I2JF6.407$Ty6.8000@news1.oke.nextra.no>
Source record: 47112

I think I may have lost my atari2tv rf cable last time i moved. So now I have to make one (I can't buy one because I barely have enough cash to stay alive). So what's the story about this cable anyway? The RF connector on my STFM looks like a phono-lead connector, while the TV naturally has a standard RF in.

Why didn't Atari use a standard RF out connector? And what am I supposed to do to replace the cable?

(I can't make a SCART-interface lead because I don't know how to attach a resistor to a lead (not much of a hardware-guy I'm afraid)).

Thank you.

- infinite -

5327. Scanner software

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 00:32:13 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3AE76C8D.47C44550@greeleynet.com>
Source record: 47114

Are there any good freeware or shareware scanner drivers for an old HP
ScanJet IIP?

Thanks.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5328. Re: HP Deskjet 950C

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 02:04:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988304916-332581AEicMi@madasafish.com>
Source record: 47127

Hi Edward

>I was wondering if anyone is using this printer was an Atari computer?

I was a DEC keyboard in a previous existance..

:-/

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5329. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 02:15:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988304920-333170AEicMi@madasafish.com>
Source record: 47128

Hi Edward

>I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought
>it was my hard drive. Most of the time it is quiet.

Is it noisey when its /not/ got a CD in it, if so its probably the PSU
cooling fan.

If the noise is only during CD access and also maybe varying in pitch,
(depending on the region of the CD its accessing at a given time) you
could well have a faulty spindle motor. This may not be affecting access
at this time due to device caching, but it will give the unit a hard
time and will get worse until it dies.

Spindle speed varies as the tracking diameter varies, hence the possible
variation in pitch i mentioned.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5330. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 02:18:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988304922-333797AEicMi@madasafish.com>
Source record: 47129

Hi Lonny

>I use PINE for usenet. aMail for just mail. No Magic here, just MiNT.
> ;-)))

Very sad individual alert!!. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5331. Re: WTB: Mega STe -working or partly damaged [Norway]

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 02:21:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988304926-334377AEicMi@madasafish.com>
Source record: 47130

Hi Hallvard

>I'm looking for a Mega STe for a reasonable price.
>
>Yeah right!!. :-)

>I live in Norway,

Send me some Norwegian women and then we'l talk, maybe...

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5332. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 02:25:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988304928-334965AEicMi@madasafish.com>
Source record: 47132

Hi Pete

>LATER: Just tried it - and it works! Many thanks to you both.

Result!!.. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5333. Re: QED and Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 02:30:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988304930-335533AEicMi@madasafish.com>
Source record: 47131

Hi Edward

>>What version QED are you using, i had problems with 4.52 with its OLGA

>>behaviour when using with Newsie, quiting QED , clicking on Save or
>>using a key-short did not result in Newsie being informed of the file
>>save hence no mail was sent.

>I had similar problems and also memory management errors when using QED
>under Newsie on a Hades060.

I'm glad i wasnt alone again. :-)

On the subject of QED, does anyone know the whereabouts of Christian Felch and/or his intentions re. QED. Its still got some formatting bugs that could do with stomping on, and the problem we are presently discussing.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5334. Re: Apologies

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 02:33:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988304934-336154AEicMi@madasafish.com>
Source record: 47133

Hi Dan

>Just wanted to let everyone know before rumours started flying.

Has the one about you getting refused bail following your being caught
with a one legged Swedish transexual juggler outside a brothel got to
you yet!!.

It should have, i started it over a week ago!!. :-) :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5335. Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 03:05:55 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3AE79093.E6582AE6@portone.com>
Source record: 47115

Hey folks!

To take up the slack that's going to be created when Delphi drops text access this coming Tuesday.

Some of us have been chatting on Delphi on Tuesday evenings for quite some time. I myself have been a member of the Atari Advantage Forum for more years than I care to count.

Now Delphi has decided that, for various reasons, it will no longer supply text-based services. The reasons for this are understandable, but it still means that Atari users will be unable to take advantage of most of what Delphi has to offer.

Okay, let me cut to the chase.... If you'd like to chat with other Atari users, fire up whatever telnet application you prefer (yes, you need telnet, not a browser) and point it to:

www.atarinews.org.

Use "bbs" for both the login and password.

If you haven't done it already, type "new" at the userid prompt and pick yourself out a spiffy userid and password.

Please note that you'll still need to login as bbs even though you've now got a userid.

Once you've picked out a userid and password, you can use it to enter into the bbs system. Once you're "in", hit <Return>.

From the main BBS menu simply type the letter "T" and then the letter "C". You will then be magically transported to the main chatroom.

There's no JAVA, no fancy graphics, and no banner ads. Just like old times. Like my favorite bumper sticker says: "Retro is back"! <grin>

We at A-ONE sincerely hope that you will join us in this "old-style" chat no matter what computer you happen to be using.

Questions can be directed to me at the email address listed below.

Hope to see you there,

Joe

--
Joe Mirando
Managing Editor, A-ONE Magazine

joe@atarinews.org
http://www.atarinews.org

ps I apologize if this shows up twice. My newsreader 'hiccuped' on me.
jm

5336. Re: [web] The Atari ST QuickFAQ

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 03:37:23 UTC
From: anarkist@idirect.com
Message-ID: <TJMF6.71$Zr3.1595@quark.idirect.com>
Source record: 47116

On 25 Apr 2001 20:04:30 , =?iso-8859-1?Q?Martin-=C9ric_Racine?= wrote:
->I'm glad you asked.
->XHTML is a rewrite of HTML 4.01 that conforms to XML rigor, but
->retains backwards compatibility. CSS is an optional extension
->that describes presentational aspects independantly from tagging.
->Because of this (plus the fact that I use CAB as my browser for
->web design), it will still work on an ordinary Atari.
-snip-
->Martin-�ric Racine, IT Consultant * http://funkyware.atari.org/
->* May the Funk be with Q! * Author of the Atari TT030

Thanks.merci very much for taking on this tedious project Q-funq!
and thanks also to Nicholas Bales for his long work on this FAQ!
:-)
ken

5337. Re: Newsie CRASH

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 03:53:42 UTC
From: swampfox1@earthlink.net
Message-ID: <aZMF6.350$601.22131@newsread2.prod.itd.earthlink.net>
Source record: 47117

On 25 Apr 2001 22:27:43 , Chris Simon wrote:
>On 25 Apr 2001 21:16:01 , Charles Stanley wrote:
>>After an online crash (for whatever reason), I have great difficulty
>>in getting Newsie to quit (on a TT, MagiC6, NVDI5). No amount of
>>clicking Quit or pressing ^Q will do it. I can go away and make a
>>coffee before there is any result. What gives?
>
>No solution I'm afraid but I have a similar problem (vanilla TOS,
>Newsie 0.96). If the mail or news server isn't responding or the line
>drops while reading news, Newsie then won't quit.
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
Same here (TOS 4.04/Falcon) but it only started relatively recently
and only when sending mail but random. This makes me think that
"improvements" to ISP's software is makeing Newsie more incompatable!
Another guess might be the configuration of whatever is being used to
get on-line (uneducated guesses).
John G.

5338. SyJet failure!

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 03:53:47 UTC
From: anarkist@idirect.com
Message-ID: <fZMF6.81$Zr3.1595@quark.idirect.com>
Source record: 47118

hi or Help! :-)

I have jkust had my 1.5GB SyJet start rejecting all the cartridges I
insert!! Has anyone ever had a similar problem?
I am going to take it apart and clean it, and see if that works, but if
anyone has previous experience with a SyJet, don't hesitate to share
your experience!
thanks for any info or help
ta!
ken

5339. FS/FT ST games: Universe II, Codename: Iceman, Man Hunter 2, Data Manager

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 04:32:08 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3AE7A4C8.1441FE99@mindspring.com>
Source record: 47119

As the subject says, here's what I have:

. Omnitrend's Universe II
. Sierra Codename: Iceman
. Sierra Man Hunter 2: San Francisco
. TimeWorks Data Manager ST

If you're interested in any of the above, please send me e-mail with a trade list or offer (no reasonable offer refused - I need to clean out my room! :) I wouldn't mind trading for other Atari ST games (especially Xenon or Weird Dreams)

Thanks!

Joe
jgrand@mindspring.com

5340. Boink Demo

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 07:25:48 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9c8igg$cs6$1@pegasus.csx.cam.ac.uk>
Source record: 47120

Bob Retelle wrote in message <24obetojnuaqb25embera3aoagvm4g4itt@4ax.com>...

< cut >

>>I remember seeing an Atari demo with a
>>reflective 3D ball rolling across some patterns, might be interesting
>>to see that again if I knew what it was called. Is there much software
>>that even runs in 512K RAM with a 360 or 720K floppy drive?
>>
>
>That would be the "Boink" series of demos.
>Again, I wish I could remember the URLs for the archive sites

You can download it from here http://spythis.com/mpc/ , as you will see the site also provides a couple of link to US outlets that sell the compilation CD that includes this program, the CD is also available in the UK from http://catalog.zen.co.uk/actinic/1632Systems/16_32_Catalogue_Crawley_Crypt_C

5341. Re: WTB NVDI 5 & Jinee

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 07:44:43 UTC
From: info <info@dotqr.com>
Message-ID: <988662981.28469.0.nnrp-10.9e98e6ee@news.demon.co.uk>
Source record: 47019

Thanks for the recomendation. Ive ordered my copy now.

Ian.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:ruHF6.1473$s11.4714@newsfeed.slurp.net...
> On 23 Apr 2001 10:16:42 , "Ian" wrote:
> >Hi, Anyone with a copy of NVDI 5 or Jinee for
> >sale? Ive tried various dealers but am having
> >problems getting replies so a 2nd hand copy
> >would be fine. Ian.
>
> Who have you tried??? Try the site below. They advertise as selling both.
>
> http://www.atari-workshop.co.uk/
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

5342. Re: [web] The Atari ST QuickFAQ

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 07:53:36 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <9c8jorcav1@reader1.imaginet.fr>
Source record: 47121

> > > * cleaned up HTML, upgraded to XHTML conformance, with CSS.
> > Will still be compatible with CAB and WenSuite ???

> I'm glad you asked.

You are welcome :)

> [...]
> Because of this (plus the fact that I use CAB as my browser for
> web design), it will still work on an ordinary Atari.

Cool.

> On a browser that supports CSS, the QuickFAQ (and my own personal
> website) appears in Technicolor and offers a clearer document
> structure than ordinary HTML tags could ever offer.

Very cool.

By the way, I wonder if my website is still viewable on Atari browsers.
Since I never got any negative feedback about this, I assume it's ok,
but anyway I would like that someone check if it's viewable with all
Atari browsers => http://www.defence-force.org/computing/atari

Mickael Pointier

5343. lack of cable

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 08:44:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0011fdb6@fmlynet.org>
Source record: 47126

FamilyNet Newsgate

Hello!

I> I think I may have lost my atari2tv rf cable last time i moved.
> So now I have to make one (I can't buy one because I barely have
> enough cash to stay alive)...

I can relate to that.

I> So what's the story about this cable anyway? The RF connector on
> my STFM looks like a phono-lead connector, while the TV naturally
> has a standard RF in.
>
> Why didn't Atari use a standard RF out connector?

Most off-the-shelf modulators of the day came with a phono ('RCA')
connector. Probably because of this, most home computer video cables
came with a phono plug at one end, and whatever the local RF connector
was on the other. Atari were probably inclined to 'go with the flow'
if inexpensive RF cables were already available with appropriate
connectors (I imagine Atari bought these, rather than making them).

I> And what am I supposed to do to replace the cable?

I was faced with this dilemma when I brought some video gear to the
US, where the RF connectors appear to be F type (threaded, so it takes
longer to install stuff, but they're less likely to just fall out ;o)
I spotted a small phono-female F adaptor in a local store, which meant
I could use the same type of cable we had laying around for VCRs,
cable boxes etc.

I> (I can't make a SCART-interface lead because I don't know how to
> attach a resistor to a lead (not much of a hardware-guy I'm
> afraid)).

SCART covers a few different schemes, and you would need to know what
was supported by your TV. I've found some cheaper gear that only had
composite video and mono audio inputs, and that would effect the
correct wiring for your cable. Even composite is far preferrable to an
RF lead for normal use though, you'll get a much better picture. I
left all my SCART connectors in Britain (they're not used over here),
but perhaps someone in the group might be able to make one up for you
(in the interests of maximising your Atari experience ;o)

Umm... what was the resistor for?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5344. FS: (UK) Atari ST Books

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 11:40:55 UTC
From: Russell <Russell@ukgateway.net>
Message-ID: <3a3d714a%Russell@ukgateway.net>
Source record: 47135

I have a number of Atari ST and related books for sale. All books are in good condition and are priced at 5 UKP each (unless otherwise stated), plus p+p. If you are interested or require more information then please e-mail me at russell@ukgateway.net .

Thanks.
Russell.

1. Atari ST Internals (3rd Rev - includes blitter info) by Abacus Software
2. Atari ST Disk Drives: Inside and Out by Abacus Software
3. Atari ST VDI (Volume 1 of Technical Reference Guide) by Compute!
4. Atari ST AES (Volume 2 of Techincal Reference Guide) by Compute!
5. Atari ST TOS (Volume 3 of Technical Reference Guide) by Compute!
6. Real-Time 3D Graphics for the Atari ST by Sigma Press
7. C (3rd Edition) by Dabs Press (with Atari sections)
8. M68000 (4th Edition) Programmer's Reference Manual by Motorola
9. 68000 (2nd Edition) Assembly Language Programming by Osborne McGraw-Hill
10. Atari ST Basic, Sourcebook and Tutorial (no disc) by Atari (3 UKP)
11. Atari 1040ST Computer Owner's manual by Atari (2 UKP)

--
ZapEmail has some rather unimaginative default signatures, doesn't it?
Computer: a device designed to speed and automate errors.

5345. Re: colour printing to Epson 850C with Cala

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 12:00:58 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3AE80DFA.70FDA5BA@patent.gov.uk>
Source record: 47122

Hi Edward,

Only 20meg, working (one bank faulty). It's the quality of the printed rasters, that I'm grumbling about. It's impossible not to compare the 'photorealistic' output of Windows driven printers with the same 720x720 dpi as the Epson 850C, however 'lowly' the programme, with that from Calamus, the premier DTP programme for the Atari platform, and find the latter very much inferior. I know nothing about printer drivers, but I would guess that they transfer the program and graphic image code into those the printer can understand, eg ESC-2, and it is the job of the computer to be ready with the next instruction for the next print dot when the printer requires it. If it's just a matter of even the Milan not being fast enough for Calamus to rasterise the image RGB data to feed the printer driver for a decently fine screen, then lets admit the Atari's not up to the colour printing work of the PC and Mac. It's nothing to be ashamed of, after all a 68040 is a very very slow beast compared to the CPUs of even a medium grade PC or Mac. I also realise that the 'photocopy' embodied in the Windows drivers, produce a Floyd-Steinberg error diffusion raster, but this is the same kind of raster produced by NVDI and this, from what I have seen of the demo and lite version of Calamus 2000, produces a very course dither and with some unacceptable stripe artifacts. The manual for Calamus 2000 says that NVDI has its limitations and that a TC A4 page requires a free spool of 150Megs. That's why I can't print anything of any size from NVDI.
All I want is to be able to print photo realistic colour images for CD covers from my Milan, just like hundreds of thousands of PC and Mac owners do without any thought for how they manage it. If I can't, then it's a change of platform, regretful, but required.

Bob.

"Edward S. Baiz Jr." wrote:
>
> On 24 Apr 2001 22:05:41 , Bob King wrote:
> >Hi all,
> >
> >I'm trying to find the best way to print in colour to my 850C from
> >calamus. Even with the Epson drivers and the rasters I've used so
> >far, the results on a test CDK including the RGBFUJI.JPG and the
>
> >and then only on very small CDKs, otherwise giving me an out of
> >memory error with an empty 60Meg spool. Can anyone show me that the
> >Atari Calamus is not useless for colour printing at home.
> >

> >Thanks in advanced,
>
> Hmmmmm??? I have and use Calamus and print in color with no problems.
> How much memory do you have in your computer??
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

5346. atari.org

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 13:33:52 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3AE823C0.FEAFF0B2@nospam.no.no>
Source record: 47123

Anyone know where it's gone ?

5347. Re: Newsie CRASH

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 14:30:55 UTC
From: bindon@madasafish.com
Message-ID: <tegc8vj99h4j9d@corp.supernews.com>
Source record: 47124

On 25 Apr 2001 21:16:01 , Charles Stanley wrote:
>After an online crash (for whatever reason), I have great difficulty
>in getting Newsie to quit (on a TT, MagiC6, NVDI5). No amount of
>clicking Quit or pressing ^Q will do it. I can go away and make a
>coffee before there is any result. What gives?

Hmm, I remeber something like this but a long time ago, on TOS and an STE.
Maybe it was the version as I originally used 0.88. I would never quit
like you said. Use alt,ctrl and esc to "teminate" Newsie instead.

5348. WTB: Mega STe -working or partly damaged [Norway]

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 15:16:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00120a88@fmlynet.org>
Source record: 47143

FamilyNet Newsgate

I live in the states, but I have a 1040 STE (simm slots full) over here.
If you don't hear from someone in Norway, perhaps I can help you.

Doctor Clu

> From: email@is.invalid (Hallvard Tangeraas)
> I'm looking for a Mega STe for a reasonable price.
> It can be partly damaged or parts missing from it (i.e. disk drive,
> power supply, keyboard, casing etc.) but the computer itself has to be
> in 100% working order.
> I live in Norway, so I'd prefer someone in the same country to reply,
> but if you have such a machine for sale, maybe we can work something out
> anyway -mail me.
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5349. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 16:03:23 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae8544411cfd30@pandora.be>
Source record: 47125

on Tue 24-04-2001 18:52 Lyndon Amsdon wrote:

>Hmm, I did try it and it was down! Ahh, withdrawel sypmtons...

Unfortunately the server is still offline. You see, a few days
ago they (students of the RMA) installed a new server (Alpha
server). They probably have make some serious setup faults:-((
Anyway they do their best right now to get the server back
online. The problems is that they are doing this on their
sparetime so it can take some time.
>
>>Anyway you should better use the latest beta release (which isn't on the
>>server). Both the latest official release and the latest beta can be
>>found on http://www.xs4all.nl/~josdb/okami.html.
>>Probably it will be better if you download both as the beta release holds
>>only holds the bins and update.txt
>
>I found it there after finding chapelie down. I download the latest non-
>beta version. Version 2 IIRC

You really should use the latest beta version as it is much
better then the latest official version. For instance the setup
of the non-beta version must still be done externally by means of
an editor. However with the latest beta one can change the setup
from inside Okami.
>

>That was what I was thinking about but I've d/l Popwatch and Newswatch. I
>went through the o.inf file and edited it for a NOS setup. It runs but it
>says onews.def not found (I suppose I have a path wrong) and it says no
>news available.

Indeed, it's just a matter of the right paths. Haven't I told
you you must read the docs first.:-))
Anyway I'll send you via PM a o.inf example

>I then tried sending myself an email but it crashed
>saying no editor found as I clicked Edit. The manual is appaling and only
>seems to be aimed at Mint users. It goes on about all the etc/ directorys
>and it's rather confusing.

True, the very first Okami versions were more intended for
MiNT-users but nowadays everyone, regardless the OS they are
using (except Geneva) can use Okami.
Just take a close look at the o.inf and edit the paths.
>

>What do I do with Newswatch/Popwatch. Do they run in the background? I
>thought you said place them in the auto folder but they're GEM apps so I
>think I may have recalled that wrong.

DON'T PLACE THEN IN THE AUTO DIR. Both Popwatch and Newswatch
must be run from desktop. You can launch both one by one but
there exist a prg which automate a few things. Get Spawner.prg
from Gary Priest's webpage.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5350. Re: HEX<>DEC converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 16:34:01 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104261632470.89-100000@Hades060>
Source record: 47144

> Anyone know of a hex to decimal converter that possibly also shows the
> status of each bit. (1 or 0).
>
> I remeber using one that may have been an example for ST Basic but can't
> find it. Didn't one of the calculator apps do this?

I have a CPX calculator that does this, dec, hex, binary.
Send me a mail if you don't find something, and I will send it to you.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5351. Re: Scanner software

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 17:12:40 UTC
From: bindon@madasafish.com
Message-ID: <teglo892ldvg8f@corp.supernews.com>
Source record: 47134

On 25 Apr 2001 18:32:13 , Ken Springer wrote:
>Are there any good freeware or shareware scanner drivers for an old HP
>ScanJet IIP?
>
>Thanks.

Have you tried Homa House Systems? They do support the HP but not sure of
the model.

5352. Re: lack of cable

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 17:39:57 UTC
From: infinite <infinite@online.no>
Message-ID: <h6ZF6.693$Ty6.10911@news1.oke.nextra.no>
Source record: 47136

Thanks for the info, Andy.

> I spotted a small phono-female F adaptor in a local store, which meant
> I could use the same type of cable we had laying around for VCRs,
> cable boxes etc.

That's a whole lot of luck - I've never seen such adaptors in any stores here in Oslo. But if it's just the plug itself that's physically different, would it work just connecting a standard co-ax cable to the ST-phono with some random pieces of metal, wire etc. ? (I'm really on thin ice here, as I don't know the details of either the co-ax or the phono).

> SCART covers a few different schemes, and you would need to know what
> was supported by your TV. I've found some cheaper gear that only had
> composite video and mono audio inputs, and that would effect the
> correct wiring for your cable.

Well what about an amiga 1084-monitor? Surely it must have RGB.. ?

> Umm... what was the resistor for?

I read in a DIY scart-scheme that if you don't apply 150ohm resistors to the scart lead, the TV screen will "burn" because of ataris stronger-than-average signal. Or something like that.

God, my heart aches. Haven't used my atari in 8 months.

- infinite -

5353. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 18:16:40 UTC
From: bindon@madasafish.com
Message-ID: <tegpg8foceagab@corp.supernews.com>
Source record: 47137

Hi

>The problems is that they are doing this on their
>sparetime so it can take some time.

Well it's the first time I've seen it down which is
more to say about some servers.

>>I found it there after finding chapelie down. I download the latest non-
>>beta version. Version 2 IIRC
>
> You really should use the latest beta version as it is much
> better then the latest official version. For instance the setup
> of the non-beta version must still be done externally by means of
> an editor. However with the latest beta one can change the setup
> from inside Okami.

Ah this sounds more like it. I'll try it as the o.inf is rather long to
edit by hand!!

>>That was what I was thinking about but I've d/l Popwatch and Newswatch. I
>>went through the o.inf file and edited it for a NOS setup. It runs but it
>>says onews.def not found (I suppose I have a path wrong) and it says no
>>news available.
>
> Indeed, it's just a matter of the right paths. Haven't I told
> you you must read the docs first.:-))

Yeah, OK but the docs got right over my head, well most of them. I found
it easier to go through the o.inf and read the bits there. I did do it in
the end but the first time I left the bit that said "advanced users only"
alone, but this section was just as important to edit as the rest!

> Anyway I'll send you via PM a o.inf example

Thankyou.

> True, the very first Okami versions were more intended for
> MiNT-users but nowadays everyone, regardless the OS they are
> using (except Geneva) can use Okami.
> Just take a close look at the o.inf and edit the paths.

OK that worked (and called up QED fine) and I saved and exited QED then I
clicke on the Send button. But nothing is appearing in the spool/mqueue
and so Popwatch doesn't have anything to send. I suppose it works this
way?

>>What do I do with Newswatch/Popwatch. Do they run in the background? I
>>thought you said place them in the auto folder but they're GEM apps so I
>>think I may have recalled that wrong.
>
> DON'T PLACE THEN IN THE AUTO DIR. Both Popwatch and Newswatch
> must be run from desktop. You can launch both one by one but
> there exist a prg which automate a few things. Get Spawner.prg
> from Gary Priest's webpage.

I understand, a sort of batch/scripter program. I might try scripter
later, but I'll try it with spawner first as it's specifically for that
job.

Thanks Martin!

BTW, clicking on Appline to switch task to it, crashs it. Many this was
fixed in the beta, only one way to find out I suppose....

5354. HEX<>DEC converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 18:16:43 UTC
From: bindon@madasafish.com
Message-ID: <tegpgb22po3iad@corp.supernews.com>
Source record: 47138

Hi

Anyone know of a hex to decimal converter that possibly also shows the status of each bit. (1 or 0).

I remeber using one that may have been an example for ST Basic but can't find it. Didn't one of the calculator apps do this?

Thanks.

5355. Re: atari.org

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 19:11:50 UTC
From: Simon Osborne <news@atariactive.fsnet.co.uk>
Message-ID: <9c9rvpctg1@news6.svr.pol.co.uk>
Source record: 47139

"Carlos" <carlos@nospam.no.no> wrote in message
news:3AE823C0.FEAFF0B2@nospam.no.no...
> Anyone know where it's gone ?

Gone? Nowhere

Why's it down? It's not down, the ISP is having problems

Simon Osborne

5356. Re: [web] The Atari ST QuickFAQ

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 19:17:15 UTC
From: jlog@zetnet.co.uk
Message-ID: <3ae8743b$0$21936@news.zetnet.co.uk>
Source record: 47140

On 25 Apr 2001 17:09:51 , =?iso-8859-1?Q?Martin-=C9ric_Racine?= wrote:

| . . . .
|In closing, I would like to thank Nick for the fantastic job he
|has already done maintaining this document until today and for
|his trust in my abilities to maintain his legacy in the future.
|Hopefully, wherever his new computing horizons take him, he will
|still find interresting challenges and a stimulating life.

Agreed. And thanks to you for taking it on.

--
JI Logan

5357. Re: Status report

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 19:45:56 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ae886bc39459e0@pandora.be>
Source record: 47142

on Thu 26-04-2001 18:16 Lyndon Amsdon wrote:

>Hi
>
>>The problems is that they are doing this on their
>>sparetime so it can take some time.
>
>Well it's the first time I've seen it down which is
>more to say about some servers.

The server is back online.

>OK that worked (and called up QED fine) and I saved and exited QED then I
>clicke on the Send button. But nothing is appearing in the spool/mqueue
>and so Popwatch doesn't have anything to send. I suppose it works this
>way?

After you've pushed the send buttom the message is still in
Okami and can still be edited. Very useful sometimes. The send
messages are listed in the Outbound.
To make the message ready for uploading you must export then.
You've two possibilities to do that.
1) Run export from inside Okami. Key F7
2) Run oexport.ttp. If you use this you must close okami first
otherwise the onews.def will display wrong figures.

>I understand, a sort of batch/scripter program. I might try scripter
>later, but I'll try it with spawner first as it's specifically for that
>job.

I don't think you'll be able to use scripter cause Popwatch and
Newswatch aren't scripter aware. It's a pity Gary seems to have
abandon the devopement of Popwatch/Newswatch. There are some
problems with both.
>
>BTW, clicking on Appline to switch task to it, crashs it. Many this was
>fixed in the beta, only one way to find out I suppose....

Don't know. On the Hades I use FreemiNT and taskbar. The latest
demo surely doesn't crash on the Mac using magiCMac 6 and
appline.
I only know one program which cause problem with Okami and that
is Freedom 2.05 fileselector. If you use this Fileselector
please don't let Okami import messages at startup. This cause a
severe system crash on my machine. Use oimport.ttp instead.
It's possible this doesn't occur with MagiC though.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5358. Re: lack of cable

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 21:09:12 UTC
From: bindon@madasafish.com
Message-ID: <teh3jotcdksa87@corp.supernews.com>
Source record: 47145

Hi

>> I spotted a small phono-female F adaptor in a local store, which meant
>> I could use the same type of cable we had laying around for VCRs,
>> cable boxes etc.
>
>That's a whole lot of luck - I've never seen such adaptors in any stores
>here in Oslo. But if it's just the plug itself that's physically different,
>would it work just connecting a standard co-ax cable to the ST-phono with
>some random pieces of metal, wire etc. ? (I'm really on thin ice here, as I
>don't know the details of either the co-ax or the phono).

A friend of mine just used to use a RF lead (the type between TV and TV
wall socket) in the phono (oops, should call it RCA!) hole. Similar stlye
of plug and it somehow made contact just fine.

5359. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 21:22:21 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ae8756d.0@energise.enta.net>
Source record: 47141

On 24 Apr 2001 22:38:18 , Edward S. Baiz Jr. wrote:
>Hello,
>
>I have a Yamaha CDRW drive. Now and then it gets real noisy. I thought
>it was my hard drive. Most of the time it is quiet. The noise does not
>effect it's performance. Has anyone else run into something like this?
>
>

I have an 8824E drive that is a replacement for one that
failed shortly after I got it.

The new drive makes a high-pitched whine all the time,
even when there is no CD in the mechanism.

It is not loud but it can be annoying. I agree with the
suggestion that it is probably the cooling fan but I
am now wondering how to silence it.

Peter S.

>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>---
>
>
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5360. Aniplay sound repeat problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 21:24:50 UTC
From: osian@zetnet.co.uk
Message-ID: <3ae89222$0$21936@news.zetnet.co.uk>
Source record: 47146

I can't get Aniplay to play MP3's properly, the sound keeps repeating. From the help files, it appears that this can happen with movies when the frame rate is too slow, however MP3's are audio only! And in any case, I've ticked the Sound Only option. I can understand a humble Atari not being able to decompress MPEG's in real time, but are MP3's so complicated too? Is there any option in Aniplay that will allow MP3's to be played?

I have converted an MP3 file to a WAV file (by using the Save option, and it took an hour) and it plays that fine. Although it doesn't seem to be in stereo. Are WAVs mono only? Or perhaps the original MP3 wasn't stereo.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5361. Re: Newsie CRASH

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 23:04:16 UTC
From: vdjole@EUnet.yu
Message-ID: <9ca9he$6h4$1@news.EUnet.yu>
Source record: 47147

On 25 Apr 2001 22:27:43 , Chris Simon wrote:
>>After an online crash (for whatever reason), I have great difficulty
>>in getting Newsie to quit (on a TT, MagiC6, NVDI5). No amount of
>>clicking Quit or pressing ^Q will do it. I can go away and make a
>>coffee before there is any result. What gives?
>
>No solution I'm afraid but I have a similar problem (vanilla TOS,
>Newsie 0.96). If the mail or news server isn't responding or the line
>drops while reading news, Newsie then won't quit.

If, when this happens, you set STing inactive, using STING.CPX, Newsie
can be persuaded to quit after several retries- most of the times.

5362. Waking up a stored STE

Newsgroup: comp.sys.atari.st
Date: 2001-04-26 23:07:57 UTC
From: John Duncan <jduncan@apollosaturn.com>
Message-ID: <9ca9sl01c3q@enews1.newsguy.com>
Source record: 47148

I've had an ST or two in storage now for nearly 6 years and wanted to know if it will revive. I have hooked up an STE to a monochrome ST monitor and the power light comes on but the drive is silent and no life on the screen. These have been stored outside in a building and exposed to the heat and cold of the intervening years. I guess I will take it apart and reseat the chips and see what happens. Where would I send it if I can't get it to work?

John Duncan

www.apollosaturn.com

5363. Falcon Power Supply!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 00:07:06 UTC
From: firest@williams-net.com
Message-ID: <tehe1ar2k3b89d@corp.supernews.com>
Source record: 47149

Anyone,
I may be purchasing an original atari FALCON from Europe. They run on 220 volts over there. My question is does the FALCON have a switchable power supply like the MEGA STe or is it a manual switch inside the case or on the outside of the case?????? Or will a whole new powersupply be needed for the falcon before it can run here in the USA?????

Thanks you can e-mail me at firest@williams-net.com
Carey

5364. Re: Waking up a stored STE

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 00:12:26 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.5e2dfb89.431a6c42.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 47150

Dans le message <9ca9sl01c3q@enews1.newsguy.com>
John Duncan a ï¿½crit:
>I've had an ST or two in storage now for nearly 6 years and wanted to know
>if it will revive. I have hooked up an STE to a monochrome ST monitor and
>the power light comes on but the drive is silent and no life on the screen.
>These have been stored outside in a building and exposed to the heat and
>cold of the intervening years. I guess I will take it apart and reseat the
>chips and see what happens. Where would I send it if I can't get it to
>work?

>John Duncan

>www.apollosaturn.com

Hello,

First, you could have a look at the big capacitor in the PSU : it
is likely to be ï¿½dryï¿½ (sorry, I don't know the english term, so I
translate directly from french...). It happened in 3 STs that
hadn't been used for many months.

Good luck,

J.-Luc

--

-=-=-=-=-= Est modus in rebus =-=-=-=-=-

5365. Re: Scanner software

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 00:50:25 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3AE8C251.CD905461@greeleynet.com>
Source record: 47151

Lyndon Amsdon wrote:
>
> On 25 Apr 2001 18:32:13 , Ken Springer wrote:
> >Are there any good freeware or shareware scanner drivers for an old HP
> >ScanJet IIP?
> >
> >Thanks.
>
> Have you tried Homa House Systems? They do support the HP but not sure of
> the model.

I downloaded Nima's demo to check out the scanner's operation. The scanner works fine, but as the save function is disabled I don't know if it actually will function.

As this scanner is a greyscale only scanner, and will see very limited use as a spare on a spare system, I don't want to pay for that nice of a piece of software if there are other workable solutions. I've got better places for my disposable income at the moment. <G>

However, if his is the only option, that is what I'll have to do.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5366. Re: HEX<>DEC converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 00:54:29 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3AE8C345.9CCDC641@greeleynet.com>
Source record: 47152

Lyndon Amsdon wrote:
>
> Hi
>
> Anyone know of a hex to decimal converter that possibly also shows the
> status of each bit. (1 or 0).
>
> I remeber using one that may have been an example for ST Basic but can't
> find it. Didn't one of the calculator apps do this?
>
> Thanks.

Harlekin's calculator has a hex and decimal option.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5367. Re: colour printing to Epson 850C with

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 01:40:57 UTC
From: jimd11@mindspring.com
Message-ID: <9cain9$t0v$1@slb7.atl.mindspring.net>
Source record: 47153

On 26 Apr 2001 13:00:58 , Bob King wrote:
>Hi Edward,
>
>Only 20meg, working (one bank faulty). It's the quality of the printed
>rasters, that I'm grumbling about. It's impossible not to compare the
>'photorealistic' output of Windows driven printers with the same 720x720
>dpi as the Epson 850C, however 'lowly' the programme, with that from
>Calamus, the premier DTP programme for the Atari platform, and find the
>latter very much inferior. I know nothing about printer drivers, but I
>would guess that they transfer the program and graphic image code into
>those the printer can understand, eg ESC-2, and it is the job of the
>computer to be ready with the next instruction for the next print dot
>when the printer requires it. If it's just a matter of even the Milan
>not being fast enough for Calamus to rasterise the image RGB data to
>feed the printer driver for a decently fine screen, then lets admit the
>Atari's not up to the colour printing work of the PC and Mac. It's
>nothing to be ashamed of, after all a 68040 is a very very slow beast
>compared to the CPUs of even a medium grade PC or Mac. I also realise
>that the 'photocopy' embodied in the Windows drivers, produce a
>Floyd-Steinberg error diffusion raster, but this is the same kind of
>raster produced by NVDI and this, from what I have seen of the demo and
>lite version of Calamus 2000, produces a very course dither and with
>some unacceptable stripe artifacts. The manual for Calamus 2000 says
>that NVDI has its limitations and that a TC A4 page requires a free
>spool of 150Megs. That's why I can't print anything of any size from
>NVDI.
>All I want is to be able to print photo realistic colour images for CD
>covers from my Milan, just like hundreds of thousands of PC and Mac
>owners do without any thought for how they manage it. If I can't, then
>it's a change of platform, regretful, but required.
>
>Bob.

Do not want to argue, since I have not tried to do what you want to do.

But that printer is a line printer. The application composes a line
and when the printer is ready, it sends it. Your problem is not a
clock speed problem.

Your problem may be a NVDI problem. It cannot handle the resolution
Calamus is capable of. Must you print through NVDI? Calamus can
print directly, and can, I believe, print to a print spooler program.

And, Calamus comes with a bunch of tools I have never used, and
one of them is dither. As I read your tale of woe, you have never

tried, or seen tried, printing directly from Calamus.

I have a registered copy of GemSpool, which would be necessary due
to the size of the files you want to spool. If you go this way,
be sure to save a separate copy of the spooled file, just in case
something goes wrong. That is not the fastest solution, but
it is a work-around for out-of memory errors.

I would suggest taking your file to a full version of Calamus, and
seeing what you can do with it.

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

5368. Re: Files?

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 02:26:55 UTC
From: anarkist@idirect.com
Message-ID: <PN4G6.5$jR3.353@quark.idirect.com>
Source record: 47154

On 21 Apr 2001 19:00:18 , "Carl L&#65533;fgren" wrote:
->Hi... can anyone help me where I can find files for the ST on the net?
->Carl L&#65533;fgren
->Technical editor
->http://www.instrument-online.nu/

another good place to start:
http://atariuptodate.de/
ken

5369. FREE Atari Catalogs! FREE Games! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 04:25:28 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0104262121030.18716-100000@shell.pacifier.com>
Source record: 47155
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

If your looking for FREE Atari Catalogs, Please, Read On down the page!

I've just added 7 boxes of Atari Software, including some Jaguar Games. So please checkout my Catalogs! Buy an Atari Computer, Get FREE Games! Now I'm offering a 20% Tax Relief Discount. E-Mail me for Details on Redeeming these offers! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't come see me today? Come see me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this

message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5370. lack of cable

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 09:41:02 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <001234e9@fmlynet.org>
Source record: 47165

FamilyNet Newsgate

Hello!

I> Thanks for the info, Andy.

It was the least I could do.

AB> I spotted a small phono-female F adaptor in a local
> store...

I> That's a whole lot of luck - I've never seen such
> adaptors in any stores here in Oslo.

It was fortunate, and saved me the cost of a new video
cable.

I> But if it's just the plug itself that's physically
> different, would it work just connecting a standard co
> -ax cable to the ST-phono with some random pieces of
> metal, wire etc. ?

I couldn't encourage you to do that, the picture quality
would suffer even more because your random wire won't have
the 75 Ohm impedance that the RF circuits of the ST and TV
are designed for. What are the local RF connectors where
you are? I may be able to obtain a suitable adaptor and
have it mailed it to you.

I> Well what about an amiga 1084-monitor? Surely it must
> have RGB.. ?

Yes, and RGB would be the preferred solution! Theoretically
it can provide better video than a composite cable, and will
certainly work better than an RF lead!

I> I read in a DIY scart-scheme that if you don't apply
> 150ohm resistors to the scart lead, the TV screen will
> "burn" because of ataris stronger-than-average signal.
> Or something like that.

Hmm... I guess that's possible. I do remember a very green
GEM desktop, but that could be changed in the control panel,
or by turning the brightness down on the TV. The resistors
are an interesting approach though.

I> God, my heart aches. Haven't used my atari in 8 months.

I know how that feels. Let's see if we can't get you sorted
with a suitable video connection before long.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5371. Atari ST image disk

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 11:24:45 UTC
From: Tedd <tedd82@hotmail.com>
Message-ID: <1GcG6.638372$Pm2.10875470@news20.bellglobal.com>
Source record: 47156

Search SPACE ACE and Drangon's Lair .ST or .MSA disks

5372. ANNOUNCE: HiSOFT Auction

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 11:45:43 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <3AE95BE7.3B21578A@hisoft.co.uk>
Source record: 47157

C/o http://auction.hisoft.co.uk/

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/
AFFILIATES NETWORK - http://www.hisoft.co.uk/cgi-bin/gp?pg=an.main

5373. Re: HEX<>DEC converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 14:30:24 UTC
From: bindon@madasafish.com
Message-ID: <tej0k0n05koo7a@corp.supernews.com>
Source record: 47158

On 26 Apr 2001 16:34:01 , Lonny Pursell wrote:

Hi Lonny

>> Anyone know of a hex to decimal converter that possibly also shows the
>> status of each bit. (1 or 0).
>>
>> I remeber using one that may have been an example for ST Basic but can't
>> find it. Didn't one of the calculator apps do this?
>
>I have a CPX calculator that does this, dec, hex, binary.
>Send me a mail if you don't find something, and I will send it to you.

If it won't waste too much of your time online please send me it! It'll
be very helpful rather than using scrapy notes on paper.

Thanks!

5374. Re: Aniplay sound repeat problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 15:05:37 UTC
From: bindon@madasafish.com
Message-ID: <tej2m18ergmcfe@corp.supernews.com>
Source record: 47159

On 26 Apr 2001 21:24:50 , Chris Simon wrote:

Hi

>I can't get Aniplay to play MP3's properly, the sound keeps repeating.
>From the help files, it appears that this can happen with movies when
>the frame rate is too slow, however MP3's are audio only! And in any
>case, I've ticked the Sound Only option. I can understand a humble
>Atari not being able to decompress MPEG's in real time, but are MP3's
>so complicated too? Is there any option in Aniplay that will allow
>MP3's to be played?

If it is a bog standard Falcon then you may see this depending on the
bitrate of the file, look at the information for the file. Also not
having a CD clock fitted can slow things down. Try Falamp as on my Falcon
I can listen to internet radio online (although only 24kbit quality!)

5375. Re: Falcon Power Supply!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 15:05:39 UTC
From: bindon@madasafish.com
Message-ID: <tej2m3ti8cjff@corp.supernews.com>
Source record: 47160

On 27 Apr 2001 00:07:06 , Carey Christenson wrote:
>Anyone,
> I may be purchasing an original atari FALCON from Europe. They run
>on 220 volts over there. My question is does the FALCON have a
>switchable power supply like the MEGA STe or is it a manual switch
>inside the case or on the outside of the case?????? Or will a whole
>new powersupply be needed for the falcon before it can run here in the
>USA?????

It isn't switchable and it isn't possible to select as 110v. Cheapest
idea is to buy an inverter to step 110v up to 240v

5376. Re: HEX<>DEC converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 15:05:40 UTC
From: bindon@madasafish.com
Message-ID: <tej2m4gdfk5n00@corp.supernews.com>
Source record: 47161

Hi

>>
>> Anyone know of a hex to decimal converter that possibly also shows the
>> status of each bit. (1 or 0).
>>
>> I remeber using one that may have been an example for ST Basic but can't
>> find it. Didn't one of the calculator apps do this?
>>
>> Thanks.
>
>Harlekin's calculator has a hex and decimal option.

Ahh of course! I did use Harlekin but stoped using it after a day. I
didn't really like it. I think I have only Harlekin version one. I may
have a look at it but Lonnys CPX sounds better.

Thanks anyway (if I don't like this CPX)

5377. Re: assembler for atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 15:24:58 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0104271721330.24390-100000@newgem.atari.org>
Source record: 47162

On Fri, 20 Apr 2001, Olivier Scalbert wrote:

> What is a good assembler for ST. Where can I find it ?
> Thanks

For the ST, Turbo Assembler is definitly worth looking at. It is very
fast. However the most recent versions are only available in german as far
as I know.

Then you have the "Assemble" package which can be downloaded for free
these days. It is a GEM program, and also support 030/040/881 code, which
Turbo Assembler does not.

You can find both these at my webpage; http://www.dhs.nu/

--
Anders Eriksson
ae@dhs.nu

5378. Re: atari.org

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 15:32:52 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0104271727450.24390-100000@newgem.atari.org>
Source record: 47163

On Thu, 26 Apr 2001, Carlos wrote:

> Anyone know where it's gone ?

Our ISP was having problems during nearly 48 hours.

Sorry for any inconvenience this has caused, but it was out of our
control.

--
Anders Eriksson
support@atari.org

5379. Re: colour printing to Epson 850C with

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 15:33:59 UTC
From: jimd11@mindspring.com
Message-ID: <9cc3h7$r6t$1@slb1.atl.mindspring.net>
Source record: 47164

Here I am replying to myself. I just remembered something. What Windoze does is not dithering. It is edge enhancing. Calamus does that with a module called Starscreening. Actually two modules, one more expensive than the other, one for much higher resolution files than the other.

With Calamus you can turn off this effect, if you get tired of it. With Windoze you cannot.

On 27 Apr 2001 01:40:57 , Jim DeClercq wrote:
>On 26 Apr 2001 13:00:58 , Bob King wrote:
>>Hi Edward,
>>
>>Only 20meg, working (one bank faulty). It's the quality of the printed
>>rasters, that I'm grumbling about. It's impossible not to compare the
>>'photorealistic' output of Windows driven printers with the same 720x720
>>dpi as the Epson 850C, however 'lowly' the programme, with that from
>>Calamus, the premier DTP programme for the Atari platform, and find the
>>latter very much inferior. I know nothing about printer drivers, but I
>>would guess that they transfer the program and graphic image code into
>>those the printer can understand, eg ESC-2, and it is the job of the
>>computer to be ready with the next instruction for the next print dot
>>when the printer requires it. If it's just a matter of even the Milan
>>not being fast enough for Calamus to rasterise the image RGB data to
>>feed the printer driver for a decently fine screen, then lets admit the
>>Atari's not up to the colour printing work of the PC and Mac. It's
>>nothing to be ashamed of, after all a 68040 is a very very slow beast
>>compared to the CPUs of even a medium grade PC or Mac. I also realise
>>that the 'photocopy' embodied in the Windows drivers, produce a
>>Floyd-Steinberg error diffusion raster, but this is the same kind of
>>raster produced by NVDI and this, from what I have seen of the demo and
>>lite version of Calamus 2000, produces a very course dither and with
>>some unacceptable stripe artifacts. The manual for Calamus 2000 says
>>that NVDI has its limitations and that a TC A4 page requires a free
>>spool of 150Megs. That's why I can't print anything of any size from
>>NVDI.
>>All I want is to be able to print photo realistic colour images for CD
>>covers from my Milan, just like hundreds of thousands of PC and Mac
>>owners do without any thought for how they manage it. If I can't, then
>>it's a change of platform, regretful, but required.
>>
>>Bob.
>
>Do not want to argue, since I have not tried to do what you want to do.
>

>But that printer is a line printer. The application composes a line
>and when the printer is ready, it sends it. Your problem is not a
>clock speed problem.
>
>Your problem may be a NVDI problem. It cannot handle the resolution
>Calamus is capable of. Must you print through NVDI? Calamus can
>print directly, and can, I believe, print to a print spooler program.
>
>And, Calamus comes with a bunch of tools I have never used, and
>one of them is dither. As I read your tale of woe, you have never
>tried, or seen tried, printing directly from Calamus.
>
>I have a registered copy of GemSpool, which would be necessary due
>to the size of the files you want to spool. If you go this way,
>be sure to save a separate copy of the spooled file, just in case
>something goes wrong. That is not the fastest solution, but
>it is a work-around for out-of memory errors.
>
>I would suggest taking your file to a full version of Calamus, and
>seeing what you can do with it.
>
>
>
>--
> /"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
>.

5380. New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 15:45:15 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AE9940A.F1DB6BB4@ti.com>
Source record: 47166
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings all!

Well, I have put my TT030 to good use, installed Linux on it, wrote a new BBS program for it and connected it to the net.

Check it out by telnetting to jybolac.dyndns.org on port 520. Here is the URL as well: telnet://jybolac.dyndns.org:520. You will be logging in to my TT directly.

If you would like to join the BBS, log in as user 'new'. I am still working on several of the features, like allowing the user to define preferences and menu styles, but I would like to open it up to everyone. And, all comments and suggestions are welcome. Since I wrote the software myself, I can change anything easily. I am hoping that the software will work under MiNT as well as Linux, but that has not been tested yet as I don't have MiNT.

Thanks,
Chris

http://jybolac.virtualave.net
telnet://jybolac.dyndns.org:520

5381. Seagate SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 16:29:28 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <001247c0@fmlynet.org>
Source record: 47176

FamilyNet Newsgate

Hello Uwe!

JK> Hi, I just purchased a Seagate Barracuda ST32272N
> 2.25Gb Ultra-SCSI drive for my Falcon. It works great
> but how does the Ultra SCSI work on a Falcon SCSI bus?
> What's the max transfer speed? Thanks.

US> The maximum transfer speed is the same as for any
> other SCSI drive connected to the Falcon, appr. 1.8
> MB/s. You cannot get higher speeds with Falcon SCSI,
> regardless of the drive that is connected.

That's disappointing for SCSI, but it's nice that the drive will work even on the slower bus. In the case described, would the cable length be limited to 1.5m (what my notes tell me single-ended Ultra SCSI can cope with), or does the slower speed of the Falcon SCSI bus mean that it can be extended to 6m (as per 5MHz single-ended narrow SCSI)? Is the Falcon SCSI bus asynchronous only? Would devices be able to talk to each other at higher speeds, with just Falcon limited to 1.8Mb/S? Do you happen to know how fast the TT SCSI bus will run? Sorry to bombard you with questions like this, but I am very interested in understanding Atari SCSI.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5382. J&P Electronics Ham Radio

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 16:29:28 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <001247c1@fmlynet.org>
Source record: 47177

FamilyNet Newsgate

Hello Dolan!

DM> I am looking for ham radio software for the Atari Ste
> by a company called J & P Electronics. The propieters
> callsigns were G4OIK and G4OIL...Any info on where i
> may find sstv,rtty,morse software for the Atari or the
> Spectrum 48k/128k by this company would be much
> appreciated. GM0LZE.

Have you contacted G4OIK? I'm not sure how up to date these
are, but I found them on QRZ.com...

J. E. Price G4OIL J. E. Price G4OIK
26 Halespark 4 Housman Walk
Bewdley Kidderminster
Worcestershire Worcestershire
DY12 2HT DY10 3XL

...let us know how you get on.

Regards,
- Andy KB9YLW

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5383. Re: [web] The Atari ST QuickFAQ

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 16:57:33 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104271953470.11876-100000@hal.pp.fishpool.fi>
Source record: 47167

On Wed, 25 Apr 2001, Martin-ï¿½ric Racine wrote:

> Over the next few days, additions will include:
> * automated mirroring of the US site from the EU source site

I have finally found a suitable script that uses plain old FTP
and works well with my old Canadian provider so, from now on, the
American mirror should be in sync with the European source.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5384. Re: lack of cable

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 17:48:14 UTC
From: infinite <infinite@online.no>
Message-ID: <nkiG6.1172$Ty6.16511@news1.oke.nextra.no>
Source record: 47168

> I couldn't encourage you to do that, the picture quality
> would suffer even more because your random wire won't have
> the 75 Ohm impedance that the RF circuits of the ST and TV
> are designed for. What are the local RF connectors where
> you are? I may be able to obtain a suitable adaptor and
> have it mailed it to you.

It's co-ax. And thank you very much for the offer. But it is no longer necessary, cause the problem is solved. Following Lyndon's advice, I simply stuffed the co-ax into the ST RCA port, and whaddayaknow, it worked!

<blush> After all this time, it really was that simple. I think I considered it briefly once, but didn't have the co-ax cable within reach, and dismissed the thought.

> Yes, and RGB would be the preferred solution! Theoretically
> it can provide better video than a composite cable, and will
> certainly work better than an RF lead!

Yes, the RF process really degrades the picture quality. I noticed that the 1084 has a separate RGB-connector which looks exactly like the one on the back of the ST. Could I use that one for input to the monitor? That would be nice, because - well, I may as well admit, there's an amiga wanting to use the scart connector on the monitor.

> Hmm... I guess that's possible. I do remember a very green
> GEM desktop, but that could be changed in the control panel,
> or by turning the brightness down on the TV. The resistors
> are an interesting approach though.

I remember a very green GEM desktop - every fucking time I switched on my ST (yes, I understood what you meant).

>> God, my heart aches. Haven't used my atari in 8 months.
> I know how that feels. Let's see if we can't get you sorted
> with a suitable video connection before long.

It's back online now - once again my soul is complete. But still, that RGB thing sounds a bit of allright.

Oh, something else. I want to open the machine up, to check if the ram is in sockets or soldered, board revision, repair mouse/joystick ports and a number of other reasons. I've never opened one before - is there anything I should know about opening it up, so as to not destroy anything?

You're the man, Andy.

- infinite -

5385. Re: Boink Demo

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 18:31:09 UTC
From: cp <christian.baillies@ntlworld.com>
Message-ID: <eKwG6.1276$wO6.199266@news2-win.server.ntlworld.com>
Source record: 47193

Could be Shiny Bubbles, this was one of the first demo's on the ST in '85
here's a link:

http://www.umich.edu/~archive/atari/Graphics/shinybub.lzh

and the Lharc program to decompress it:

http://www.umich.edu/~archive/atari/Archivers/lha310.tos

">
> >>I remember seeing an Atari demo with a
> >>reflective 3D ball rolling across some patterns, might be interesting
> >>to see that again if I knew what it was called. Is there much software
> >>that even runs in 512K RAM with a 360 or 720K floppy drive?

5386. Re: FREE Atari Catalogs! FREE Games! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 19:06:19 UTC
From: Simon Osborne <news@atariactive.fsnet.co.uk>
Message-ID: <9ccg1f$k9r$1@newsg3.svr.pol.co.uk>
Source record: 47169
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0104262121030.18716-100000@shell.pacifier.com...
> If your looking for FREE Atari Catalogs, Please, Read On down the page!

I wish you'd stop spamming the newsgroups with this trash

Simon

5387. Re: Waking up a stored STE

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 19:09:27 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <tq1jetcvuu2usbspck8sunf7qcrkoa5mg7@4ax.com>
Source record: 47170

On Thu, 26 Apr 2001 19:07:57 -0400, "John Duncan"
<jduncan@apollosaturn.com> wrote:

>I've had an ST or two in storage now for nearly 6 years and wanted to know
>if it will revive. I have hooked up an STE to a monochrome ST monitor and
>the power light comes on but the drive is silent and no life on the screen.
>These have been stored outside in a building and exposed to the heat and
>cold of the intervening years. I guess I will take it apart and reseat the
>chips and see what happens. Where would I send it if I can't get it to
>work?
>
>John Duncan
>
>www.apollosaturn.com
>

It's likely that the socketed chips will need that reseating, due to
oxidation, and they may have even physically popped up due to the
heat/cold cycling. I'd also try reseating all the cable connectors
and power supply connectors.

In particular, the memory SIMMs may need to have their contacts
cleaned. In the STE, most of the LSI chips are surface mounted, so
there shouldn't be a problem with the CPU, but you may need to remove
the TOS ROMs and clean their legs too.

Be gentle and ground yourself before touching the chips. You can use
a hard eraser (an "ink" eraser, or "typewriter" eraser if you can find
one, they're usually hard and white) to clean the contacts. Just use
a pencil eraser if you don't have the other kind. Wipe the contacts
clean with a paper towel after rubbing them with the eraser.

If you have a voltmeter, check the voltage across the +5 volt supply,
(usually the Red wire) to ground (the black wire), make sure it is
very close to 5.0 volts, or just a little less.

Try setting the voltmeter to its lowest AC voltage setting and measure
across the +5v DC supply. The lowest setting may not be sensitive
enough (depending on the meter), but you ideally want to read 0 volts
AC across the DC supply. If you read any appreciable AC, usually
coupled with an abnormally low DC reading, it usually will indicate a
bad filter capacitor in the power supply (the "dry" capacitor of the
other reply).

Be careful if you decide to try poking around in the STE with the
power on, as there is LETHAL voltage present when the unit is plugged

into the wall socket.

Also, sadly, be aware that any repairs may be expensive, possibly more than the unit is worth. Check prices at Ebay in the Vintage Computers category for a replacement STE before deciding how much you want to spend on getting this one fixed, just in case reseating the chips doesn't help.

Good Luck!

BobR

5388. Re: lack of cable

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 19:25:11 UTC
From: bindon@madasafish.com
Message-ID: <tejhsn1h298034@corp.supernews.com>
Source record: 47171

Hi

>Oh, something else. I want to open the machine up, to check if the ram is in
>sockets or soldered, board revision, repair mouse/joystick ports and a
>number of other reasons. I've never opened one before - is there anything I
>should know about opening it up, so as to not destroy anything?

Right, undo all the screws that have a square shape around them, there are
3 at the front and 4 at the back. DON'T undo the ones directly under the
floppy drive. Remove any disks in the drive and then lift the left hand
side first then the right as you slide it over the eject button. Undo the
shielding screws and un-twist the metal tabs. Simple really.

BTW don't pull the keyboard up, remeber to disconnect the mouse/joystick
and there is a short connecting lead from thwe keyboard to the mobo
inside. Carefully undo this (don't just pull at the wires) and move to
one side. Be carful of the PSU as this still holds potential voltage
levels!

5389. Re: Aniplay sound repeat problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 19:28:57 UTC
From: osian@zetnet.co.uk
Message-ID: <3ae9c879$0$21936@news.zetnet.co.uk>
Source record: 47172

On 27 Apr 2001 15:05:37 , Lyndon Amsdon wrote:
>If it is a bog standard Falcon then you may see this depending on the
>bitrate of the file, look at the information for the file. Also not
>having a CD clock fitted can slow things down. Try Falamp as on my Falcon
>I can listen to internet radio online (although only 24kbit quality!)

Hmmm, I'll see if I can find that.

I've managed to convert my MP3 to AVR as well, and that is in stereo.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5390. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 20:18:05 UTC
From: mdoering@mucl.de
Message-ID: <3ae9d1e4.847237@news.cis.dfn.de>
Source record: 47173

On 5 Apr 2001 18:27:37 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:

>It's 99% complete, the only things that keeps me from releasing it is...
>
>a) there's a but that cause it to crash on pre TOS 4.x machines.
>b) I don't have a working Gcc setup anymore so I basically can't do
>anything about it.
So, it's a real' good time to do some documentation. ;-)

Martin

5391. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 20:18:06 UTC
From: mdoering@mucl.de
Message-ID: <3ae9d240.939820@news.cis.dfn.de>
Source record: 47174

Sorry, but wat is a CT 2 falcon, or what is different about it?

After 8 Years of Atari abstinence I did install MiNT, and found it not too complicated. I talk just about hte kernel without any drivers running in the STonX emulator. the next step I find harder, and it would be godd, if there would be a (possibly) graficle basic setup for the basic commands and things around (creating dirs and links and all this stuff). But the documentation is quite well.

Martin

5392. Re: Newsie CRASH

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 22:02:57 UTC
From: jlog@zetnet.co.uk
Message-ID: <3ae9ec91$0$21934@news.zetnet.co.uk>
Source record: 47175

On 25 Apr 2001 21:16:01 , Charles Stanley wrote:
|After an online crash (for whatever reason), I have great difficulty
|in getting Newsie to quit (on a TT, MagiC6, NVDI5). No amount of
|clicking Quit or pressing ^Q will do it. I can go away and make a
|coffee before there is any result. What gives?

Don't know, but I do a cold reset.
--
JI Logan

5393. Re: WTB: Mega STe -working or partly damaged [Norway]

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 22:15:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988466474-81130AEicMi@madasafish.com>
Source record: 47048

Hi Hallvard

>> Send me some Norwegian women and then we'l talk, maybe...

>OK, post the specs needed/wanted/wished for, and we'll work something
>out ;-)

Um!, i cant type that here!!. :-)

>Now the question is, how many Norwegian women is a MegaSTe worth? ;-)))

100's for this machine, its a beastie!!. :-)

>Seriously though: do you actually have a MegaSTe for sale?

Seriously, no way!!!. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5394. Re: HEX<>DEC converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 23:21:12 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9ccut8fmk1@cubacola.tninet.se>
Source record: 47178

On 27 Apr 2001 15:05:40 , Lyndon Amsdon wrote:
>Hi
>
>>>
>>> Anyone know of a hex to decimal converter that possibly also shows the
>>> status of each bit. (1 or 0).
>>>
>>> I remeber using one that may have been an example for ST Basic but can't
>>> find it. Didn't one of the calculator apps do this?
>>>
>>> Thanks.
>>
>>Harlekin's calculator has a hex and decimal option.
>
>Ahh of course! I did use Harlekin but stoped using it after a day. I
>didn't really like it. I think I have only Harlekin version one. I may
>have a look at it but Lonnys CPX sounds better.
>
>Thanks anyway (if I don't like this CPX)
>.
Hi Lyndon

If you would like a calculator with some bells and whistles, you
could try Newton, by Mikael Folkesson. Converts between different
formats, can use Nvdi and color. Nice one, methink's!
http://home.swipnet.se/mikael_f/Programs/programs.html

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5395. Re: Waking up a stored STE

Newsgroup: comp.sys.atari.st
Date: 2001-04-27 23:43:41 UTC
From: John Duncan <jduncan@apollosaturn.com>
Message-ID: <9cd09v01t3h@enews3.newsguy.com>
Source record: 47182

Thanks for the info! Luckily, when I opened it up I found that someone (probably me) had robbed the 1meg simms out of it. I had some in a box and the STE now boots fine with 4 meg. Now that it is running, I am trying to figure out what to do with it1

John

"Bob Retelle" <bobr1@provide.net> wrote in message news:tq1jetcvuu2usbspck8sunf7qcrkoa5mg7@4ax.com...
> On Thu, 26 Apr 2001 19:07:57 -0400, "John Duncan"
> Also, sadly, be aware that any repairs may be expensive, possibly more
> than the unit is worth. Check prices at Ebay in the Vintage Computers
> category for a replacement STE before deciding how much you want to
> spend on getting this one fixed, just in case reseating the chips
> doesn't help.
>
>
> Good Luck!
>
> BobR
>

5396. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 00:16:46 UTC
From: sidcelery@cix.co.uk
Message-ID: <9cd25e$j0c$1@plutonium.compulink.co.uk>
Source record: 47179

On 19 Apr 2001 18:43:22 , Steve Sweet wrote:
>> The trouble is that the terminal starts up with the report that
>> the modem is online (which it isn't).
> I had this probs when i upgraded my modem my cause was the "DTR"
> switch in serial setter being on. Load up serial setter CPX and
> toggle it for that port and see whats what.

I gave that a try tonight and things didn't turn out very nice.
DTR was highlighted for Ser2.LAN so I switched it off. The modem was
still showing online in CixComm.

Also, now when I try to set Modem 2 in Serial.cpx I get a crash from
ZControl. B^<

rgds
H

5397. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 00:16:49 UTC
From: sidcelery@cix.co.uk
Message-ID: <9cd25h$j0c$2@plutonium.compulink.co.uk>
Source record: 47180

Hi Charles,

On 21 Apr 2001 19:46:01 , Charles Stanley wrote:
> On 17 Apr 2001 22:52:52 , Harry Sideras wrote:
>> I finally picked up a 57k6 modem recently, so before I set it up
>> with all my software I thought I'd move my existing 33k6 over to
>> Serial 2 and ensure that was up and running first. Typically, I'm
>> having problems which I'm sure someone can help me with.
>>
>> I've installed HSmodem 7 to look at the Serial 2 port and disabled
>> STinG. I've set my Terminal program to look at Serial 2 and
>> selected the 150 baud, which should remap through HSModem to 115k2.
>
> TT Serial 2 is the fastest: you must have Serial.cpx and Sting.cpx
> also.
>
> Re-enable STinG: you must have this in the AUTO or there's no hope.

If that's the case, I'll need to set STinG up completely with all the
appropriate settings in all the CPX's, SCR and INF files. I was hoping
to avoid this by just testing it with a bare terminal, but it looks
like I have no choice but do the lot all at once. B^<

>> The trouble is that the terminal starts up with the report that
>> the modem is online (which it isn't).
> In this case, make sure the modem is on power. Then simply click
> DISABLE and EXIT, then click the Dialer again and click ENABLE then
> CONNECT.

I'll try this out overthe weekend and see how it goes.

I thought this was all going to be very simple... B^<

Thanks, Charles

rgds
H

5398. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 00:16:52 UTC
From: sidcelery@cix.co.uk
Message-ID: <9cd25k$j0c$3@plutonium.compulink.co.uk>
Source record: 47181

Hi Martin,

On 25 Apr 2001 16:43:45, Martin-Eric_Racine wrote:
> On 23 Apr 2001, Harry Sideras wrote:
>>> (a.k.a. Mac modem adapter) on the LAN port. Since the TT boots
>>> with LAN selected by default (and, thus, Serial2 disabled), it
>>> would save you a lot of troubles.
>>
>> Are you sure, Martin? HSModem docs imply that Serial 2 is the
>> default and I've tried to reinforce this setting within SCC
>
> HS-Modem docs have been proven wrong on several issues.

B^< Is there no hope...

I'll have to make everything very explicit in SCC in that case...

rgds
H

5399. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 01:23:03 UTC
From: ebaiz@skyenet.net
Message-ID: <XXoG6.81$st.1242@newsfeed.slurp.net>
Source record: 47183

On 26 Apr 2001 00:18:29 , "Shiuming Lai" wrote:

>This is a typical characteristic of the fan
>in the SCSI casing starting to fail. It's like
>a terrible grinding noise, right? That's
>*not* the SCSI device itself. There's
>nothing inside a CD transport mechanism
>to make a loud noise without affecting
>its performance.

Kind of like a ginding sound I guess. It sounds like a noisy car
shifting gears as the spin gets faster and faster....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5400. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 01:23:04 UTC
From: ebaiz@skyenet.net
Message-ID: <YXoG6.82$st.1242@newsfeed.slurp.net>
Source record: 47184

On 26 Apr 2001 01:15:46 , Steve Sweet wrote:

>If the noise is only during CD access and also maybe varying in pitch,
>(depending on the region of the CD its accessing at a given time) you
>could well have a faulty spindle motor. This may not be affecting access
>at this time due to device caching, but it will give the unit a hard
>time and will get worse until it dies.

I basically plan to keep it as long as it works. Once it dies, I will
replace it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5401. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 01:23:05 UTC
From: ebaiz@skyenet.net
Message-ID: <ZXoG6.83$st.1242@newsfeed.slurp.net>
Source record: 47185

On 26 Apr 2001 20:22:21 , Peter Slegg wrote:

>It is not loud but it can be annoying. I agree with the
>suggestion that it is probably the cooling fan but I
>am now wondering how to silence it.

Yes, I would like to know how to silence it also.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5402. Re: Waking up a stored STE

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 01:23:07 UTC
From: ebaiz@skyenet.net
Message-ID: <%XoG6.84$st.1242@newsfeed.slurp.net>
Source record: 47186

On 26 Apr 2001 19:07:57 , "John Duncan" wrote:
>I've had an ST or two in storage now for nearly 6 years and wanted to know
>if it will revive. I have hooked up an STE to a monochrome ST monitor and
>the power light comes on but the drive is silent and no life on the screen.
>These have been stored outside in a building and exposed to the heat and
>cold of the intervening years. I guess I will take it apart and reseat the
>chips and see what happens. Where would I send it if I can't get it to
>work?

If you cannot get it to work, try the sites below:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5403. Prism Paint II Modules

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 01:55:10 UTC
From: phantomm@bellsouth.net
Message-ID: <2qpG6.4003$5b1.255231@news1.atl>
Source record: 47187

Anyone out there know where I can purchase or trade for some Prism Paint II Modules?

E-mail me at phantomm@bellsouth.net

5404. Re: SyJet failure!

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 02:24:08 UTC
From: norway@interlog.com
Message-ID: <eRpG6.3237$ec.518269@news.total.net>
Source record: 47188

In article <fZMF6.81$Zr3.1595@quark.idirect.com>, anarkist@idirect.com (Ken Macdonald) wrote:
>hi or Help! :-)
>
>I have jkust had my 1.5GB SyJet start rejecting all the cartridges I
>insert!! Has anyone ever had a similar problem?
>I am going to take it apart and clean it, and see if that works, but if
>anyone has previous experience with a SyJet, don't hesitate to share
>your experience!
>thanks for any info or help
>ta!
>ken
>
Hi Ken, when I first bought my SyJet it would randomly eject the cartridge. I found a fix from reading the alt.syquest newsgroup. It involves removing the plastic case and taking a file to the back of the eject button; which slightly shortens the length of the button. I did this on my unit a couple of years ago and had no more problems.

If you've had your unit for long time and am just now experiencing this problem, I would try to pull the eject button forward (this assumes that the button has become "sticky" and is giving the SyJet false signals).

David, VA3DKS
norway@interlog.com

5405. Re: WENSUITE BROWSER

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 04:11:25 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9cdftdoqj1@news.chatlink.com>
Source record: 47189

On 24 Apr 2001 19:34:43 , Peter Slegg wrote:
>I tried several versions of Wensuite and they all crashed soon after I
>started the program. No-one else seems to report this major problem
>so I would be glad of any suggestions.

I had the same experience on my TT30, tried 2 or three D/L about 6
months ago and couldn't load the program (Demo) crash as soon as I
clicked on Demo. However a few weeks ago I D/L the prg again and this
one loads, so you might try a fresh download....

Later, Donner.....

5406. Re: Seagate SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 07:07:41 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AEA6C3D.3A32A862@seimet.de>
Source record: 47190

Andy Ball wrote:
>
> FamilyNet Newsgate
>
> Hello Uwe!
>
> JK> Hi, I just purchased a Seagate Barracuda ST32272N
> > 2.25Gb Ultra-SCSI drive for my Falcon. It works great
> > but how does the Ultra SCSI work on a Falcon SCSI bus?
> > What's the max transfer speed? Thanks.
>
> US> The maximum transfer speed is the same as for any
> > other SCSI drive connected to the Falcon, appr. 1.8
> > MB/s. You cannot get higher speeds with Falcon SCSI,
> > regardless of the drive that is connected.
>
> That's disappointing for SCSI, but it's nice that the drive
> will work even on the slower bus. In the case described,
> would the cable length be limited to 1.5m (what my notes
> tell me single-ended Ultra SCSI can cope with), or does the
> slower speed of the Falcon SCSI bus mean that it can be
> extended to 6m (as per 5MHz single-ended narrow SCSI)? Is
> the Falcon SCSI bus asynchronous only? Would devices be
> able to talk to each other at higher speeds, with just
> Falcon limited to 1.8Mb/S? Do you happen to know how
> fast the TT SCSI bus will run? Sorry to bombard you with
> questions like this, but I am very interested in
> understanding Atari SCSI.

6 m should be possible, but I'm not absolutely sure. The Falcon's (and
TT's) bus is asynchronous only, with the TT being sligthly faster than
the Falcon. If the Falcon is not involved devices can speak to each
other with higher speeds. But most likely this is not relevant since the
Falcon is the only initiator in most cases.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5407. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 09:42:38 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <GiwG6.3332$OU3.20741@NewsReader>
Source record: 47191

Hello.

"Hallvard Tangeraas" <my.mail@is.invalid> wrote in message
news:1esk1gk.1ea3s2u1yz36w8N%my.mail@is.invalid...
> I need some help determining which ST I should get for a project of mine
> involving taking the main board out of the casing, adding all sorts of
> additional hardware (MIDI and other stuff), then finally placing it all
> inside a 19" rack case. This is going to be my specialized MIDI
> computer, but will of course be used as a standard ST as well.

I have two standard Mega STEs, both for music.

I ran Notator back in 1992-94 then switched to Cubase.

I will answer only the questions I have experience of.

> a) 8/16MHz vs. 8MHz speed
> "Notator SL" which I'm using for MIDI sequencing can only run at 8MHz
> anyway, but does the 16MHz mode really make it such a faster machine for
> applications which can handle it? Is it worth having?

Yes. Strangely, Steinberg 'Speedup' works too.

> b) 16 Kbyte cache
> I take it this also improves the speed, but does it make a big change?
> Again, Notator SL needs to have this switched off, so it's only useful
> for other applications in my case.

I left it switched on......

> So all in all, what do you suggest I do?

Bin the Seagate 48mb drive and fit a quieter one.
The mobo is 460mm wide, won't go inside a standard rack case, or my ST rack
case.
Can't see the point of recasing it. The lift out HD carrier is very useful.
The Unitors hook into the standard case.
The Mega STE runs Notator, works well enough as it is.
Leave it alone for music and modify another ST for other uses.

Barrie at Keychange.

www.keychange.co.uk

5408. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 10:21:00 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3aea9ec8@dnews.tpgi.com.au>
Source record: 47192

Hallvard Tangeraas <my.mail@is.invalid> wrote in message
news:1esk1gk.1ea3s2u1yz36w8N%my.mail@is.invalid...
> I need some help determining which ST I should get for a project of mine

---- little snip;-)
>
> a) 8/16MHz vs. 8MHz speed
> "Notator SL" which I'm using for MIDI sequencing can only run at 8MHz
> anyway, but does the 16MHz mode really make it such a faster machine for
> applications which can handle it? Is it worth having?
>
Bloody hell yes!!! The MegaSTE is best regarded as the ST version of the
Falcon/TT. I do remember seeing a demo of Notator on a MegaSTE video that
was done by the Notator crowd, I had assumed it would run full pelt on a
MeagSTE, as it appeared to be quite quick on the tape. But the clock speed
alone is only about a 40% speed improvement.. See next point.

> b) 16 Kbyte cache
> I take it this also improves the speed, but does it make a big change?
> Again, Notator SL needs to have this switched off, so it's only useful
> for other applications in my case.
>
Bloody hell yes!!! The cache will further improve the speed upto 2 times as
fast as an STE, As above I had assumed notator will work eith Cache and
16Mhz?? Any one know for sure? Also note that the cache can ONLY be enabled
at 16Mhz..

> c) possibility to add a 68881/68882 co-processor.
> What is this actually used for? I guess that the software needs specific
> support for this processor? What kind of software is it useful for?
> Number crunching applications perhaps?
>
Don't bother Notator wont use it as far as I know. Only specially writen
programs like Calamus use it.

> d) VME-bus
> I don't know much about this other than it can house a graphic card like
> the one Mario Becroft is working on, to get hires colours.
> Again, this is of no use with most MIDI software (Notator SL needs
> standard hires mono), and all in all it's pretty expensive.
> For viewing colour pictures I have my Apple Macintosh anyway, so I'm in
> no desperate need to get hires colour support for the ST.
> But if I was to use such a card, what kind of applications would support
> it?
>

Again not really, in theory it would be great as you could see more on the screen, but I don't know if Notator can use it or not. Depends on how clean it is.

> e) Two modem ports
> I'm a little confused here as the specs I've found don't say anything
> about what kind of serial ports are used on the Mega STe. Speed? Port
> names? Connector types?
> I've already gotten hold of an "ST_ESSC" board which gives me an
> additional 2 modem ports on any ST.
> "Serial-2" (115200 baud) and "Modem-2" (38400 baud) with those small
> 9-pin connectors (not sure if those are the correct speeds, but I think
> so).
>
The MegaSTE has THREE ports and a LAN port which is also a modem port RS422. The first port is the same as the STEs port 19,200 only. The next 2 are high speed upto 230K in fact, as is the Lan. However don't expect much more than 58k as the systems cpu is not really capable of running the ports at top speed AFIK. I used to set the serial 2 to modem and serial 3 to Ghostlink, it worked a treat.

> In addition to this I also have this "RSVE" circuit which will connect
> to the standard STe modem port making it possible to use higher speed
> modems than the 19200 baud limit given by the original design.
> Not sure if the speed limit is 38400 or 115200 baud.
>
Speed limit is 38k, unless your STE has veloce or something like that. You can use RSVE to speed up the modem1 port on the megaSTE, so you get another 56k port.

> My question to all of this: with the mentioned hardware solutions: what
> will the differences be to a Mega STe?
>
> f) High-speed serial port or LAN port.
> What does this mean? Is there a switch on the back of the machine where
> you choose to use it as either a third modem port, or as a LAN port?
> Which modem port are we talking about? Serial-1? Modem-1?
> And what can the LAN port be used for? Are there any practical
> applications for this? Could I for example connect my Apple Mac and the
> Mega STe together to transfer data between them?
>
In theory yes, see above re LAN port. There is no way of using RS422 on an STE, AFIK.

> If yes, is there a way to do this with extra hardware in the STe?
>
> So all in all, what do you suggest I do?
>
Get the Mega, if notator only runs a 8MHz then who cares. You can still run it at this speed when you run Notator, then kick it up when you run well written software;-).

Megas rule

Mark

5409. Re: HEX<>DEC converter

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 11:06:30 UTC
From: bindon@madasafish.com
Message-ID: <tel91mk2iuf90d@corp.supernews.com>
Source record: 47194

Hi

>If you would like a calculator with some bells and whistles, you
>could try Newton, by Mikael Folkesson. Converts between different
>formats, can use Nvdi and color. Nice one, methink's!
>http://home.swipnet.se/mikael_f/Programs/programs.html

Yes I seem to recall reading the review in AC. I'll check this out (I think it's on the AC CD) but Lonny has already sent me a CPX which is fine, apart from the buggy interface (on my system anyway).

Thanks

5410. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 11:19:54 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104281414440.15460-100000@hal.pp.fishpool.fi>
Source record: 47195

On Sat, 28 Apr 2001, Hallvard Tangeraas wrote:

> a) 8/16MHz vs. 8MHz speed
> "Notator SL" which I'm using for MIDI sequencing can only run at 8MHz

Notator runs fine at 16MHz, if you disable the CPU cache in the
General CPX.

> does the 16MHz mode really make it such a faster machine for
> applications which can handle it? Is it worth having?

It _is_ worth it.

> c) possibility to add a 68881/68882 co-processor.
> What is this actually used for? Number crunching
> applications perhaps?

Exactly.

> e) Two modem ports
> I'm a little confused here as the specs I've found don't say anything
> about what kind of serial ports are used on the Mega STe. Speed? Port
> names? Connector types?

See TT FAQ at the URL below.

> f) High-speed serial port or LAN port.
> What does this mean? Is there a switch on the back of the machine where
> you choose to use it as either a third modem port, or as a LAN port?

The selection is made by software (one spare bit on the Yamaha
chip) and defaults to the LAN port at bootup. Changing that bit
selcts Serial2 instead.

> And what can the LAN port be used for? Are there any practical
> applications for this? Could I for example connect my Apple Mac and the
> Mega STe together to transfer data between them?

Precisely. Using an old Mac printer cable as a null-modem, plus
either terminal software or TCP/IP e.g. STiNG.

> So all in all, what do you suggest I do?

Go for the MEGA-STe, if you still can find one.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5411. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 13:01:27 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9ceev7$t3l$1@snipp.uninett.no>
Source record: 47046

Hallvard Tangeraas <my.mail@is.invalid> wrote:

> hearing that many early Megas had problems with their cartridge port I'm
> considering getting another machine for the project instead.

I don't think the Mega I sold you have any problems with the cartridge
port, as I used a Vidi ST on that machine quite a lot.

> a) 8/16MHz vs. 8MHz speed
> "Notator SL" which I'm using for MIDI sequencing can only run at 8MHz
> anyway, but does the 16MHz mode really make it such a faster machine for
> applications which can handle it? Is it worth having?

Yes, it's definitely worth having. The cache makes the MSTe twice as fast
as the STe when doing CPU-intensive-stuff like (un)packing, compiling etc.

> b) 16 Kbyte cache
> I take it this also improves the speed, but does it make a big change?

See above.

> c) possibility to add a 68881/68882 co-processor.
> What is this actually used for? I guess that the software needs specific
> support for this processor? What kind of software is it useful for?
> Number crunching applications perhaps?

The most common use of the FPU is for ray-tracing and similar operations.
There might be some sample-editors that can benefit from an FPU, but I
suspect that these are compiled for the 030. Check the apps you're using.

[VME graphics card]
> But if I was to use such a card, what kind of applications would support
> it?

All apps that use the AES/VDI correctly. I believe this excludes most
older MIDI-software.

The VME port is not just for graphics cards though, you can use network
cards as well. I happen to have a VME ethernet-card with a driver that
only works on the MSTe, you can have this pretty cheap if youï¿½'re
interested.

> e) Two modem ports
> I'm a little confused here as the specs I've found don't say anything
> about what kind of serial ports are used on the Mega STe. Speed? Port

The MSTe has a SCC in addition to the MFP. It has the same MFP-driven
serial-port you find in all STs, as well as two RS232-ports and a LAN-port

driven by the SCC. You'll have to select between the LAN-port and one of the serial-ports in software.

> My question to all of this: with the mentioned hardware solutions: what
> will the differences be to a Mega STe?

The main difference would be that the MSTe would still be pretty standard and unmodified, while you have to spend a lot of time and effort on the STe. The MSTe is very reliable too, perhaps more reliable than a tricked-out STe.

> f) High-speed serial port or LAN port.
> What does this mean? Is there a switch on the back of the machine where
> you choose to use it as either a third modem port, or as a LAN port?

No, this is controlled by software.

> And what can the LAN port be used for? Are there any practical
> applications for this? Could I for example connect my Apple Mac and the
> Mega STe together to transfer data between them?

Yes, if you can run PPP over the Mac's LAN-port, you can use STiNG and a Mac printer-cable as a nullmodem-cable between the MSTe and Mac.

> If yes, is there a way to do this with extra hardware in the STe?

A RS422<->RS232 cable (i.e. any Mac-to-modem cable) can be modified to do the exact same thing.

> So all in all, what do you suggest I do?

If the alternative to a MSTe is a STe with a lot of extra hardware, just get the MSTe. The keyboard is great too.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5412. Re: Aniplay sound repeat problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 13:48:15 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <9cehmvprf1@wanadoo.fr>
Source record: 47047

Hi Chris,

On 26 Apr 2001 21:24:50 , Chris Simon wrote:
>I can't get Aniplay to play MP3's properly, the sound keeps repeating.
>From the help files, it appears that this can happen with movies when
>the frame rate is too slow, however MP3's are audio only! And in any
>case, I've ticked the Sound Only option. I can understand a humble

If you have a normal Falcon, and you want listen all MP3 without
repeats, you need to:

- Set the D2D buffer to 5 seconds (sound configuration box).
- Decrease the screen resolution or numbers of colors (Videl & ST-RAM
slow down the computer).
- Increase the Timeslice under MagiC & MiNT.
- or buy a CT60 ;-)

If you have a TT, I havn't good solutions. Without DSP, only an
Hades 060 can listen all MP3 without repeating.

>Atari not being able to decompress MPEG's in real time, but are MP3's
>so complicated too? Is there any option in Aniplay that will allow

Yes MP3 are more complicated to decompress than MPEG video track.
But the DSP is a good MP3 solution for Atari computers.

>MP3's to be played?
>
>I have converted an MP3 file to a WAV file (by using the Save option,
>and it took an hour) and it plays that fine. Although it doesn't seem

An hour ? What is your computer ?

>to be in stereo. Are WAVs mono only? Or perhaps the original MP3
>wasn't stereo.

Without DSP there are an option for force in mono (in the Sound
Configuration Box).
You can see if your file is in stereo with CTRL-I.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE

Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

5413. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 14:34:10 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9cekb3$273$00$1@news.t-online.com>
Source record: 47049

Hi Hallvard,
>
> c) possibility to add a 68881/68882 co-processor.
> What is this actually used for? I guess that the software needs specific
> support for this processor? What kind of software is it useful for?
> Number crunching applications perhaps?

Some programming languages and GFA-Basic programs compiled using Licom use
the co-pro.

> If yes, is there a way to do this with extra hardware in the STe?
>
You can add extra hardware to the STe but the all-in-one solution of the
MegaSTe is IMO better and more reliable.

Greetings,
Matthias

5414. Re: Aniplay sound repeat problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 14:47:18 UTC
From: osian@zetnet.co.uk
Message-ID: <3aead7f6$0$21934@news.zetnet.co.uk>
Source record: 47050

On 28 Apr 2001 13:48:15 , Didier MEQUIGNON wrote:
>- Set the D2D buffer to 5 seconds (sound configuration box).
>- Decrease the screen resolution or numbers of colors (Videl & ST-RAM
> slow down the computer).
>- Increase the Timeslice under MagiC & MiNT.

Thanks for the info - I'll try that. I have certainly played around
with all the options but thre are millions of combinations! I'm using
Eclipse (1024x768 true colour) but the Falcon video itself is set to
640x480 monochrome.

>- or buy a CT60 ;-)

Erm...

>Yes MP3 are more complicated to decompress than MPEG video track.

That's really surprising!

>>I have converted an MP3 file to a WAV file (by using the Save option,
>>and it took an hour) and it plays that fine. Although it doesn't seem
>
>An hour ? What is your computer ?

Standard Falcon. However the MP3 was 5MB!

>Without DSP there are an option for force in mono (in the Sound
>Configuration Box).

I think that may have been on. Anyway, I've converted the file to AVR
now and that is all I need.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5415. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 14:49:10 UTC
From: bindon@madasafish.com
Message-ID: <telm369fna9p00@corp.supernews.com>
Source record: 47051

Hi

>The mobo is 460mm wide, won't go inside a standard rack case, or my ST rack
>case.

That's the prbolem I had when I tried recasing my STE in a 2U rack.

5416. Re: FREE Atari Catalogs! FREE Games! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 16:23:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988539654-240606AEicMi@madasafish.com>
Source record: 47064

Hi Simon

>> If your looking for FREE Atari Catalogs, Please, Read On down the
>>page!

>I wish you'd stop spamming the newsgroups with this trash

There's no getting through to this tosser he's brain damadged and cant take a hint. I'm personally pissed off with the "Traders" spamming in here, there's a place to do this i'd wish they'd all pog off to it!.

I've actually kill-file'd this particular brain damaged moron..
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5417. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 18:23:43 UTC
From: bindon@madasafish.com
Message-ID: <tem2lf7tkmqve7@corp.supernews.com>
Source record: 47052

Hi

>> >The mobo is 460mm wide, won't go inside a standard rack case, or my ST
>> >rack
>> >case.
>>
>> That's the prbolem I had when I tried recasing my STE in a 2U rack.
>
>There are always ways around things like this.

Usually, yes.

>You always have to expect to rearrange things like connectors etc.

Easy to do conenctors, done it in both my Ataris.

>and in some cases you might also have to chop off some parts of the
>circuit board (i.e. hopefully in grounding areas as I'd hate to rewire
>the cut off traces ;-)

I though about shaving the ground plane off, but I needed about 10mm and
that's far too much. It's there for a puropse anyway.
If you want the machine to be reliable and stable, then this isn't the way
to go unless done properly.

5418. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 22:04:37 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <b9HG6.16445$DQ6.23512@NewsReader>
Source record: 47053

Hello.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tem2lf7tkmqve7@corp.supernews.com...

> >> >The mobo is 460mm wide, won't go inside a standard rack case, or my ST
> >> >rack case.
> >>
> >> That's the problem I had when I tried recasing my STE in a 2U rack.

The standard STE will fit in my rack case, no shaving.

> >There are always ways around things like this.

Not with the Mega STE, there are components all round the edge. A standard
rack case is about 420mm wide, my rack case is 440mm wide, just fits between
a flight case rails but at 460mm the Mega STE mobo
is just too wide to modify.

Barrie at Keychange.

www.keychange.co.uk

5419. GFA-Basic fans please read this

Newsgroup: comp.sys.atari.st
Date: 2001-04-28 22:54:57 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104282251130.97-100000@Hades060>
Source record: 47056

I really love GFA-Basic and would like to see it advance a bit.

Please read the information at the link below.

http://www.bright.net/~atari/html/gfa_gem.htm

Thanks

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5420. Atari Video 50Hz/60Hz

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 00:20:00 UTC
From: jdplace@prodigy.net
Message-ID: <9cfmnd$2798$1@newssvr05-en0.news.prodigy.com>
Source record: 47054

I was wondering if someone would explain the 50Hz/60Hz video on the
STE. I am not a very "high tech" atari user, but I am using my
revived STE for most everything now (internet, etc.), and having a great time with it.
I have found that there are several programs that will cause the video
to scroll, unless I use a 60Hz patch, but this does not work for all
programs. I haven't been able to find a lot of information on this.

Thanks,
Joseph D. Place

5421. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 02:24:18 UTC
From: newservice@netcentraltv.com
Message-ID: <9cfu0i$2bs$1@news.chatlink.com>
Source record: 47055

Hi Mark,

On 28 Apr 2001 20:21:00 , "Mark Bedingfield" wrote:

>The MegaSTE has THREE ports and a LAN port which is also a modem port RS422.
>The first port is the same as the STEs port 19,200 only. The next 2 are high
>speed upto 230K in fact, as is the Lan. However don't expect much more than
>58k as the systems cpu is not really capable of running the ports at top
>speed AFIK. I used to set the serial 2 to modem and serial 3 to Ghostlink,
>it worked a treat.

Mark, could you give more information on serial 3 connected to
Ghostlink like what is it used for and how do you hook it up ?????

Thanks, Donner....

5422. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 03:05:03 UTC
From: ag352@chebucto.ns.ca
Message-ID: <9cg0cvmik1@News.Dal.Ca>
Source record: 47057

I've done some experimentation with Notator SL and the 16mHz things. My 1040 STe has the ICD AdSpeed chip in it. Notator runs at 16 or 8 in that unit, but the ICD QuickST 2.2 (in the AUTO folder) must be disabled.

In a Mega STe it will run at 16 mHz and you can enable the cache after running NOTATOR, using the CPX feature. But WCOLORS.CPX must be disabled in any event.

I'm typing this on an old Mega ST with the TOS 1.02. It runs Notator OK, but it wn't run Calamus SL! My TT is in the same room, however.

Hello to Hallvard in Norway! It's been ages since we corresponded.

John S. Gray
was the XEST editor/publisher

5423. 800XLDJ how to??

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 03:33:39 UTC
From: firest@williams-net.com
Message-ID: <ten2sjgrdcosf8@corp.supernews.com>
Source record: 47058

Anyone,

I have an atari 130xe and a 1040 STf!!! I have made the SIO2PC(ST) cable according to NICK KENNEDY's instructions and used the cable with my 130XE connected to a PC and the SIO software for the PC and it worked great!!!! But now I need to figure out how to transfer files from my 130XE to the 1040STf to send programs over the internet!!! I have the 800XLDJ program but all DOCS are in some foreign language. Can someone help me to understand how to get this software to transfer programs from the 130XE to the STf and back agian????

Thanks for any help you can give!!!

My e-mail address is firest@williams-net.com

Thanks,
Carey

5424. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 04:09:00 UTC
From: firest@williams-net.com
Message-ID: <ten4usjo6ikq08@corp.supernews.com>
Source record: 47059

On 28 Apr 2001 02:12:11 , Hallvard Tangeraas wrote:

Hallvard,
I had a chance to get a MEGA STe but chose to go with a FALCON as the
FALCON ended up costing the same amount as the MEGA STe!!!! But I
will answer your questions below one by one!!

>I need some help determining which ST I should get for a project of mine
>involving taking the main board out of the casing, adding all sorts of
>additional hardware (MIDI and other stuff), then finally placing it all
>inside a 19" rack case. This is going to be my specialized MIDI
>computer, but will of course be used as a standard ST as well.
>
>Now, I had planned on using a Mega-ST 4 for this purpose which I have,
>and contains a built in IDE controller, but as there's no DMA sound (and
>most sample playback software needs DMA capable hardware) as well as
>hearing that many early Megas had problems with their cartridge port I'm
>considering getting another machine for the project instead.
>
>The choice it seems lies between an STe or a Mega STe (forget the TT or
>Falcon as the MIDI software I'm going to use only runs on STs).
>As I've never actually used a Mega STe I need some help from someone who
>has, so I can figure out if it really is something I can use.
>A comparison between the two shows these differences:
>
>
>Mega STE STE
>-------- ---
>8/16MHz 8MHz
>16K cache -
>68881/82 co-processor -
>separate kbd - (will use Mario Becroft's QWERTYX with
> a PC keyboard/mouse)
>clock - (will add a "Mega clock" board inside)
>VME-bus -
>HD disk drive - (will build a HD/DD interface and use
> an AJAX controller instead of the
> WD-1772)
>
>2 x modem ports - 1 x modem port (19.2Kbaud), but fitted
> with "RSVE" to increase its speed.
>
> (will add an ST_ESSC board which gives
> me two additional modem ports:
> "modem-2" and "serial-2"

>1 x high speed serial
>or LAN port -
>
>
>
>That, it seems, are the main differences, now let's go through these
>features one by one:
>
>a) 8/16MHz vs. 8MHz speed
>"Notator SL" which I'm using for MIDI sequencing can only run at 8MHz
>anyway, but does the 16MHz mode really make it such a faster machine for
>applications which can handle it? Is it worth having?

I had gotten 2 MEGA STe's for friends and loaded them with software.
Now the program that you speak of should be able to run in 16MHZ with
cache on. If it does not you can always slow it down!!! But most
other software that I noticed did run alot faster. It does not seam
like 8 MHZ. would make that much difference but with a cache and
doubling the clock speed it made one heck of difference.

>
>b) 16 Kbyte cache
>I take it this also improves the speed, but does it make a big change?
>Again, Notator SL needs to have this switched off, so it's only useful
>for other applications in my case.

Sure does!!!!!

>
>c) possibility to add a 68881/68882 co-processor.
>What is this actually used for? I guess that the software needs specific
>support for this processor? What kind of software is it useful for?
>Number crunching applications perhaps?

I was told very few programs made use of this coprocessor so otherwise
it just sits there doing nothing!!!! I know that a cad program may
use it but not much else!!!!

>
>d) VME-bus
>I don't know much about this other than it can house a graphic card like
>the one Mario Becroft is working on, to get hires colours.
>Again, this is of no use with most MIDI software (Notator SL needs
>standard hires mono), and all in all it's pretty expensive.
>For viewing colour pictures I have my Apple Macintosh anyway, so I'm in
>no desperate need to get hires colour support for the ST.
>But if I was to use such a card, what kind of applications would support
>it?

You are correct and MARIO is working on getting the card to work more
efficiently on the MEGA STe. But most software is written to seperate
itself with video actions. And the resolution for CAB and internet

browsing not mention allowing 65536 colors with 32 bit color is
amazing on a machine like that. The resolution is set at optimum
level which is 1280X1024 can go higher or lower. My brothers 500MHz
DELL was set at 1024X768 and he had a picture of his wife as a wall
paper and it looked just fine so this resolution is amazing as well
coming from a machine like that not mention it has 4MB of video RAM or
an optional 16MB card as well!!!! Other than that I do not know of
anything else that goes into the VME!!!!

>
>e) Two modem ports
>I'm a little confused here as the specs I've found don't say anything
>about what kind of serial ports are used on the Mega STe. Speed? Port
>names? Connector types?

You can connect a serial mouse from a PC into the modem port. That is
why they included more ports on the MEGA STe and TT030 and FALCON.
Because cheaper mice were being made. But you do need a special
driver that must be put into the auto folder when booting to be able
to use PC mouse throught the modem port 1 or 2!!!

I think modem 1 and 2 run at 19200 and serial2/LAN port runs at
115200.

>I've already gotten hold of an "ST_ESSC" board which gives me an
>additional 2 modem ports on any ST.
>"Serial-2" (115200 baud) and "Modem-2" (38400 baud) with those small
>9-pin connectors (not sure if those are the correct speeds, but I think
>so).

I am unsure of modem 2 on the MEGA STe maybe someone else can verify
the speed on modem 2 port!!!

>
>In addition to this I also have this "RSVE" circuit which will connect
>to the standard STe modem port making it possible to use higher speed
>modems than the 19200 baud limit given by the original design.
>Not sure if the speed limit is 38400 or 115200 baud.
>
>My question to all of this: with the mentioned hardware solutions: what
>will the differences be to a Mega STe?

The Mega STe is a very indestructible machine. Not to say the STe is
not but the MEGA's came from holland to the USA and worked just great
when they got here!!!!

>
>f) High-speed serial port or LAN port.
>What does this mean? Is there a switch on the back of the machine where
>you choose to use it as either a third modem port, or as a LAN port?
>Which modem port are we talking about? Serial-1? Modem-1?
>And what can the LAN port be used for? Are there any practical
>applications for this? Could I for example connect my Apple Mac and the

>Mega STe together to transfer data between them?

The serial 2 port allows for 56K connections to the internet. LAN port is built into the serial 2 port and allows for a network of computers to be hooked together. See the modem ports can be used for other things as explained earlier. For example the modem 1 can have a PC mouse hooked into with the right software!!!! Yes you can network many atari's together or maybe with the right software you can network other computers like the PC or MAC!!!! I dont know if there is software out there but I would not be surprised if there was not something out there to do what you want!!!!

It is highly possible to hook the MAC and MEGA STe with the right connection and software!!!!

>
>If yes, is there a way to do this with extra hardware in the STe?
>
>So all in all, what do you suggest I do?

I think the MEGA STe is a better choice especially if you are going to do more than just MIDI with it!!! There are also RCA jacks on the back of the MEGA STe that some nice sounding powered speakers can be hooked to it!!!! All in all it is your call but you would not have to hack on the MEGA STe to do all the stuff you want. But with the STe you have to do alot of hacking to get it to do half of what the MEGA can already do in stock form!!!!!

Not to mention the MEGA STe can have 4 MEGS of RAM really easy and that is needed for doing MIDI very well!!!

>
>
>
>Hallvard
>--
>Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>.

5425. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 08:21:37 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3aebd440$1@dnews.tpgi.com.au>
Source record: 47060

Don Wolfe <newservice@netcentraltv.com> wrote in message
news:9cfu0i$2bs$1@news.chatlink.com...
> Hi Mark,
>
> On 28 Apr 2001 20:21:00 , "Mark Bedingfield" wrote:
>
> >The MegaSTE has THREE ports and a LAN port which is also a modem port
RS422.
> >The first port is the same as the STEs port 19,200 only. The next 2 are
high
> >speed upto 230K in fact, as is the Lan. However don't expect much more
than
> >58k as the systems cpu is not really capable of running the ports at top
> >speed AFIK. I used to set the serial 2 to modem and serial 3 to
Ghostlink,
> >it worked a treat.
>
> Mark, could you give more information on serial 3 connected to
> Ghostlink like what is it used for and how do you hook it up ?????

The MegaSTE has three serial rs232c and 1 rs422 port. They are labelled
modem1, modem2 and serial 2 they are asynchronous, which means they can be
run concurrently. Have to keep it short as my daughter is anoyed with me;-).
The Lan port is synchronus with serial 2 which means you cant use it while
using that port. You can also use a megaSTE to connect to 3 PCs at once
using ghost link. Never tried it but it should work. And remember always
stick to 58k, to avoid retrains etc...

Mark

5426. Re: Aniplay sound repeat problems

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 09:40:32 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <9cgnig$2os$1@wanadoo.fr>
Source record: 47061

Hi Chris,

On 26 Apr 2001 21:24:50 , Chris Simon wrote:
>I can't get Aniplay to play MP3's properly, the sound keeps repeating.
>From the help files, it appears that this can happen with movies when
>the frame rate is too slow, however MP3's are audio only! And in any
>case, I've ticked the Sound Only option. I can understand a humble

If you have a normal Falcon, and you want listen all MP3 without
repeats, you need to:

- Set the D2D buffer to 5 seconds (sound configuration box).
- Decrease the screen resolution or numbers of colors (Videl & ST-RAM
slow down the computer).
- Increase the Timeslice under MagiC & MiNT.
- or buy a CT60 ;-)

If you have a TT, I havn't good solutions. Without DSP, only an
Hades 060 can listen all MP3 without repeating.

>Atari not being able to decompress MPEG's in real time, but are MP3's
>so complicated too? Is there any option in Aniplay that will allow

Yes MP3 are more complicated to decompress than MPEG video track.
But the DSP is a good MP3 solution for Atari computers.

>MP3's to be played?
>
>I have converted an MP3 file to a WAV file (by using the Save option,
>and it took an hour) and it plays that fine. Although it doesn't seem

An hour ? What is your computer ?

>to be in stereo. Are WAVs mono only? Or perhaps the original MP3
>wasn't stereo.

Without DSP there are an option for force in mono (in the Sound
Configuration Box).
You can see if your file is in stereo with CTRL-I.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE

Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

5427. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 09:44:54 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104291242180.21978-100000@hal.pp.fishpool.fi>
Source record: 47063

On 29 Apr 2001, Don Wolfe wrote:

> On 28 Apr 2001 20:21:00 , "Mark Bedingfield" wrote:
>
> >The MegaSTE has THREE ports and a LAN port which is also a modem port RS422.
> >The first port is the same as the STEs port 19,200 only. The next 2 are high
> >speed upto 230K in fact, as is the Lan.
>
> Mark, could you give more information on serial 3 connected to
> Ghostlink like what is it used for and how do you hook it up ?????

There is no serial3. Please see the TT030 FAQ below. TT speeds
are slightly diffenret than MEGA-STE speeds, but otherwise this
is the same naming scheme:

Modem1 19200 (like ordinary ST)
Modem2 115200
Serial2/LAN 230400 (boots to select LAN by default)

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5428. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 09:53:19 UTC
From: bindon@madasafish.com
Message-ID: <tenp4fp2qnqta1@corp.supernews.com>
Source record: 47062

Hi

>> >> >The mobo is 460mm wide, won't go inside a standard rack case, or my ST
>> >> >rack case.
>> >>
>> >> That's the problem I had when I tried recasing my STE in a 2U rack.
>
>The standard STE will fit in my rack case, no shaving.

Well my STE mobo is about 460 wide. I don't know how it fiited yours. My
rack is only 430mm wide.

5429. Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 11:15:21 UTC
From: "E.P" <erlendp@world-online.no>
Message-ID: <dJSG6.1381$FF3.11875@news.world-online.no>
Source record: 47065

Hi.

I recently bought a second hand Atari Falcon 030, with loads of equipment.

Among the programs that came with it, was Calamus 98 SL (or something similar). It's a nice program, which I would like to use a lot more.

However, I have no way of outputting stuff from it; I don't have a suitable printer-driver for it. In other words, I need a printer-driver for my Star LC-10. Does anyone know where I can get one?

As an alternative, can I "print" to Postscript or PDF-files instead, and then print them out using my Windows-based computer? (This would be a preferred solution, in fact, since I could occasionally my friends ink-based printers instead of my old, noisy but reliable dot-matrix printer.)

I know very little about Atari-computers, so please keep your replies on an understandable, not-too technical level. :-)

--
--Erlend Pettersen

5430. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 11:22:02 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9cgtgqlob1@snipp.uninett.no>
Source record: 47066

Hallvard Tangeraas <my.mail@is.invalid> wrote:

> Sounds impressive, but as this has to be turned off for those
> specialized applications (Notator SL), so I'll only have a use for this
> now and then, and besides I now use my Apple Mac for stuff like

If you intend to process samples on the ST, the extra speed would be nice
I guess. But for pure midi-applications it's probably of little use.

> So, what does this mean? I surely wouldn't see things differently
> through the VME video card than the standard ST video output with an
> SM-124/125/144?

Most graphics cards supports 16 and 24 bit colour, as well as resolutions
up to 1600x1200. Depending on their design they'll also be a lot faster
than the shifter, a good graphics card should be 10-20 times faster. This
does not apply to my ET4000-based Crazy Dots though, which isn't much
faster than a stock TT.

> Thanks, but doesn't the LAN port handle this sort of thing?

No, the LAN-port is nothing more than a serial port. There is no AppleTalk
impementation on the Atari, so the only way to hook it up to your Mac is
to use a nullmodem cable (old Mac printer cable) and set up a PPP or SLIP
connection.

>> The MSTe has a SCC in addition to the MFP. It has the same MFP-driven
>> serial-port you find in all STs, as well as two RS232-ports and a LAN-port
>> driven by the SCC. You'll have to select between the LAN-port and one of
>> the serial-ports in software.

> So basically I'll have the same setup (minus the LAN port) when having
> "ST-ESSC" installed in my STe or Mega ST then?

Probably. I'm not familiar with this hardware.

> As for the harddisk/CD-ROM I've planned to use IDE solutions as I got
> that IDE interface with your Mega ST, but this can't be used with an STe
> of course, so I was wondering about having an internal SCSI harddisk and

You can connect this IDE adapter to a STe with some time and lots of wire,
but it's easier to buy Mario's IDE-interface. It's cheap, well designed,
compact and incredibly easy to install. I installed one in a 4Mb STe, and
managed to fit a standard 3.5" drive between the floppy and PSU. Works
very well and doesn't overheat.

> I'm thinking about using the same adapter for having the two internal
> devices, then have a connector for any additional external SCSI devices

> -this should probably work fine through the usual SCSI daisy-chaining,
> but the issue about termination is a problem.
> I mean, I don't want to keep plugging/unplugging a terminator each time
> I connect/disconnect an external device to the computer. I've heard

Just buy a simple external terminator and plug it in when the external
devices are disconnected. These terminators just looks like a SCSI
connector and cost next to nothing.

>> The MSTe is very reliable too, perhaps more reliable than a
>> tricked-out STe.

> What's unreliable about the STe, and what makes the Mega STe more

The STe isn't unreliable, but lots of modifications may change this.

>> Yes, if you can run PPP over the Mac's LAN-port, you can use STiNG and a
>> Mac printer-cable as a nullmodem-cable between the MSTe and Mac.

> Hey, that's great! But wouldn't this even be possible using one of the
> serial ports (i.e. "modem-2" or "serial-2" of the ST-ESSC hardware)?

Sure, but you'll need a RS232<->RS422 converter cable.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5431. Seagate SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 11:22:28 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <001297a0@fmlynet.org>
Source record: 47075

FamilyNet Newsgate

Hello Uwe!

US> The Falcon's (and TT's) bus is asynchronous only, with
> the TT being sligthly faster than the Falcon. If the
> Falcon is not involved devices can speak to each other
> with higher speeds. But most likely this is not
> relevant since the Falcon is the only initiator in
> most cases.

That's a good point, and probably true for the vast majority of Atari applications.

I remember seeing a demonstration where a SCSI drive (I /think/ it was a Zip drive), a hardware MPEG decoder and a (non-Atari) host computer were on the same SCSI bus. The way it was explained to me, the disk was instructed to send a stream of data to the MPEG decoder, which would then render it on an S-Video output. This was some time ago, but I believe I was told it would work without the computer. I'm guessing there was a computer in the MPEG decoder that could request the data from the drive.

If the computer instructed the drive to send data to the decoder, would the drive and decoder then get on with the job without further action required by the computer? If the computer had a slow SCSI implementation like the Falcon, would the drive and decoder communicate at a higher (perhaps synchronous) rate? I don't anticipate trying this on an Atari anytime soon, but would like to understand the implications of putting an Atari on a SCSI bus.

If the decoder would work without a (separate) computer on the bus, would the decoder be acting as an initiator? What other kinds of devices act as initiators?

Thanks,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5432. Hybrid Arts ADAP

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 11:43:58 UTC
From: mrdelurk@aol.com
Message-ID: <20010429074358.15661.00000545@ng-bk1.aol.com>
Source record: 47067

This hardware add-on was originally released for the ST line.
Does anyone had a chance to find out if it works on a Falcon or a TT as well?

George

5433. Re: Atari Video 50Hz/60Hz

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 11:49:28 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <84vgc9.9k.ln@127.0.0.1>
Source record: 47082

Dans l'article <9cfmnd$2798$1@newssvr05-en0.news.prodigy.com>, "Joseph D.
Place" <jdplace@prodigy.net> a tapotï¿½ avec ses petits doigts:

> I was wondering if someone would explain the 50Hz/60Hz video on the
> STE.

50/60hz refresh rate is set at address 0xFFFF820A, bit 1.
bit 1 = 0 for 50hz
bit 1 = 1 for 60hz

> I have found that there are several programs that will cause
> the video to scroll, unless I use a 60Hz patch.

Hum, GEM programs do not change it, only games and demo
set it for their needs. If your video is scrolling, it means your monitor
does not support one of the frequency. Recent TV support both rates.

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5434. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 12:25:32 UTC
From: bindon@madasafish.com
Message-ID: <teo21s78e7ih24@corp.supernews.com>
Source record: 47068

Hi

>Are there any sections which can be "chopped off", then rejoined again?
>
>For a vocoder I'm building, the main circuit board was too wide, so I
>simply cut a section on one side off, then rejoined it at a 90 degree
>angle. Soldered it together, and especially at the grounding plane for
>added strength.
>
>Will anything like this work for a Mega STe, or should I forget it and
>stick to a standard STe if I want to put it inside a 19" rack case?
>(and need to have it work reliably!).

Hmm, how complicated was the vocoder ciruit. Not much probably as it is
analogue. The ST may be old but it is doublesided board and has many small
tracks. Yes it is possible but it won't look nice and it may be difficult
to find a place where to cut a straight line as chips may get in the way.

5435. RSC editor

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 12:29:06 UTC
From: D Galvez <maraka@atari.net>
Message-ID: <3aec07f0@post.newsfeeds.com>
Source record: 47069

*** post for FREE via your newsreader at post.newsfeeds.com ***

Hi

Does anybody knows whrere can i get a RSC in Internet?

Thank you

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 90,000 Newsgroups - 16 Different Servers! =-----

5436. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 13:00:40 UTC
From: vdjole@EUnet.yu
Message-ID: <9ch39i$r58$1@news.EUnet.yu>
Source record: 47070

Hi, Hallvard;

>But there's still the issue with DMA sound which is pretty important.

You referred to this earlier concerning your need for sample playback.
To make this ability complete you would probably need a sampler too-
which the Mega STe doesn't have. However, a cartridge-port A/D convertor
should be so simple that I suppose someone has already made it and maybe
you can find it. Probably it would be better (i.e. faster) than a
serial-port sampler which you mention.

Be aware that DMA-playback in a MegaSTE is still with only 8-bit resolution,
i.e. not very good.

>> > c) possibility to add a 68881/68882 co-processor.
>Yes, I believe some of the sample editors around support this.

If you know of any which do, please, let me know (I have a 68881 installed).

>> The VME port is not just for graphics cards though, you can use network
>> cards as well. I happen to have a VME ethernet-card with a driver that
>> only works on the MSTe,
>Thanks, but doesn't the LAN port handle this sort of thing?

Ah, but the LAN port in a MegaSTe is NOT an ethernet port, but a more-less
standard serial port (I think it complies with RS-422, not RS-232).

>I was wondering about having an internal SCSI harddisk and
>CD-ROM instead as I actually have two SCSI adapters: GeSoft's adapter
>and ICD's Link II. I'll be building a parity generator for the GeSoft
>adapter.

I have a GeSoft SCSI adapter and it DOES HAVE a parity generator. Maybe
your unit has it too- check: it is a standard (74280, I think) TTL chip.
Anyway, isn't Link II a better one to use?

>I'm thinking about using the same adapter for having the two internal
>devices, then have a connector for any additional external SCSI devices
>-this should probably work fine through the usual SCSI daisy-chaining,
>but the issue about termination is a problem.

It should work fine, but why would termination be a problem, so long as you
terminte only the last device? In your case this should mean that all
internal devices should not be terminated, any external device (I suppose
you wll connect one at a time) should be terminated, and if no external
device is connected there should be a terminator in the connector.

>I mean, I don't want to keep plugging/unplugging a terminator each time
>I connect/disconnect an external device to the computer.

Why not? You just push it into a connector like a plug from any other device.
Besides, it keeps the connector pins free from dust and accidental
short-circuits. In order to securely connect an external device you would,
anyway, have to secure its cable somehow (with catches on a Centronics-type
SCSI connector, or with screws on a D-25), so you would have to meddle
around the back of your computer to do it. A little extra effort needed
to pull out the terminator first doesn't seem significant to me.

>> If the alternative to a MSTe is a STe with a lot of extra hardware, just
>> get the MSTe. The keyboard is great too.
>
>Well, the keyboard is solved by using Mario Becroft's "QWERTYX" (PC
>mouse/keyboard interface) and a standard PC keyboard and as mentioned

If you use the Cherry keyboard from your MegaST (or if your hypothetical
MegaSTe come with one like that and not with a standard MegaSTe keyboard)
it would probably be better than most PC keyboards you can find- and about
as compatible as you can get. This MegaST Cherry keyboard is among the best
I have ever used.

> Rack case

How important is it to actually mount the thing in a 19" rack case?
Do you already have a rack with other equipment and want to push the
computer in? If it is just a matter of putting the computer in a larger
case so that all additional equipment can fit, maybe you can consider
another solution: large desktop cases of early PC ATs or even XTs can be
found for nothing and seem to be of about the right size and gray colour.
And they were built like armoured cars- very stiff and secure, made of
thick metal sheet and therfore with excellent electromagnetic shielding.
I suppose that a MegaSTe board can fit in. It may be just a matter of
changing the front face, and maybe not even that. I once toyed with an idea
of putting my MegaST, hard disk, modem, etc. in such a case, and finding the
plastic case of a dead 520ST from which I would cut the part with slanted
grilles and install it as the front of the PC case to get an "Atari" look
together with the Atari logo. Another part of the idea was to make a
drawer-like compartment in the lower part of the case (it is high enough)
so that Mega's keyboard could be tucked inside the case to make room on
the table when it would be needed, and to keep the keyboard free of dust.

This was jus my design fancy and never got materialized.

Cu.

5437. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 14:44:01 UTC
From: **** **** <***@***.com>
Message-ID: <RMVG6.36908$qc2.10547948@typhoon.southeast.rr.com>
Source record: 47071

Eric Cron wrote in message ...
>Hi there,
>Don't have room to store this stuff,
>need to get rid of it but I am too lazy
>to try and sell it. So if you're willing
>to meet me somewhere to take it with you,
>get in touch!

Guys,
I just wanted to let you know what a great guy Eric is, and that I'm grateful for the computers he gave me. Thanks to him, I now belong to the "Atari ST club". I'm not so sure I could be as generous...

Thanks again Eric,
John

5438. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 15:07:14 UTC
From: jba4@po.cwru.edu
Message-ID: <3aec2df5.2368942@news.cwru.edu>
Source record: 47072

Try www.calamus.net. They might have a printer driver or a module
that would suit you. Calamus is a greatprogram. Have fun with it!

On Sun, 29 Apr 2001 11:15:21 GMT, "E.P" <erlendp@world-online.no>
wrote:

>Hi.
>
>I recently bought a second hand Atari Falcon 030, with loads of equipment.
>
>Among the programs that came with it, was Calamus 98 SL (or something
>similar). It's a nice program, which I would like to use a lot more.
>
>However, I have no way of outputting stuff from it; I don't have a
>suitable printer-driver for it. In other words, I need a printer-driver
>for my Star LC-10. Does anyone know where I can get one?
>
>As an alternative, can I "print" to Postscript or PDF-files instead, and
>then print them out using my Windows-based computer? (This would be a
>preferred solution, in fact, since I could occasionally my friends
>ink-based printers instead of my old, noisy but reliable dot-matrix
>printer.)
>
>I know very little about Atari-computers, so please keep your replies on
>an understandable, not-too technical level. :-)
>
>--
>--Erlend Pettersen
>
>
>

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

5439. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 15:25:30 UTC
From: ebaiz@skyenet.net
Message-ID: <KnWG6.2146$st.10267@newsfeed.slurp.net>
Source record: 47073

On 29 Apr 2001 11:15:21 , "E.P" wrote:
>Hi.
>
>I recently bought a second hand Atari Falcon 030, with loads of equipment.
>
>Among the programs that came with it, was Calamus 98 SL (or something
>similar). It's a nice program, which I would like to use a lot more.
>
>However, I have no way of outputting stuff from it; I don't have a
>suitable printer-driver for it. In other words, I need a printer-driver
>for my Star LC-10. Does anyone know where I can get one?

What I would do is what I did. I got NVDI 5 and then got the VDI module
for Calamus. Now all the printer drivers that work with NVDI work with
Calamus. You could also check out the Inverse website and see if they
have a printer driver there for it.

http://www.calamus.net/us/index.html

Or try out this site:

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5440. Re: RSC editor

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 15:25:31 UTC
From: ebaiz@skyenet.net
Message-ID: <LnWG6.2147$st.10267@newsfeed.slurp.net>
Source record: 47074

On 29 Apr 2001 14:29:06 , "D Galvez" wrote:
>*** post for FREE via your newsreader at post.newsfeeds.com ***
>
>Hi
>
>Does anybody knows whrere can i get a RSC in Internet?

try these sites:

http://www.funet.fi/pub/atari/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5441. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 16:40:40 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <pvXG6.4481$OU3.28096@NewsReader>
Source record: 47076

Hello.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tenp4fp2qnqta1@corp.supernews.com...
> Hi

>The mobo is 460mm wide, won't go inside a standard rack case, or my ST
>rack case.

> That's the problem I had when I tried recasing my STE in a 2U rack.

>The standard STE will fit in my rack case, no shaving.

>Well my STE mobo is about 460 wide.

The Atari STE mobo is 440mm wide, I just measured it.
Ther Atari MEGA STE mobo is 460mm, ditto.

>I don't know how it fitted in yours.

Made to measure. Just fits in a flight case.
I'm gonna do a 4U kit version to give more space but the 2U version is still
available, also as a kit.

Barrie at Keychange. www.keychange.co.uk

5442. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 17:11:58 UTC
From: jlog@zetnet.co.uk
Message-ID: <3aec4b5e$0$21937@news.zetnet.co.uk>
Source record: 47077

On 28 Apr 2001 10:42:38 , "Barrie at Atarispares" wrote:

| . . . .
|The mobo is 460mm wide, won't go inside a standard rack case, or my ST rack
|case.

Would it go in obliquely? It would offend the senses perhaps to have
a slanty board. Take up more space as well.
--
JI Logan

5443. AERCO Easie-ST RAM Upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 18:27:40 UTC
From: alhartman@prodigy.net
Message-ID: <Xns909293888A8CFalhartmanprodigynet@207.115.63.146>
Source record: 47078

Hi,

I have an Atari ST with the AERCO EASIE-ST Ram upgrade.

It stopped working and I can't find the manual for it..

Does anyone own this upgrade and can send me a photocopy or scanned copy of the manual?

OR, put me in touch with AERCO?

Regards,
Al Hartman
http://www.geocities.com/alhartman

Join the Macintosh Emulation List...
http://www.topica.com/lists/Macemulist

"Why are we now travelling into space? Why, indeed, did we trouble to look past the next mountain? Our prime obligation to ourselves is to make the unknown known. We are on a journey to keep an appointment with whatever we are."
-- Gene Roddenberry

5444. ZIP 100 Parallel on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 18:31:00 UTC
From: alhartman@prodigy.net
Message-ID: <Xns909294199BAC7alhartmanprodigynet@207.115.63.146>
Source record: 47079

Hi,

Is there some shareware or commercial driver to allow a ZIP 100 to work on an Atari ST?

This may be the least expensive solution for me to get a working mass storage solution for my ST.

I have never been able to win an Auction on eBay for a HDD or ICD Controller. People just bid them up a little too high.

Thanks!

Regards,
Al Hartman
http://www.geocities.com/alhartman

Join the Macintosh Emulation List...
http://www.topica.com/lists/Macemulist

"Why are we now travelling into space? Why, indeed, did we trouble to look past the next mountain? Our prime obligation to ourselves is to make the unknown known. We are on a journey to keep an appointment with whatever we are."
-- Gene Roddenberry

5445. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 18:45:56 UTC
From: bindon@madasafish.com
Message-ID: <teoob4k9dibs5c@corp.supernews.com>
Source record: 47080

Hi

>>Well my STE mobo is about 460 wide.
>
>The Atari STE mobo is 440mm wide, I just measured it.
>Ther Atari MEGA STE mobo is 460mm, ditto.

I beleieve you, I just measured the outside case where the board sits.
There is a littkle ridge but I forgot to deduct the plastic width.

>>I don't know how it fitted in yours.
>
>Made to measure. Just fits in a flight case.
>I'm gonna do a 4U kit version to give more space but the 2U version is still
>available, also as a kit.

The rack case I bought from Maplin was only 430mm internal, but I'm sure
there are wider ones. I don't care now as I have it in a tower.

5446. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 18:45:59 UTC
From: bindon@madasafish.com
Message-ID: <teoob761kv8b5f@corp.supernews.com>
Source record: 47081

On 29 Apr 2001 17:11:58 , JI Logan wrote:
>On 28 Apr 2001 10:42:38 , "Barrie at Atarispares" wrote:
>
>| . . . .
>|The mobo is 460mm wide, won't go inside a standard rack case, or my ST rack
>|case.
>
>Would it go in obliquely? It would offend the senses perhaps to have
>a slanty board. Take up more space as well.

I couldn't even get it to sit in there! My rack case had turned over bits at the top where the screws hold the top lid on. I drew up professional plans (spent ages on them!) but the quote was 278ukp! Ouch!

Would have looked lovely though but a one off is just too expensive.

5447. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 19:13:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200104292113.a44011@su2.maus.de>
Source record: 47026

Hi Erlend,

E>In other words, I need a printer-driver for my Star LC-10.
I think the STAR printers were compatible to the NEC P6 series. So
load a P6 printer driver from the printer folder called 'DRUCKER' by
the German Calamus versions. The extension should be CDT or CPD.

Und TTschï¿½
ps

5448. Re: ZIP 100 Parallel on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 19:36:10 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AEC6D2A.42FD56C0@seimet.de>
Source record: 47083

Al Hartman wrote:

> Is there some shareware or commercial driver to allow a ZIP 100 to work on
> an Atari ST?

You need additional hardware for that. Woller Systems sells a ROM port
adapter for this purpose.

> This may be the least expensive solution for me to get a working mass
> storage solution for my ST.

If I remember the price correctly this is not cheaper than using an SCSI
adapter for the ACSI port. And it is definitely much slower as far as
transfer rates are concerned.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5449. Re: Seagate SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 19:39:20 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AEC6DE7.F290DA38@seimet.de>
Source record: 47084

Andy Ball wrote:

> I remember seeing a demonstration where a SCSI drive (I
> /think/ it was a Zip drive), a hardware MPEG decoder and a
> (non-Atari) host computer were on the same SCSI bus. The
> way it was explained to me, the disk was instructed to send
> a stream of data to the MPEG decoder, which would then
> render it on an S-Video output. This was some time ago, but
> I believe I was told it would work without the computer. I'm
> guessing there was a computer in the MPEG decoder that could
> request the data from the drive.

Yes, this is possible with a real SCSI bus (i. e. also with the SCSI bus
of the Falcon and TT).
>
> If the computer instructed the drive to send data to the
> decoder, would the drive and decoder then get on with the
> job without further action required by the computer? If the
> computer had a slow SCSI implementation like the Falcon,
> would the drive and decoder communicate at a higher (perhaps
> synchronous) rate? I don't anticipate trying this on an
> Atari anytime soon, but would like to understand the
> implications of putting an Atari on a SCSI bus.

Yes, they would be able to do a synchronous transfer if both devices
support this.

> If the decoder would work without a (separate) computer on
> the bus, would the decoder be acting as an initiator? What
> other kinds of devices act as initiators?

Any SCSI device can act as an initiator, but in practice it's usually
only the computer that is the initiator.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5450. Re: Falcon Power Supply!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 20:06:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9chs8u$q9s$1@plutonium.compulink.co.uk>
Source record: 47085

In message <tej2m3ti8cjff@corp.supernews.com>, bindon@madasafish.com said:

>It isn't switchable and it isn't possible to select as 110v. Cheapest
>idea is to buy an inverter to step 110v up to 240v

As it's ac, he doesn't need an inverter, just an (auto)transformer
110 to 240 V. The different frequency (60/50 Hz) shouldn't matter.
Look in Radio Shack or similar stores. 50 VA should be enough. Or
get a replacement 110V power supply from Best Electronics (likely
to cost more).

Regards, /Peter/

5451. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 20:06:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9chs90$qa9$1@plutonium.compulink.co.uk>
Source record: 47086

In message <ZXoG6.83$st.1242@newsfeed.slurp.net>, ebaiz@skyenet.net said:

>On 26 Apr 2001 20:22:21 , Peter Slegg wrote:
>
>>It is not loud but it can be annoying. I agree with the
>>suggestion that it is probably the cooling fan but I
>>am now wondering how to silence it.
>
>Yes, I would like to know how to silence it also.

If you just want to stop it temporarily to check whether it is the culprit, just shove a pencil through the cooling grille of the case before you switch on to stop the blades turning (you can even do it ater with most small fans!).

If you mean permanently, you could try running some fine (used to be sewing machine) oil on the bearings. An oil film may take up the slack - at least for a while. But replacement fans are available very cheaply at computer fairs etc. Most seem to run off 12V dc and differ only in size and perhaps mountingh, so take your old fan with you. It probably unplugs from the power supply - if not, cut the wires and use a small chocolate block connector for reconnection (or just solder and insulate with tape).

Regards, /Peter/

5452. Seagate SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 20:09:04 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0012af0c@fmlynet.org>
Source record: 47094

FamilyNet Newsgate

Hello Uwe!

US> Yes, this is possible with a real SCSI bus (i. e. also
> with the SCSI bus of the Falcon and TT).

But not possible on the bus provided by things like Link
adaptors on an ST/STE? What about the MegaSTE?

US> Yes, they would be able to do a synchronous transfer
> if both devices support this.

Yet another reason to love SCSI! :-)

Thanks for all your help,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5453. Re: Newsie CRASH

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 21:44:18 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3aec8b32$0$21938@news.zetnet.co.uk>
Source record: 47087

On 27 Apr 2001 22:02:57 , JI Logan wrote:
>On 25 Apr 2001 21:16:01 , Charles Stanley wrote:
>|After an online crash (for whatever reason), I have great difficulty
>|in getting Newsie to quit (on a TT, MagiC6, NVDI5). No amount of
>|clicking Quit or pressing ^Q will do it. I can go away and make a
>|coffee before there is any result. What gives?
>
>Don't know, but I do a cold reset.

Bit drastic, JI, losing all the mails.
I'll try Djordje's suggestion first :)

Charles.

5454. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-29 22:28:58 UTC
From: "E.P" <erlendp@world-online.no>
Message-ID: <KA0H6.1423$FF3.12437@news.world-online.no>
Source record: 47088

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:KnWG6.2146$st.10267@newsfeed.slurp.net...
> On 29 Apr 2001 11:15:21 , "E.P" wrote:
[...]
> >However, I have no way of outputting stuff from it; I don't have a
> >suitable printer-driver for it. In other words, I need a printer-driver
> >for my Star LC-10. Does anyone know where I can get one?
> What I would do is what I did. I got NVDI 5 and then got the VDI module
> for Calamus. Now all the printer drivers that work with NVDI work with
> Calamus. You could also check out the Inverse website and see if they
> have a printer driver there for it.
>
> http://www.calamus.net/us/index.html
>
>
> Or try out this site:
>

I checked the Calamus-site, and found no mention of my printer. I then
went to the NVDI-website, and found no mention of it there too. So I guess
I'm out of luck.

Unless some of the readers here knows what to do.

Try what site, by the way? :-)

--
--Erlend Pettersen

5455. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 00:04:13 UTC
From: phantomm@bellsouth.net
Message-ID: <1_1H6.4$6o5.1161@news2.atl>
Source record: 47089

I'm enjoying reading this thread.

I have a nice Mega STE TOS 2.06 with the internal hard drive and 1.44 drive.

I was lucky in finding a Vortex ATOnce 386SX board with the 512K of Fast Ram
and have it installed in the MSTE.

Right now the MSTE is in storage, but I will soon be setting it up.

I've a few questions...

This may seem to be a silly question, but I've read some conflicting info.

With the internal stock 1.44 disk drive, What should the drive step rate
be set to on a MSTE, 3ms or 6ms?

And on a Falcon with internal 1.44 drive should the step rate be 3ms or 6ms?

When connecting an external 3 1/2 DD drive to the MSTE, will the MSTE know
that the drive is only a DD drive, since the internal is a 1.44 when I go to
format a disk from the TOS 2.06 DeskTop?

I also have an IB Drive which is a 5.25 disk drive that uses Floppies like
on the Atari 8-bit. I plan on connecting it to the MSTE, has anyone tried
one of these drives with a MEGA STE?

One of the reason I want to use it is for the VORTEX ATONCE 386SX board.

Would also like to try transfering files from Atari 8-bit Floppies using the
IB Drive if possible.

Right now, are there any Ram upgrades for the MSTE to take it up to 8Megs or
more?

I bought some older Mac modem cables that are Hayes Compatible. These will
connect to the MSTE or Falcon's LAN port. Should these cables be alright to use
the LAN port on either machine as a MODEM port?

I also bought some older MAC mini DIN male cables that connect to the LAN ports
of the MSTE or FALCON. Both end connections are the same (male Din).
Can these be used to connect a MSTE and FALCON together like a network?

Or do the cables need to be modified to do this?

I'd like to have both machines connected together either by LAN or MIDI so that
I can transfer files between the computers and still be able to use the Falcon
on the NET at the same time, using STING or STIK2 with Geneva/NeoDesk. I'd
also like to be able to share a SCSI hard drive, SCSI CDROM and SCSI CDR drive
using an ICD LINK II on the MegaSTE.

There should be a few different ways to do the above, I'd enjoy to hear anyone's ideas on how to do this and get the best speed without any data loss.

ALot has been said about the MegaSTE, I think it is an Atari Sleeper Computer. There's lots of performance under it's hood and there's alot of 3rd party hardware one can bolt on if you do alittle searching. VideoMaster, VIDI ST, Replay 16, Spectre GCR and other good Carts.

I'd like to see more DIY projects and commercial hardware to enhance it.

phantomm@bellsouth.net

5456. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 00:11:49 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3aecb2ee$1@dnews.tpgi.com.au>
Source record: 47090

Martin-Ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.LNX.4.21.0104291242180.21978-100000@hal.pp.fishpool.fi...
> On 29 Apr 2001, Don Wolfe wrote:
>
> > On 28 Apr 2001 20:21:00 , "Mark Bedingfield" wrote:
> >
> > >The MegaSTE has THREE ports and a LAN port which is also a modem port
RS422.
> > >The first port is the same as the STEs port 19,200 only. The next 2 are
high
> > >speed upto 230K in fact, as is the Lan.
> >
> > Mark, could you give more information on serial 3 connected to
> > Ghostlink like what is it used for and how do you hook it up ?????
>
> There is no serial3. Please see the TT030 FAQ below. TT speeds
> are slightly diffenret than MEGA-STE speeds, but otherwise this
> is the same naming scheme:
>
> Modem1 19200 (like ordinary ST)
> Modem2 115200
> Serial2/LAN 230400 (boots to select LAN by default)

I mean there are 3 serial ports, see my response..

Mark

5457. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 00:18:27 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3aecb47b$1@dnews.tpgi.com.au>
Source record: 47091

E.P <erlendp@world-online.no> wrote in message
news:KA0H6.1423$FF3.12437@news.world-online.no...
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> news:KnWG6.2146$st.10267@newsfeed.slurp.net...
> > On 29 Apr 2001 11:15:21 , "E.P" wrote:
> [...]
> > >However, I have no way of outputting stuff from it; I don't have a
> > >suitable printer-driver for it. In other words, I need a printer-driver
> > >for my Star LC-10. Does anyone know where I can get one?
> > What I would do is what I did. I got NVDI 5 and then got the VDI module
> > for Calamus. Now all the printer drivers that work with NVDI work with
> > Calamus. You could also check out the Inverse website and see if they
> > have a printer driver there for it.
> >
> > http://www.calamus.net/us/index.html
> >
> >
> > Or try out this site:
> >
>
> I checked the Calamus-site, and found no mention of my printer. I then
> went to the NVDI-website, and found no mention of it there too. So I guess
> I'm out of luck.

Try an Epson driver, the Star LC-10 was about 95% compatible from memory,
something like an lx-800 I think should be OK. Not many paople bothered with
drivers for star as they were SUPPOSED to be Epson compat.

Mark

5458. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 00:21:03 UTC
From: phantomm@bellsouth.net
Message-ID: <Pd2H6.536$j76.22550@news1.atl>
Source record: 47092

If your CD Drive, PowerSupply or any device that has a Cooling Fan in it, Starts making noise, it could be simple dust and lint collecting on the blades, Fan Shaft, bearings, and or Vents.

Try Cleaning if possible and a small amount of light Oil on the Fan shaft or bearings if possible. Q-Tips work well here! Have a go with your ears while your at it! Hee he... 8-)

Replace Fan if all else fails, or buy another unit if feasible.

phantomm@bellsouth.net

5459. Cartridge Port connecting

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 00:30:30 UTC
From: phantomm@bellsouth.net
Message-ID: <Gm2H6.539$j76.22550@news1.atl>
Source record: 47093

Is there any software around that would allow one to connect an Atari MegaST4 and 1040STE together using the cartridge ports for transfering files?

Also, is there any software for using the ST's cartridge port to control devices like turning on a light switch, Camera/VCR, or security system?

Any info is much appreciated.

phantomm@bellsouth.net

5460. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 03:07:37 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3AECD6F9.DD0F630A@greeleynet.com>
Source record: 47095

"E.P" wrote:
>
> However, I have no way of outputting stuff from it; I don't have a
> suitable printer-driver for it. In other words, I need a printer-driver
> for my Star LC-10. Does anyone know where I can get one?

I don't know anything about Star printers. Does the LC-10 emulate any
of the supported printers?

> As an alternative, can I "print" to Postscript or PDF-files instead, and
> then print them out using my Windows-based computer? (This would be a
> preferred solution, in fact, since I could occasionally my friends
> ink-based printers instead of my old, noisy but reliable dot-matrix
> printer.)

If you have the correct module, you can "export" your file as a
postscript file. But it will have to be printed on a printer that
understands postscript commands. I've only had to do this once, so I
don't know how reliable it currently is. My project was rather simple.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5461. Re: RSC editor

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 05:57:46 UTC
From: BMaedicke@t-online.de
Message-ID: <1eso35u.yqot8w3qbrs4N%BMaedicke@t-online.de>
Source record: 46997

Charles Richmond <richmond@ev1.net> wrote:

> Go to the WEB page:
>
> <http://groups.yahoo.com/group/atari-midi/files/Programming/>
>
> and download the file "Kresorce.zip".

You can download Interface 2.33 here:
http://www.hadley.dusnet.de/atari/dateien/intrf233.zip

--
Url: http://home.t-online.de/home/BMaedicke/

5462. Re: Seagate SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 06:29:04 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AED0630.C0D84142@seimet.de>
Source record: 46998

Andy Ball wrote:

> US> Yes, this is possible with a real SCSI bus (i. e. also
> > with the SCSI bus of the Falcon and TT).
>
> But not possible on the bus provided by things like Link
> adaptors on an ST/STE? What about the MegaSTE?

The MegaSTE is not different from the ST/STE as far as ACSI/SCSI is concerned. It has the same ACSI bus as the ST/STE, i.e. no real SCSI. No Link adapter can change this. You can never have real SCSI with the ACSI bus, only something that looks similar in some respects.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5463. Re: RSC editor

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 07:37:52 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AED1651.53E653E9@ev1.net>
Source record: 46996

```
D Galvez wrote:
>
> *** post for FREE via your newsreader at post.newsfeeds.com ***
>
> Hi
>
> Does anybody knows whrere can i get a RSC in Internet?
>
Go to the WEB page:

<http://groups.yahoo.com/group/atari-midi/files/Programming/>

and download the file "Kresorce.zip".

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

5464. Re: colour printing to Epson 850C with Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 08:52:11 UTC
From: Ulf Dunkel <dunkel@calamus.net>
Message-ID: <3AED27BB.3CCE5DD8@calamus.net>
Source record: 46999

Hi Bob.

> I'm trying to find the best way to print in colour to my 850C from
> calamus.

As I did not find you in our Calamus user database yet, I do not know
which version of Calamus you are working with.

> Even with the Epson drivers and the rasters I've used so
> far, the results on a test CDK including the RGBFUJI.JPG and the
> COL_KEY.CDK have been very crude. The raster rosettes being
> unacceptably large, larger than with DA'S LAYOUTTC and much much
> larger than with the PC version of Calamus.

Please try and understand that there are different ways to get a fine
print from an inkjet printer:
a) Find the finest irrational raster dot (probably around 36 lpcm)
and optimize the control lines for the inkjet output.
b) Switch off the rasterization engine in the Calamus raster generator.
Then you get an ordered dithering instead. Keep an eye on your
control lines, nevertheless.
c) Use one of the FM rasterization methods offered from Calamus:
1. The StarScreening module (lite version in SL2000 package)
2. The FM filter from the as-Filter module.
d) Use the FM rasterization of a proprietaire Printer Driver.

I am not sure if NVDI offers FM rasterization for Epson printers.
In fact, you need very, very much RAM for printing with NVDI!

On our HADES 060, we use to print with the shipped Epson Universal
Printer Driver and Ordered Dithering, if no FM raster is required.
Again: You will have to tune your control lines in the LIN module!
Inkjet printers use very crazy courves!

If you have access to a PC, I recommend the WinPack version of Calamus
SL. Then you can use all existing Windows printer drivers directly from
Calamus (via the tiny Calamus Printer Driver "WinPrint.CDT") and get
highest, photo-realistic results on your Epson.

PS: I hope my English is not as crude as your prints where ... ;-))

--
Bis bald / See you soon / A bientôt / Tot ziens / Ghis revido

invers Software Vertrieb - Inh. Ulf Dunkel
mailto:dunkel@calamus.net - http://www.calamus.net

5465. [ANN] LTC available via Europe Shareware

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 10:00:49 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3aed42ae10e2f73@free.fr>
Source record: 47000

Hi all,

The text compiler for Luna is available.

This software is a companion program for Luna. It is able to manage
projects including several text files (programming, webmastering...).
Registration is now possible via Europe Shareware and the price is
17.00 Euros.

More infos:
http://www.europe-shareware.org/atari/logiciels/ltc.html

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

5466. Re: atari.org

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 12:25:03 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3AED599F.BE47E270@nospam.no.no>
Source record: 47001

OK, no need to get all bald about it.

Simon Osborne wrote:
>
> "Carlos" <carlos@nospam.no.no> wrote in message
> news:3AE823C0.FEAFF0B2@nospam.no.no...
> > Anyone know where it's gone ?
>
> Gone? Nowhere
>
> Why's it down? It's not down, the ISP is having problems
>
> Simon Osborne

5467. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 12:26:06 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0104301520240.12316-100000@hal.pp.fishpool.fi>
Source record: 47002

> them over to my Yamaha TX-16W sampler.

(OT) ahh... those 16W... Brave man you are, Hallvard. Those
samplers bring back mixed feelings. Pristine sound quality,
but horrendous firmware that was not fun to operate.

> So Atari have actually been misguiding people with the "LAN"
> labelling of that port!

What old Macs with an AppleTalk LAN port really have is an RS-422
port and software support to use the AppleTalk protocol. Atari
was nearly correct in that their port has the right specs, but
TOS never had AppleTalk (or any other networking stack) support.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5468. Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 12:35:32 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0012cf5e@fmlynet.org>
Source record: 47013

FamilyNet Newsgate

Hello!

PH> I have a nice Mega STE TOS 2.06 with the internal hard
> drive and 1.44 drive.

Lucky chap, I wouldn't mind one of those.

PH> I bought some older Mac modem cables that are Hayes
> Compatible. These will connect to the MSTE or Falcon's
> LAN port. Should these cables be alright to use the
> LAN port on either machine as a MODEM port?

That may depend on whether they support hardware
handshaking (apparently some very old Mac modem cables do
not). If you have access to a continuity tester (or a
multimeter) you could check the cable's wiring. It may be
something like this...

MegaSTE Modem
RS-422 RS-232
DTE DCE Comments
~~~~~~~ ~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
TX- 3 --------> 2 TXD Transmitted data from the MSTE
RX- 5 <-------- 3 RXD Received data to the MSTE (-)

RX+ 8 --,
SG 4 --+------ 7 SG Signal ground

HSKi 2 <-------- 5 CTS MSTE clear to send from modem
HSKo 1 ------+-> 4 RTS MSTE request to send to modem
`-> 20 DTR (data terminal ready*)

GPi 7 <-------- 8 DCD Modem carrier detect to MSTE

* Odd choice that, you may need to configure the modem
not to hang up if DTR is dropped.

...in which case it should support hardware handshaking,
which is required for modern, fast modems. If you aren't in
a position to check the wiring, you may just want to give it
a try (any smoke that comes out is not my responsibility ;-)

PH> I also bought some older MAC mini DIN male cables that
> connect to the LAN ports of the MSTE or FALCON. Both
> end connections are the same (male Din). Can these be
> used to connect a MSTE and FALCON together like a
~~~~~~~

> network?

If they're wired as a DTE-DTE (crossover, null-modem) cable
then yes, that should be possible. Happily, I understand
this type of cable is quite
'LAN' 'LAN' common as they were used as
RS-422 RS-422 printer cables on Macs for many
DTE DTE years.
~~~~~~ ~~~~~~
TX- 3 ----\/---- 3 TX- This isn't based on a diagram, it
RX- 5 <---/\---> 5 RX- it just seems like the natural
way to make this kind of cable.
TX+ 6 ----\/---- 6 TX+
RX+ 8 <---/\---> 8 RX- I just checked one I have laying
around. It's wired this way, but
HSKo 1 ----\/---- 1 HSKo both ends' pin 7 are wired
HSKi 2 <---/\---> 2 HSKi together. Pin 7 is an input so
that doesn't make a lot of sense
SG 4 ---------- 4 SG to me.

6 7 8
The pins on the 8-pin mini DIN connector are
arranged like this. 3 4 5

The cable I tested is marked 590-0552-A. 1 2

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org
~~~~~~

5469. SCSI

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 12:35:32 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0012cf5d@fmlynet.org>
Source record: 47014

FamilyNet Newsgate

Hello Hallvard!

HT> I already have sample capabilities with the Yamaha
> sampler of course, but also with my AV-Macintosh (up
> to 48KHz at 16-bits, stereo).

I've just been offered a PowerMac 6100AV. Not a bad little machine, but I seem to remember Apple took out the DSP that was in the 68k AV models. I wonder if Atari would have done the same on a RISC Falcon, I guess we'll never know! <sigh>

HT> I think most computers with internal SCSI devices as
> well as an external connector has two separate SCSI
> busses...

Only if you're lucky. Many use a single bus, which is fair enough. If the host adaptor isn't at one physical end of the SCSI bus it shouldn't be terminated, but an internal drive at the end of a ribbon cable should be. I seem to remember that some Macs (Quadra 900?) had separate internal and external SCSI busses, perhaps the internal one ran faster. With two busses, each would be terminated at the mainboard. There would also be terminators at the end of the internal ribbon cable and the external chain. Come to think of it, this is likely to be largely transparent to the user, but it would be worth knowing if they were separate busses because you could have a higher total number of SCSI devices.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5470. SCSI

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 12:35:32 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0012cf5f@fmlynet.org>
Source record: 47015

FamilyNet Newsgate

Hello Uwe!

US> The MegaSTE is not different from the ST/STE as far as
> ACSI/SCSI is concerned. It has the same ACSI bus as
> the ST/STE, i.e. no real SCSI. No Link adapter can
> change this. You can never have real SCSI with the
> ACSI bus, only something that looks similar in some
> respects.

I think you'd mentioned before that Link style adaptors
don't provide a genuine SCSI bus. From the sound of things
it's not just the connector that is incomplete (as per
Apple, Iomega et. al.), but the bus itself. Is there a text
file or web site somewhere that summarises the differences
(inadequacies? ;-) ?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5471. Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 12:49:48 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0012cf60@fmlynet.org>
Source record: 47016

FamilyNet Newsgate

Hello!

ASB> 6 7 8
> The pins on the 8-pin mini DIN connector are
> arranged like this. 3 4 5

> The cable I tested is marked 590-0552-A. 1 2

I've just spotted a diagram that shows the pins numbered
differently in that the gap appears to be between pins 3 and
4. Since 6 & 8, 5 & 3 and 1 & 2 are all crossed over, this
shouldn't make a difference to the cable. Perhaps someone in
the group knows the real answer though. Is it as follows?

(plug pin (socket
view) view)

6 7 8 8 7 6

3 4 5 5 4 3

1 2 1 2

- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5472. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 13:16:55 UTC
From: "E.P" <erlendp@world-online.no>
Message-ID: <bBdH6.1441$FF3.12898@news.world-online.no>
Source record: 47003

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:3AECD6F9.DD0F630A@greeleynet.com...

> "E.P" wrote:
> >
> > However, I have no way of outputting stuff from it; I don't have a
> > suitable printer-driver for it. In other words, I need a
printer-driver
> > for my Star LC-10. Does anyone know where I can get one?
> I don't know anything about Star printers. Does the LC-10 emulate any
> of the supported printers?

I don't know, and I don't have the manuals for the printer. I'll find out
if it is.

> > As an alternative, can I "print" to Postscript or PDF-files instead,
and
> > then print them out using my Windows-based computer? (This would be a
> > preferred solution, in fact, since I could occasionally my friends
> > ink-based printers instead of my old, noisy but reliable dot-matrix
> > printer.)
> If you have the correct module, you can "export" your file as a
> postscript file. But it will have to be printed on a printer that
> understands postscript commands. I've only had to do this once, so I
> don't know how reliable it currently is. My project was rather simple.

What module do I need to export it? I have a program on the PC that lets
me print Postscript-files on regular printers.

--
--Erlend Pettersen

5473. Re: Twist 3...

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 13:28:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988700514-204424AEicMi@cwcom.net>
Source record: 47036

From: Raoul Teulings <rt@xs4all.nl>
Date: Mon, 23 Apr 2001 10:24:00 +0200

>Does anyone know if there is a English
>resourcefile for Twist 3? It went from HiSoft to
>Maxon in Germany and got updated but AFAIK only
>in German available. But maybe it has been
>translated for the Englishpseaking market...

Twist 3.02 (which I guess was the last English
version) has all the text strings embedded in the
binary.

I therefore doubt that any later versions would
have seperate resource files I'm afraid :-(
--

```
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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5474. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 13:49:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988700518-204958AEicMi@cwcom.net>
Source record: 47037

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Tue, 24 Apr 2001 18:04:24 -0000

>>The final release version of IC4 CD version definitely handles D&D.
>
>I'll have to see if I can get an update. Thanks for the info. I'm
>lookingat the ad in AC and I can't see any upgrade options, just the full
>product. I'll see if I can find the website.

Good luck, the FaST Club hasn't answered emails for some time now I'm told -
although the last one I sent was actually collected (a CiX thang).
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5475. Re: colour printing to Epson 850C with Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 13:56:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988700520-205430AEicMi@cwcom.net>
Source record: 47038

From: rking@zetnet.co.uk (Bob King)
Date: 24 Apr 2001 22:05:41 GMT

>I'm trying to find the best way to print in colour to my 850C from
>calamus. Even with the Epson drivers and the rasters I've used so

Dennis Vermeire is probably the best chap to ask, or on the Calamus forum at
http://www.calamus.net

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5476. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 14:23:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988700522-205882AEicMi@cwcom.net>
Source record: 47039

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 28 Apr 2001 00:16:46 GMT

>DTR was highlighted for Ser2.LAN so I switched it off. The modem was
>still showing online in CixComm.

Isn't this that old thing about the Carrier Detect setting in the modem's
NVRAM? It's been a long time since this one bit, but I'll bet that's the cause
of this problem at least?
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5477. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 14:25:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988700524-206374AEicMi@cwcom.net>
Source record: 47040

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sat, 28 Apr 2001 01:23:04 GMT

>I basically plan to keep it as long as it works. Once it dies, I will
>replace it.

Why not just open up the case and disconnect the fan for a quick test?

Then you'll have a good idea how much time there is in the bank if it's bad
news.
--

____ ____ ____
/ __ \ / __ \ / __ \
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5478. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 14:45:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988700528-206888AEicMi@cwcom.net>
Source record: 47041

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sun, 29 Apr 2001 12:25:32 -0000

>>Are there any sections which can be "chopped off", then rejoined again?

>tracks. Yes it is possible but it won't look nice and it may be difficult
>to find a place where to cut a straight line as chips may get in the way.

That, plus it's quite possible that there are further copper layers embedded in
the PCB!

I wouldn't try it myself TBH.
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5479. Re: RSC editor

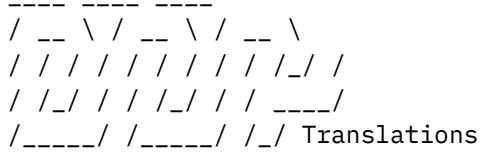
Newsgroup: comp.sys.atari.st
Date: 2001-04-30 14:50:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988700530-207425AEicMi@cwcom.net>
Source record: 47042

From: BMaedicke@t-online.de (Bernd Maedicke)
Date: Mon, 30 Apr 2001 07:57:46 +0200

>You can download Interface 2.33 here:
>http://www.hadley.dusnet.de/atari/dateien/intrf233.zip

I have the English resource file available from the MISC section of my web
site.

Oddly, the actual version of Interface downloaded is V2.30, despite what you
might think from that filename.
--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5480. Re: Falcon Power Supply!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 15:24:14 UTC
From: bindon@madasafish.com
Message-ID: <ter0sujqg0tp80@corp.supernews.com>
Source record: 47004

Hi

>>It isn't switchable and it isn't possible to select as 110v. Cheapest
>>idea is to buy an inverter to step 110v up to 240v
>
>As it's ac, he doesn't need an inverter, just an (auto)transformer
>110 to 240 V. The different frequency (60/50 Hz) shouldn't matter.
>Look in Radio Shack or similar stores. 50 VA should be enough. Or
>get a replacement 110V power supply from Best Electronics (likely
>to cost more).

Yep, strictly speaking. Frequency will not matter, I can asure you as it
is rectified as soon as it is in the PSU.

5481. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 15:24:17 UTC
From: bindon@madasafish.com
Message-ID: <ter0t13obim83@corp.supernews.com>
Source record: 47005

On 29 Apr 2001 21:07:37 , Ken Springer wrote:

Hi

>I don't know anything about Star printers. Does the LC-10 emulate any
>of the supported printers?

I used to have a start LC24 when I first bought my STE and it was compatible with every single program I owned. Just select the best quality Epson driver for it and see if it works. It always worked for me and I sometimes miss having a dot matrix as old program (stationary and banners collection) don't support injet. :(

It was a little too big but dot matrix are nice a reliable, great for just printing out emails, programming code etc

5482. Re: Cartridge Port connecting

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 15:24:20 UTC
From: bindon@madasafish.com
Message-ID: <ter0t4pmb80087@corp.supernews.com>
Source record: 47006

On 30 Apr 2001 00:30:30 , Phantomm wrote:

Hi

>Is there any software around that would allow one to connect an Atari
>MegaST4 and 1040STE together using the cartridge ports for transfering
>files?

Ethernet adaptor?

>Also, is there any software for using the ST's cartridge port to control
>devices like turning on a light switch, Camera/VCR, or security system?

Get book on PC hardware intefacing as they use the parralel port and I would guess the hardware would work on the ST, unless it needs the ECP (I think that is right). The ST does lack pins but I think only data and strobe is needed. My friend used Robert Penfolds book (only 3ukp) and made a basic program along with hardware to control a train track.

I've toyed with the idea to control lights, hifi, alarm clock at set times but I haven't the space and if I were to use my Falcon (in my bedroom) it would be /way/ to noisy to sleep at nights! It's loaded with fans.

5483. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 15:33:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <988666460-59200AEicMi@gmx.net>
Source record: 47018

From: "E.P" <erlendp@world-online.no>
Date: Sun, 29 Apr 2001 11:15:21 GMT

Hi Erlend,

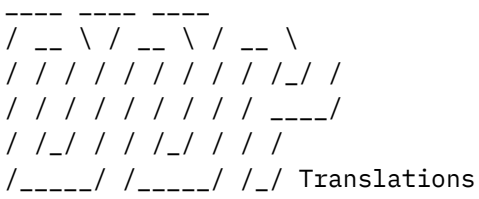
>However, I have no way of outputting stuff from it; I don't have a
>suitable printer-driver for it. In other words, I need a printer-driver
>for my Star LC-10. Does anyone know where I can get one?
Since 1992, there are no drivers for 9pin printers supplied with Calamus
anymore. Invers said that the output from these printers doesn't really
conform to the DTP standard...
But you might find some drivers for this type of printer at the Calamus
website http://www.calamus.net

If not, I've just mailed you a driver for the Star Gemini 10X and Epson
FX, these drivers will work with the LC-10. But since the best and very
slow output is only 240*216 dpi, don't expect a great looking print....

>As an alternative, can I "print" to Postscript or PDF-files instead, and
>then print them out using my Windows-based computer? (This would be a
>preferred solution, in fact, since I could occasionally my friends
>ink-based printers instead of my old, noisy but reliable dot-matrix
>printer.)
Yes and no... there's a postscript module available but it's not part of
the Calamus package, you have to buy it seperately, it's not really cheap
and for the same sum you can buy an inkjet printer....
Futhermore, postscript files from Calamus tend to be rather big, they'll
most certainly wont fit on a disk. So unless you have an alternative to
"transport" these files to a PC, you might be "stuck" again...

>I know very little about Atari-computers, so please keep your replies on
>an understandable, not-too technical level. :-)
I did the best I could :-)

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

5484. Re: Falcon Power Supply!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 15:38:33 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <ODfH6.2580$st.18031@newsfeed.slurp.net>
Source record: 47007

I'm running an MKII Falcon from Germany here in Canada using a step up transformer just fine. It does use the North American frequency rather than the European but there have been no problems. The transformer was from Radio Shack and bloody expensive too...

Joshua.

<xlator@cix.compulink.co.uk> wrote in message news:9chs8u$q9s$1@plutonium.compulink.co.uk...
> In message <tej2m3ti8cjff@corp.supernews.com>, bindon@madasafish.com said:
>
> >It isn't switchable and it isn't possible to select as 110v. Cheapest
> >idea is to buy an inverter to step 110v up to 240v
>
> As it's ac, he doesn't need an inverter, just an (auto)transformer
> 110 to 240 V. The different frequency (60/50 Hz) shouldn't matter.
> Look in Radio Shack or similar stores. 50 VA should be enough. Or
> get a replacement 110V power supply from Best Electronics (likely
> to cost more).
>
> Regards, /Peter/
>

5485. Re: Newsie CRASH

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 16:30:14 UTC
From: jlog@zetnet.co.uk
Message-ID: <3aed9316$0$21934@news.zetnet.co.uk>
Source record: 47009

On 29 Apr 2001 21:44:18 , Charles Stanley wrote:

| . . . .
|>Don't know, but I do a cold reset.
|
|Bit drastic, JI, losing all the mails.
|I'll try Djordje's suggestion first :)

I'm not sure that I do lose all the mails. They should be on the
hard drive. It hasn't happened for a long time and I cannot be
certain about that.
--
JI Logan

5486. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 16:30:16 UTC
From: jlog@zetnet.co.uk
Message-ID: <3aed9318$0$21934@news.zetnet.co.uk>
Source record: 47008

On 29 Apr 2001 22:28:58 , "E.P" wrote:

|> >However, I have no way of outputting stuff from it; I don't have a
|> >suitable printer-driver for it. In other words, I need a printer-driver
|> >for my Star LC-10. Does anyone know where I can get one?
| . . . .
|I checked the Calamus-site, and found no mention of my printer. I then
|went to the NVDI-website, and found no mention of it there too. So I guess
|I'm out of luck.

If you knew what sort of printer the Star LC-10 is (9-pin, laser
etc) then you could try some of the many other printers that come in
the Calamus package. These (demos) are available on the website.
Won't be any good for other programmes, of course, and Calamus is
unpleasant in that they certainly tie fonts, and perhaps other bits
to a particular serial number. Not certain about printer drivers.

I found the Calamus 99 demo impossible to use but the Calamus Lite
seems to work.
--
JI Logan

5487. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 17:36:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9ck7ri$f4j$1@snipp.uninett.no>
Source record: 47010

Hallvard Tangeraas <my.mail@is.invalid> wrote:

> So the bottom line is that you can NOT connect say a Mega STe and a Mac
> together to share files?

That depends on what you mean by "share files"... The easiest and most obvious way of doing this is to set up a simple PPP or SLIP connection between the ST and Mac, and set up a ftp- or web-server on the Mac. Then you could use something like aFtp on the ST to transfer files. Or - if you prefer your Mac - set up a ftp-server on the ST and transfer the files with the Mac.

In theory it's also possible to install MiNT, MiNT-Net and NetaTalk on the ST, but with only 4Mb I think this would be hard. And you would have to reboot into MiNT every time you want to share files.

> So what was the LAN port for actually? Connecting two Mega STe machines
> together with some sort of networking software?

No, Atari did develop some AppleTalk stuff, but never finished/released it. Some of this (unusable) stuff is now in the hands of collectors.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

5488. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 18:02:52 UTC
From: Ulf Dunkel <dunkel@calamus.net>
Message-ID: <3AEDA8CC.321BCD6C@calamus.net>
Source record: 47011

> If you knew what sort of printer the Star LC-10 is (9-pin, laser
> etc) then you could try some of the many other printers that come in
> the Calamus package. These (demos) are available on the website.
> Won't be any good for other programmes, of course, and Calamus is
> unpleasant in that they certainly tie fonts, and perhaps other bits
> to a particular serial number. Not certain about printer drivers.

In general, Calamus Printer Drivers are not serialized. Only additional
printer drivers, which have to be purchased, are serialized, of course.

--
Bis bald / See you soon / A bientôt / Tot ziens / Ghis revido

invers Software Vertrieb - Inh. Ulf Dunkel
mailto:dunkel@calamus.net - http://www.calamus.net

5489. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 18:04:12 UTC
From: Ulf Dunkel <dunkel@calamus.net>
Message-ID: <3AEDA91C.A33A16C9@calamus.net>
Source record: 47012

> > > As an alternative, can I "print" to Postscript or PDF-files instead,
> and
> > > then print them out using my Windows-based computer? (This would be a
> > > preferred solution, in fact, since I could occasionally my friends
> > > ink-based printers instead of my old, noisy but reliable dot-matrix
> > > printer.)
> > If you have the correct module, you can "export" your file as a
> > postscript file. But it will have to be printed on a printer that
> > understands postscript commands. I've only had to do this once, so I
> > don't know how reliable it currently is. My project was rather simple.
>
> What module do I need to export it? I have a program on the PC that lets
> me print Postscript-files on regular printers.

Simply use the Calamus WinPack and get access to all existing Windows
printer drivers at once!

--
Bis bald / See you soon / A bientôt / Tot ziens / Ghis revido

invers Software Vertrieb - Inh. Ulf Dunkel
mailto:dunkel@calamus.net - http://www.calamus.net

5490. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 19:24:16 UTC
From: bindon@madasafish.com
Message-ID: <terev0h23g8c03@corp.supernews.com>
Source record: 47017

On 30 Apr 2001 12:49:48 , "Andy Ball" wrote:

Hi!

> ASB> 6 7 8
> > The pins on the 8-pin mini DIN connector are
> > arranged like this. 3 4 5
>
> > The cable I tested is marked 590-0552-A. 1 2
>
> I've just spotted a diagram that shows the pins numbered
> differently in that the gap appears to be between pins 3 and
> 4. Since 6 & 8, 5 & 3 and 1 & 2 are all crossed over, this
> shouldn't make a difference to the cable. Perhaps someone in
> the group knows the real answer though. Is it as follows?
>
> (plug pin (socket
> view) view)
>
> 6 7 8 8 7 6
>
> 3 4 5 5 4 3
>
> 1 2 1 2

I built an adaptor to terminate my LAN port as a "standard" 9 pin serial
and the wiring I used was like this.
Female plug looking from wiring side (remeber it's differnet!) is:
I always view from the wiring side of a plug. This was listed in the
Falcon manual and appears just like my plug (just checked)

8 7 6

5 4 3

2 1

And so the socket on the Falcon/Mega STe/TT would appear as your very
first drawing. My adaptor works fine and that wiring you gave seems
correct. I also remeber when I purchased the female plug that it had the
numbers written on it too which matched the Falcons manual.
http://www.airborn.com.au had a very good article on it.

Bye!

5491. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 21:50:04 UTC
From: vdjole@EUnet.yu
Message-ID: <9ckmm4$e0e$1@news.EUnet.yu>
Source record: 47021

On 29 Apr 2001 23:18:23 , Hallvard Tangeraas wrote:
>> However, a cartridge-port A/D convertor
>> should be so simple that I suppose someone has already made it and maybe
>> you can find it. Probably it would be better (i.e. faster) than a
>> serial-port sampler which you mention.
>
>Huh? I can't remember having mentioned any serial port sampler.

But you did: you mentioned your sampler which uses a RS-422 interface, and
in another instance you mentioned a project of yours, also using a serial
port, which I understood to be basically a sampler, too. But maybe I
misunderstood and connected two different things.

>Anyway, using the cartridge port could mean problems....
>As a lot of MIDI software is copy protected with dongles I've gotten
>hold of a C-Lab "Combiner" which lets you select between 4 dongles, and
>I would have to take up one of these and switch back and forth as well.
>I'd rather have somethign "permanent" which is always there.
>But then again I'm sure a high quality sampler which can be connected
>internally or whatever will probably cost quite a lot.

Yes, I see that occupying the cartdidge port would be a problem for you.

I have never before given much thought to such a peripheral, but making it
seems to be quite feasible. It would be about as simple to install a
sampler (and playback) unit directly on the processor bus (maybe on the
Megabus port on a MegaST). It appears that a ST-family computer should just
be able (barely, if it were not doing anything else at the time) to sample
and record stereo signals at a decent frequency. High quality unit
would probably be expensive, but maybe a 12-bit A/D convertor might be
a satisfying compromise. But, of coure, this is just hypothetical,
as you say you already have a sample/playback unit.

>> standard serial port (I think it complies with RS-422, not RS-232).
>
>So Atari have actually been misguiding people with the "LAN" labelling
>of that port!

Well, it can be used to make a LAN (and I think that physically it is the
same interface as for Appletalk, but no Appletalk software for Atari exists).

>> I have a GeSoft SCSI adapter and it DOES HAVE a parity generator. Maybe
>> your unit has it too- check: it is a standard (74280, I think) TTL chip.
>> Anyway, isn't Link II a better one to use?
>
>It's been a while, but I think I tested it with an SCSI device to start

>with, to see if it had parity or not. I believe it doesn't, but I could
>be wrong. Popping up the hood of the adapter I see the following
>components:
>
>-A square ("mini PLCC"?) chip by Texas Instruments
>-A 74SN07N chip
>-A couple of SMD components (resistors and/or capacitors)
>
>The PCB is marked:
>
>GE Soft
>SCSI 6B
>Made in Germany
>04/94
>
>Is this the same one as you have?

No, it is not. My unit is positioned so that I can not see the product name,
but it has a a custom PLCC chip, a 74280 parity generator, a 74ALS648 bus
transciever and couple of other chips which I can't access.

Btw. here's from "Chips 'n Tips":
> Die GE Soft Hostadapter I - IV sind nicht mehr im Handel erh�ltlich.
>
> Der GE Soft Hostadapter V ist nicht Terminiert, generiert das Pari-
> t�tssignal (Paritychecking) und verf�gt �ber einen gepufferten ACSI
> DMA Out auf der Platine.
>
> Der GE Soft Hostadapter VI (Toplink) ist nicht Terminiert, generiert
> ebenfalls das Parit�tssignal (Paritychecking) und verf�gt (prinzip-
> bedingt) NICHT �ber einen ACSI-DMA Ausgang. Die Hardware ist die-
> selbe wie im GE Soft V Hostadapter und steckt lediglich in einem
> anderen Geh�use (prinzipbedingt).

>> It should work fine, but why would termination be a problem, so long as you
>> terminte only the last device?
>
>I know it's no problem, but I want this project to end up as
>professional as possible if you know what I mean. No more situations
>where you have to remember to unplug A if B is used, but only in
>scenario C with situation D being an exception to the rule.
>Basically I just want things to work without too much thinking!
>
>I think most computers with internal SCSI devices as well as an external
>connector has two separate SCSI busses, but with only one bus I need to
>"simulate" this, so it actually becomes transparent to the user.
>Just like with my Macintosh, where I have an internal SCSI CD-ROM and
>harddisk, but also an external connector.

Doesn't your Mac have some sort of cover for the external SCSI connector
for instances when it is not used? If it has, it is probably a terminator.

I have seen a DEC AlphaServer with a terminator on the external SCSI port
and also a HP scanner with a terminator on its daisychain-SCSI-port,
so there is nothing unprofessional in them. Remove the terminator and
plug-in a device. Remove the device and plug-in the terminator. It is a
simpler solution than an active termination, though one might be made,
of course. But I don't think you could just leave the active terminator
connected at all times in parallel together with an external device anyway.
From some docs I have, active terminator is preferred for long SCSI cables
and, basically it connects the lines to a regulated voltage source
instead to a resistive voltage divider:

This is a passive terminator:

```
TERMPWR ----+------/\/\/\/------+------/\/\/\/----- GND
| |
| +------------------ SCSI signal
|
+------/\/\/\/------+------/\/\/\/----- GND
| |
etc. +------------------ SCSI signal
```

An active terminator looks more like this (supply filter caps omitted):

```
+-----------+
TERMPWR -----| in out |------+------/\/\/\/-------SCSI signal
| gnd | |
+-----------+ |
| +------/\/\/\/-------SCSI signal
| |
GND ---------------+ |
+------/\/\/\/-------SCSI signal
|
etc.
```

>I didn't get a keyboard with my Mega ST, so it'll have to be the
>(hypothetical) Mega STe's keyboard.

If you can choose, choose MegaST (NOT MegaSTe) keyboard. In my opinion,
it is perfect. It has reliable keys with very nice feel, and mechanically is
very stiff and stable- it has about 1.7kg. (The good one is that with
slanted function keys, the bad one is that with small, square function keys).

>> How important is it to actually mount the thing in a 19" rack case?
>
>It's very important.
>I have lots of rack units already as I'm into making music

I see. So be it.

cu.

5492. Re: Cartridge Port connecting

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 21:50:07 UTC
From: vdjole@EUnet.yu
Message-ID: <9ckmmd$e0e$2@news.EUnet.yu>
Source record: 47020

On 30 Apr 2001 00:30:30 , Phantomm wrote:
>Is there any software around that would allow one to connect an Atari
>MegaST4 and 1040STE together using the cartridge ports for transfering
>files?
>
>Also, is there any software for using the ST's cartridge port to control
>devices like turning on a light switch, Camera/VCR, or security system?

A complication involved in using the cartdidge port for anything
lies in the fact that it was designed to be a read-ony port. There is
no read/write signal. Reading from the port is quite simple- just read
(e.g. by PEEKing) from an address in the port address range. Writing
to the port (and therefore, sending signals to outside devices) is
a bit complicated. The port has two "chip select" lines which divide
the port's address range into two equal sub-ranges. Reading from
the port can be confined to one sub-range, and writing to the port
can be done by reading from another sub-range. In this way the
address the reading is attempted from become the data to be sent out.

There is also a mechanical incovenience with the port: the pitch of
the stripes on this edge connector is not standard, but a bit narrower.
And a potential hazard lies in the fact that the port is not buffered in
any way. It goes directly to the processor bus and some fault in the
external equipment connected to it may have ugly consequences.

cu.

5493. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 23:26:13 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105010221400.14989-100000@hal.pp.fishpool.fi>
Source record: 47023

On Mon, 30 Apr 2001, Hallvard Tangeraas wrote:

> > What old Macs with an AppleTalk LAN port really have is an RS-422
> > port and software support to use the AppleTalk protocol. Atari
> > was nearly correct in that their port has the right specs, but
> > TOS never had AppleTalk (or any other networking stack) support.
>
> So the bottom line is that you can NOT connect say a Mega STe
> and a Mac together to share files? So what was the LAN port
> for actually?

Meant to eventually support AppleTalk, because back then Macs
were quite popular and having some immediate way to interract
with them was in Atari's plans... except they never got arround
implementing AppleTalk. However, connecting to a Mac serial port
using a printer cable as a null-modem and either some terminal
software of TCP/IP stack allows sharing easily.

> together with some sort of networking software? (As you say,
> TOS didn't have that support, but what about other software?)

Afaik Linux and NetBSD have some AppleTalk implemenetation,
which means that Debian 68k and NetBSD/Atari should work if you
really need AppleTalk. TCP/IP is much better, though.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5494. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-04-30 23:27:25 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105010226490.14989-100000@hal.pp.fishpool.fi>
Source record: 47022

On 30 Apr 2001, Jo Even Skarstein wrote:

> Atari did develop some AppleTalk stuff, but never finished /
> released it. Some of this (unusable) stuff is now in the
> hands of collectors.

This, I would like to try.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5495. Re: Cartridge Port connecting

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 00:21:41 UTC
From: "Tim Anderson"
Message-ID: <9ckvfkpgu1@newsg4.svr.pol.co.uk>
Source record: 47024

Hi,

I thought it was possible to link to Ataris via Midi ports.

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9ckmmd$e0e$2@news.EUnet.yu...
> On 30 Apr 2001 00:30:30 , Phantomm wrote:
> >Is there any software around that would allow one to connect an Atari
> >MegaST4 and 1040STE together using the cartridge ports for transfering
> >files?
> >
> >Also, is there any software for using the ST's cartridge port to control
> >devices like turning on a light switch, Camera/VCR, or security system?
>
> A complication involved in using the cartdidge port for anything
> lies in the fact that it was designed to be a read-ony port. There is
> no read/write signal. Reading from the port is quite simple- just read
> (e.g. by PEEKing) from an address in the port address range. Writing
> to the port (and therefore, sending signals to outside devices) is
> a bit complicated. The port has two "chip select" lines which divide
> the port's address range into two equal sub-ranges. Reading from
> the port can be confined to one sub-range, and writing to the port
> can be done by reading from another sub-range. In this way the
> address the reading is attempted from become the data to be sent out.
>
> There is also a mechanical incovenience with the port: the pitch of
> the stripes on this edge connector is not standard, but a bit narrower.
> And a potential hazard lies in the fact that the port is not buffered in
> any way. It goes directly to the processor bus and some fault in the
> external equipment connected to it may have ugly consequences.
>
>
> cu.

5496. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 00:24:29 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3AEE023D.B6360C87@greeleynet.com>
Source record: 47025

"E.P" wrote:

> What module do I need to export it? I have a program on the PC that lets
> me print Postscript-files on regular printers.

You need the Bridge module. I haven't kept up with Calamus development, but I sure would like to own the current version. SL98 is the last version I purchased, only money has kept me from buying a newer version.

As someone posted here, it's a tough program to learn. I started with version 1.06, and it took me two weeks to get the printer to print something. <G> But if you want printing power that blows word processors away, this is a great program for that.

It all depends on what you want to do. If you want to do term papers, letters, mass mailing using mail merge, I'd recommend Papyrus. (I've got version 5 of that program.) But if you want to do professional output, such as small magazines, multi-page newsletters, Calamus and DA's Layout is the only way to go these days on this platform, it seems to me. And I don't think Layout is being developed any more, although I have used it for certain projects where it was better suited than Calamus.

At least Calamus is still being developed, and it is available for Windows and Macs.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5497. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 00:48:32 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <757.521T1600T1085709optimus@canit.se>
Source record: 47044

Carey Christenson skrev:

>Other than that I do not know of anything else that goes into the VME!!!!

Ethernet cards, SCSI cards, etc.

>>e) Two modem ports
>>I'm a little confused here as the specs I've found don't say anything
>>about what kind of serial ports are used on the Mega STe. Speed? Port
>>names? Connector types?

>You can connect a serial mouse from a PC into the modem port. That is
>why they included more ports on the MEGA STe and TT030 and FALCON.

�h? Why? Serial mice were no cheaper back then, and it certainly can't have
been Atari's intentions either. You must be fabulating.

--
En ligne avec Thor 2.6a.

G� med i SUGA, Swedish Usergroup of Amiga!
WWW: http://swedish.usergroup.amiga.tm/
BBS: 08-6582572, telnet://sua.ath.cx:42512

5498. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 02:01:20 UTC
From: ebaiz@skyenet.net
Message-ID: <QNoH6.132$5e.2295@newsfeed.slurp.net>
Source record: 47027

On 29 Apr 2001 22:28:58 , "E.P" wrote:

>I checked the Calamus-site, and found no mention of my printer. I then
>went to the NVDI-website, and found no mention of it there too. So I guess
>I'm out of luck.

Not necessarily. My wife has a HP Laser printer that is not on the list
for NVDI, but I can still use it by picking one of the other HP Laser
printer drivers that is included in NVDI.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5499. Re: AERCO Easie-ST RAM Upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 02:01:27 UTC
From: ebaiz@skyenet.net
Message-ID: <XNoH6.135$5e.2295@newsfeed.slurp.net>
Source record: 47028

On 29 Apr 2001 18:27:40 , Al Hartman wrote:
>Hi,
>
>I have an Atari ST with the AERCO EASIE-ST Ram upgrade.
>
>It stopped working and I can't find the manual for it..
>
>Does anyone own this upgrade and can send me a photocopy or scanned copy of
>the manual?
>
>OR, put me in touch with AERCO?

If it is the one I am thinking of, the whole upgrade depends on one
pin. You see, the 500K upgrade has a ribbon attached to it and on the
end of that ribbon is a socket-type device that fits on top of a chip.
On that device is one pin that if it becomes loose or moves, screws up
the who upgrade. I would take the ST apart and find that socket-device
and maybe press down on it to see if that helps.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5500. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 02:01:29 UTC
From: ebaiz@skyenet.net
Message-ID: <ZNoH6.136$5e.2295@newsfeed.slurp.net>
Source record: 47029

On 29 Apr 2001 20:06:56 , xlator@cix.compulink.co.uk wrote:

>If you just want to stop it temporarily to check whether it is the
>culprit, just shove a pencil through the cooling grille of the
>case before you switch on to stop the blades turning (you can even
>do it ater with most small fans!).

I will keep that in mind. Right now, it is as quiet as a mouse. Go
figure...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5501. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 02:01:32 UTC
From: ebaiz@skyenet.net
Message-ID: <0OoH6.137$5e.2295@newsfeed.slurp.net>
Source record: 47030

On 30 Apr 2001 00:21:03 , Phantomm wrote:
>If your CD Drive, PowerSupply or any device that has a Cooling Fan in it,
>Starts making noise, it could be simple dust and lint collecting on the
>blades, Fan Shaft, bearings, and or Vents.
>
>Try Cleaning if possible and a small amount of light Oil on the Fan shaft or
>bearings if possible. Q-Tips work well here! Have a go with your ears while
>your at it! Hee he... 8-)
>
>Replace Fan if all else fails, or buy another unit if feasible.

That's an idea. Thanks for the tip....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5502. Spreadsheet Program?

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 02:01:34 UTC
From: ebaiz@skyenet.net
Message-ID: <2OoH6.138$5e.2295@newsfeed.slurp.net>
Source record: 47031

Hello all,

What is everyone using for a spreadsheet program nowadays. I have been using LDW Power with my Hades and printing it out on an Epson Photo 700 printer. It all worked fine until today. Now when I print, for some reason it comes out double-spaced. Can't figure out the problem. It always came out in single-spaced. I know it is the printer driver for LDW, but it worked fine before. I would imagine I should pick up a copy of Texel.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5503. Atari CLAB MKX Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 04:13:05 UTC
From: Don <dons@qnet.com>
Message-ID: <3AEE37D1.B6DCEA63@qnet.com>
Source record: 47032

I have a MKX Falcon that Im going to sell. I thought I would put it up here before Ebay. Here are the specs:

14 megs RAM Wizztronics upgrade
6 Gig 2.5" hard drive
Atari TT Keyboard(UK)
Floppy drive
SPDIF SoundPool
Cubase Audio Clock
Atari monitor adapter
VGA monitor adapter
Trackball

And a ton of software including Cubase, cubase audio, and a ton of other music related software.

$1200.00 or best offer or???

Don

5504. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 04:36:01 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3aee424d@dnews.tpgi.com.au>
Source record: 47033

Phantomm <phantomm@bellsouth.net> wrote in message
news:1_1H6.4$6o5.1161@news2.atl...
> I'm enjoying reading this thread.

HUUUGE snip,

The floppy question is one that has puzzled me for a while. I have 2 MegaSTEs, both have 1.44 drives internally. If I connect an external drive (all mine use PC 1.44 mechs), it works flawlessly as a 2meg drive? There is no HD detect line on the external drive yet it works. The dip switch 7, sets the drive type (1.44 or 720), If you connect a DD drive to it externally, It will try to use it as a hd drive. Well not entirely true, the dipswitch ONLY sets the format HD option on the desktop. So, that means if you have a HD drive it will work regardless of weather the dip switch is set or not....

Mark

5505. FA: Atari 520 STFM

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 05:14:16 UTC
From: Don <dons@qnet.com>
Message-ID: <3AEE4628.5B0C5394@qnet.com>
Source record: 47034

I have the following for auction on Ebay check it out the price is at
$1.25 and the auction ends tomorrow.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1233036942

Thanks,

Don

5506. Stock Controller and Invoicing software

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 06:46:44 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9cllv4$bl8$1@news.comnet.co.nz>
Source record: 47035

About mid/late January there was a call (in this group? or was it in c.s.a.s.t?) for some stock control or invoicing software for the ST.

I responded that I was still working on some I'd started about two years ago.

Since then, I've added quite a bit more to the program (it's grown from 25000 to about 40000 lines of C, and the current complete rewrite started in November has taken about 500-odd hours) Development has stalled somewhat (I tend to hit a "wall" when development hits 500 hours work, but development will usually continue after that, albeit at a slower rate)

Unfortunately, the PoliticallyCorrect I was using to connect to the Usenet decided to foul up in late February, and I've lost the name and details of the thread in which the program was discussed.

The program needs 2 megs of RAM for itself, so a 2.5 meg system would be an absolute minimum. It works fairly well, although the output isn't quite as "pretty" as I'd like it.

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

5507. 800XLDJ how to??

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 07:54:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0012fc02@fmlynet.org>
Source record: 47045

FamilyNet Newsgate

I'm the first one to reply to this? No love for the Atari 8-bit world I tell you... no love! (Doing my off hand Rodney Dangerfield impersonation) :)

Anyway, it has been said that in the case of the virtual drives, 800XLDJ is actually more user friendly than the PC counterpart. Of course 800XLDJ only does the drives while the ape utilites do a lot more. But I dygress....

Connect the SIO2ST(PC) cable ... SIO end to the Atari 8-bit (130 XE in your case) and the serial end to the serial port on the ST. Yes I have used a 1040STf before with this... however, I can tell you that 2 meg of memory will not even be enough. You will need more like 4 meg. I know this because I tried a 1 meg and 2 meg system and no dice.
MagicMac and other such emulators do not do well with it either since it uses the DSP processes.

But I have used both 1040STf and 1040STE both with 4 meg.. works like a champ.

Once you get the 800XLDJ program up, load the disk image with DOS 2 for starters or whatever they included, and then drag the disk 1 icon on the loaded image. Then fire up the 130 XE and whammo! Atari disk drive moving at it's capible 19200K speed (which you never saw with real drives due to the mechanical nature of the 1050 drive itself.) :)

Feel free to ask any more questions, and you will find other 800XLDJ users at the Thursday night chat session at:

http://stargate.cs.swau.edu/atari

Thursday night, 8 pm CST

And a time for Europe folk (afternoon/evening) which happens at Sunday at 10 am CST.

Talk soon,

Doctor Clu

> From: firest@williams-net.com (Carey Christenson)
> Anyone,
> I have an atari 130xe and a 1040 STf!!! I have made the SIO2PC(ST)
> cable according to NICK KENNEDY's instructions and used the cable with
> my 130XE connected to a PC and the SIO software for the PC and it
> worked great!!!! But now I need to figure out how to transfer files
> from my 130XE to the 1040STf to send programs over the internet!!! I
> have the 800XLDJ program but all DOCS are in some foreign language.

> Can someone help me to understand how to get this software to transfer
> programs from the 130XE to the STf and back agian????
> Thanks for any help you can give!!!
> My e-mail address is firest@williams-net.com
> Thanks,
> Carey

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5508. WTD ST Applications issues 77 on?

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 08:11:04 UTC
From: Ian <info@dotqr.com>
Message-ID: <988704825.11727.0.nnrp-02.9e98e6ee@news.demon.co.uk>
Source record: 47043

Hi, looking for some back issues of ST Applications
from 77 onward. Reply to ian@dotqr.com.

Thanks.

5509. Re: Cartridge Port connecting

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 14:32:20 UTC
From: bindon@madasafish.com
Message-ID: <teti7k5l2ejf7@corp.supernews.com>
Source record: 46946

Hi everyone.

>A complication involved in using the cartdidge port for anything
>lies in the fact that it was designed to be a read-ony port. There is
>no read/write signal. Reading from the port is quite simple- just read
>(e.g. by PEEKing) from an address in the port address range. Writing
>to the port (and therefore, sending signals to outside devices) is
>a bit complicated. The port has two "chip select" lines which divide
>the port's address range into two equal sub-ranges. Reading from
>the port can be confined to one sub-range, and writing to the port
>can be done by reading from another sub-range. In this way the
>address the reading is attempted from become the data to be sent out.

OK, so who knows the length of the data strob cycle on the cartrdige port
(how long before the ST assserts /DTACK). Is it liekly to be 400-500ns?
I think it will be shorter.

Thanks

5510. Magazines

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 15:40:14 UTC
From: Arthur Marshall <arthurm@zetnet.co.uk>
Message-ID: <20010501164014725543@zetnet.co.uk>
Source record: 46947

As, sadly, an ex-Atarian, I have a suitcase of various magazines - ST Format, St Review etc. If there's anyone anywhere near the Wirral UK who would like them and can collect, email me and that's it... I'll keep them a week from 1/5/01.

--
Arthur Marshall - Caller for Traditional Dances
http://www.users.zetnet.co.uk/barndancer/

5511. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 15:54:41 UTC
From: bindon@madasafish.com
Message-ID: <tetn21ce5r2g7e@corp.supernews.com>
Source record: 46948

On 30 Apr 2001 14:45:02 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sun, 29 Apr 2001 12:25:32 -0000
>
>>>Are there any sections which can be "chopped off", then rejoined again?
>
>>tracks. Yes it is possible but it won't look nice and it may be difficult
>>to find a place where to cut a straight line as chips may get in the way.
>
>That, plus it's quite possible that there are further copper layers embedded in
>the PCB!

AFAIK they are only double sided. The Falcon is 4 layers I think, only
guessing from the time it was made compared to the PC's around at that
time. I think it is though as one via went nowhere so I guess it was
going into the board.

>I wouldn't try it myself TBH.

Neither would I.

5512. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 15:54:43 UTC
From: bindon@madasafish.com
Message-ID: <tetn2345s3t97f@corp.supernews.com>
Source record: 46949

On 30 Apr 2001 13:49:24 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Tue, 24 Apr 2001 18:04:24 -0000

Hi

>>>The final release version of IC4 CD version definitely handles D&D.
>>
>>I'll have to see if I can get an update. Thanks for the info. I'm
>>lookingat the ad in AC and I can't see any upgrade options, just the full
>>product. I'll see if I can find the website.
>
>Good luck, the FaST Club hasn't answered emails for some time now I'm told -
>although the last one I sent was actually collected (a CiX thang).

No they haven't answered mine either. Was there a way to upgrade from
version 4?

5513. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 16:42:36 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.1565b0c1.5aa40642.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 46950

[BIG CUT]

>DA's Layout is the only way to go these days on this platform, it seems
>to me. And I don't think Layout is being developed any more, although I
>have used it for certain projects where it was better suited than
>Calamus.
A few months ago (say, 6 months ago), DA's Layout was still deve-
loped, for both Atari and Mac. I don't remember the adress straight
now, but for those interested, I'll find it within a couple of days.
I hesitated a moment, but as I already own SL, spending over FF6000
in a soft that can't do anything SL does too would have been
irrealistic.

>At least Calamus is still being developed, and it is available for
>Windows and Macs.

J.-Luc

--

-=-=-=-=-= Est modus in rebus =-=-=-=-=-

5514. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 16:51:38 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.1772b2d6.5ce60642.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 46951

>Not necessarily. My wife has a HP Laser printer that is not on the list
>for NVDI, but I can still use it by picking one of the other HP Laser
>printer drivers that is included in NVDI.
Yes, of course, since almost all HP LJ are PCL2 compatible. Thus,
You can use a LJ5 with a LJII driver - but don't expect high quality,
since LJII are limited to 300x300.
It can be more difficult in the case of BJs, whose heads may be
driven differently from a model to another immediatly upper.
For instance, the Canon BJ10e was stated as compatible with BJ130e...
but, in fact, it wasn't really true : they were only compatible in
text mode, not in graphics mode.

J.-Luc

--

-=-=-=-=-= Est modus in rebus =-=-=-=-=-

5515. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 16:55:50 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.18d3bd77.5df20642.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 46952

>If you knew what sort of printer the Star LC-10 is (9-pin, laser
>etc) then you could try some of the many other printers that come in
>the Calamus package. These (demos) are available on the website.
>Won't be any good for other programmes, of course, and Calamus is
>unpleasant in that they certainly tie fonts, and perhaps other bits
>to a particular serial number. Not certain about printer drivers.
LC-10 is 9 pins printing at something around 216x240 dpi.
Try making a driver with CDTG - part of SL package.
I could send it to you, if you don't own it.

J.-Luc

--

-=-=-=-=-= Est modus in rebus =-=-=-=-=-

5516. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 16:57:36 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.1a78bfdc.5e640642.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 46953

```
>E>In other words, I need a printer-driver for my Star LC-10.
>I think the STAR printers were compatible to the NEC P6 series. So
>load a P6 printer driver from the printer folder called 'DRUCKER' by
>the German Calamus versions. The extension should be CDT or CPD.
Not the NEC P6, but rather Epson 800 or similar.

J.-Luc

--

-=-=-=-=-= Est modus in rebus =-=-=-=-=-
```

5517. Re: Twist 3...

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 17:07:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <988744276-434276AEicMi@xs4all.nl>
Source record: 46954

Thanks Derryck,

Has anyone the rsc file for me just to look into
it and see if I want to buy version 3?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5518. Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 18:54:52 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00131e73@fmlynet.org>
Source record: 46964

FamilyNet Newsgate

Hello Lyndon!

LA> Female plug looking from wiring side (remeber it's
> differnet!)

One of the nice things about the 8 pin mini-DIN plug used on
the LAN port is that you can tell which way you're looking
at it because of the gap between (according to your diagram,
and I think my original posting) pins 4 and 5.

LA> 8 7 6
>
> 5 4 3
>
> 2 1

Excellent, thanks for the confirmation. I guess the second
diagram I found was inaccurate.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5519. STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 18:54:52 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00131e74@fmlynet.org>
Source record: 46965

FamilyNet Newsgate

Hello Hallvard!

HT> So the bottom line is that you can NOT connect say a
> Mega STe and a Mac together to share files?

I'm sure it's possible, but depending on your definition of 'share', probably not without some work. Using very simple software it would be possible to transfer files between a (suitably equipped) Mac and a MegaSTE. I'm guessing you're thinking more along the lines of being able to share files and folders though. This would most likely be more difficult to set up, but it should not be impossible.

It would probably help a lot if the Mac happened to be running MacOS X, or some other Unix based system. A MegaSTE can't run Unix, but MiNT probably supports SLIP (the Serial Line Internet Protocol) and may support NFS (the Network File System). These aren't the only protocol options, but they're trees that I would be barking up.

HT> So what was the LAN port for actually? Connecting two
> Mega STe machines together with some sort of
> networking software? (As you say, TOS didn't have that
> support, but what about other software?)

Atari may have originally envisioned something like an Apple LocalTalk LAN, perhaps even with AppleTalk protocol support and the ability to share files between Apple and Atari machines.

The LAN port's hardware appears very similar to that used by Apple to implement a useful LAN with more than two machines. If the software support existed it might even be possible to build this kind of LAN from Atari machines. As things are, the LAN port makes a nice serial port, and is one of the things that would make me more inclined to buy a MegaSTE than an STE.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5520. STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 18:54:52 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00131e75@fmlynet.org>
Source record: 46966

FamilyNet Newsgate

Hello Djordje!

DV> Doesn't your Mac have some sort of cover for the external SCSI
> connector for instances when it is not used? If it has, it is
> probably a terminator.

I have a vague recollection that some SCSI host adaptor chips would detect the presence of external devices. If there were none, the host adaptor would terminate the bus. If external devices were present, the termination would be disabled and the end of the external bus would be terminated. Perhaps SCSI-equipped Macs used this kind of technique, most of the ones I've seen that didn't have external SCSI chains, didn't have a terminator plugged in.

DV> I have seen a DEC AlphaServer with a terminator on the external
> SCSI port and also a HP scanner with a terminator on its
> daisychain-SCSI-port, so there is nothing unprofessional in
> them.

Absolutely not! Use them where they're appropriate!

DV> Remove the terminator and plug-in a device. Remove the device
> and plug-in the terminator. It is a simpler solution than an
> active termination, though one might be made, of course.

It is quite possible for an external terminator like you describe to be an active terminator.

DV> But I don't think you could just leave the active terminator
> connected at all times in parallel together with an external
> device anyway.

You should have exactly two terminators on a SCSI bus, one at each physical end. If the host adaptor of a computer is at one end of the bus, it should terminate that end of the bus. If an internal device is at one end of the SCSI bus, that device should be terminated. A SCSI device should not be terminated unless it's at the physical end of the bus.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5521. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 18:58:10 UTC
From: rking@zetnet.co.uk
Message-ID: <3aef0742$0$21937@news.zetnet.co.uk>
Source record: 46955

On 1 May 2001 18:42:36 +, CECCOLI Jean-Luc wrote:
>[BIG CUT]
>
>>DA's Layout is the only way to go these days on this platform, it seems
>>to me. And I don't think Layout is being developed any more, although I
>>have used it for certain projects where it was better suited than
>>Calamus.
>A few months ago (say, 6 months ago), DA's Layout was still deve-
>loped, for both Atari and Mac. I don't remember the adress straight
>now, but for those interested, I'll find it within a couple of days.
>I hesitated a moment, but as I already own SL, spending over FF6000
>in a soft that can't do anything SL does too would have been
>irrealistic.
>
>>At least Calamus is still being developed, and it is available for
>>Windows and Macs.
>
>J.-Luc
>
>
>--
>
>-=-=-=-=-= Est modus in rebus =-=-=-=-=-
>.

Try:

http://www.digital-arts-ag.ch/download.htm

Bob King

5522. Re: Falcon Power Supply!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 19:36:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9cn37a$i03$1@plutonium.compulink.co.uk>
Source record: 46956

In message <ODfH6.2580$st.18031@newsfeed.slurp.net>, gaiyan@vianet.ca said:

>I'm running an MKII Falcon from Germany here in Canada using a step up
>transformer just fine. It does use the North American frequency rather than
>the European but there have been no problems. The transformer was from Radio
>Shack and bloody expensive too...

One possible low-cost source is to look for an old mains
(power supply) transformer for radios etc that have both 110V and
240 V taps on the input. Use this in auto mode to step up 110 to
240V, leaving the secondary side disconnected. (Not sure how
common such transformers are your side of the pond - in Europe
they were *very* common.)

Regards, /Peter/

5523. Re: FREE Atari Catalogs! FREE Games! Di

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 20:39:27 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3aef1eff$0$21938@news.zetnet.co.uk>
Source record: 46957

On 28 Apr 2001 15:23:22 , Steve Sweet wrote:
>
>I've actually kill-file'd this particular brain damaged moron..

Steve, how do you kill-file him? I would love to do this too.
In Newsie, there is no kill-file for NGs.

Charles.

5524. Re: Stock Controller and Invoicing software

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 21:10:16 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <988805016-175631AEicMi@xs4all.nl>
Source record: 46977

Hi,

It still has my attention: I will follow the development. I think it was my question that raised the thread about a proper invoicing software. The existing ones are or German or more or less coming from a database. What i would like to see is a 'stand-alone' invoice program with a nice graphic output. (Most of my clients are working in the 'cultural sector' and are impressed by beautiful designed outputs. So, if i can use this 'rethoric' I'll be glad to...

Keep up!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5525. FMC II problems....

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 23:07:19 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <teuga3gvic50a8@corp.supernews.co.uk>
Source record: 46960

Hi all,
thanks for the previous help with the Y2K patch.Unfortunately I've
now stopped the clock and can't get it started again.Also, I had problems
inputting the date (too many days for the month or something).Can anyone
help?

Regards,

Chris Thorley.

5526. Ask the experts

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 23:14:40 UTC
From: Simon Heron <simon.heron@virgin.net>
Message-ID: <amHH6.13701$Kt2.1351020@news6-win.server.ntlworld.com>
Source record: 46962

I currently use a 1040 ST to run sequencing software, but I'm looking for something with a little more 'zing'. As I bought the ST about 12 or so years ago, I'm having trouble finding out how far upgraded the machine got. I'll still need something with the midi in/out.

Thanks

Siheron

5527. "Before I Throw All Away" Atari Sale

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 23:15:57 UTC
From: amishman@pacbell.net
Message-ID: <amishman-0105011616030001@192.168.1.100>
Source record: 46961

I have a few Atari items that I would like to find new homes for before I throw it all away. The prices are low and all items look and work fine. So look over the list and email me if you want any of the items. Individual prices below and take it all for just $40 plus postage. Thats $10 cheaper than the listed prices below. I may have a few more items lying around and will throw those in if you buy the $40 "ALL" package.

#1
Atari SF354 External Floppy Disk drive, includes drive, data cable, power unit, and user manual. $10 plus postage.

#2
Practical Peripherals Monitor Switch Box, lets you easily switch between the atari monochrome and color monitor at the flick of a switch, $5 plus postage.

#3
20 Foot Atari Joystick Extender Cable, cool! $5 plus postage

#4
Atari Computing Issue #10 Magazine and included floppy disk, $5 plus postage.

#5
Wico Command Heavy Duty Joystick for Atari, multiple fire buttons, very nice, $5 plus postage.

#6
Atari brand Joysticks, 2 of them available, $2.50 each plus postage.

#7
Pagestream 2.2b DTP Software for Atari, includes original box (nice box), disks, manuals, and even some extra font disks, $10 plus postage.

#8
Michtron Floppy Disk Holder, nice Cordura nylon tri-fold binder style holder and holds your important disks. Got from an atari show years ago. nice. $5 plus postage.

5528. Re: 800XLDJ how to??

Newsgroup: comp.sys.atari.st
Date: 2001-05-01 23:27:26 UTC
From: ebaiz@skyenet.net
Message-ID: <yDHH6.323$%g1.7560@newsfeed.slurp.net>
Source record: 46963

On 1 May 2001 07:54:20 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
> I'm the first one to reply to this? No love for the Atari 8-bit world I
>tell you... no love! (Doing my off hand Rodney Dangerfield impersonation) :)

Actually I was the first, but who cares....

> Anyway, it has been said that in the case of the virtual drives, 800XLDJ
>is actually more user friendly than the PC counterpart. Of course 800XLDJ only
>does the drives while the ape utilites do a lot more. But I dygress....

That may be so, but 800XLDJ is great to use. I just wish someone would
upgrade it.

> Connect the SIO2ST(PC) cable ... SIO end to the Atari 8-bit (130 XE in
>your case) and the serial end to the serial port on the ST. Yes I have used a
>1040STf before with this... however, I can tell you that 2 meg of memory will
>not even be enough. You will need more like 4 meg. I know this because I
>tried a 1 meg and 2 meg system and no dice.

I did not realize that because my Hades has 256meg of memory. 800XLDJ
works like a charm....

> Once you get the 800XLDJ program up, load the disk image with DOS 2 for
>starters or whatever they included, and then drag the disk 1 icon on the loaded
>image. Then fire up the 130 XE and whammo! Atari disk drive moving at it's
>capible 19200K speed (which you never saw with real drives due to the
>mechanical nature of the 1050 drive itself.) :)

Too bad the Modem 2 port cannot be used.

> Feel free to ask any more questions, and you will find other 800XLDJ users
>at the Thursday night chat session at:
>
>http://stargate.cs.swau.edu/atari

Bowling is over, so I will be home. Email me Wednesday and remind me.
Chances are I will be able to be there.

Oh, if you want, the Mega DI images are done and should be available
for download soon. Also, I have MyDOS on a DI image. Take care Doctor.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson

Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5529. Re: FREE Atari Catalogs! FREE Games! Di

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 00:29:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988757870-626187AEicMi@madasafish.com>
Source record: 46959

Hi Charles

>>I've actually kill-file'd this particular brain damaged moron..

>Steve, how do you kill-file him? I would love to do this too.
>In Newsie, there is no kill-file for NGs.

Check the Newsie archive for a file named killfile.txt for details, Bye
bye "BS"...

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5530. Re: RSC editor

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 00:35:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988757874-626969AEicMi@madasafish.com>
Source record: 46958

Hi Derryck

>Oddly, the actual version of Interface downloaded is V2.30, despite
>what you might think from that filename.

What confooses the subject even further is that the filesize and
filedate are different. I must try an egale comparison.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5531. USA:FS: 2 Royal Software titles

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 01:19:46 UTC
From: phantomm@bellsouth.net
Message-ID: <SgJH6.4456$j76.126648@news1.atl>
Source record: 46967

I have for sale the following 2 software titles both by Royal Software...

E-Z Data Database
Includes original disk and Brown NoteBook type manual.

and

Payroll Master
Includes original disk and Brown NoteBook type manual.

These were once fairly expensive. I am taking bids on both and will sell to
the highest offer. Buyer pays shipping charges.

If interested e-mail your offer to me at...

phantomm@bellsouth.net

5532. Re: 800XLDJ how to??

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 03:45:39 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AEF82E3.50EF09C9@compuserve.com>
Source record: 46968

Carey Christenson wrote:

> .... But now I need to figure out how to transfer files
> from my 130XE to the 1040STf to send programs over the internet!!! I
> have the 800XLDJ program but all DOCS are in some foreign language....

Hi,

800XLDJ was made to emulate a floppy disk, so all of the files are written/read using emulated disks. Getting the ST to have access to the files is another matter.

This is the reason I wired up my cable so it can be used as a null modem cable (9600 baud) to read/ write any file anywhere on the ST drives(using a remote access Flash script on the ST and Bobterm on the A8). My two computers are about 100 feet apart, and it works great. I have more details at my site:
"http://people.delphi.com/rldetlefsen/atari/info/infomain.htm#apps".

Oh, the "doc" are only a bug report, and they are in german.

One day, a better program will be written.

Rick D.

5533. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 04:30:49 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3AEF8D79.87BBD84D@portone.com>
Source record: 46969

Well folks,

We had our first 'official' chat on the AtariNews bbs/chat system. It
worked out pretty well.

If you get the urge to chat on Tuesday nights at 9:00 pm eastern time,
just telnet to atarinews.org and join us!

Be well,

Joe

--
Joe Mirando
Managing Editor, A-ONE Magazine
joe@atarinews.org
http://www.atarinews.org

5534. Re: Stock Controller and Invoicing software

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 05:21:50 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9co5he$9v3$1@news.chatlink.com>
Source record: 46970

Greetings,

Are you selling this Program, or are you asking for people to test
drive the functions...???

Read Ya Later, Donner.....

On 1 May 2001 18:46:44 +, "G Swaine" wrote:
>About mid/late January there was a call (in this group? or was it in
>c.s.a.s.t?) for some stock control or invoicing software for the ST.
>
>I responded that I was still working on some I'd started about two
>years ago.
>
>Since then, I've added quite a bit more to the program (it's grown
>from 25000 to about 40000 lines of C, and the current complete rewrite
>started in November has taken about 500-odd hours) Development has
>stalled somewhat (I tend to hit a "wall" when development hits 500
>hours work, but development will usually continue after that, albeit
>at a slower rate)
>
>Unfortunately, the PoliticallyCorrect I was using to connect to the
>Usenet decided to foul up in late February, and I've lost the name and
>details of the thread in which the program was discussed.
>
>The program needs 2 megs of RAM for itself, so a 2.5 meg system would
>be an absolute minimum. It works fairly well, although the output
>isn't quite as "pretty" as I'd like it.
>
>--
>
>g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
>intermediary: gem at gem win co nz. I would like to apologise to the
>genuine respondents that this may inconvenience.
>
>
>
>.

5535. Atari Productivity Software Sale / TT030 to come

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 06:20:17 UTC
From: Frank Zimmerman <zimmerman@uniserve.com>
Message-ID: <tevd37lcs9tke6@corp.supernews.com>
Source record: 46972

Hi,

I currently have the following items for sale on eBay:

Avant Vector
CardFile4
Data Diet 2.0
Diamond Back 3.60
Disk Doctor / Good Backup Utility
Mouse Master (Joystick/Mouse Switchbox)
NeoDesk 4 Replacement Desktop
Outside - Virtual Memory Manager
Hard Disk Sentry
STyle 2.1 Graphics Editor
Universal Item Selector III
Ultimate Virus Killer 2000

You can view these at:
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=frank-zimme
rman&include=0&since=-1&sort=2&rows=25

In a short while I will be posting the following as well:

NVDI 5
The full ExtenDOS package (ExtenDOS Gold, CDWriter plus 2, CDbackup)
Dr. Bob's MVG (monochrome graphics editor) with Modules
Papyrus 8 (maybe...if I can separate it from the PC version).
Fonty (Calamus font editor)
PixArt4
Harlekin 3
HDDriver 7
FontKit Plus 4
EditPlus
MaxiFile 3
CodeKeys
ECopy
FastCopy Pro
ImageCopy 4
Kobold
FaceValue/GFA Basic 3.6/Interface
Diamond Edge 2
Genus (Calamus Font Editor)
ImageCat
Outline Art 3
Silhouette 1.40
STeno

Straight Fax 2.1
Spiritware Bible Program (KJV, pro version)
Prospero Pascal
SharpScore 3.2
Calamus95 (for Windows)

There are a few other items such as some CD-ROMS of graphics and publishing materials and some shareware programs that I've registered which will also be posted.

On the hardware side, I will also be posting:

2 - TT030 computers, both of which have 19" monochrome monitors (one Moniterm, one TTM195). These both have TOS 3.06, High Density floppies, replacement mice, and RAM upgrades (20mb and 128mb) but I may sell the RAM separately. One of these was purchased from Oregon Research and has the distinction of being the machine that DiamondBack and Diamond Edge were programmed on! (it's not signed by Bob Luneski though, but I will supply the original bill of sale).

1- Microtek legal size (14") color scanner with SCSI interface and Atari software.

1 - Pen Mouse.

1 - Golden Image Track Ball.

1 - Migraph Hand Scanner and Scanning tray with ScanLite and Merge software.

1 - Very rare and beautiful Mega/TT Atari softshell case for transporting a Mega STE or TT030. It consists of two parts, one for the CPU/keyboard/mouse/cables, and one for the Monitor. I think the monitor case will only fit the ST monochrome or color monitors (you might be able to squeeze in a 14" VGA). I got this from David Becker (anyone remember him?) when I bought his Mega STe many years ago.

The hardware posts might not go up this week, but the rest of the software should.

Email me for any questions or pre-auction offers.

Regards,
Frank.

5536. Re: Stock Controller and Invoicing software

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 06:20:28 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9co8pr$1kat$1@news.comnet.co.nz>
Source record: 46971

```
" Don Wolfe" <dwolfe@netcentraltv.com> wrote ...
> On 1 May 2001 18:46:44 +, "G Swaine" wrote:
> >About mid/late January there was a call (in this group? or was it
in
> >c.s.a.s.t?) for some stock control or invoicing software for the
ST.
> >
> >I responded that I was still working on some I'd started about two
> >years ago.
> >
> >Since then, I've added quite a bit more to the program (it's grown
> >from 25000 to about 40000 lines of C, and the current complete
rewrite
> >started in November has taken about 500-odd hours) Development has
> >stalled somewhat (I tend to hit a "wall" when development hits 500
> >hours work, but development will usually continue after that,
albeit
> >at a slower rate)
> >
> >Unfortunately, the PoliticallyCorrect I was using to connect to the
> >Usenet decided to foul up in late February, and I've lost the name
and
> >details of the thread in which the program was discussed.
> >
> >The program needs 2 megs of RAM for itself, so a 2.5 meg system
would
> >be an absolute minimum. It works fairly well, although the output
> >isn't quite as "pretty" as I'd like it.
>
> Are you selling this Program, or are you asking for people to test
> drive the functions...???
>
> Read Ya Later, Donner.....

I was originally intending to sell it, but a rethink on the salability
of it would mean I'm unlikely to get anywhere near a decent income
from it, so I'm still thinking of what form it'll take
(commercial/shareware etc)

ATM, I'd like some testers. There are still quite a few funcs I still
have to implement, and a few co-operating progs within the suite I'd
planned that I'm mulling over.

--
```

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

5537. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 07:48:00 UTC
From: Ulf Dunkel <dunkel@calamus.net>
Message-ID: <3AEFBBB0.F143E821@calamus.net>
Source record: 46973

Hi Ken.

> You need the Bridge module. I haven't kept up with Calamus development,
> but I sure would like to own the current version. SL98 is the last
> version I purchased, only money has kept me from buying a newer version.

We agree shipping Calamus on cc payment in 2-3 rates, too. ;-)

> As someone posted here, it's a tough program to learn. I started with
> version 1.06, and it took me two weeks to get the printer to print
> something. <G> But if you want printing power that blows word
> processors away, this is a great program for that.

Come on - this was in 1987, 14 years ago.
If you want access to all current printers, get Calamus SL2000 WinPack
or TOSPack on a Mac. Our universal printer drivers WinPrint and MacPrint
offer access to the existing printer drivers on both platforms. VDIPrint
offers access to all printer drivers offered by NVDI.

> And I don't think Layout is being developed any more, although I
> have used it for certain projects where it was better suited than
> Calamus.

The Atari version of DA's Layout died away as far as I know. There is
still a crude version for Mac.

> At least Calamus is still being developed, and it is available for
> Windows and Macs.

... and still for Atari TT/Falcon/Hades/Milan (256c or TrueColor
required).

--
Bis bald / See you soon / A bientôt / Tot ziens / Ghis revido

invers Software Vertrieb - Inh. Ulf Dunkel
mailto:dunkel@calamus.net - http://www.calamus.net

5538. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 07:49:31 UTC
From: Ulf Dunkel <dunkel@calamus.net>
Message-ID: <3AEFBC0B.7914031E@calamus.net>
Source record: 46974

Hi Bob.

> Try:
> http://www.digital-arts-ag.ch/download.htm

Okay - I was wrong - the Atari version of DA's Layout is still
available. (This does not mean it is still under development, doesn't
it?)

--
Bis bald / See you soon / A bientôt / Tot ziens / Ghis revido

invers Software Vertrieb - Inh. Ulf Dunkel
mailto:dunkel@calamus.net - http://www.calamus.net

5539. Supra HD driver software needed

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 08:36:26 UTC
From: John Duncan <jduncan@apollosaturn.com>
Message-ID: <9coh240snc@enews3.newsguy.com>
Source record: 46975

I'm reassembling my Atari 4meg STE and have an old 20 meg Supra Harddrive.
I am going to put a new mechanism in it and need to find out of the software
drivers are available. Will ICD software work as I still have my original
disks for that.

John Duncan

jduncan@apollosaturn.com

5540. High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 08:38:06 UTC
From: John Duncan <jduncan@apollosaturn.com>
Message-ID: <9coh460sts@enews3.newsguy.com>
Source record: 46976

Can I just stick a new HD disk drive into a STE or an external drive case and have it work as a 720K floppy? This would be until I can fabricate an adapter to use the full 1.44 megs.

Thanks!

John

www.apollosaturn.com

5541. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 09:28:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988873310-56105AEicMi@cwcom.net>
Source record: 46849

From: Ken Springer <wordworks@greeleynet.com>
Date: Mon, 30 Apr 2001 18:24:29 -0600

>As someone posted here, it's a tough program to learn. I started with
>version 1.06, and it took me two weeks to get the printer to print
>something. <G> But if you want printing power that blows word

Even that isn't easy (at least if you want to print greyscale or colour
images. As Ulf has already alluded, there are many controls to tweak.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5542. Re: FREE Atari Catalogs! FREE Games! Di

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 09:46:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988873316-57133AEicMi@cwcom.net>
Source record: 46851

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Tue, 01 May 2001 23:29:40 -0100

>>Steve, how do you kill-file him? I would love to do this too.
>>In Newsie, there is no kill-file for NGs.
>
>Check the Newsie archive for a file named killfile.txt for details, Bye
>bye "BS"...

AFAICS that kill file is only for emails (as Charles said).

Maybe we should promote ASH's Emailer more strongly then, there's all kinds
of useful filtering and other goodies contained within...

--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____ ____ ____
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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5543. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 09:50:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988873314-56621AEicMi@cwcom.net>
Source record: 46850

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Tue, 01 May 2001 15:54:43 -0000

>>Good luck, the FaST Club hasn't answered emails for some time now I'm
>told -
>>although the last one I sent was actually collected (a CiX thang).
>
>No they haven't answered mine either. Was there a way to upgrade from
>version 4?

Us CiX users were able to dowbnload the various beta upgrades from the
appropriate support area - AFAIK the last full version sold by the FaST
Club matched the last beta viz 4.2b2 Plus.

Why not try phoning the FaST Club? A phone call's not as easy to ignore as
an email.

--

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/_____/ /_____/ /_/ Translations
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5544. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 11:27:24 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3aeff42a@dnews.tpgi.com.au>
Source record: 46978

John Duncan <jduncan@apollosaturn.com> wrote in message
news:9coh460sts@enews3.newsguy.com...
> Can I just stick a new HD disk drive into a STE or an external drive case
> and have it work as a 720K floppy? This would be until I can fabricate an
> adapter to use the full 1.44 megs.

Yes, as long as it is set to drive 0, not drive 1.

Mark

5545. Re: Ask the experts

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 12:43:27 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105021539530.28007-100000@hal.pp.fishpool.fi>
Source record: 46979

On Wed, 2 May 2001, Simon Heron wrote:

> I currently use a 1040 ST to run sequencing software, but I'm
> looking for something with a little more 'zing'. As I bought
> the ST about 12 or so years ago, I'm having trouble finding
> out how far upgraded the machine got. I'll still need
> something with the midi in/out.

I suggest looking at the Atari ST Quick FAQ at the address below.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5546. //ZIP drive on Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 12:47:51 UTC
From: Nicolas Goffin <nicolas.goffin@caramail.Com>
Message-ID: <9covo3ems1@wanadoo.fr>
Source record: 46980

As the Falcon030 seems to have an "enhanced" parallel port.. are there specifically written drivers for the Parallel Zip drive 100?

Thanks

5547. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 13:51:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200105021551.a24509@du3.maus.de>
Source record: 46852

HT>HD disk drive - (will build a HD/DD interface and use
HT> an AJAX controller instead of the
HT> WD-1772)

Be careful. There are early MSTEs that don't have the necessary AJAX chip to support a HD drive and more important they need a replacement GAL chip which is very hard to find nowadays (perhaps BEST has some of them). So try to find one of the MSTEs that already have HD support included.
And some STEs/MSTEs have a wrong chip that produces noisy DMA-sound. I once had such a machine and it was very annoying. It took some time to find out what causes this sound and then it took some extra money to replace the chip (fortunately they are all socketed).

If you do not plan to upgrade your system (processor upgrade) I would recommend the MSTE, in any other case try to get a STE instead. BTW, I had both machines. ;-)

Tschuess,

Frank

5548. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 14:49:07 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AF01E63.8A9B22E0@ti.com>
Source record: 46981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I just wanted to drop a quick note and thank the 40+ people
who have stopped by and joined the BBS. It has definitely
been fun chatting with those online. I am surprised by the
amount of demand for good 'ol BBSes these days!

If there is anything you would like me to add to the board,
please let me know.

Thanks!!!!!
Chris

5549. STOS compatibility

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 15:09:36 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <uoVH6.128$kW6.2433@newsfeed.slurp.net>
Source record: 46982

What PC counterpart is STOS the most compatible with? QBASIC etc... Thanks

Joshua.

5550. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 15:23:03 UTC
From: bindon@madasafish.com
Message-ID: <tf09inf1qgll27@corp.supernews.com>
Source record: 46983

On 2 May 2001 00:30:49 -, Joe Mirando wrote:
>Well folks,
>
>We had our first 'official' chat on the AtariNews bbs/chat system. It
>worked out pretty well.
>
>If you get the urge to chat on Tuesday nights at 9:00 pm eastern time,
>just telnet to atarinews.org and join us!

OK, so what would 9pm eastern time be in GMT?

5551. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 15:23:05 UTC
From: bindon@madasafish.com
Message-ID: <tf09ip5blero2a@corp.supernews.com>
Source record: 46984

> LA> 8 7 6
> >
> > 5 4 3
> >
> > 2 1
>
> Excellent, thanks for the confirmation. I guess the second
> diagram I found was inaccurate.

I'm 99% certain they were. The lan port works fine with my 10 foot null modem cable to sometimes hook it up to the ST or PC. Next is ethernet for ST, PC and Falcon (Falcon as the internet server/gateway!)

5552. Re: //ZIP drive on Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 15:23:08 UTC
From: bindon@madasafish.com
Message-ID: <tf09isdu3due2e@corp.supernews.com>
Source record: 46985

On 2 May 2001 14:47:51 +, "Nicolas Goffin" wrote:
>As the Falcon030 seems to have an "enhanced" parallel port.. are there
>specifically written drivers for the Parallel Zip drive 100?

AFAIK it doesn't have any drivers available, certainly not AHDI and
HDDriver. On the Falcons parallel port I can run my Epson GT9000 on it
with out any extra hardware, just GT Look. It stays on the SCSI though as
I want to use my printer as well.

5553. Re: //ZIP drive on Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 15:37:53 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AF029D1.8DEA86C1@ooc.de>
Source record: 46986

Nicolas Goffin wrote:
>
> As the Falcon030 seems to have an "enhanced" parallel port.. are there
> specifically written drivers for the Parallel Zip drive 100?

I think Woller Systems provide a driver with their Romport card, which
enables you to connect your parallel ZIP to the Falcon. As far as I know
even the Falcon's parallel port misses some signals, so that you cannot
connect a parallel ZIP to it.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5554. Re: //ZIP drive on Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 16:39:55 UTC
From: rsmac@t-online.de
Message-ID: <1essiv0.gnlhuabz2sdsN%rsmac@t-online.de>
Source record: 46987

Nicolas Goffin <nicolas.goffin@caramail.Com> wrote:

> As the Falcon030 seems to have an "enhanced" parallel port.. are there
> specifically written drivers for the Parallel Zip drive 100?

No.

Ask http://www.woller.com for the ZIP rom port interface.

Regards, Robert

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5555. Re: FMC II problems....

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 19:49:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988920872-50980AEicMi@madasafish.com>
Source record: 46881

Hi Christopher.

> thanks for the previous help with the Y2K patch.Unfortunately I've now
>stopped the clock and can't get it started again.

Somewhere in the software you'l find a tool for stopping and starting
the FMC II.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5556. Re: Stock Controller and Invoicing software

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 20:17:10 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <988875016-61304AEicMi@xs4all.nl>
Source record: 46848

Hi,

It still has my attention: I will follow the development. I think it was my question that raised the thread about a proper invoicing software. The existing ones are or German or more or less coming from a database. What i would like to see is a 'stand-alone' invoice program with a nice graphic output. (Most of my clients are working in the 'cultural sector' and are impressed by beautiful designed outputs. So, if i can use this 'rethoric' I'll be glad to...

Keep up!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5557. FS: UK - SM124

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 20:24:19 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1esstx1.1tmi9rnpxt865N%hairy.biker@ntlworld.com>
Source record: 46988

Hi-res monochrome monitor. Good condition, no screen burn.

Preferably collection from Luton. Just want to clear some space, and not waste a good monitor that's just sitting in the loft - looking for about 10ukp.

Can demo if required.

May also have a couple of boxes of Atari User and Format magazines to offer - no discs (I found a home for those) - free to collector (especically if you buy the monitor). Again just clearing some space.

Cheers

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 03/01 http://homepage.ntlworld.com/ahewitt/index.htm

5558. Re: Falcon Power Supply!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 20:42:42 UTC
From: vdjole@EUnet.yu
Message-ID: <9cprfvpum1@news.eunet.yu>
Source record: 46990

On 1 May 2001 19:36:10 G, xlator@cix.compulink.co.uk wrote:

>>I'm running an MKII Falcon from Germany here in Canada using a step up
>>transformer just fine.
>>
>One possible low-cost source is to look for an old mains
>(power supply) transformer for radios etc that have both 110V and
>240 V taps on the input. Use this in auto mode to step up 110 to
>240V, leaving the secondary side disconnected.

Just take care that the transformer is powerful enough. IIRC Falcon power supply is supposed to be able to deliver 4A/5V and 1.5A/12V which means you should find something that can handle about 40- 50 Watts, so that the transformer does not become a bottleneck if additional equipment is connected to the Falcon.

A relatively reliable rule of thumb for estimating transformer rating is that the metal core cross-section (in centimetres squared) is approximately equal to square root of primary power (in Watts). In your case this should mean a transformer with about 2.5x2.5cm or 3x3cm core size. Wire diameter should be such that there should be no more than 0.4A/mm2 in order to minimize heating (no need to use the transformer as a toaster).

cu.

5559. connecting 2 hard drives

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 21:04:20 UTC
From: pjsmith@netins.net
Message-ID: <slrn9f0tik.qdc.pjsmith@worf.netins.net>
Source record: 46989

I have an SH204 drive using Atari's AHDI software and a SupraDrive using ICD's driver software. Is it possible to use both without having to convert them to use the same driver software? The ICD software recognizes the AHDI drive but I still cannot access it.

Thanks!

Phil

5560. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 22:32:59 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3af0988215dcf40@free.fr>
Source record: 46991

Hello,

in article <tf09inf1qgll27@corp.supernews.com> (comp.sys.atari.st)
Lyndon Amsdon wrote on Wed 02-05-2001 15:23 (GMT):

> OK, so what would 9pm eastern time be in GMT?

From the 'Date: ' field of Joe's message, I would say 1:00 AM on wednesday.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5561. TT-Digger & XaAES

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 23:04:19 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AF09273.98BABC7E@chello.nl>
Source record: 46992

LS

I have registered the following subdomains:

xaaes.atari.org
digger.atari.org

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX;

5562. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 23:10:29 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Ft0I6.4050$4X4.587965@news02.optonline.net>
Source record: 46994
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi Chris,

I've been trying to get through, using HyperTerminal and setting it to the proper port. I can never seem to do it, though. What are the BBS hours? Is there a chance that I'm doing something wrong?

Alan

"Chris Martin" <cmartin@ti.com> wrote in message news:3AF01E63.8A9B22E0@ti.com...
>
> I just wanted to drop a quick note and thank the 40+ people
> who have stopped by and joined the BBS. It has definitely
> been fun chatting with those online. I am surprised by the
> amount of demand for good 'ol BBSes these days!
>
> If there is anything you would like me to add to the board,
> please let me know.
>
> Thanks!!!!!
> Chris
>

5563. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 23:15:05 UTC
From: Jackpoteer <no@automated.mail.please>
Message-ID: <tf1562elnopled@corp.supernews.com>
Source record: 46993

Hi Chris,

A nice bit of nostalgia there Chris.

Thanks.
John.

Btw, anyone from NeST still around. Hi Steve, Harry and Derryck! You won't remember me but it's nice to see some of the names again. :)

"Chris Martin" <cmartin@ti.com> wrote in message
news:3AF01E63.8A9B22E0@ti.com...
>
> I just wanted to drop a quick note and thank the 40+ people
> who have stopped by and joined the BBS. It has definitely
> been fun chatting with those online. I am surprised by the
> amount of demand for good 'ol BBSes these days!
>
> If there is anything you would like me to add to the board,
> please let me know.
>
> Thanks!!!!!
> Chris
>

5564. Yamaha Promixer 01 for Cubase?

Newsgroup: comp.sys.atari.st
Date: 2001-05-02 23:42:56 UTC
From: rking@zetnet.co.uk
Message-ID: <3af09b80$0$21935@news.zetnet.co.uk>
Source record: 46995

Hi all,

I have the oportunity of buying a Yamaha Promixer 01. Is it any use with my/our Cubase Audio Falcon set up, is there a mixermap available. We have it for a week on test. It is a marvelous bit of kit by itself, but can it be actively incorporated into Cubase.

In anticipation,

Thanks

Bob king

5565. FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 00:53:23 UTC
From: phantomm@bellsouth.net
Message-ID: <7_1I6.5359$j76.168008@news1.atl>
Source record: 46846

I'm having trouble connecting to the Belgian FTP Site 193.190.204.128

This is the only site I seem to be having trouble with, does anyone know
if this site is having problems??

phantomm@bellsouth.net

5566. Re: FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 06:00:36 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3af0f404$0$21937@news.zetnet.co.uk>
Source record: 46847

>On 3 May 2001 00:53:23 G, Phantomm wrote:
>I'm having trouble connecting to the Belgian FTP Site 193.190.204.128

>This is the only site I seem to be having trouble with, does anyone know
>if this site is having problems??

Had a similar problem some time ago I was advised to try

//chapelie.rma.ac.be

now no problem reaching them.

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

5567. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 07:34:28 UTC
From: sinclap@nospam.net
Message-ID: <030520010234568093%sinclap@nospam.net>
Source record: 46853

In article <te3embdvqdpjc4@corp.supernews.com>, Eric Cron
<ericcron@yahoo.com> wrote:

> Hi there,
> Don't have room to store this stuff,
> need to get rid of it but I am too lazy
> to try and sell it. So if you're willing
> to meet me somewhere to take it with you,
> get in touch!

Amazing! Somebody who does not think the ST is useful in 2001,
considering it's still cutting edge, blows away the modern windoze 3.1
....Why?

sinclap!
somewere in mn

5568. Re: FMC II problems....

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 07:59:08 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9cr32l$a6o$1@pegasus.csx.cam.ac.uk>
Source record: 46854

Christopher Thorley wrote in message ...
>Hi all,
> thanks for the previous help with the Y2K patch.Unfortunately I've
>now stopped the clock and can't get it started again.Also, I had problems
>inputting the date (too many days for the month or something).Can anyone
>help?
>

There are two possible reasons for the clock stopping, either it has
exceeded it date limit (as it was not designed to go beond 31/12/1999) or
the battery has died, not surprising as its probably at least 10 years old.

As you will know if you read and correctly understood the instructions for
the Y2K patch you have to set the date for 20 years ago so that the patch
adds 20 years to it thus arriving at the correct date.
I don't think its possible to enter too many days for the month, unless its
using the American date format of Month/Day/Year, but my FMCII is
Day/Month/Year, so try setting it to todays date but set the year 1981.

If that does not work then either a logic glitch has locked it up or the
batter is dead. Try removing the battery and checking its voltage, if its
soldered in there are usually three connections, two will be connected to
the same polarity, desolder the remaining connection, if it is in a battery
clip it should just slide out, if it is a slide out battery remember to make
a note of which side was positive.
If the battery is flat, change it, if not reconnect it, as the circuit has
been powered down this may resolve any logic glitches that have latched up
the clock.
There are two small clips on either side of the case, you can use a small
screwdriver to lever each side of the case apart. You should note which way
round the case was when you remove it as I seem to recall that if you put
the case on the wrong way round it will not plug back into the cartridge
port.

Stephen Moss

5569. Re: STOS compatibility

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 07:59:12 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9cr32o$a6q$1@pegasus.csx.cam.ac.uk>
Source record: 46855

Lord Gaiyan wrote in message ...
>What PC counterpart is STOS the most compatible with? QBASIC etc... Thanks
>
>Joshua.

I don't think there is one, those PC lot aren't into writing games and suff, just playing them and so nothing as usefull as STOS was written for them. Any BASIC program will have the same general commands, if fact I have ported Text only STOS programs to the PC using both QBASIC and Visual Basic, the only real changes I had to make were with the text location (I think X and Y were interchanged on one of them!) and setting the correct screen mode. As far as I know there is no compiler for QBASIC and so you can only run your programs from within QBASIC, however Microsoft Visual Basic (VB) does come with a compiler.

The problems come with the graphics and sound side of things as there is no way of using Images as backgrounds, although this may not be the case with the latest version of Visual Basic of Windows. Also there is no Sprite Designer facillities and so you will probably have to code all you sprites and background images using thousands of draw commands. Finally, there is also no Music Definer, therefore you will have to use a plain "sound" command specifing IIRC frequency, volume and duration, again the latest version of VB for Windows might allow samples to be used as it can be used to write web applications.

VB has or at least had a decent manual, although I have only uses a early DOS version software written on it can be used under windows, as I said its good for Text only programs. The only design facility the DOS version has is a Form Designer that allows you to create forms containg some predesigned objects such as Text (Lables), Picture Boxes (mainly used for grouping objects together), Menus, Command Buttons, Option Buttons and Text Boxes for user input, again the latest version might have more design facilities.

Goto the Microsoft web site to find out more about VB, I'm sure this it will have several images of what is capable or send me a mail and I could e-mail you either a program or screen shot as examples of the type of thing that can be produced.

Stephen Moss

5570. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 09:24:35 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9cr9sc$e3l$1@newsg4.svr.pol.co.uk>
Source record: 46856

"Jackpoteer" <no@automated.mail.please> wrote in message
news:tf1562elnopled@corp.supernews.com...

> Btw, anyone from NeST still around.

Yep, it was a long time ago - or so it seems.

Roger Cain

5571. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 09:34:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988959426-39651AEicMi@cwcom.net>
Source record: 46890

From: "Jackpoteer" <no@automated.mail.please>
Date: Thu, 3 May 2001 00:15:05 +0100

>Btw, anyone from NeST still around. Hi Steve, Harry and Derryck! You won't

Spencer's in here as well :-)

>remember me but it's nice to see some of the names again. :)

Probably would if you posted your real name ;-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5572. Re: FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 09:37:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <988959428-40123AEicMi@cwcom.net>
Source record: 46891

From: phantomm@bellsouth.net (Phantomm)
Date: Thu, 03 May 2001 00:53:23 GMT

>I'm having trouble connecting to the Belgian FTP Site 193.190.204.128

I sort-of got through, but there are no folders or files listed (using
either the address you quote or the Chapelie one). Oddly though, I managed
to download a file from one of Martin's update notices by copying the
complete pathname into an ftp client. So the files are still there it
seems, except that for some reason they are not listed!

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5573. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 12:06:16 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B71697C7.1FF4%bobo_snyder@hotmail.com>
Source record: 46857
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

use telnet, not hyperterm. telnet to that address and you should then be
able to get on. also make sure that you are online and connected to the
internet before trying to telnet into the bbs. and if you are connected to
the internet, make sure that telnet ports are not being blocked if you are
at a company or school.

bo

> From: "Alan Sharkis" <asharkis@optonline.net>
> Organization: Optimum Online
> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> Date: Wed, 02 May 2001 23:10:29 GMT
> Subject: Re: New Telnet BBS on Real Atari!
>
> Hi Chris,
>
> I've been trying to get through, using HyperTerminal and setting it to the
> proper port. I can never seem to do it, though. What are the BBS hours?
> Is there a chance that I'm doing something wrong?
>
> Alan
>
>
> "Chris Martin" <cmartin@ti.com> wrote in message
> news:3AF01E63.8A9B22E0@ti.com...
>>
>> I just wanted to drop a quick note and thank the 40+ people
>> who have stopped by and joined the BBS. It has definitely
>> been fun chatting with those online. I am surprised by the
>> amount of demand for good 'ol BBSes these days!
>>
>> If there is anything you would like me to add to the board,
>> please let me know.
>>
>> Thanks!!!!!
>> Chris
>>
>
>

5574. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 12:29:07 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <nacl6.8740$4X4.1454722@news02.optonline.net>
Source record: 46858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

No ports blocked that I can see. I get to the Internet from home using a cable modem. I am running a firewall, but AFAIK it doesn't block ports without throwing up a warning.

The way my machine is configured in Windows 98, HyperTerminal is the default telnet client.

I'm going to try it in Linux when I can.

Alan

"bo snyder" <bobo_snyder@hotmail.com> wrote in message news:B71697C7.1FF4%bobo_snyder@hotmail.com...
> use telnet, not hyperterm. telnet to that address and you should then be
> able to get on. also make sure that you are online and connected to the
> internet before trying to telnet into the bbs. and if you are connected to
> the internet, make sure that telnet ports are not being blocked if you are
> at a company or school.
>
> bo
>
> > From: "Alan Sharkis" <asharkis@optonline.net>
> > Organization: Optimum Online
> > Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> > Date: Wed, 02 May 2001 23:10:29 GMT
> > Subject: Re: New Telnet BBS on Real Atari!
> >
> > Hi Chris,
> >
> > I've been trying to get through, using HyperTerminal and setting it to the
> > proper port. I can never seem to do it, though. What are the BBS hours?
> > Is there a chance that I'm doing something wrong?
> >
> > Alan
> >
> >
> > "Chris Martin" <cmartin@ti.com> wrote in message
> > news:3AF01E63.8A9B22E0@ti.com...
> >>
> >> I just wanted to drop a quick note and thank the 40+ people
> >> who have stopped by and joined the BBS. It has definitely

> >> been fun chatting with those online. I am surprised by the
> >> amount of demand for good 'ol BBSes these days!
> >>
> >> If there is anything you would like me to add to the board,
> >> please let me know.
> >>
> >> Thanks!!!!!
> >> Chris
> >>
> >
> >
>
>

5575. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 13:11:40 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B716A71C.2006%bobo_snyder@hotmail.com>
Source record: 46859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

i acutally didn't realize that you could use hyperterm as a telnet client.
i always thought of hyperterm as being like an old terminal program that you
would use the serial cable or modem with.

have u tried shutting your firewall down completely then trying to logon to
the bbs?

> From: "Alan Sharkis" <asharkis@optonline.net>
> Organization: Optimum Online
> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> Date: Thu, 03 May 2001 12:29:07 GMT
> Subject: Re: New Telnet BBS on Real Atari!
>
> No ports blocked that I can see. I get to the Internet from home using a
> cable modem. I am running a firewall, but AFAIK it doesn't block ports
> without throwing up a warning.
>
> The way my machine is configured in Windows 98, HyperTerminal is the default
> telnet client.
>
> I'm going to try it in Linux when I can.
>
> Alan
>
> "bo snyder" <bobo_snyder@hotmail.com> wrote in message
> news:B71697C7.1FF4%bobo_snyder@hotmail.com...
>> use telnet, not hyperterm. telnet to that address and you should then be
>> able to get on. also make sure that you are online and connected to the
>> internet before trying to telnet into the bbs. and if you are connected
> to
>> the internet, make sure that telnet ports are not being blocked if you are
>> at a company or school.
>>
>> bo
>>
>>> From: "Alan Sharkis" <asharkis@optonline.net>
>>> Organization: Optimum Online
>>> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
>>> Date: Wed, 02 May 2001 23:10:29 GMT
>>> Subject: Re: New Telnet BBS on Real Atari!
>>>
>>> Hi Chris,
>>>
>>> I've been trying to get through, using HyperTerminal and setting it to

> the
>>> proper port. I can never seem to do it, though. What are the BBS
> hours?
>>> Is there a chance that I'm doing something wrong?
>>>
>>> Alan
>>>
>>>
>>> "Chris Martin" <cmartin@ti.com> wrote in message
>>> news:3AF01E63.8A9B22E0@ti.com...
>>>>
>>>> I just wanted to drop a quick note and thank the 40+ people
>>>> who have stopped by and joined the BBS. It has definitely
>>>> been fun chatting with those online. I am surprised by the
>>>> amount of demand for good 'ol BBSes these days!
>>>>
>>>> If there is anything you would like me to add to the board,
>>>> please let me know.
>>>>
>>>> Thanks!!!!!
>>>> Chris
>>>>
>>>
>>>
>>
>>
>
>

5576. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 14:12:22 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AF16746.FDB612F7@ti.com>
Source record: 46860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Alan Sharkis wrote:

> No ports blocked that I can see. I get to the Internet from home using a
> cable modem. I am running a firewall, but AFAIK it doesn't block ports
> without throwing up a warning.
>
> The way my machine is configured in Windows 98, HyperTerminal is the default
> telnet client.
>
> I'm going to try it in Linux when I can.
>
> Alan

Alan,

This may actually be a problem with _my_ firewall. Please send me the IP
address
of your cable modem, and I will make sure that I am not blocking that address.

Oh, and the BBS is up and running 24/7, so hours would not be a problem.

Thanks,
Chris

5577. New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 14:28:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00138bad@fmlynet.org>
Source record: 46875

FamilyNet Newsgate

Hello John!

J> Btw, anyone from NeST still around. Hi Steve, Harry and
> Derryck! You won't remember me but it's nice to see
> some of the names again. :)

I agree! I used to hang out in some NeST echoes on the
Chameleon BBS in Yate, near Bristol in England.

- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5578. New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 14:28:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00138bae@fmlynet.org>
Source record: 46876

FamilyNet Newsgate

Hello Bo!

BS> use telnet, not hyperterm...

Some versions of Hyperterm can be used as a telnet client,
and seem to have much better terminal emulation than
Microsoft's telnet client supplied with MS-Windows. Instead
of choosing a modem or serial port, you can choose 'TCP/IP
(WinSock)' and enter an IP address or FQDN instead of a
telephone number. I don't know whether Alan was using it
this way though.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5579. Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 14:28:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00138baf@fmlynet.org>
Source record: 46877

FamilyNet Newsgate

Hello Lyndon!

LA> The lan port works fine with my 10 foot null modem
> cable to sometimes hook it up to the ST or PC. Next
> is ethernet for ST, PC and Falcon (Falcon as the
> internet server/gateway!)

Out of interest, what kind of throughput do you see over your serial cable? Will your ethernet be used for file sharing or just to share the Internet connection? Have you decided yet what ethernet adaptor you will be using on the ST and Falcon? What software will be acting as a router on the Falcon?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5580. STOS compatibility

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 14:28:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00138bb0@fmlynet.org>
Source record: 46878

FamilyNet Newsgate

Hello Steven!

SM> As far as I know there is no compiler for QBASIC and
> so you can only run your programs from within QBASIC,
> however Microsoft Visual Basic (VB) does come with a
> compiler.

I seem to remember that QBASIC was a cut-down, interpreted version of Microsoft QuickBASIC (which was a compiler). I have never used that though, so I don't know what it's like.

SM> The problems come with the graphics and sound side of
> things as there is no way of using Images as
> backgrounds, although this may not be the case with
> the latest version of Visual Basic of Windows.

Even if there were no routine provided that can do that for you, it should be possible to write one. There's a good chance routines exist to read and display PCX or GIF files for example. GIF would probably be more compact, I have a vague recollection that PCX files were very closely related to the PC's frame buffer layout, so should be easy to load. PCX would probably be slightly faster, neither would be great in an interpreted environment. Perhaps QuickBASIC came with low-level routines to speed things up though.

SM> Also there is no Sprite Designer facillities and so
> you will probably have to code all you sprites and
> background images using thousands of draw commands.

Ouch! ;-) I would be more inclined to either use an existing image format and image editor, or a simple proprietary image format and write my own sprite editor. I guess you could write something with a 'retro' vector-graphics feel using draw commands though.

SM> Finally, there is also no Music Definer, therefore you
> will have to use a plain "sound" command specifing
> IIRC frequency, volume and duration...

---------------------------------(From QBASIC)---------------------------------
PLAY commandstring$

* commandstring$ A string expression that contains one or more of
the following PLAY commands:

Octave and tone commands:
Ooctave Sets the current octave (0 - 6).
< or > Moves up or down one octave.
A - G Plays the specified note in the current octave.
Nnote Plays a specified note (0 - 84) in the seven-octave
range (0 is a rest).

Duration and tempo commands:
Llength Sets the length of each note (1 - 64). L1 is whole note,
L2 is a half note, etc.
ML Sets music legato.
MN Sets music normal.
MS Sets music staccato.
Ppause Specifies a pause (1 - 64). P1 is a whole-note pause,
P2 is a half-note pause, etc.
Ttempo Sets the tempo in quarter notes per minute (32 - 255).

Mode commands:
MF Plays music in foreground.
MB Plays music in background.

Suffix commands:
or + Turns preceding note into a sharp.
- Turns preceding note into a flat.
. Plays the preceding note 3/2 as long as specified.

* To execute a PLAY command substring from a PLAY command string,
use the "X" command:

```
PLAY "X"+ VARPTR$(commandstring$)
```

Example:

```
'Play scale in 7 different octaves
scale$ = "CDEFGAB"
PLAY "L16"
FOR i% = 0 TO 6
PLAY "O" + STR$(i%)
PLAY "X" + VARPTR$(scale$)
NEXT i%
```

---------(End QBASIC)---------

...not a module player by any stretch of the imagination
(but then the PC /did/ come with a $0.25 speaker ;-)

SM> ...again the latest version of VB for Windows might
> allow samples to be used as it can be used to write
> web applications.

Visual Basic (they don't call it BASIC, I don't know why)
probably does let you play sampled sound on a machine that
supports it.

I'm suspicious of VB. It ties you to one platform, and depends on libraries that haven't historically been very dependable. You're also at the mercy of Microsoft's every (expensive) whim. There are other BASIC implementations available, including some that are available on more than one platform. I downloaded Yabasic ("Yet another Basic for Unix and Windows"... looks like they don't call it BASIC either) the other day. It supports graphics under Unix + X and MS-Windows. I was looking for a text-based portable BASIC so I haven't done much with it apart from play the supplied Sokoban demo a few times.

I should probably look at Chipmunk BASIC again, I think that is available for Mac, PC-DOS and Unix. There may even be a port for MiNT, I don't know.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5581. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 14:59:46 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <9crrp2$8r7$1@news.tpi.pl>
Source record: 46861

>>Or can the drive be repaired by a skilled technician?
>
>Not worth while - you can pick up PC-type HD drives for around 12 >quid at
shows etc that will work, though may need slight >modification to make them
drive 0.
>

Could you please describe this modification ?

I tried to connect standard PC floppy to my F030 but without any luck :(

++
Maciej Rozmus
Filipowice 521 C-Lab Falcon Mk I
32-065 Krzeszowice SEGA Dreamcast
Polska/Poland
##

5582. search Gary Priest

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 15:21:19 UTC
From: BMaedicke@t-online.de
Message-ID: <1esudd2.bilryku5ti6kN%BMaedicke@t-online.de>
Source record: 46862

Hi all,

I search the url or the email adress from Gary Priest, the author of
POPWatch/Newswatch and GPFTP.
I canï¿½t reach the url http://www.the-gap.demon.co.uk/atari/atari.htm

--
Url: http://home.t-online.de/home/BMaedicke/

5583. Re: Falcon Power Supply!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 15:25:09 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AF17855.547406E1@chello.nl>
Source record: 46863

Djordje Vukovic wrote:

> In your case this should
> mean a transformer with about 2.5x2.5cm or 3x3cm core size. Wire diameter
> should be such that there should be no more than 0.4A/mm2 in order to
> minimize heating (no need to use the transformer as a toaster).

I remember times that the nightshift operaters kept their beer cool in the central processors cabinet.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5584. Re: Cartridge Port connecting

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 16:03:20 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9crvg8$1br$1@news.asu.edu>
Source record: 46864

>Also, is there any software for using the ST's cartridge port to control
>devices like turning on a light switch, Camera/VCR, or security system?

Actually, for light switches and security systems and VCRs (maybe cameras,
too), it's easier to plug an X-10 interface onto your serial port and use
the extensive possibilities there. See www.smarthome.com
--

5585. Re: Newsie CRASH

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 17:27:50 UTC
From: swampfox1@earthlink.net
Message-ID: <qygl6.7628$Rm1.470102@newsread2.prod.itd.earthlink.net>
Source record: 46865

On 26 Apr 2001 03:53:42 , John Garone wrote:
>On 25 Apr 2001 22:27:43 , Chris Simon wrote:
>>On 25 Apr 2001 21:16:01 , Charles Stanley wrote:
>>>After an online crash (for whatever reason), I have great difficulty
>>>in getting Newsie to quit (on a TT, MagiC6, NVDI5). No amount of
>>>clicking Quit or pressing ^Q will do it. I can go away and make a
>>>coffee before there is any result. What gives?
>>
>>No solution I'm afraid but I have a similar problem (vanilla TOS,
>>Newsie 0.96). If the mail or news server isn't responding or the line
>>drops while reading news, Newsie then won't quit.
>>
>>
>>--
>>Chris Simon osian@zetnet.co.uk ! ! !
>> http://www.users.zetnet.co.uk/csimon/ ! ! !
>> ! ! !
> Same here (TOS 4.04/Falcon) but it only started relatively recently
>and only when sending mail but random. This makes me think that
>"improvements" to ISP's software is makeing Newsie more incompatable!
>Another guess might be the configuration of whatever is being used to
>get on-line (uneducated guesses).
> John G.
>
>
Bad Newsie crash here! Wiped out the Outbox.mbx list (mail was
recoverable with Mailbox.Prg) while sending mail that never got out
or listed in Newsie's out box or recover box. Newsie's been crashing
if the line is dropped for any reason! It won't crash if I'm in an
"editor" from Newsie.

John G.

5586. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 17:38:19 UTC
From: bindon@madasafish.com
Message-ID: <tf35sbk7vtes4c@corp.supernews.com>
Source record: 46866

Hi

>> OK, so what would 9pm eastern time be in GMT?
>
>From the 'Date: ' field of Joe's message, I would say 1:00 AM on wednesday.

Great :)

5587. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 17:38:22 UTC
From: bindon@madasafish.com
Message-ID: <tf35se1sut1v50@corp.supernews.com>
Source record: 46867

Hi

>And some STEs/MSTEs have a wrong chip that produces noisy DMA-sound. I once
>had such a machine and it was very annoying. It took some time to find out
>what causes this sound and then it took some extra money to replace the chip
>(fortunately they are all socketed).

Is this releated to the hard drive problem as well? I have a STE that
does this but I'm not sure if it corrupts hard drives as I never used it
for that. The noise problem is very annoying, especially playing games
like Obsession and Substation. Luckily my other STE (towered) is fine.

5588. Re: FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 17:38:23 UTC
From: bindon@madasafish.com
Message-ID: <tf35sfq31aj955@corp.supernews.com>
Source record: 46868

```
On 3 May 2001 06:00:36 G, Derek W W Hunt wrote:
>>On 3 May 2001 00:53:23 G, Phantomm wrote:
>>I'm having trouble connecting to the Belgian FTP Site 193.190.204.128
>
>>This is the only site I seem to be having trouble with, does anyone know
>>if this site is having problems??
>
> Had a similar problem some time ago I was advised to try
>
> //chapelie.rma.ac.be
>

They were having problems recently as Martin said so I'm not sure if it
is fixed, I wouldn't worry. Come back in a couple of days.
```

5589. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 17:38:25 UTC
From: bindon@madasafish.com
Message-ID: <tf35shfk6bq257@corp.supernews.com>
Source record: 46869

Hi

>Why not try phoning the FaST Club? A phone call's not as easy to ignore as
>an email.

I may try that unless I start using Look'n'see.

5590. Re: FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 17:44:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3af1a6b8239c4e0@pandora.be>
Source record: 46870

on Thu 03-05-2001 06:00 Derek W W Hunt wrote:

>>On 3 May 2001 00:53:23 G, Phantomm wrote:
>>I'm having trouble connecting to the Belgian FTP Site 193.190.204.128
>
>>This is the only site I seem to be having trouble with, does anyone know
>>if this site is having problems??
>
>Had a similar problem some time ago I was advised to try
>
>//chapelie.rma.ac.be
>
>now no problem reaching them.

There are some temporary problem with the server. The webmaster is doing
his best to solve this asap but alas it seems to be a hard to find
problem. The server is still up and running but people with a anonymous
account will see only a empty dir.
That's why I haven't posted the new uploads in the newsgroup.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be**********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5591. Re: search Gary Priest

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 17:44:03 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3af1a6b8239c4e1@pandora.be>
Source record: 46871

on Thu 03-05-2001 17:21 Bernd Maedicke wrote:

>Hi all,
>
>I search the url or the email adress from Gary Priest, the author of
>POPWatch/Newswatch and GPFTP.
>I canï¿½t reach the url http://www.the-gap.demon.co.uk/atari/atari.htm

Try this one: http://gary-priest.atari.org/

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5592. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 17:55:05 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105031751180.85-100000@Hades060>
Source record: 46882

On Thu, 3 May 2001 sinclap@nospam.net wrote:

> In article <te3embdvqdpjc4@corp.supernews.com>, Eric Cron
> <ericcron@yahoo.com> wrote:
>
> > Hi there,
> > Don't have room to store this stuff,
> > need to get rid of it but I am too lazy
> > to try and sell it. So if you're willing
> > to meet me somewhere to take it with you,
> > get in touch!
>
> Amazing! Somebody who does not think the ST is useful in 2001,
> considering it's still cutting edge, blows away the modern windoze 3.1
> ....Why?

Read it again, he said he did not have room... no mention of winblows.
Perhaps installing a more legible font might help you?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5593. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 18:22:54 UTC
From: bindon@madasafish.com
Message-ID: <tf38fu7ooojq29@corp.supernews.com>
Source record: 46872

On 3 May 2001 14:59:46 G, Maciej Rozmus wrote:

Hi

> Could you please describe this modification ?
>
> I tried to connect standard PC floppy to my F030 but without any luck :(

OK then. Inaspect the drive for any jumpers and select as ID0 or DS0. If there are none (usually on the back near power connector) then it is a small solder pad on the board it self. This may require removing the case of the floppy drive. Almost every time it is near to pin 10 or 12 of the shugart floppy connector.

When I get around to it I'll see if I can get 2 floppys to work on my Falcon as it is lacking the other DS line. Should be easy enouigh, just an inversion of DS0 with an old TTL, or NPN tranny.

5594. Re: search Gary Priest

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 18:22:55 UTC
From: bindon@madasafish.com
Message-ID: <tf38fvs19cea2b@corp.supernews.com>
Source record: 46873

On 3 May 2001 17:21:19 +, Bernd Maedicke wrote:
>Hi all,
>
>I search the url or the email adress from Gary Priest, the author of
>POPWatch/Newswatch and GPFTP.
>I can't reach the url http://www.the-gap.demon.co.uk/atari/atari.htm

I was at his site the other day. Just try http://www.the-gap.demon.co.uk
and follow the links is maybe the way to go. Unless Demon are down (rare)

5595. FS: TT Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 18:40:21 UTC
From: jba4@po.cwru.edu
Message-ID: <3af1a477.2234066@news.cwru.edu>
Source record: 46874

Hey everyone! I have an exciting piece of hardware for sale. It's my old TT graphics card. Here are the specs:

Dover Research AlberTT VME Graphics Card
1024x768 or 800x600 with 16 colors (out of 4096)

This card is a very nice piece of hardware and I was using it quite happily for a time. But I no longer need it. The card comes with a disk with two small driver programs to start the card. The card worked beautifully with normal TOS and MiNT with XaAES, MultiTOS, and Geneva. I've heard it won't work with MagiC 6.

This is a great piece of hardware for anyone doing work on a TT since it really expands your workspace. I was using it with AtariWorks, Calamus SL2000 and the Internet browsers. I never found any incompatibilities. I've used it with three or four different monitiors and I've not yet had a problem.

I'm asking US$50 for the card as that is how much I paid. I would prefer to sell to a US user, but I will ship overseas if necessary. If you're interested, send me an e-mail. I'm located in Cleveland, OH, USA.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

5596. Re: search Gary Priest

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 19:53:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200105032153.a42728@b.maus.de>
Source record: 46883

>I can't reach the url http://www.the-gap.demon.co.uk/atari/atari.htm

Try http://www.gapcs.fsnet.co.uk/atari/atari.html

5597. Re: FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 19:59:52 UTC
From: phantomm@bellsouth.net
Message-ID: <YMil6.6422$j76.205627@news1.atl>
Source record: 46879

On 3 May 2001 17:44:02 G, "Martin \"Nightowl\" Byttebier" wrote:

>There are some temporary problem with the server. The webmaster is doing
>his best to solve this asap but alas it seems to be a hard to find
>problem. The server is still up and running but people with a anonymous
>account will see only a empty dir.
>That's why I haven't posted the new uploads in the newsgroup.
>
>TTFN
>Martin

Yes, this is what I am seeing. After connecting I get an empty Directory window. I notice on my CT2B Falcon that my IDE hard drive whirls very Fast when trying to read the directory. It's like that there is not enough time to read the directory. I'm using AFTP.

I hope the problem gets solved. This is one of my favorite FTP sites. :)

phantomm@bellsouth.net

5598. Re: search Gary Priest

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 20:06:46 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <xic21$GWpb86Ewk4@my-ste.demon.co.uk>
Source record: 46880

In article <tf38fvs19cea2b@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> writes:

>On 3 May 2001 17:21:19 +, Bernd Maedicke wrote:
>>Hi all,
>>
>>I search the url or the email adress from Gary Priest, the author of
>>POPWatch/Newswatch and GPFTP.
>>I canï¿½t reach the url http://www.the-gap.demon.co.uk/atari/atari.htm
>
>I was at his site the other day. Just try http://www.the-gap.demon.co.uk
>and follow the links is maybe the way to go. Unless Demon are down (rare)

Try <URL:http://gary-priest.atari.org> or, if atari.org goes down,
<URL:http://www.gapcs.fsnet.co.uk/atari/atari.html>.

As for the demon site, he posted in October last year that he was moving
his site and it should have disappeared sometime early November. Maybe
the upgrade to their servers has finally killed it off.

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 384Mb Win98 & SuSE 7.0 |cracking keys at 5.2Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 6.3 |http://www.distributed.net/
Cyrix 6x86/233 32Mb SuSE 6.3

5599. Re: Twist 3...

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 20:48:22 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <988963146-215276AEicMi@xs4all.nl>
Source record: 46892

Thanks Derryck,

Has anyone the rsc file for Twist 3 just to look
into
it and see if I want to buy version 3?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x
STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5600. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 22:41:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988997550-695178AEicMi@madasafish.com>
Source record: 46913

Hi Sinclap

>Amazing! Somebody who does not think the ST is useful in 2001,
>considering it's still cutting edge, blows away the modern windoze 3.1
>....Why?
>
>sinclap!

Hi dude, are you that very same dude that everyone hates and despises
coz youre such an arsehole mother-pleaser!!

Its suprising, people talk openly about gutting you like a fish, hanging
you up by your almost visible genitals, shoving hot instruments up your
anarse, yet you still come back to hear people despise you're every
breath. And there's me thinking i'm popular!!!!, i'm wounded!!.

Do you shop at lock-swap??.. There's an arsehole there as well!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5601. Re: FREE Atari Catalogs! FREE Games! Di

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 22:44:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988997552-695814AEicMi@madasafish.com>
Source record: 46914

Yo!, Dezzaa

Wanna borrow my hankie??.

>>>Steve, how do you kill-file him? I would love to do this too.
>>>In Newsie, there is no kill-file for NGs.

>>Check the Newsie archive for a file named killfile.txt for details,
>Bye bye "BS"...

>AFAICS that kill file is only for emails (as Charles said).

Bummer dude..

>Maybe we should promote ASH's Emailer more strongly then, there's all
>kinds of useful filtering and other goodies contained within...

And can be made to cleanly integrate with other clients by utilising
GEMscript. Might as well purchase Jinnee whilst your in the shop.

:-)
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5602. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 22:48:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988997556-696582AEicMi@madasafish.com>
Source record: 46915

Yo!, Bindon

>>Why not try phoning the FaST Club? A phone call's not as easy to
>>ignore as an email.

>I may try that unless I start using Look'n'see.

Whilst your there ask the barstard what he's doing with the subscription
payment he took of me under false pretenses??.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5603. Re: New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-03 22:59:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988997560-697170AEicMi@madasafish.com>
Source record: 46916

Hi Chris

>Btw, anyone from NeST still around. Hi Steve, Harry and Derryck! You
>won't remember me but it's nice to see some of the names again. :)

So remind us, Who are you.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5604. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 00:25:39 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7174528.13424%nameerf@flash.net>
Source record: 46884

in article 030520010234568093%sinclap@nospam.net, sinclap@nospam.net at sinclap@nospam.net wrote on 5/2/01 11:34 PM:

> Amazing! Somebody who does not think the ST is useful in 2001,
> considering it's still cutting edge, blows away the modern windoze 3.1
> ....Why?

I have three things to say:

1. Grow up.

2. What is this sick obsession you have with putting down those who choose to use Atari's? I happen to have a Mac, like you. But unlike you, I actually prefer to use my Falcon for most things. The Mac (ca.2000 350MHz G3 iMac, in case you were thinking I had an old crappy one) is basically my internet machine until we get a better web browser on the Atari.

3. Follow this simple rule and you will be happy (if that's even possible for you): the best computer for you is the one that does what you want, the way you want it done. If that's a Mac for one person, an Atari for another, a PC for another, a Commodore VIC-20 for another, etc... that's great! Leave it as it is and should be!

Mike Freeman
nameerf@flash.net

P.S. - If you were brave enough, you would post your real name and e-mail address, so this can be taken off the newsgroup and into e-mail, where it belongs. Why don't you?

5605. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 02:20:34 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3AF211F2.EFA9CD99@netzero.net>
Source record: 46885

I can back up Joe on the chat working out well Tuesday night. It' was refreshing to cut the fluff and get back to pure basics. Plus now any machine can telnet into the weekly chats including any Atari ST or better with an ISP connection and Telnet program.

Joe Mirando wrote:

> Well folks,
>
> We had our first 'official' chat on the AtariNews bbs/chat system. It
> worked out pretty well.
>
> If you get the urge to chat on Tuesday nights at 9:00 pm eastern time,
> just telnet to atarinews.org and join us!
>
> Be well,
>
> Joe
>
> --
> Joe Mirando
> Managing Editor, A-ONE Magazine
> joe@atarinews.org
> http://www.atarinews.org

5606. PC<>ATARI HD Access

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 03:54:31 UTC
From: Mike Marion <mmarion@simplecom.net>
Message-ID: <3AF227F7.391BC2C1@simplecom.net>
Source record: 46886

Vaguely remember hearing of software to format a SCSI hard drive so that it could be read by both Wintel and Atari - Am I hallucinating?

Need to format old Syquest 44s to be read by my TT/Stacy and my PC at work.

Any help would be appreciated -

Mike Marion - mmarion@simplecom.net - MSTE/TT/STacy/Portfolio/Jag/Lynx

5607. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 04:22:18 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3AF22E7A.D2D7A94F@portone.com>
Source record: 46887

Lyndon, Pascal, and anyone else who's interested,

I THINK that Eastern time is GMT -5:00. I'm relying on memory here, so don't hate me if I'm wrong.

Please feel free to make use of the chatroom when ever you want to. Just because we have scheduled chats at a particular time on a particular day, there's no reason that you can't make use of it whenever you want to.

We really want this to be a resource for the entire Atari community, not just those who happen to live on the east coast of the United States. THAT wouldn't be very nice now, would it? <grin>

I'd be happy to answer any questions you might have about the use of the chatroom (commands and such).

Be well,

Joe

--
Joe Mirando
Managing Editor, A-ONE Magazine
joe@atarinews.org
http://www.atarinews.org

Lyndon Amsdon wrote:
>
> Hi
>
> >> OK, so what would 9pm eastern time be in GMT?
> >
> >From the 'Date: ' field of Joe's message, I would say 1:00 AM on wednesday.
>
> Great :)

5608. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 04:28:07 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3AF22FD7.28F4548A@portone.com>
Source record: 46888

I agree with you about getting rid of the bells and whistles.

The other thing that we're happy about is the fact that it seems pretty darned solid. Not a single crash or snafu since we've been testing it.

The rest of the BBS system MAY become functional in the future, but our main concern was getting a chatroom up and running to take the place of Delphi's chat. Mission accomplished, I'm relieved to say.

See ya in the chatroom,

Joe

--
Joe Mirando
Managing Editor, A-ONE Magazine
joe@atarinews.org
http://www.atarinews.org

Fred Horvat wrote:
>
> I can back up Joe on the chat working out well Tuesday night. It' was
> refreshing to cut the fluff and get back to pure basics. Plus now any
> machine can telnet into the weekly chats including any Atari ST or better
> with an ISP connection and Telnet program.

--
Joe Mirando
Managing Editor, A-ONE Magazine
joe@atarinews.org
http://www.atarinews.org

5609. Re: search Gary Priest

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 06:04:53 UTC
From: BMaedicke@t-online.de
Message-ID: <1esvhoh.1xaxaszbrut3qN%BMaedicke@t-online.de>
Source record: 46889

Martin "Nightowl" Byttebier <tos4ever@pandora.be> wrote:

> http://gary-priest.atari.org/

Thanx, works fine.

--
Url: http://home.t-online.de/home/BMaedicke/

5610. Re: PC<>ATARI HD Access

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 07:38:37 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AF25C7D.A05D257@ooc.de>
Source record: 46893

Mike Marion wrote:
>
> Vaguely remember hearing of software to format a SCSI hard drive so
> that it could be read by both Wintel and Atari - Am I hallucinating?

No, you can do that with the HDDRIVER software:
http://www.seimet.de/atari_english.html.

Note that there is no need for formatting, this is just a question of
partitioning.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5611. Atari house party

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 07:40:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0013b3f4@fmlynet.org>
Source record: 46902

FamilyNet Newsgate

For those that are in the Dallas /Fort Worth area, we will be having an Atari house party on Saturday the 5th. For those slightly out of town, this is a good time to visit Dallas for the First Saturday Sidewalk Sale in the early morning and then come by for the house party JYBOLAC (Just Your Basic Online Atari Computer) is having. If you want further details, write me at:

drclu@swbell.net

Look forward to hearing from you,

Doctor Clu

PS: If you have friends of other 8-bit platforms, they are welcome to attend as well, though the theme will lean more towards Atari.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5612. FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 08:31:37 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105040124360.25358-100000@shell.pacifier.com>
Source record: 46894
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

Click for
Atari WebSite Specials!

Check the HotLink above for my Atari specials on Panasonic Printers & 1050 Disk Drives. Also Check out my Atari Catalogs! I'm buying Atari overstock from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic Atari 8 Bit Game Software such as LucasFilm Games Plus MICROProse's F-15 Strike Eagle and Silent Service Plus I'm adding 810 Happy Drives rev.7 and True 360k DSDD XF551 Drives. & NOW I'm offering a 20% Tax Relief Discount. E-Mail me for Details on Redeeming these offers! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. And if you can't call me today? Call me tomorrow! Call anytime @(503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5613. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 10:35:32 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af28aee@dnews.tpgi.com.au>
Source record: 46895

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:B7174528.13424%nameerf@flash.net...
> in article 030520010234568093%sinclap@nospam.net, sinclap@nospam.net at
> sinclap@nospam.net wrote on 5/2/01 11:34 PM:
>
> > Amazing! Somebody who does not think the ST is useful in 2001,
> > considering it's still cutting edge, blows away the modern windoze 3.1
> > ....Why?
>
> I have three things to say:
>
> 1. Grow up.
>
> 2. What is this sick obsession you have with putting down those who choose
> to use Atari's? I happen to have a Mac, like you. But unlike you, I
actually
> prefer to use my Falcon for most things. The Mac (ca.2000 350MHz G3 iMac,
in
> case you were thinking I had an old crappy one) is basically my internet
> machine until we get a better web browser on the Atari.

snip

Just a quick note, I web browse with a PC, but don't trust it to anything
else. And my MAC is a FOOTREST under my desk. My CT2 Falcon works a treat;-)

Mark

5614. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 10:40:19 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af28c0d@dnews.tpgi.com.au>
Source record: 46896

Hallvard Tangeraas <my.mail@is.invalid> wrote in message
news:1esv079.6ktjmkn2e6vhN%my.mail@is.invalid...
> Mark Bedingfield <atari@tpg.com.au> wrote:
>
> > John Duncan <jduncan@apollosaturn.com> wrote in message
> > news:9coh460sts@enews3.newsguy.com...
> > > Can I just stick a new HD disk drive into a STE or an external drive
case
> > > and have it work as a 720K floppy? This would be until I can
fabricate an
> > > adapter to use the full 1.44 megs.
> >
> > Yes, as long as it is set to drive 0, not drive 1.
>
> There's a little more to it than that....
> As far as I can remember you have to turn the flat-cable connector to
> the drive upside down (cutting away that little notch to make it
> possible), and you have to short the disk detect switch.

Very unlikely using modern drives. 99% are set right. The usual rule of
thumb is pin 1 of the shugart cable is closest to the power conector.
However Panacronic drives don't adhere to this convention. Try a TEAC they
are great.

>
> Also, if you want to use the original Atari type front panel instead of
> messing up the Atari casing to accomodate for the usual PC style front
> panel you'll have to do some minor modifications if your drive allows
> for this (mine did).
>
> I've documented all of this in a file explaining how to install/modify a
> standard PC type Sony drive. You can find and download it by going to my
> Atari launchpad (see my signature below), then to the "hardware"
> section.

Yup;-)

Mark

5615. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 10:52:37 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af28eef@dnews.tpgi.com.au>
Source record: 46897

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tf35se1sut1v50@corp.supernews.com...
> Hi
>
> >And some STEs/MSTEs have a wrong chip that produces noisy DMA-sound. I
once
> >had such a machine and it was very annoying. It took some time to find
out
> >what causes this sound and then it took some extra money to replace the
chip
> >(fortunately they are all socketed).
>
> Is this releated to the hard drive problem as well? I have a STE that
> does this but I'm not sure if it corrupts hard drives as I never used it
> for that. The noise problem is very annoying, especially playing games
> like Obsession and Substation. Luckily my other STE (towered) is fine.

G'day Lyndon, as I remember it was the DMA chip that killed data on hard drives, Atari reckoned they got them all fixed (bollocks), the noise problem is the sound chip as Frank suggested. Just looking at a Mobo now to see...Have a look at LMC1992, also acording to the schematics a 74ls02 was added to Fix sound data hold problems. The problem could be the DMA chip or the Sound chip, or both. Have a look at schematics central? I appear to have dug up a can of worms, the schematics for the MegaSTE give me the irits. Gals every where. I have never heard of a MegaSTE having hard drive problems tho as when they were released it was well after the stuffed STE DMA debacle. Not to say I'm wrong tho;-)

As far as the 1.44 issue goes, a WD1702-02 should be OK. This is the chip used in most ST hacks for 1.44 drives. The Ajax is the sort after chip tho. These were designed to run fast enough to drive a 2.88 meg drive. In practice most 02-02s will run fine at 16Mhz.

Mark

PS Sorry about the slur, just having a drop of red ned.

5616. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 10:55:54 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3af297e81514641@free.fr>
Source record: 46898

Hello,

in article <B7174528.13424%nameerf@flash.net> (comp.sys.atari.st)
Michael and Nicole Freeman wrote on Fri 04-05-2001 00:25 (GMT):

> 2. What is this sick obsession you have with putting down those who choose
> to use Atari's?

We have about the same "character" in the French Atari newsgroup. I
sometimes wonder if it's not the same person :-)

Let trouble-makers shout their hate, keep on following your opinions.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5617. Re: STOS compatibility

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 11:54:28 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9cu57uogf05$1@news.t-online.com>
Source record: 46899

>
> I don't think there is one, those PC lot aren't into writing games and
suff,
> just playing them and so nothing as usefull as STOS was written for them.

Sorry, that's wrong. There are a lot of game programming languages and
construction sets for the PC. They can't be compared with STOS since the PC
ones are generally much more powerful (i.e. supporting modern 3D engines,
image formats etc.)

Greetings,
Matthias

5618. Best Catalog and CD ROM Sale

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 12:00:36 UTC
From: Frank Zimmerman <zimmerman@uniserve.com>
Message-ID: <tf59p6irps2ad0@corp.supernews.com>
Source record: 46900

Now up for auction on eBay:

Best Electronics Atari Catalog - Latest! (Revision 10)
Minimum bid: $2.00
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1235395707

The Atari Compendium CD ROM
Minimum bid: $5.00
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1235395893

Suzy B's Atari Software Treasury - 2 CD's
Minimum bid: $5.00
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1235396035

TOS2WIN CD - Windows Emulator for Atari ST Software
Minimum bid: $5.00
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1235396239

5619. Re: PC<>ATARI HD Access

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 12:11:13 UTC
From: Frank Zimmerman <zimmerman@uniserve.com>
Message-ID: <tf5ad3ju8up1f8@corp.supernews.com>
Source record: 46901

Uwe is correct. I've used HDDriver to swap SyQuest cartridges and SCSI hard-drives back and forth from a PC to an Atari. It works great! But the cart/drive must be one partition only (if I remember correctly).

Uwe Seimet <us@ooc.de> wrote in message news:3AF25C7D.A05D257@ooc.de...
> Mike Marion wrote:
> >
> > Vaguely remember hearing of software to format a SCSI hard drive so
> > that it could be read by both Wintel and Atari - Am I hallucinating?
>
> No, you can do that with the HDDRIVER software:
> http://www.seimet.de/atari_english.html.
>
> Note that there is no need for formatting, this is just a question of
> partitioning.
>
> --
> --
> Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

5620. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 13:34:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0013c3df@fmlynet.org>
Source record: 46926

FamilyNet Newsgate

> From: Joe Mirando <jmirando@portone.com>
> Well folks,
> We had our first 'official' chat on the AtariNews bbs/chat system. It
> worked out pretty well.
> If you get the urge to chat on Tuesday nights at 9:00 pm eastern time,
> just telnet to atarinews.org and join us!
> Be well,
> Joe

Great news!! Can't wait to see what it looks like from my Atari 800! :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5621. Re: PC<>ATARI HD Access

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 14:06:41 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AF2B771.29693A74@ooc.de>
Source record: 46903

Uwe Seimet wrote:
>
> Mike Marion wrote:
> >
> > Vaguely remember hearing of software to format a SCSI hard drive so
> > that it could be read by both Wintel and Atari - Am I hallucinating?
>
> No, you can do that with the HDDRIVER software:
> http://www.seimet.de/atari_english.html.
>
> Note that there is no need for formatting, this is just a question of
> partitioning.

Mike: Note that the answer to your e-mail could not be delivered. Please
check your e-mail settings. See my answer below:

--

> Thanks Uwe - which versions of HDDRIVER?

This has been supported for quite some time. I think it's possible since
version 7.1.

--

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5622. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 14:23:11 UTC
From: sinclap@nospam.net
Message-ID: <040520010923448026%sinclap@nospam.net>
Source record: 46905

In article <Pine.MNT.4.10.10105031751180.85-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Thu, 3 May 2001 sinclap@nospam.net wrote:
>
> > In article <te3embdvqdpjc4@corp.supernews.com>, Eric Cron
> > <ericcron@yahoo.com> wrote:
> >
> > > Hi there,
> > > Don't have room to store this stuff,
> > > need to get rid of it but I am too lazy
> > > to try and sell it. So if you're willing
> > > to meet me somewhere to take it with you,
> > > get in touch!
> >
> > Amazing! Somebody who does not think the ST is useful in 2001,
> > considering it's still cutting edge, blows away the modern windoze 3.1
> > ....Why?
>
> Read it again, he said he did not have room... no mention of winblows.
> Perhaps installing a more legible font might help you?

Have all the fonts I need, thank you...Looked pretty obviously that he
was stating that the ST he had was a door stop. He did not state that
he wast still on the platform. One would assume that he migrated to
the Windoze 3.1 platform..

> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere n mn

5623. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 14:26:30 UTC
From: sinclap@nospam.net
Message-ID: <040520010927040048%sinclap@nospam.net>
Source record: 46906

In article <B7174528.13424%nameerf@flash.net>, Michael and Nicole
Freeman <nameerf@flash.net> wrote:

> in article 030520010234568093%sinclap@nospam.net, sinclap@nospam.net at
> sinclap@nospam.net wrote on 5/2/01 11:34 PM:
>
> > Amazing! Somebody who does not think the ST is useful in 2001,
> > considering it's still cutting edge, blows away the modern windoze 3.1
> > ....Why?
>
> I have three things to say:
>
> 1. Grow up.

I have...Longtime ago...Have you..? Or still a teenage sports junky...

> 2. What is this sick obsession you have with putting down those who choose
> to use Atari's? I happen to have a Mac, like you. But unlike you, I actually
> prefer to use my Falcon for most things. The Mac (ca.2000 350MHz G3 iMac, in
> case you were thinking I had an old crappy one) is basically my internet
> machine until we get a better web browser on the Atari.

Were in the message did I say this?

> 3. Follow this simple rule and you will be happy (if that's even possible
> for you): the best computer for you is the one that does what you want, the
> way you want it done. If that's a Mac for one person, an Atari for another,
> a PC for another, a Commodore VIC-20 for another, etc... that's great! Leave
> it as it is and should be!

Yep...Accept you left out wintel users..

> Mike Freeman
> nameerf@flash.net
>
> P.S. - If you were brave enough, you would post your real name and e-mail
> address, so this can be taken off the newsgroup and into e-mail, where it
> belongs. Why don't you?

Spam control..

sinclap!
somewere in mn

5624. Re: FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 14:33:20 UTC
From: bindon@madasafish.com
Message-ID: <tf5fdg1o8vr0f3@corp.supernews.com>
Source record: 46907

Hi

>I hope the problem gets solved. This is one of my favorite FTP sites. :)

You only realise how useful it is when it is temporarly down! I hope they track down this problem. It's been very reliable so far so I can't grumble.

5625. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 14:33:23 UTC
From: bindon@madasafish.com
Message-ID: <tf5fdj5geum2f4@corp.supernews.com>
Source record: 46908

On 3 May 2001 14:28:30 , "Andy Ball" wrote:

Hi Andy

> LA> The lan port works fine with my 10 foot null modem
> > cable to sometimes hook it up to the ST or PC. Next
> > is ethernet for ST, PC and Falcon (Falcon as the
> > internet server/gateway!)
>
> Out of interest, what kind of throughput do you see over
> your serial cable?

I've been told 115k so this is as far as I went. Anyway the PC only has the 8xxx UART :)

> Will your ethernet be used for file
> sharing or just to share the Internet connection?

Both and possibbly as printer sharing though not sure whether this can work at all. One could always covert to some other file format (image?) then send as file and print. One thing I was wondering was if I could select Adobe Acrobat (installed on PC) as an application for Jinnee, so that when I double click on a PDF file on the Falcon, it could pass the parameters over to the PC and it would pull the PDF across the network from the Falcon HD and display automatically.

> Have
> you decided yet what ethernet adaptor you will be using
> on the ST and Falcon?

I'm making a cartridge based type that uses a NE2000 ISA /hopefully/ in 16bit mode but lack of address space and flexability is making it tough! I'm trying to keep it down to a minimum of bus cycles to save time and get that kbytes per second up!

>What software will be acting as a
> router on the Falcon?

Sting 1.26 on the ST and Falcon, and from what I've heard/read NAT32 will do the job on the PC.

5626. FS/T: Atari ST items and more... [05/04/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 14:34:36 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <t5d5ft8jm69fe3h4ca3qpb2vofdq2b1dqm@4ax.com>
Source record: 46909

```
Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple ][ computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

5627. Re: Hybrid Arts ADAP

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 15:09:29 UTC
From: postbus@bmbcon2.demon.nl
Message-ID: <postbus-0405011709290001@bmbcon2.demon.nl>
Source record: 46910

In article <20010429074358.15661.00000545@ng-bk1.aol.com>,
mrdelurk@aol.com (MrDelurk) wrote:

>This hardware add-on was originally released for the ST line.
>Does anyone had a chance to find out if it works on a Falcon or a TT as well?
>
>George

I'm afraid I never got it to work on my Falcon.
(Still using it on a 1040 and STILL one of the best
AD/DA convertors ever heard or used ...)

Roelf

5628. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 16:17:38 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105041616520.154-100000@localhost>
Source record: 46904

> 3. Follow this simple rule and you will be happy (if that's even possible
> for you): the best computer for you is the one that does what you want, the
> way you want it done. If that's a Mac for one person, an Atari for another,
> a PC for another, a Commodore VIC-20 for another, etc... that's great! Leave
> it as it is and should be!

Amen.

Janez Valant
SWE/YesCREW

5629. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 16:38:24 UTC
From: **** **** <***@***.com>
Message-ID: <4WAI6.72310$qc2.18989672@typhoon.southeast.rr.com>
Source record: 46911

sinclap@nospam.net wrote in message <030520010234568093%

>Amazing! Somebody who does not think the ST is useful in 2001,
>considering it's still cutting edge, blows away the modern windoze 3.1
>....Why?

Hey fuckhead. Far worse than insulting a historical computer, you've insulted me simply for trying too show some gratitude to a guy that was willing to give something to a total stranger. You've insulted someone who has acted with generosity. And for what? So you can take a few jabs at people who actually have some taste in computers? You see the computer world as if it popped into existence 10 years ago just to suit you, and anything other than the generic PC, which is watered down just enough for someone of your diminished mental capacity, is some freakish mutation. You can't possibly imagine anyone wanting or using something older than 6 months, even though to some of us, a computer is more than a $1000 nintendo whose games grow boring within a week. Go to hell. We don't need you here, or anywhere else for that matter. Take your insults, both the Atari insults, and the insults against good manners and kindness, elsewhere.

John

5630. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 16:41:49 UTC
From: **** **** <***@***.com>
Message-ID: <hZAI6.5$Gx4.962@typhoon.southeast.rr.com>
Source record: 46912

sinclap@nospam.net wrote in message <030520010234568093%

>Amazing! Somebody who does not think the ST is useful in 2001,
>considering it's still cutting edge, blows away the modern windoze 3.1
>....Why?

BTW. I forgot to mention that the only alternative, was for Eric to throw
this away, where it would be buried in a landfill and leak toxic metals into
the ground water. Maybe fuckhead here would prefer that instead.

John

5631. Re: FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 17:43:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3af2f81c263eaf0@pandora.be>
Source record: 46918

on Thu 03-05-2001 09:37 Derryck Croker wrote:

>From: phantomm@bellsouth.net (Phantomm)
>Date: Thu, 03 May 2001 00:53:23 GMT
>
>>I'm having trouble connecting to the Belgian FTP Site 193.190.204.128
>
>I sort-of got through, but there are no folders or files listed (using
>either the address you quote or the Chapelie one). Oddly though, I managed
>to download a file from one of Martin's update notices by copying the
>complete pathname into an ftp client. So the files are still there it
>seems, except that for some reason they are not listed!
>

Yep, that's true. A week ago the RMA has take in use a new server
(Alpha) The people in charge (students of the RMA) did make some setup
faults. They are trying now to find out what went wrong but as they are
doing this in their sparetime - students seems to have not very much
sparetime, espescially in Belgium with all that good beer- it can take
some time.
Anyway, in the meanwhile you can still visite the server if you use the
following address:

ftp://heracles.rma.ac.be/atari.

Be aware though that this is just a temporary solution. Once the
chapelie.rma.ac.be is fully operational the heracles will be put out of
order.

I'll make the new uploads to both servers.

HTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5632. Re: FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 17:43:51 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3af2f81c263eaf1@pandora.be>
Source record: 46917

on Thu 03-05-2001 19:59 Phantomm wrote:

>On 3 May 2001 17:44:02 G, "Martin \"Nightowl\" Byttebier" wrote:
>
>>There are some temporary problem with the server. The webmaster is doing
>>his best to solve this asap but alas it seems to be a hard to find
>>problem. The server is still up and running but people with a anonymous
>>account will see only a empty dir.
>>That's why I haven't posted the new uploads in the newsgroup.
>>
>>TTFN
>>Martin
>
>Yes, this is what I am seeing. After connecting I get an empty Directory window.
>I notice on my CT2B Falcon that my IDE hard drive whirls very Fast when trying
>to read the directory. It's like that there is not enough time to read the
>directory. I'm using AFTP.

Read my other postings.
>
>I hope the problem gets solved. This is one of my favorite FTP sites. :)

They are doing there best.
In the mean while use this temporaly address:
ftp://heracles.rma.ac.be/atari.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5633. Re: FTP Site Problems

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 17:43:52 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3af2f81c263eaf2@pandora.be>
Source record: 46919

on Fri 04-05-2001 14:33 Lyndon Amsdon wrote:

>Hi
>
>>I hope the problem gets solved. This is one of my favorite FTP sites. :)
>
>You only realise how useful it is when it is temporarly down! I hope they
>track down this problem. It's been very reliable so far so I can't
>grumble.

Sooner or later they will track dowm the problem. It's weekend
now so the people in charge are not at the RMA but from monday
on they will get some help from Karl Samyn who knows the
inns/outs of the RMA very well. So it just a matter of a few
days before the serevr is up and running again.
In the mean while you can use ftp://heracles.rma.ac.be/atari but
be aware that this is just a temporaly solution. This server
will be closed down as soon as de chapelie is working properly.
For me this means double work. I must make the uploads to two
servers now.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5634. Important news about the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 17:43:53 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3af2f81c263eaf3@pandora.be>
Source record: 46920
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hello/bonjour,

You probably have noticed that ftp://chapelie.rma.ac.be/atari have
some problems. People with a anonymous account will only see an
empty dir. The webmaster is trying to track down the problem. In
the mean while you can use the following address:
ftp://heracles.rma.ac.be/atari
Be aware this is a temporaly solution. Once the chapelie is
working properly heracles will be shut down.
I'll make my new uploads to both servers.

Pour les Franï¿½ais la mï¿½me chose:-))
Le serveur ftp Belgique connait quelques problï¿½mes ï¿½ caractï¿½re
temporaire.
Dans l'attente d'un solution propre tu peut utilise l'adresse
suivante: ftp://chapelie.rma.ac/atari
Attention, cette adresse est seulement valable jusqu'a le
chapelie est de nouveau operationelle.
Je va faire les tï¿½lï¿½chargement de nouveau logiciels sur le deux
serveur.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5635. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 17:48:56 UTC
From: bindon@madasafish.com
Message-ID: <tf5qs81drn9a65@corp.supernews.com>
Source record: 46921

Hi

>G'day Lyndon, as I remember it was the DMA chip that killed data on hard
>drives, Atari reckoned they got them all fixed (bollocks), the noise
>problem is the sound chip as Frank suggested. Just looking at a Mobo now to
>see...Have a look at LMC1992, also acording to the schematics a 74ls02 was
>added to Fix sound data hold problems. The problem could be the DMA chip or
>the Sound chip, or both. Have a look at schematics central? I appear to have
>dug up a can of worms, the schematics for the MegaSTE give me the irits.
>Gals every where. I have never heard of a MegaSTE having hard drive problems
>tho as when they were released it was well after the stuffed STE DMA
>debacle. Not to say I'm wrong tho;-)

From what I heard it was only progs that took advantage of the DMA sound,
not the YM. I'd be supprised if it was a LMC1992 problem as these were
made by National Semiconductor IIRC. I'm not sure about the 74LS02 as I
deleted my set of ST schematics.

>As far as the 1.44 issue goes, a WD1702-02 should be OK. This is the chip
>used in most ST hacks for 1.44 drives. The Ajax is the sort after chip tho.
>These were designed to run fast enough to drive a 2.88 meg drive. In
>practice most 02-02s will run fine at 16Mhz.

Mine didn't :(I could have a go at putting the AJAX I have in the mobo
but can't be bothered! I find it difficult removing chips. I've never
bought a solder sucker as I can't believe it can remove it all, I've
always thought these were for large solder blobs.

5636. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 17:48:59 UTC
From: bindon@madasafish.com
Message-ID: <tf5qsbdev8km67@corp.supernews.com>
Source record: 46922

Hi Mark

>> > Yes, as long as it is set to drive 0, not drive 1.
>>
>> There's a little more to it than that....
>> As far as I can remember you have to turn the flat-cable connector to
>> the drive upside down (cutting away that little notch to make it
>> possible), and you have to short the disk detect switch.
>
>Very unlikely using modern drives. 99% are set right. The usual rule of
>thumb is pin 1 of the shugart cable is closest to the power conector.
>However Panacronic drives don't adhere to this convention. Try a TEAC they
>are great.

Hallvard is correct actually :) For the ST this is true and maybe for the
Falcon (I can't remember!) The connector does need to be turned around.
Pin 1 is usually near the power connector as you say. It can be plugged
in the wrong way around without harm if done so for less than minute or so.

5637. WTD: Atari CD's

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 17:49:01 UTC
From: bindon@madasafish.com
Message-ID: <tf5qsd9m0ljr69@corp.supernews.com>
Source record: 46923

Hi

Anyone in the UK have any Atari CD's for sale. I'm particulary looking for the Atari Commendium and any mix type CD's eg Suzy B, especailly one's that are for the Falcon only. I'm not too worried if they're bloated out a bit with demos.

I'd prefer them to be in the UK to safe P&P, but if you have any you feel would suit me please email me details.

Thanks

5638. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 18:01:30 UTC
From: Jackpoteer <no@automated.mail.please>
Message-ID: <tf5rifshpo8658@corp.supernews.com>
Source record: 46924

Hi Roger,

> "Jackpoteer" <no@automated.mail.please> wrote in message
> news:tf1562elnopled@corp.supernews.com...
>
> > Btw, anyone from NeST still around.
>
> Yep, it was a long time ago - or so it seems.

I certainly recall your name mate. It does seem like too long ago. Never since, have I been apart of such an online community. (urghh!). Still, got the old dear though. Even though she has been the subject of many a cannabalistic project, she still runs sweet, in her old trim .:)

> Roger Cain

John Richardson.

5639. Re: New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 18:02:05 UTC
From: Jackpoteer <no@automated.mail.please>
Message-ID: <tf5rjp9ah8le68@corp.supernews.com>
Source record: 46925

Hi Andy,

> J> Btw, anyone from NeST still around. Hi Steve, Harry and
> > Derryck! You won't remember me but it's nice to see
> > some of the names again. :)
>
> I agree! I used to hang out in some NeST echoes on the
> Chameleon BBS in Yate, near Bristol in England.

Yes, I recall, the Sysop and his mate, developed QBBS for a while. :) Can't remember the name for the life of me though. (Martin Stacey???).

John.

5640. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 18:25:36 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105041824520.85-100000@Hades060>
Source record: 46933

On Fri, 4 May 2001 sinclap@nospam.net wrote:

> Have all the fonts I need, thank you...Looked pretty obviously that he
> was stating that the ST he had was a door stop. He did not state that
> he wast still on the platform. One would assume that he migrated to
> the Windoze 3.1 platform..

ASSume all you like, it fits you...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5641. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 18:41:39 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <3at5ft4t7hv2kfvqcouefg14r3kupc968v@4ax.com>
Source record: 46928

The problem isn't with the "modern" drives, it's that the Epson drives Atari put in the STs have the data connector backwards from the "Pin 1 by the Power Connector" that became the standard later on.

Thus the cable in the STs is set up to be plugged in backwards from the way any modern floppy drive needs it. In some cases just flipping it upside down isn't a problem, but in some models the cable may not be long enough.

Also, there IS a problem with the "media change line" between the way Atari handled it with the Epson drives and more modern Teac style floppy drives.

With a newer drive, the Atari may not detect that the disk has been changed if you pop out one and stick in another.

That means it has the old disk's directory cached in memory. If you try to write to the new disk while the old directory is still in memory, you'll trash the new disk.

(I have an SF-314 that does the same thing, just never got around to fixing it.)

You either have to short the pins mentioned in the earlier message, or you can manually force a re-read of the directory by pressing ESC while the directory window is open. Of course, that means you have to get into the habit of doing it religiously if you don't want to end up trashing floppies.

Another problem with "modern" floppy drives is that all of them are now "1/3 height", while the Epson drives Atari used were "1/2 height". This can cause some trouble getting the new drive to fit properly, although it's not insurmountable.

It's been a looooong time since I had my STe open, so I can't say for absolute certain that all this still applies to that model (and the original question referred to an STe).

BobR

On Fri, 04 May 2001 17:48:59 -0000, bindon@madasafish.com (Lyndon Amsdon) wrote:

>Hi Mark
>
>>> > Yes, as long as it is set to drive 0, not drive 1.
>>>
>>> There's a little more to it than that....

>>> As far as I can remember you have to turn the flat-cable connector to
>>> the drive upside down (cutting away that little notch to make it
>>> possible), and you have to short the disk detect switch.
>>
>>Very unlikely using modern drives. 99% are set right. The usual rule of
>>thumb is pin 1 of the shugart cable is closest to the power conector.
>>However Panacronic drives don't adhere to this convention. Try a TEAC they
>>are great.
>
>Hallvard is correct actually :) For the ST this is true and maybe for the
>Falcon (I can't remember!) The connector does need to be turned around.
>Pin 1 is usually near the power connector as you say. It can be plugged
>in the wrong way around without harm if done so for less than minute or so.

5642. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 18:54:08 UTC
From: jlog@zetnet.co.uk
Message-ID: <3af2fad0$0$21937@news.zetnet.co.uk>
Source record: 46929

On 30 Apr 2001 18:24:29 , Ken Springer wrote:

| . . . . .
|As someone posted here, it's a tough program to learn. I started with
|version 1.06, and it took me two weeks to get the printer to print
|something. <G> But if you want printing power that blows word
|processors away, this is a great program for that.
|
|It all depends on what you want to do. If you want to do term papers,
|letters, mass mailing using mail merge, I'd recommend Papyrus. (I've
|got version 5 of that program.) But if you want to do professional
|output, such as small magazines, multi-page newsletters, Calamus and
|DA's Layout is the only way to go these days on this platform, it seems
|to me. And I don't think Layout is being developed any more, although I
|have used it for certain projects where it was better suited than
|Calamus.

It is not as intuitive as Papyrus and the output using its own fonts
at small point size was worse than Papyrus. I have tried TrueType
fonts with the Lite version and that combination certainly seems to
be a lot better.

On the other hand the ability to group frames, fix frames etc was
very useful. I also had a steep learning curve with the early demo
version (1.09 perhaps?) as there was no manual.
--
JI Logan

5643. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 19:14:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9cuv1q$53b$1@plutonium.compulink.co.uk>
Source record: 46930

In message <9crrp2$8r7$1@news.tpi.pl>, rozmusm@piwo.bl.pg.gda.pl said:

>>Not worth while - you can pick up PC-type HD drives for around 12 >quid at
>shows etc that will work, though may need slight >modification to make them
>drive 0.
>>
>
> Could you please describe this modification ?
>
> I tried to connect standard PC floppy to my F030 but without any luck :(

It depends on the individual drive type. Most of the older ones
have either a jumper or a solder-pad that selects drive 0 or 1,
usually with a marking nearby to identify which is which. The Sony
and Teac drives I have seen have these - I don't know about
others.

There is a full description of how to modify the Sony MPF 520-1
drive (particularly suitable) for HD disks too available from
Hallvart Tangeraas. Email him on hallvart@sn.no for details. I
think the info is also on the web somewhere, but don't have the
URL.

Regards, /Peter/

5644. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 19:42:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989085310-242346AEicMi@madasafish.com>
Source record: 46749

Hi John

>I forgot to mention that the only alternative, was for Eric to throw
>this away, where it would be buried in a landfill and leak toxic metals
>into the ground water.

I suspect this tosser is already suffering the effects of heavy metal
poisoning, so we wouldnt want to unleash another sinclap on the world by
not re-selling the Atari.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5645. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 19:43:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989085312-242942AEicMi@madasafish.com>
Source record: 46750

Hi Michael

>
>3. Follow this simple rule and you will be happy (if that's even
>possible for you): the best computer for you is the one that does what
>you want, the way you want it done.

And this is where the Atari fails miserably IMO, its got no masturbation
software.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5646. Re: Twist 3...

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 19:59:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989085316-243522AEicMi@madasafish.com>
Source record: 46751

Hi Raoul

The version 3.01 that i have does not have an external RSC, its embedded
unfortunately. :-/

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5647. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 20:45:55 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <3af2f8e3.0@energise.enta.net>
Source record: 46927

On 2 May 2001 00:30:49 -, Joe Mirando wrote:
>Well folks,
>
>We had our first 'official' chat on the AtariNews bbs/chat system. It
>worked out pretty well.
>
>If you get the urge to chat on Tuesday nights at 9:00 pm eastern time,
>just telnet to atarinews.org and join us!

Ok. 9pm Eastern Siberian Time it is. ;-)

>
>
>Be well,
>
>Joe
>
>--
>Joe Mirando
>Managing Editor, A-ONE Magazine
>joe@atarinews.org
>http://www.atarinews.org
>.

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5648. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 21:21:45 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3af32b084dfbdd2@pandora.be>
Source record: 46931
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**IMPORTANT MESSAGE**

Due some problems on the server it might be you will be unable
to access the chapelie properly. If this occurs please use the following
address instead ftp://heracles.rma.ac.be/atari

**************************************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/elfarc2.zip (87.006 bytes)
(Data compression archiver using LZA compression)

**game**
ftp://chapelie.rma.ac.be/atari/game/clicks02.zip (18.331 bytes)
(a small mind game)

ftp://chapelie.rma.ac.be/atari/game/stunedem-085.zip (147.307 bytes)
(STune - The Battle for Aratis)
ftp://chapelie.rma.ac.be/atari/game/stunemus.zip (433.580 bytes)
(tunes for STune)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-116.zip (194.674 bytes)
(IRC client for STik/STing/Gluestik)

ftp://chapelie.rma.ac.be/atari/internet/mymail-125.zip (956.969 bytes)
(Nice GEM based mail client for Stik/STing/Gluestik)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-648.zip (884.803 bytes)
(Music notation program with midi in/output. German language)
```

telecomm
ftp://chapelie.rma.ac.be/atari/telecomm/star32dd.lzh (1.090.624 bytes)
(powerful Terminal prg including Fax, Voice and BBS,
Point Editor, cost calculator, Chat, Voice recorder.
German version)
ftp://chapelie.rma.ac.be/atari/telecomm/star32de.lzh (1.068.032 bytes)
(English version of Starcall/Fax)
ftp://chapelie.rma.ac.be/atari/telecomm/star32df.lzh (1.072.437 bytes)
(Version Franï¿½ais de Starcall/Fax)
ftp://chapelie.rma.ac.be/atari/telecomm/star32dn.lzh (92.204 bytes)
(Dutch rsc of Starcall/Fax. Needs complete German or English version)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/elfback3.zip (99.910 bytes)
(Hard disk backup/archiver
Requires TOS 1.4+ and a GEMDOS compatible file system (does not support
long filenames)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5649. Reviving a forgotten TTO30

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 22:23:09 UTC
From: David Johnson <drj344@rivermhc.org>
Message-ID: <3AF32BCD.5EB82D9E@rivermhc.org>
Source record: 46932

I'm trying to revive a TT030/8 that's been sitting in disarray and in pieces in a closet for some years.

Problem #1. led, speaker, and battery leads removed. Unfortunately, there aren't clear indications on the mobo as to what goes where.

Problem #2 Missing screws. Does anyone know off hand what size case screws are required to secure the mobo?

Problem #3 That damn shielding. I've got a TT030/8 with a 32mhz processor and TOS 3.00. It's got that gray metal shielding in side. Part of the reason the computer sat idle for many years was that immediately after dis-assembly, I couldn't see how to get the shielding back together w/o it leading to shorts n' such. I found out from the guy at ATY computers that could just rip it all out.

But that said, where is a good place for the speaker to go. Hmmm. will probably depend on where the speaker lead ultimately goes to.

Problem #4, Clock battery. Off hand, where is the best source?

BTW, the computer boots up and seems to run apps just fine. It looks like once I get a new SCSI HD in it that it will make a killer addition to my midi rig.

Funny. I don't think I would have gotten the urge to mess with this stuff unless I hadn't started playing around with that STeem emulator on my pc.

Thanks all,

David

5650. Re: Weekly Chat on AtariNews.Org

Newsgroup: comp.sys.atari.st
Date: 2001-05-04 22:50:32 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3AF33238.96F4E7D7@portone.com>
Source record: 46934

Greg,

If you can get that puppy connected via ISP and have a telnet program
for it, the only other thing you might have to mess with is the screen
width.

I think it'd be pretty cool to access the BBS with an 8-Bit!

Hope to see you there,

Joe

--
Joe Mirando
Managing Editor, A-ONE Magazine
joe@atarinews.org
http://www.atarinews.org

Greg Goodwin wrote:

> Great news!! Can't wait to see what it looks like from my Atari 800! :)

5651. Re: FS: TT Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 00:26:17 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9cvhb9$c4k$1@news.chatlink.com>
Source record: 46935

Jeff,

Sounds like a fair deal to me, E-Mail me as to how to hook-up the sale..

Donner...

On 3 May 2001 18:40:21 G, Jeff Armstrong wrote:
>Hey everyone! I have an exciting piece of hardware for sale. It's my
>old TT graphics card. Here are the specs:
>
>Dover Research AlberTT VME Graphics Card
>1024x768 or 800x600 with 16 colors (out of 4096)
>
>This card is a very nice piece of hardware and I was using it quite
>happily for a time. But I no longer need it. The card comes with a
>disk with two small driver programs to start the card. The card
>worked beautifully with normal TOS and MiNT with XaAES, MultiTOS, and
>Geneva. I've heard it won't work with MagiC 6.
>
>This is a great piece of hardware for anyone doing work on a TT since
>it really expands your workspace. I was using it with AtariWorks,
>Calamus SL2000 and the Internet browsers. I never found any
>incompatibilities. I've used it with three or four different
>monitiors and I've not yet had a problem.
>
>I'm asking US$50 for the card as that is how much I paid. I would
>prefer to sell to a US user, but I will ship overseas if necessary.
>If you're interested, send me an e-mail. I'm located in Cleveland,
>OH, USA.
>
>
>Jeffrey Armstrong (jba4@po.cwru.edu)
>Case Western Reserve University
>.

5652. FA: Wizztronics memory board + 16M SIMM

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 01:25:11 UTC
From: norway@interlog.com
Message-ID: <ZDII6.4119$ec.863015@news.total.net>
Source record: 46937

For auction is a Wizztronics Falcon memory board and a 16Meg 72pin SIMM.

Please see:
< http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1234814205>

David Snowdon, va3dks
norway@interlog.com

5653. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 01:56:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2457.525T1150T1764891optimus@canit.se>
Source record: 46936

Lyndon Amsdon skrev:

>On 3 May 2001 14:28:30 , "Andy Ball" wrote:

>Hi Andy

>> LA> The lan port works fine with my 10 foot null modem
>> > cable to sometimes hook it up to the ST or PC. Next
>> > is ethernet for ST, PC and Falcon (Falcon as the
>> > internet server/gateway!)
>>
>> Out of interest, what kind of throughput do you see over
>> your serial cable?

>I've been told 115k so this is as far as I went. Anyway the PC only has
>the 8xxx UART :)

I really can't imagine you pumping any more than 19k2 over that poor cable
then. 8xxx UARTs were outmoded when 28k8 modems came around. =)

>> Will your ethernet be used for file
>> sharing or just to share the Internet connection?

>Both and possibbly as printer sharing though not sure whether this can
>work at all. One could always covert to some other file format (image?)
>then send as file and print. One thing I was wondering was if I could
>select Adobe Acrobat (installed on PC) as an application for Jinnee, so
>that when I double click on a PDF file on the Falcon, it could pass the
>parameters over to the PC and it would pull the PDF across the network
>from the Falcon HD and display automatically.

For remote printing, I'd suggest you have a look here:
http://home.nexgo.de/thomas.redelberger/prj/atari/trlpr/index.htm

Running PDFs on your PC from the Atari seems nigh-on utterly hopeless. The
only idea I can come up with would be running a telnet server on your PC, then
specifying the helper app for PDFs on your Atari to a command line sending
"C:\PATH\TO\ACROBAT.EXE NETWORK:\\ATARI\PATH\TO\FILE.PDF" or something to that
effect.
Sounds remotely doable if you're running MiNTnet.

>> Have
>> you decided yet what ethernet adaptor you will be using
>> on the ST and Falcon?

>I'm making a cartridge based type that uses a NE2000 ISA /hopefully/ in
>16bit mode but lack of address space and flexability is making it tough!
>I'm trying to keep it down to a minimum of bus cycles to save time and get

>that kbytes per second up!

Hey, is that a construction of your own or a variation on the ETHERNEA?

--
En ligne avec Thor 2.6a.

The object of this game is to take an ordinary guy and make him into a Pimp Master. You start off in your home town.You'll gradually build up cash and prostitutes,until you wipe out the other pimps in town. Then,it's time to move on to another,bigger city,and do the same.
Pimpin' ain't easy, upcoming game from Delsyd Software

5654. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 03:07:30 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B718BC9D.13463%nameerf@flash.net>
Source record: 46938

in article 040520010927040048%sinclap@nospam.net, sinclap@nospam.net at sinclap@nospam.net wrote on 5/4/01 6:26 AM:

> In article <B7174528.13424%nameerf@flash.net>, Michael and Nicole
> Freeman <nameerf@flash.net> wrote:
>> I have three things to say:
>>
>> 1. Grow up.
>
> I have...Longtime ago...Have you..? Or still a teenage sports junky...

I happen to be in my late 20's, with a degree in Music from a fairly prominent university, with little interest in sports. I have no interest in putting down others' choices in computers or anything else in life (and think those who do, have either a serious maturity problem or low self-image). How about you?

>> 2. What is this sick obsession you have with putting down those who choose
>> to use Atari's? I happen to have a Mac, like you. But unlike you, I actually
>> prefer to use my Falcon for most things. The Mac (ca.2000 350MHz G3 iMac, in
>> case you were thinking I had an old crappy one) is basically my internet
>> machine until we get a better web browser on the Atari.
>
> Were in the message did I say this?

This is taken from the other abusive posts I've read from you. Knowing from the past that you are an avid Mac user, any comments intimating (even sarcastically) that Atari's aren't viable computers, borderlining on contempt for their users, is seen by me as fitting in nicely with my second point, which you quoted. Your original post does exactly that.

>> 3. Follow this simple rule and you will be happy (if that's even possible
>> for you): the best computer for you is the one that does what you want, the
>> way you want it done. If that's a Mac for one person, an Atari for another,
>> a PC for another, a Commodore VIC-20 for another, etc... that's great! Leave
>> it as it is and should be!
>
> Yep...Accept you left out wintel users..

Here's a great example of the use of English... First, what does "etc." mean to you? Second, don't you mean "except"? At least you said "Yep," meaning that there is an inkling of agreement with my statement on your part. There may be hope for you yet! :)

>> P.S. - If you were brave enough, you would post your real name and e-mail
>> address, so this can be taken off the newsgroup and into e-mail, where it

>> belongs. Why don't you?
>
> Spam control..

Why? It's not any worse than things I've seen you and others post.

Mike Freeman
nameerf@flash.net

5655. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 04:17:52 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <1cs6ftghiiq7qcprs8ob97araok6o5kq88@4ax.com>
Source record: 46939

On Fri, 04 May 2001 14:41:39 -0400, Bob Retelle <bobr1@provide.net>
wrote:

>>
>>>> > Yes, as long as it is set to drive 0, not drive 1.

I just spotted this line, this is true also.

PC style floppy drives are universally set to be drive 1, while the
Atari needs the floppy to be set as drive 0.

Originally the intended scheme was to have each of the floppy drives
in a PC set to its own drive number, drive A: would be 0, drive B:
would be 1. The cable would be straight through all the way from
the motherboard to the end connector.

However IBM found that it was a lot easier to simply supply all the
floppy drives set to the same drive number and put a twist in the
floppy drive cable to reverse the one on the far end, which is always
A:. This way they could send out the drives without having to worry
about whether the person installing the drive had a clue about drive
addressing.

With all the drives set to 1, the twist in the floppy cable reverses
that on A: to make it 0, and everything works.

Except when you plug a PC drive into an Atari.

Because the Atari system does not connect both floppies to the same
cable, there's no "twisting" in the cables, so the computer needs the
drive set to 0.

So, yes... be sure you get a PC floppy drive that CAN be set to 0,
and be sure you get docs showing where the jumper is, and how to
change it.

BobR

5656. Falcon bus accelerators

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 09:45:12 UTC
From: bindon@madasafish.com
Message-ID: <tf7it8daefa4e2@corp.supernews.com>
Source record: 46940

Hi

I'm interested to know what bus speeders use pin 5 of the keyboard ACIA, I know the Phantom does, does others like the Nemesis use this pin?

Thanks.

5657. FS:ST Club disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 10:21:46 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tf7kuen3vf1852@corp.supernews.co.uk>
Source record: 46941

Hi all,
I have a disk box containing 63 ST Club floppies of various stuff
including 21 Calamus Font disks.Anyone interested?

Price (including disk box): £5
postage extra.

Regards,

Chris.

5658. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 11:18:43 UTC
From: bindon@madasafish.com
Message-ID: <tf7ocjbiv9ss1c@corp.supernews.com>
Source record: 46942

On 5 May 2001 2:56:23 +0, "Iggy Drougge" wrote:

Hi

>>I've been told 115k so this is as far as I went. Anyway the PC only has
>>the 8xxx UART :)
>
>I really can't imagine you pumping any more than 19k2 over that poor cable
>then. 8xxx UARTs were outmoded when 28k8 modems came around. =)

Windows 95 was convinced it was a 8xxx and so did MSD under dos. It was
quite fast in the end, about 7k a sec, no packets were being dropped
according to hyperterm.

>>I'm making a cartridge based type that uses a NE2000 ISA /hopefully/ in
>>16bit mode but lack of address space and flexability is making it tough!
>>I'm trying to keep it down to a minimum of bus cycles to save time and get
>>that kbytes per second up!
>
>Hey, is that a construction of your own or a variation on the ETHERNEA?

It is a modification on Dr T.Redelberger NE2000 adaptor. He's helping me
out quite a bit but it's quite difficult.

5659. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 11:23:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989162084-39189AEicMi@cwcom.net>
Source record: 46790

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Fri, 04 May 2001 17:48:56 -0000

>>These were designed to run fast enough to drive a 2.88 meg drive. In
>>practice most 02-02s will run fine at 16Mhz.
>
>Mine didn't :(I could have a go at putting the AJAX I have in the mobo
>but can't be bothered! I find it difficult removing chips. I've never
>bought a solder sucker as I can't believe it can remove it all, I've
>always thought these were for large solder blobs.

For the normal DIL chips it's probably best to cut through all the pins
(close to the chip, so that you have something to grip), then unsolder each
of the bits and clear the holes with solder wick.

SMD chips, you're on your own!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5660. Whats happening

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 13:00:54 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <aQSI6.35119$ff.267337@news-server.bigpond.net.au>
Source record: 46943

What's happening to the atari user scene nowadays, is it inevitably going to shrink into non existence?

I hope not

5661. Re: Creator SL users?

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 13:11:56 UTC
From: Boing <boing@boom.tschack.com>
Message-ID: <9d0ubn$ik6$1@newsg4.svr.pol.co.uk>
Source record: 46944

I have Creator SL 3.1 if that is of any use. I never got any update from
that version.

Boing.

"Hallvard Tangeraas" <my.mail@is.invalid> wrote in message
news:1eswud5.1i6tgl81jfbsp9N%my.mail@is.invalid...
> This is probably the 5th time or something I've asked about this here,
> with no result, but here I go again....
>
> Is anyone here using C-Lab (Emagic) "Creator SL" (MIDI sequencer) and
> has the latest version (which I believe is version 3.16)?
>
>
> I run a mailing list for Creator and Notator SL users (see my signature
> below for URL) and among the things I have on my website is the latest
> version of Notator SL along with all associated disks. I want to make
> the latest version of Creator SL available as well, but so far I haven't
> been able to track it down -I can't believe nobody's using this program!
>
> As a dongle is needed to be able to use the program there should be no
> piracy issues either...
>
> If anyone has Creator 3.16 (or a later version if there ever was one),
> please get in touch with me -but please contact me before mailing me a
> huge attachement (someone else might already have sent me a copy before
> you do, you never know).
> Thanks. Keeping my fingers crossed....
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5662. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 13:35:20 UTC
From: John Duncan <jduncan@apollosaturn.com>
Message-ID: <9d10iv0rkd@enews1.newsguy.com>
Source record: 46747

Thanks to everyone for the info. It's amazeing how many people still have Ataris up and running. I'm enjoying OIDS and TimeBandits for the first time again!

John

www.apollosaturn.com

The Apollo Saturn Reference Page

> I just spotted this line, this is true also.
>
> PC style floppy drives are universally set to be drive 1, while the
> Atari needs the floppy to be set as drive 0.
>
> Originally the intended scheme was to have each of the floppy drives
> in a PC set to its own drive number, drive A: would be 0, drive B:
> would be 1. The cable would be straight through all the way from
> the motherboard to the end connector.
>
> However IBM found that it was a lot easier to simply supply all the
> floppy drives set to the same drive number and put a twist in the
> floppy drive cable to reverse the one on the far end, which is always
> A:. This way they could send out the drives without having to worry
> about whether the person installing the drive had a clue about drive
> addressing.
>
> With all the drives set to 1, the twist in the floppy cable reverses
> that on A: to make it 0, and everything works.
>
> Except when you plug a PC drive into an Atari.
>
> Because the Atari system does not connect both floppies to the same
> cable, there's no "twisting" in the cables, so the computer needs the
> drive set to 0.
>
> So, yes... be sure you get a PC floppy drive that CAN be set to 0,
> and be sure you get docs showing where the jumper is, and how to
> change it.
>
> BobR
>

5663. FA Ebay: Zork I, II, III (Infocom) Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 13:56:51 UTC
From: Scott Mackay <scottmac@clara.co.uk>
Message-ID: <WETI6.15143$aE1.1048531@nnrp4.clara.net>
Source record: 46945

All 3 games boxed (original Infocom "grey" boxes) with Instructions

Zork I
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1235632018

Zork II
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1235633722

Zork III
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1235636033

regards,

Scott M.

5664. Re: Creator SL users?

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 14:01:52 UTC
From: Boing <boing@boom.tschack.com>
Message-ID: <9d1199$6ri$1@newsg2.svr.pol.co.uk>
Source record: 46746

I tested before I posted and on the screen it says 3.1 also,

Boing.

"Hallvard Tangeraas" <my.mail@is.invalid> wrote in message
news:1esxylm.1q3ipkc47pbt8N%my.mail@is.invalid...
> Boing <boing@boom.tschack.com> wrote:
>
> > I have Creator SL 3.1 if that is of any use. I never got any update from
> > that version.
>
> Are you sure it's not 3.16?
> It might say 3.1 on the disk, but when using the actual program it
> should say 3.16 on the screen.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5665. Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 15:16:56 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0013faa4@fmlynet.org>
Source record: 46753

FamilyNet Newsgate

Hello Lyndon!

LA> I've been told 115k so this is as far as I went.
> Anyway the PC only has the 8xxx UART :)

Are you sure? The vast majority of PCs should have a NS 16450, which tops out at about 19,200 BpS or a 16550 (probably the 16550A, which should handle 115,200 properly). The old 8250 UART that was in most XT machines topped out at 9,600 BpS.

LA> Both and possibbly as printer sharing though not sure whether
> this can work at all. One could always covert to some other file
> format (image?) then send as file and print.

My first instinct would be to look at something like Ghostscript, which can print PostScript files even on non-postscript printers. I would probably have the client machines print to a spool directory somewhere, and have a script spot the files and print them out. Of course, this may be easier said than done ;-)

LA> One thing I was wondering was if I could select Adobe Acrobat
> (installed on PC) as an application for Jinnee, so that when I
> double click on a PDF file on the Falcon, it could pass the
> parameters over to the PC and it would pull the PDF across the
> network from the Falcon HD and display automatically.

I have no idea.

LA> I'm making a cartridge based type that uses a NE2000 ISA
> /hopefully/ in 16bit mode but lack of address space and
> flexability is making it tough! I'm trying to keep it down to
> a minimum of bus cycles to save time and get that kbytes per
> second up!

It's nice that you're keeping that in mind. It's a pity the ROM cartridge slot isn't more inherently bidirectional :-/ Will you write drivers for MiNT-net? STiNG?

LA> Sting 1.26 on the ST and Falcon, and from what I've heard/read
> NAT32 will do the job on the PC.

I thought you were going to use the Falcon as the router though? Or are you using STiNG to do the NAT and mentioning the PC (Windows?) one as an aside?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5666. HybridArts Midiplexer and Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 15:43:46 UTC
From: Matthew Ritenburg <mritenburg@excite.com>
Message-ID: <ScVI6.1791$BM2.664568@news1.news.adelphia.net>
Source record: 46748

Hello,

I just added a Megfile 30 to this setup:

4mb 1040STE
HybridArts Midiplexer
HybridArts SMPTE Syncbox
HybridArts/Barefoot Editrack Platinum 7.1b
HybridArts SMPTE Track gold 6.0

Following the printed docs for the midiplexer I, I have the Megafile attached to the midiplexer and the midiplexer attached to the STE. When I boot from the Megafile I get no midiplexer. When I boot from floppy with Megafile on, no midiplexer. When I boot from floppy with Megafile off - I get midiplexer.
I have searched around some and have no promising solutions. Does anyone here know the solution to this?

Thanks in advance,

Matt

5667. Weekly Chat on AtariN

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 16:48:10 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0013fe6f@fmlynet.org>
Source record: 46755

FamilyNet Newsgate

Hello Joe!

JM> I THINK that Eastern time is GMT -5:00. I'm relying on
> memory here, so don't hate me if I'm wrong.

Here in Illinois during the winter we use Central Standard
Time (CST = GMT-6). During the summer we use Central
Daylight Time (CDT = GMT-5, BST-6). If our neigbors in the
Eastern time zone do something similar, then they'd be 5
hours behind UK time most of the year.

JM> We really want this to be a resource for the entire
> Atari community, not just those who happen to live on
> the east coast of the United States.

That's nice Joe, thanks.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5668. New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 16:48:10 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0013fe70@fmlynet.org>
Source record: 46756

FamilyNet Newsgate

Hello John!

JA> Yes, I recall, the Sysop and his mate, developed QBBS
> for a while. :) Can't remember the name for the life
> of me though. (Martin Stacey???).

Martin Stacey sounds right. They had quite an interesting
setup as I recall, with a few maxed-out Atari machines and
a network spread across two buildings. Hmm... perhaps this
could be the start of a "where are they now" thread?! :-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5669. Hybrid Arts midiplexer and Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 18:45:27 UTC
From: u757659912@spawnkill.ip-mobilphone.net
Message-ID: <l.989088327.1305328369@ny-chicagost2a-239.buf.adelphia.net>
Source record: 46752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I just added a Megafile 30 to my system
and it nolonger sees the HybridArts midiplexer.
I am using the AHDI driver with the following
hardware/software: 4mb ste, HA Midiplexer,
HA SMPTE Mate Sync box, HA SMPTE Track Gold,
Barefoot Edit Track Platinum. Everything was
working great until I added this Megafile 30 to
the DMA chain. I installed it per the
instructions included with the midiplexer.
When the Hard drive is powered I get no midiplexer.
Does anyone know the solution to having the
Megafile 30 and Midiplexer work at the same time?

Thank in advance,

Griffin

--
Sent by griffine from hotmail subpart from com
This is a spam protected message. Please answer with reference header.
Posted via http://www.usenet-replayer.com/cgi/content/new

5670. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 20:52:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989150288-486583AEicMi@madasafish.com>
Source record: 46779

Yo!, Lyndon

> I find it difficult removing chips.

You need some de-solder braid.

>I've never bought a solder sucker as I can't believe it can remove it
>all,

They'l remove your print if you let them!.

>I've always thought these were for large solder blobs.

I heard you were a large soldering blob!!.

Just summat James H. said!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5671. Re: WTD: Atari CD's

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 20:54:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989150292-487158AEicMi@madasafish.com>
Source record: 46780

Yo!, Bindon

>I'd prefer them to be in the UK to safe P&P, but if you have any you
>feel would suit me please email me details.

Ive got the Mothercare catalouge on CD-ROM, and the Toyz R us
collection, down your alley??.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5672. Interview Xtos project

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 22:07:32 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <989104068-601084AEicMi@xs4all.nl>
Source record: 46754

Hello,

On :

http://www.atos-magazin.de/news20010505-02.html

you will find an interview about the xTos project.

Cheers
Dan

5673. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 22:57:45 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AF48569.BFE64837@chello.nl>
Source record: 46757

Steve Sweet wrote:
>
> Hi Michael
>
> >
> >3. Follow this simple rule and you will be happy (if that's even
> >possible for you): the best computer for you is the one that does what
> >you want, the way you want it done.
>
> And this is where the Atari fails miserably IMO, its got no masturbation
> software.
>

Software?

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5674. Re: Whats happening

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 23:11:16 UTC
From: John Duncan <jduncan@apollosaturn.com>
Message-ID: <9d21cr02bk@enews3.newsguy.com>
Source record: 46759

Does anyone know how many Atari users are still active? I've just returned after almost 10 years...I still have my Windoze PC but my STE is still cool and fun.

As the hardware ages, will we all be on emuators? I'm playing with Gemulator, it's nice but doesn't play all these games I saved..

John

"Hallvard Tangeraas" <my.mail@is.invalid> wrote in message news:1esy081.piwqei1fmdyxcN%my.mail@is.invalid...
>
> I guess that's up to all of us, including yourself ;-)
> Were you thinking of something in particular or basically just the user
> base of Atari ST computers?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5675. Re: Whats happening

Newsgroup: comp.sys.atari.st
Date: 2001-05-05 23:46:48 UTC
From: Goober <g.price11@ntlworld.com>
Message-ID: <iq0J6.2446$7_1.398840@news6-win.server.ntlworld.com>
Source record: 46760

There is still lots of use in the music scene, cubase 2.0 and a 1040 is used
on more chart hits than I could mention!

"Hallvard Tangeraas" <my.mail@is.invalid> wrote in message
news:1esy081.piwqei1fmdyxcN%my.mail@is.invalid...
> Oracle <NoSpam!@Getlost.com> wrote:
>
> > What's happening to the atari user scene nowadays, is it inevitably
going to
> > shrink into non existence?
> >
> > I hope not
>
> I guess that's up to all of us, including yourself ;-)
> Were you thinking of something in particular or basically just the user
> base of Atari ST computers?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5676. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 00:05:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1365.526T750T654219optimus@canit.se>
Source record: 46758

Lyndon Amsdon skrev:

>On 5 May 2001 2:56:23 +0, "Iggy Drougge" wrote:

>>>I've been told 115k so this is as far as I went. Anyway the PC only has
>>>the 8xxx UART :)
>>
>>I really can't imagine you pumping any more than 19k2 over that poor cable
>>then. 8xxx UARTs were outmoded when 28k8 modems came around. =)

>Windows 95 was convinced it was a 8xxx and so did MSD under dos. It was
>quite fast in the end, about 7k a sec, no packets were being dropped
>according to hyperterm.

OTOH, I wouldn't trust PC OSes that much. I've got one Windows machine, an IBM PS/2 model 90, whose communication speeds are wildly underestimated by Windows. Likewise for my PS/2 56 running OS/2. At least yours is overestimated. =)

>>>I'm making a cartridge based type that uses a NE2000 ISA /hopefully/ in
>>>16bit mode but lack of address space and flexability is making it tough!
>>>I'm trying to keep it down to a minimum of bus cycles to save time and get
>>>that kbytes per second up!
>>
>>Hey, is that a construction of your own or a variation on the ETHERNEA?

>It is a modification on Dr T.Redelberger NE2000 adaptor. He's helping me
>out quite a bit but it's quite difficult.

Is there any advantage to using the cartridge port?

--
En ligne avec Thor 2.6a.

Vi m�ste vara r�dda om varandra
- det �r det enda reciproka pronomen vi har.

5677. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 00:09:14 UTC
From: sidcelery@cix.co.uk
Message-ID: <9d24na$8sk$1@plutonium.compulink.co.uk>
Source record: 46761

On 24 Apr 2001 18:04:24 , Lyndon Amsdon wrote:
>> It's getting better all the time and it's worth it to support
>> further work.
> It wasn't worth using on my STe but now I own a Falcon it really is
> worth the tiny fee. I have found a file format that isn't
> supported though, a MOV but with a IDTAG4 or something. Maybe I'll
> mention it to him.

I'm sure he knows about these already. There are problems with some of
the more recent compression methods on AVI's too, but it's difficult
to find the decompression algorithms AIUI.

rgds
H

5678. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 00:09:16 UTC
From: sidcelery@cix.co.uk
Message-ID: <9d24nc$8sk$2@plutonium.compulink.co.uk>
Source record: 46762

```
On 24 Apr 2001 19:03:20 , Steve Sweet wrote:
> Hi Harry
>> Luckily I work with a French girl who let me send a cheque in FF
>> to make it easier for payment.
>
> She sounds usefull, i was after registering the X-GEM Winframe
> package. >:-)

She takes cash! B^)) <splutter>
```

I'm leaving my current job at the end of next week (11th May) but I'll
still see her afterward. 10FF to the [illegible] keeps her happy enough...!

```
rgds
H
```

5679. Re: HEX<>DEC converter

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 00:09:18 UTC
From: sidcelery@cix.co.uk
Message-ID: <9d24ne$8sk$3@plutonium.compulink.co.uk>
Source record: 46763

On 26 Apr 2001 18:16:43 , Lyndon Amsdon wrote:
>Anyone know of a hex to decimal converter that possibly also shows the
>status of each bit. (1 or 0).
>
>I remeber using one that may have been an example for ST Basic but can't
>find it. Didn't one of the calculator apps do this?

ProCalc has an instant converter from Hex to Decimal to Binary.

rgds
H

5680. Re: New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 00:48:54 UTC
From: Jackpoteer <no@automated.mail.please>
Message-ID: <tf97q8j8ilpoe7@corp.supernews.com>
Source record: 46764

Hi Steve,

> >Btw, anyone from NeST still around. Hi Steve, Harry and Derryck! You
> >won't remember me but it's nice to see some of the names again. :)
>
> So remind us, Who are you.

My full name is John Richardson. Used to help out Bob Darling in Net104.

John.

5681. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 00:51:41 UTC
From: Jackpoteer <no@automated.mail.please>
Message-ID: <tf97vd9jj7ak4e@corp.supernews.com>
Source record: 46765

Hi Derryck,

> >Btw, anyone from NeST still around. Hi Steve, Harry and Derryck! You won't
>
> Spencer's in here as well :-)
>
> >remember me but it's nice to see some of the names again. :)
>
> Probably would if you posted your real name ;-)

John Richardson mate.

John.

5682. Star Trek game for ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 02:07:46 UTC
From: Tony Z <550408@home.com>
Message-ID: <SI2J6.87118$k04.17458895@news1.rdc1.mi.home.com>
Source record: 46767

I'm looking for an Star Trek game that was out for the ST.
Does anyone have a copy?

5683. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 02:12:10 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af4b7e8@dnews.tpgi.com.au>
Source record: 46766

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tf5qs81drn9a65@corp.supernews.com...
> Hi
>
> >G'day Lyndon, as I remember it was the DMA chip that killed data on hard
> >drives, Atari reckoned they got them all fixed (bollocks), the noise
> >problem is the sound chip as Frank suggested. Just looking at a Mobo now
to
> >see...Have a look at LMC1992, also acording to the schematics a 74ls02
was
> >added to Fix sound data hold problems. The problem could be the DMA chip
or
> >the Sound chip, or both. Have a look at schematics central? I appear to
have
> >dug up a can of worms, the schematics for the MegaSTE give me the irits.
> >Gals every where. I have never heard of a MegaSTE having hard drive
problems
> >tho as when they were released it was well after the stuffed STE DMA
> >debacle. Not to say I'm wrong tho;-)
>
> From what I heard it was only progs that took advantage of the DMA sound,
> not the YM. I'd be supprised if it was a LMC1992 problem as these were
> made by National Semiconductor IIRC. I'm not sure about the 74LS02 as I
> deleted my set of ST schematics.

It is probably something to do with the way Atari tied it in to the DMA
system. I dont have enough info on the ls02 but will have a further look,
now the red wine has worn off;-)

>
> >As far as the 1.44 issue goes, a WD1702-02 should be OK. This is the chip
> >used in most ST hacks for 1.44 drives. The Ajax is the sort after chip
tho.
> >These were designed to run fast enough to drive a 2.88 meg drive. In
> >practice most 02-02s will run fine at 16Mhz.
>
> Mine didn't :(I could have a go at putting the AJAX I have in the mobo
> but can't be bothered! I find it difficult removing chips. I've never
> bought a solder sucker as I can't believe it can remove it all, I've
> always thought these were for large solder blobs.

Cut the old chip out and put a socket in its place, then try a few wd1772
02-02s and see how you go. You WILL find most will work, but a few will cack
it. Cheaper than trying to get an Ajax. I have 2 over clocked 02-02s and
they are fine.

Mark

5684. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 02:30:15 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af4bc1f@dnews.tpgi.com.au>
Source record: 46768

Bob Retelle <bobr1@provide.net> wrote in message
news:1cs6ftghiiq7qcprs8ob97araok6o5kq88@4ax.com...
> On Fri, 04 May 2001 14:41:39 -0400, Bob Retelle <bobr1@provide.net>
> wrote:
>
>
> >>
> >>>> > Yes, as long as it is set to drive 0, not drive 1.
>
> I just spotted this line, this is true also.
>

Snip-------

I just checked 4 drives I had lying around, 1 epson, 2 sonys, and a TEAC.
they are all correct. Pin 1 in the right spot. I am assuming that by being
in the wrong spot you don't mean that pin 1 NOT the red wire coming of the
shugart cable. What you mean by backwards is that they are orientind
differently? i.e. that the cable is a little on the short side?

Mark

5685. [ANN] NoSTalgia 1.1

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 07:46:55 UTC
From: ph.gerin@NOSPAM.com
Message-ID: <1eszc2p.wuiblzemc0geN%ph.gerin@NOSPAM.com>
Source record: 46770
Cross-posted to: comp.sys.atari.st,comp.emulators.misc,comp.sys.mac.apps

NoSTalgia 1.1 is now available !

NoSTalgia is an Atari ST emulator for Power Macintosh (Mac OS 8.x, 9.X
and Mac OS X)

What's new in version 1.1

- Fixed the control key.
- Fixed the disk menu.
- Added 14 Mb memory option.
- Added ST mouse driver for Apps using LineA/VDI (GEM apps), only one
cursor (cart.img needed).
- Fixed the memory info in the freeze format (1.0 saved states are not
compatible with NoSTalgia 1.1).
- Fixed the Fullscreen mode (Mac 0S 9/8).
- Fixed Harddisk partitions creation.
- The 'Auto frames' option is now in the 'frame rate' menu.

NoSTalgia is freeware, infos and download at :

http://users.skynet.be/sky39147/

--
Philippe Gï¿½rin (ph.gerin@kagi.com)

5686. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 09:34:42 UTC
From: bindon@madasafish.com
Message-ID: <tfa6lighqj3pa4@corp.supernews.com>
Source record: 46771

On 5 May 2001 15:16:56 , "Andy Ball" wrote:

Hi!

> LA> I've been told 115k so this is as far as I went.
> > Anyway the PC only has the 8xxx UART :)
>
> Are you sure? The vast majority of PCs should have a NS 16450, which
> tops out at about 19,200 BpS or a 16550 (probably the 16550A, which
> should handle 115,200 properly). The old 8250 UART that was in most
> XT machines topped out at 9,600 BpS.

Read my other post. My 386 also had a 8xxx. It's a 486 with VLB card for serial/parallel. It's running at 50Mhz bus and stated in the specs that it will never work at this speed! I've even disabled all waitstates! This is one fast 486, roughly the speed of a DEC 486 server. I'm just looking for the rare DX120... :) Running 66Mhz bus boots for about 10 seconds only, 50Mhz is as reliable as a Win95 machine gets! Oops, OT.

> My first instinct would be to look at something like Ghostscript,
> which can print PostScript files even on non-postscript printers. I
> would probably have the client machines print to a spool directory
> somewhere, and have a script spot the files and print them out. Of
> course, this may be easier said than done ;-)

I've heard that Ghostscript is slow and very buggy. I only use the PC for reading PDFs (virtually all datasheets for semiconductors are in this format) and so it was an unfortunate must to have a PC at hand :(

> LA> I'm making a cartridge based type that uses a NE2000 ISA
> > /hopefully/ in 16bit mode but lack of address space and
> > flexability is making it tough! I'm trying to keep it down to
> > a minimum of bus cycles to save time and get that kbytes per
> > second up!
>
> It's nice that you're keeping that in mind. It's a pity the ROM
> cartridge slot isn't more inherently bidirectional :-/ Will you
> write drivers for MiNT-net? STiNG?

Sting but drivers are open source under GNU license stuff. I'm not writing them though. The problem with that port is that Atari should have made a connection on the port to select a mode that lets you do your own /DTACK or /BERR. I see why they did do it like they did (to make it easier to make dongles etc) but it seriously crippled it's usefulness for other hardware.

> LA> Sting 1.26 on the ST and Falcon, and from what I've heard/read
> > NAT32 will do the job on the PC.
>
> I thought you were going to use the Falcon as the router though? Or
> are you using STiNG to do the NAT and mentioning the PC (Windows?) one
> as an aside?

I'm not really sure at what NAT32 offers! I'd just heard ppl talking
about it a lot! Do I need it then if I use Falcon as internet gateway?

5687. Re: Damaged Floppy Disk!

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 10:15:56 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <9d388s$2l$1@news.tpi.pl>
Source record: 46772

On 4 May 2001 19:14:02 G, xlator@cix.compulink.co.uk wrote:

>It depends on the individual drive type. Most of the older ones >have either a jumper or a solder-pad that selects drive 0 or 1, >usually with a marking nearby to identify which is which. The Sony >and Teac drives I have seen have these - I don't know about >others.
>There is a full description of how to modify the Sony MPF 520-1 >drive (particularly suitable) for HD disks too available from >Hallvart Tangeraas. Email him on hallvart@sn.no for details. I >think the info is also on the web somewhere, but don't have the >URL.
>
>Regards, /Peter/
>

Thanks for information. I'll do some experimenting to see how it works

In mean time i found a collection of old (1993-95) PC's. Fortunately two of them had FDD's with jumpers - one of them is sitting righy now in my F030 :)
++
Maciej Rozmus
Filipowice 521 C-Lab Falcon Mk I
32-065 Krzeszowice SEGA Dreamcast
Polska/Poland
##

5688. Interesing accessory

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 10:55:48 UTC
From: vdjole@EUnet.yu
Message-ID: <9d3aji$5mk$1@news.eunet.yu>
Source record: 46777

Hi;
I came upon an interesting little accesory which may prove useful:
<http://atarihr.atari.org/datoteke/dimfile.zip>

It loads a floppy-disk image file (.DIM, .MSA or .ST) as a (RAM) disk drive
so programs can be executed from it, and it can write "disk" content back
into a disk image file. It can overtake an existing drive letter
(e.g. floppy A or B or any hard-disk partition). There is just a little
documentation (only in a not-very-good English) but it seems that
some parameters of the new "drive" can be adjusted and even its
boot sector executed. I didn't succeed to activate this feature.

cu.

5689. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 10:55:54 UTC
From: vdjole@EUnet.yu
Message-ID: <9d3ajl$5mk$2@news.eunet.yu>
Source record: 46778

On 4 May 2001 04:28:20 G, Hallvard Tangeraas wrote:

>> >Huh? I can't remember having mentioned any serial port sampler.
>> But you did: you mentioned your sampler which uses a RS-422 interface,
>Yeah, I seem to have been a bit unclear there.
>Yes, the sampler has an RS-422 port,

And so I said that it would probably be quite slow to transfer sampled data
through that port- it would probably last several times longer than
actual sampling, so I suggesed a bus-connected sampler.

>and it would be very nice to be
>able to use it to transfer samples to/from the computer, but there's
>probably no software for it anyway.

If you have the transfer protocol in sampler documentation, maybe someone
can make it even if it doesn't exist.

> [SCSI adaptor]
>> >GE Soft
>> >SCSI 6B
>> >Made in Germany
>> >04/94

>> Btw. here's from "Chips 'n Tips":
>> > Der GE Soft Hostadapter VI (Toplink) ist nicht Terminiert, generiert
>> > ebenfalls das Parit�tssignal (Paritychecking) und verf�gt (prinzip-
>> > bedingt) NICHT �ber einen ACSI-DMA Ausgang. Die Hardware ist die-
>> > selbe wie im GE Soft V Hostadapter und steckt lediglich in einem
>> > anderen Geh�use (prinzipbedingt).
>
>Ah! Confirmed then.

Excuse me, WHAT exactly is confirmed? I barely understand any German,
so if you could perhaps translate what exactly it says...

The weird thing is that I understand this page says earlier that all
GE-soft adaptors are "nicht terminiert" and indeed I can not locate the
terminators on MY adaptor- even more, the arrangement of the SCSI connector
is such that it would look very unnatural to extend the cable past the
adaptor in order to fit the terminator. Maybe the terminator resistors are in the custom
the PLCC chip- it heats quite noticeably. Anyway, I used a short (15cm) SCSI
cable and it works OK- it is terminated on disk end, for sure.

>I'll have to see if I have this file -it's a HYPertext file, isn't it?

Yes.

>...... includes a new feature that automatically provides the proper
>termination when no external device is connected, that is, when the SCSI
>bus ends at the external connector. When no external device is
>connected, special circuitry terminates the bus on the logic board near
>the external connector. When one or more external SCSI devices are
>connected, the circuitry detects the external termination during system
>reset and disconnects the termination on the logic board.
>[...]
>Signals on the SCSI bus are usually connected to open-collector devices
>that can pull the line low but that depend on external power to pull it
>high. The bus includes a line called TERMPWR that provides pull-up
>power. The standard Macintosh terminator block used at the last external
>SCSI device terminates each line with a 220 Ohm pull-up resistor and a
>330 Ohm resistor to ground.

Ah, I see. So if there is no external device the computer terminates itself,
and if there is a device connected, it has to be terminated, or a separate
termiantor added at the end of the cable.

>Could something like this be built to be used with my GEsoft SCSI host
>adapter?

Probably, but I have a feeling the cost and complexity would be significant.

cu.

5690. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 11:13:55 UTC
From: bindon@madasafish.com
Message-ID: <tfacfjng8fa689@corp.supernews.com>
Source record: 46773

Hi

>>It is a modification on Dr T.Redelberger NE2000 adaptor. He's helping me
>>out quite a bit but it's quite difficult.
>
>Is there any advantage to using the cartridge port?

Well it's basically because every Atari machine from the ST up came with
one, so I wanted a universal adaptor, that was cheap too. 16bit transfers
will mean twice as much information compared to ACSI port or the realtek
adaptor. I'm a bit worried as he hasn't emailed me in 2 weeks now. The
only other possiblilty one could use is the SCSI but I see that as
probably being too difficult.

5691. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 11:13:57 UTC
From: bindon@madasafish.com
Message-ID: <tfacfldgjs6s8c@corp.supernews.com>
Source record: 46774

Hi

>I'm sure he knows about these already. There are problems with some of
>the more recent compression methods on AVI's too, but it's difficult
>to find the decompression algorithms AIUI.

I just got my registration key! Thanks Didier! I'm not too worried about
the fact that it can't do a couple of MOVs. It plays most so I'm happy.

5692. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 11:13:59 UTC
From: bindon@madasafish.com
Message-ID: <tfacfn79vuuc8e@corp.supernews.com>
Source record: 46775

Hi

>Cut the old chip out and put a socket in its place, then try a few wd1772
>02-02s and see how you go. You WILL find most will work, but a few will cack
>it. Cheaper than trying to get an Ajax. I have 2 over clocked 02-02s and
>they are fine.

I have an AJAX in a spare STE in the loft. I have more interestting hacks
to do at the momemnt though....Sounds like the easiest way to do it
though, although I'd rather not ruin the old 02-02 coming out.

5693. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 11:14:01 UTC
From: bindon@madasafish.com
Message-ID: <tfacfprsv91h8f@corp.supernews.com>
Source record: 46776

Hi

>> >>>> > Yes, as long as it is set to drive 0, not drive 1.
>>
>> I just spotted this line, this is true also.
>>
>
>Snip-------
>
>I just checked 4 drives I had lying around, 1 epson, 2 sonys, and a TEAC.
>they are all correct. Pin 1 in the right spot. I am assuming that by being
>in the wrong spot you don't mean that pin 1 NOT the red wire coming of the
>shugart cable. What you mean by backwards is that they are orientind
>differently? i.e. that the cable is a little on the short side?

I was looking in my Falcon and the Epson drive with this machine (HD) is
like modern PC drives, with pin 1 (stripe) going to the pin nearest the
power connector. It's on the old ST DD drives where the pin 1 is farthest
away from the power connector. When you do relplace the drive in an ST
then the ribbon is usually too short and get's all twisted up.

I think this thread is sorted!

5694. WTB - STE Harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 12:27:57 UTC
From: The Caver <caver99@aol.com>
Message-ID: <%pbJ6.37601$PP3.2892978@nnrp3.clara.net>
Source record: 46781

I live in the UK and am looking for a harddrive for my STE, i would just preffer the controler plus drivers because of postage.

Graham

5695. WTB - Games

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 12:44:44 UTC
From: The Caver <caver99@aol.com>
Message-ID: <JFbJ6.37619$PP3.2895733@nnrp3.clara.net>
Source record: 46782

Hass any one got Shadow Gate, Dungeon Master, Chaos Strikes Back, Times of Lore and Sidewinder for sale.

5696. An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 13:05:31 UTC
From: bindon@madasafish.com
Message-ID: <tfaj0rihjr2c0b@corp.supernews.com>
Source record: 46783

Hi

Just an idea here.

Is it possible to stop GEM windows from maximising to the whole screen?
Can it maximise but leave x number of pixels at the bottom of the
screen free?
I think this would be useful in combination with Appline/Start Me Up as
these get hidden and manually moving it can become tiresome.

Or has it been done already?

5697. Re: Whats happening

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 13:36:09 UTC
From: ebaiz@skyenet.net
Message-ID: <drcJ6.125$lz4.163@newsfeed.slurp.net>
Source record: 46784

On 5 May 2001 13:00:54 G, "Oracle" wrote:
>What's happening to the atari user scene nowadays, is it inevitably going to
>shrink into non existence?
>
>I hope not

I am not sure I know what you are talking about. To me, the scene is as
good as ever. True it is not as big as some of the other platforms, but
it still exists and I have even run across some new members.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5698. Re: Whats happening

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 13:36:10 UTC
From: ebaiz@skyenet.net
Message-ID: <ercJ6.126$lz4.163@newsfeed.slurp.net>
Source record: 46785

On 5 May 2001 19:11:16 -, "John Duncan" wrote:
>Does anyone know how many Atari users are still active? I've just returned
>after almost 10 years...I still have my Windoze PC but my STE is still cool
>and fun.

Yes I sometimes use my wife's PC, but mostly I use my Hades, STe and
130XE. Just cannot stay away from my roots.

>As the hardware ages, will we all be on emuators? I'm playing with
>Gemulator, it's nice but doesn't play all these games I saved..

True the hardware will age, but there are still places to buy Atari
computers and even get them fixed... My old 520 that I bought in 1985
is still going strong as well as my old 130XE, 400 and 800XL.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5699. Re: WTB - STE Harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 13:36:12 UTC
From: ebaiz@skyenet.net
Message-ID: <grcJ6.127$lz4.163@newsfeed.slurp.net>
Source record: 46786

On 6 May 2001 13:27:57 +, "The Caver" wrote:
>I live in the UK and am looking for a harddrive for my STE, i would just
>preffer the controler plus drivers because of postage.
>
>Graham

I have one hooked up to my STe. I have a Link II and I suggest you buy
one also. There are not too many hard drives to be found that can hook
up directly to the STe and run. Try the sites below:

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5700. FS: Tons of ST STuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 14:15:33 UTC
From: Darren King <darrenk@pathcom.com>
Message-ID: <9d3mlq$2jr$1@newsmaster.axxent.ca>
Source record: 46787

I have a closet full of ST stuff including a 520STFM, a 1040STF, a mono monitor, a SC1435 colour monitor, books, software, a TOS Developers Kit.

Email me at darrenk@pathcom.com for details. I live near Hamilton, Ontario Canada.

Darren

5701. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 15:04:05 UTC
From: bindon@madasafish.com
Message-ID: <tfapv5dg0lnl53@corp.supernews.com>
Source record: 46789

On 5 May 2001 19:52:28 -, Steve Sweet wrote:

Hi

>> I find it difficult removing chips.
>
>You need some de-solder braid.

Ok I'll buy a reel as I'm ordering soon.

>>I've never bought a solder sucker as I can't believe it can remove it
>>all,
>
>They'l remove your print if you let them!.

Maybe I buy one of these too then.

>>I've always thought these were for large solder blobs.
>
>I heard you were a large soldering blob!!.
>
>Just summat James H. said!!.

When did he say this then!? What's that supposed to mean!

5702. Re: WTD: Atari CD's

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 15:04:07 UTC
From: bindon@madasafish.com
Message-ID: <tfapv74g26t154@corp.supernews.com>
Source record: 46788

On 5 May 2001 19:54:16 -, Steve Sweet wrote:

Hi Steve

>>I'd prefer them to be in the UK to safe P&P, but if you have any you
>>feel would suit me please email me details.
>
>Ive got the Mothercare catalouge on CD-ROM, and the Toyz R us
>collection, down your alley??.

Ha ha ha you're so funny.
I bet you have more chins than a chinnese phone book. :)

5703. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 15:13:23 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <tf9g86sibmnfdb@corp.supernews.com>
Source record: 46769

I'm the guy who gave away all of my st stuff...

For the record:

I am a Systems Admin, I run IBM RS/6000's at work along with NT for file/print. Novell is around making trouble (lol) as well, but it runs well and I never have to touch it. Thank goodness cause I wouldn't know what to do :)

I like old computers, take a look at my site:
http://www.dislerdesign.com/Atari
I just happen to have way too many 8-bits laying around to keep all of that ST stuff.

As for what I use at home, yes, I use win98. It's a great OS for this sort of thing. Lot's of software, games, etc.

But I also run a linux machine for NAT/packet filtering/file serving etc. Comes in handy because my girlfriend is a web designer and she uses a mac, also on my home network with linux and win98. Yeah, I had to compile Appletalk into the kernel, but what the heck!

But the 800xl (with Omnimon, just picked it up) is setup right next to the other three...

Did somebody want to argue about ST vs Win3.1? That hasn't been done before :)

--
eric

5704. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 15:27:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989166350-730223AEicMi@madasafish.com>
Source record: 46791

Hi Henk

>> And this is where the Atari fails miserably IMO, its got no
>masturbation
>> software.

>Software?

You dont expect him to have to work out everything for himself do you?.
:-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5705. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 15:35:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989166354-731142AEicMi@madasafish.com>
Source record: 46792

H. Baby

> > She sounds usefull, i was after registering the X-GEM Winframe
> > package. >:-)
>
>She takes cash! B^)) <splutter>

>I'm leaving my current job at the end of next week (11th May) but I'll
>still see her afterward.

Seeing to her afterwards eh!!

>10FF to the ï¿½ keeps her happy enough...!

Ah!, so 70FF = 7 spondoolies.

I'l eMail eric Reboux and get the i's dotted etc.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5706. Re: Hybrid Arts midiplexer and Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 15:54:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989166358-731778AEicMi@madasafish.com>
Source record: 46793

Hi Griffin

>Does anyone know the solution to having the Megafile 30 and Midiplexer
>work at the same time?

You'l need consecutive device ID no's if youre using AHDI, and the boot
device will need to be ID 0 idealy.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5707. Monitor now sold

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 16:50:29 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1eszyab.1cjx9091o2ismyN%hairy.biker@ntlworld.com>
Source record: 46794

Thanks to those that replied.

Cheers.

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 03/01 http://homepage.ntlworld.com/ahewitt/index.htm

5708. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 17:18:33 UTC
From: bindon@madasafish.com
Message-ID: <tfb1r99fb5ap30@corp.supernews.com>
Source record: 46795

Hi

>>Mine didn't :(I could have a go at putting the AJAX I have in the mobo
>>but can't be bothered! I find it difficult removing chips. I've never
>>bought a solder sucker as I can't believe it can remove it all, I've
>>always thought these were for large solder blobs.
>
>For the normal DIL chips it's probably best to cut through all the pins
>(close to the chip, so that you have something to grip), then unsolder each
>of the bits and clear the holes with solder wick.

It's more the trouble of getting the AJAX out of my spare STE come to
think of it!

>SMD chips, you're on your own!

I'm thinking that maybe one could use a sharp craft knife and lift each
pin individualy for the small 14-1pin chips. Not sure how succesful but
I'll try on a scrap board.

5709. PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 17:54:30 UTC
From: The Caver <caver99@aol.com>
Message-ID: <7cgJ6.38408$PP3.2963977@nnrp3.clara.net>
Source record: 46796

Can a 520STE use a PC HD in hd mode and not just 720/

5710. Re: Interesing accessory

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 18:52:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989255538-761749AEicMi@madasafish.com>
Source record: 46833

Hi Djorde

>I came upon an interesting little accesory which may prove useful:
><http://atarihr.atari.org/datoteke/dimfile.zip>

>It loads a floppy-disk image file (.DIM, .MSA or .ST)

This has been around for a bit, i use it to locate individual files from
my eCopy backups (*.DIM files).

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5711. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 18:54:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989255542-762642AEicMi@madasafish.com>
Source record: 46834

Hi Lyndon

>>I heard you were a large soldering blob!!.
>>
>>Just summat James H. said!!.

>When did he say this then!?

He hasnt actually, its just a viscous rumour i'm starting on his behalf.

>What's that supposed to mean!

Fat git with soldering iron..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5712. Re: WTD: Atari CD's

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 18:55:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989255546-763386AEicMi@madasafish.com>
Source record: 46835

Yo!, Bindon

>>Ive got the Mothercare catalouge on CD-ROM, and the Toyz R us
>>collection, down your alley??.

>Ha ha ha you're so funny.

All my shrinks tell me that..

>I bet you have more chins than a chinnese phone book. :)

Hm!, no, i havent.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5713. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 18:58:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989255552-764379AEicMi@madasafish.com>
Source record: 46836

Hi Lyndon

>Is it possible to stop GEM windows from maximising to the whole screen?
>Can it maximise but leave x number of pixels at the bottom of the
>screen free?

Jinnee introduced this environment variable to the world, not sure what
supports it though!

#_ENV SCREENBORDER=0,16,0,0

It does limit the window parameters for Jinnee itself, havent seen
anything else utilise it though!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5714. Re: WTB - STE Harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 19:37:00 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <KKhJ6.4083$Wp1.30863@NewsReader>
Source record: 46797

Hello.

"The Caver" <caver99@aol.com> wrote in message
news:%pbJ6.37601$PP3.2892978@nnrp3.clara.net...
> I live in the UK and am looking for a harddrive for my STE, I would just
> prefer the controller plus drivers because of postage.

> Graham
>

Try Keychange Music.

www.keychange.co.uk

Barrie.

5715. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 20:15:08 UTC
From: gokmase@hem.passagen.se
Message-ID: <9d4bcc$9rd$1@zingo.tninet.se>
Source record: 46798

On 6 May 2001 13:05:31 -, Lyndon Amsdon wrote:
>Hi
>
>Just an idea here.
>
>Is it possible to stop GEM windows from maximising to the whole screen?
>Can it maximise but leave x number of pixels at the bottom of the
>screen free?
>I think this would be useful in combination with Appline/Start Me Up as
>these get hidden and manually moving it can become tiresome.
>
>Or has it been done already?

Hi Lyndon, AFAIK this has not yet been done, but it is funny you should ask since something very similiar came up on an irc chat session recently. Lp had a good idea for this, that any GEM app could perhaps check if a taskbar of any kind is running, and ask it how many pixels it needs y-wise. This would of course mean that all the taskbars out there would need to be updated to support a specific call, but it would be dead simple to do it. But it would require that some sort of basic protocol is designed for this purpose.

To make the taskbar solution 100% nice (IMHO!) I would also like to see the AES for ATARI (N.AES/MagiC) support a feature like "always_on_top", meaning that one could set a window to always be "floating" on top of all the other windows, regardless of it is focused (topped) or not. This is something that Windows (spit!) ;) already does, and I think it could be really handy, especially for the taskbar. I really like the way the taskbar in windows is always on top, so that any window will be floating behind it, instead of in front of it.

Well just some thoughts ;)

/Joakim

5716. Re: Printer-drivers for Calamus

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 21:54:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9d4h6e$1rm$1@plutonium.compulink.co.uk>
Source record: 46799

In message <KA0H6.1423$FF3.12437@news.world-online.no>, erlendp@world-online.no said:

>> >However, I have no way of outputting stuff from it; I don't have a
>> >suitable printer-driver for it. In other words, I need a printer-driver
>> >for my Star LC-10. Does anyone know where I can get one?
>> What I would do is what I did. I got NVDI 5 and then got the VDI module
>> for Calamus. Now all the printer drivers that work with NVDI work with
>> Calamus. You could also check out the Inverse website and see if they
>> have a printer driver there for it.
>>
>> http://www.calamus.net/us/index.html
>>
>>
>> Or try out this site:
>>
>
>I checked the Calamus-site, and found no mention of my printer. I then
>went to the NVDI-website, and found no mention of it there too. So I guess
>I'm out of luck.
>
>Unless some of the readers here knows what to do.

According to the LC-10 manual, it is compatible with (in order of
preference):
Star: NL-10, NP-10, NX-10/15, ND-10/15, NR-10/15
Epson: LX-800, FX-86e, EX-800, LX-86, LX-80
IBM: Proprinter II, Proprinter, Graphics printer

Dipswitch 1-6 should be ON (back) for Star or Epson, OFF (front)
for IBM.

As far as I can see it is a perfectly normal Esc-P 9-pin printer
so in graphics mode any of the Epson 9-pin printer drivers should
work. BUT: The printed quality is rather restricted with 9-pins,
and you are likely to wear out the ribbons very quickly! Inkjets
are cheap nowadays and give *much* better printouts.

Regards, /Peter/

5717. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 21:54:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9d4h6h$1ro$1@plutonium.compulink.co.uk>
Source record: 46800

In message <tfapv5dg0lnl53@corp.supernews.com>, bindon@madasafish.com said:

>Ok I'll buy a reel as I'm ordering soon.

You can use the braid from a screened cable or coax after you
remove the wire and insulation for this.

>>>I've never bought a solder sucker as I can't believe it can remove it
>>>all,
>>
>>They'l remove your print if you let them!.
>
>Maybe I buy one of these too then.

But note his warning - if you overheat the join it can remove the
printed track as well when you suck. For small solder blobs, I
have used a Hellerman sleeve (heat-resistant silicone rubber tube
that's meant to be expanded with a tool and slipped over ends of
braided cables to hold them in check) over the nozzle of the
desoldering tool, as that allows you to get closer to the tip of
the iron and increases the sucking power as it forms a near
air-tight seal so that the full power of the sucker is directed to
the solder blob. Of course it is better to have a thermostatically
controlled iron, and even better a real desoldering tool with
attached vacuum pump - but those are expensive!

Regards, /Peter/

5718. CT2B Flash 1.41 English

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 22:05:33 UTC
From: phantomm@bellsouth.net
Message-ID: <NUjJ6.371$ao2.19433@news1.atl>
Source record: 46801

I just installed the English 1.41 version of the CenTurbo II B Flash and
I was suprised to find 3 new Options in the SetUp Menu.

Blitter = Full Speed or Half Speed.

STE Compatibility = Yes or No.

Combel Compatibility = Yes or No.

I'm a bit puzzled about the Blitter setting as one is suppose to Dis-able the
Blitter when running in CT2 Turbo TOS 7.X Mode.

Can someone enlighten me on these new options?

Currently my settings are Blitter at Full Speed, STE = Yes and Combel = No.

phantomm@bellsouth.net

5719. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 22:51:20 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3af5e2fe57e1b90@free.fr>
Source record: 46802

Hello,

in article <9d4bcc$9rd$1@zingo.tninet.se> (comp.sys.atari.st)
GokMasE wrote on Sun 06-05-2001 20:15 (GMT):

> .../... I really like the way the taskbar in windows is always on
> top, so that any window will be floating behind it, instead of in
> front of it.

What I like myself in the windows taskbar is that it can be hidden all
the time and just appears when you need to use it. And also the way one
can hide/unhide an app by a click on the app name in the taskbar. But
maybe it already exists, I never tried the Atari's taskbars yet.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5720. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 22:56:29 UTC
From: bindon@madasafish.com
Message-ID: <tfblkt8tdn804@corp.supernews.com>
Source record: 46803

On 6 May 2001 20:15:08 G, GokMasE wrote:
>On 6 May 2001 13:05:31 -, Lyndon Amsdon wrote:
>>Hi
>>
>>Just an idea here.
>>
>>Is it possible to stop GEM windows from maximising to the whole screen?
>>Can it maximise but leave x number of pixels at the bottom of the
>>screen free?
>>I think this would be useful in combination with Appline/Start Me Up as
>>these get hidden and manually moving it can become tiresome.
>>
>>Or has it been done already?
>
>Hi Lyndon, AFAIK this has not yet been done, but it is funny you
>should ask since something very similiar came up on an irc chat
>session recently.

Ahh I wish I could get on IRC these days!!

>Lp had a good idea for this, that any GEM app could
>perhaps check if a taskbar of any kind is running, and ask it how many
>pixels it needs y-wise. This would of course mean that all the
>taskbars out there would need to be updated to support a specific
>call, but it would be dead simple to do it. But it would require that
>some sort of basic protocol is designed for this purpose.

Is it not possible just to make an auto prg that prevents the app
from using the bottom few pixels? Then the app doesn't have to
be re-written and nor does the taskbar.
Maybe you tell the app the wrong screen rez or is this a dirty way of
going about this problem? When the app uses getrez() (or whatever) then
you knock a few pixels off the real rez on the y plane. I'm no
programmer though.

>To make the taskbar solution 100% nice (IMHO!) I would also like to
>see the AES for ATARI (N.AES/MagiC) support a feature like
>"always_on_top", meaning that one could set a window to always be
>"floating" on top of all the other windows, regardless of it is
>focused (topped) or not.

Thats one of the only good points about Windows :)

At least some other people are giving it a thought! It's nice to
know not all my ideas are crazy!! :-)

5721. Atari Online News, Etc. #03-18

Newsgroup: comp.sys.atari.st
Date: 2001-05-06 23:01:20 UTC
From: danap8@aol.com
Message-ID: <20010506190120.05334.00004353@ng-cg1.aol.com>
Source record: 46804

```
A-ONE #0318 05/04/01

~ Web Sales Tax Mulled! ~ People Are Talking! ~ ERS Now Shareware!
~ Napster Meaning Holds! ~ GFA Basic Challenge! ~ Luna Text Compiler!
~ Let Game Wars Begin! ~ Free Software Threat! ~ MyMail Update Out!
~ Surprise: It's Win2002 ~ New Chip Technology! ~ PaCidemo Area Updated

-* Surprise, It's Windows 2002! *-
-* Internet Privacy: Just An Oxymoron? *-
-* Napster Replaces Apology With A Warning! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

5722. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 00:20:04 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9d4pnk$e2v$1@cubacola.tninet.se>
Source record: 46806

On 6 May 2001 13:05:31 -, Lyndon Amsdon wrote:
>Hi
>
>Just an idea here.
>
>Is it possible to stop GEM windows from maximising to the whole screen?
>Can it maximise but leave x number of pixels at the bottom of the
>screen free?
>I think this would be useful in combination with Appline/Start Me Up as
>these get hidden and manually moving it can become tiresome.
>
>Or has it been done already?
>.

Hi Lyndon

Can't remember how Appline/SMU works, been a while since I tested
them. But when one's using Taskbar, just move the mouse to the bottom
16 pixels, and Taskbar pops in front. No need to move any window that
might be in the way :-)

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5723. Re: Whats happening

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 06:28:13 UTC
From: swampfox1@earthlink.net
Message-ID: <1grJ6.292$xN1.29410@newsread2.prod.itd.earthlink.net>
Source record: 46807

```
On 6 May 2001 13:36:10 G, Edward S. Baiz Jr. wrote:
>On 5 May 2001 19:11:16 -, "John Duncan" wrote:
>>Does anyone know how many Atari users are still active? I've just returned
>>after almost 10 years...I still have my Windoze PC but my STE is still cool
>>and fun.
>
>Yes I sometimes use my wife's PC, but mostly I use my Hades, STe and
>130XE. Just cannot stay away from my roots.
>
>>As the hardware ages, will we all be on emuators? I'm playing with
>>Gemulator, it's nice but doesn't play all these games I saved..
>
>True the hardware will age, but there are still places to buy Atari
>computers and even get them fixed... My old 520 that I bought in 1985
>is still going strong as well as my old 130XE, 400 and 800XL.
>

And my MegaST4 (1987) is still running a nice "little" MIDI studio
with no glitches. It gives me time to make tea, vacuum, and maybe even
a quick tune-up on the truck :)) Besides, it's not that the older
computers are slower, it's the files that are too big now :)) Of course I
do like my Falcon which can run the F16 Simulater with Backward III.
Gotta' go. There's a MIG on my tail!!!
John G.

>
>
>Edward S. Baiz Jr.
> (Gamer)
>-----------------------------------------------------
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>-----------------------------------------------------
>
>
>.
```

5724. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 08:56:52 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <%wlJ6.26$U_.3884@news.siol.net>
Source record: 46805

<xlator@cix.compulink.co.uk> wrote in message
news:9d4h6h$1ro$1@plutonium.compulink.co.uk...
> In message <tfapv5dg0lnl53@corp.supernews.com>, bindon@madasafish.com
said:
>
> >Ok I'll buy a reel as I'm ordering soon.
>
> You can use the braid from a screened cable or coax after you
> remove the wire and insulation for this.
>
> >>>I've never bought a solder sucker as I can't believe it can remove it
> >>>all,
> >>
> >>They'l remove your print if you let them!.
> >
> >Maybe I buy one of these too then.
>

> But note his warning - if you overheat the join it can remove the
> printed track as well when you suck. For small solder blobs, I
> have used a Hellerman sleeve (heat-resistant silicone rubber tube
> that's meant to be expanded with a tool and slipped over ends of
> braided cables to hold them in check) over the nozzle of the
> desoldering tool, as that allows you to get closer to the tip of
> the iron and increases the sucking power as it forms a near
> air-tight seal so that the full power of the sucker is directed to
> the solder blob. Of course it is better to have a thermostatically
> controlled iron, and even better a real desoldering tool with
> attached vacuum pump - but those are expensive!

Hmm. Aren't you all exaturating just a bit ?

I'm using good old solder sucker pump for years and it works O.K.
It is not perfect, but it is quite adequate to the job if used properly and
maintained in solid condition.
Problem is that people think that $10 bought them profesionall tool for the
job...

One should use hot tip and melt solder fully split second before sucking.
After done on all pins, small screwdriver with sharp edge should be used
to move all pins in order to break any remnant solder from the pin- on both
sides
(solder and component side). Sometimes extra effort is needed on power pins,
especially GND since these are connected to larger copper areas, which
prevent

pins to heat up fully.

Regards,

Branko

5725. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 09:35:33 UTC
From: bindon@madasafish.com
Message-ID: <tfcr35lqujuf2@corp.supernews.com>
Source record: 46808

On 6 May 2001 21:54:25 G, xlator@cix.compulink.co.uk wrote:
>In message <tfapv5dg0lnl53@corp.supernews.com>, bindon@madasafish.com said:
>
>>Ok I'll buy a reel as I'm ordering soon.
>
>You can use the braid from a screened cable or coax after you
>remove the wire and insulation for this.

Isn't solder braid impreganted with flux to help the flow?

>>>>I've never bought a solder sucker as I can't believe it can remove it
>>>>all,
>>>
>>>They'l remove your print if you let them!.
>>
>>Maybe I buy one of these too then.
>
>But note his warning - if you overheat the join it can remove the
>printed track as well when you suck. For small solder blobs, I
>have used a Hellerman sleeve (heat-resistant silicone rubber tube
>that's meant to be expanded with a tool and slipped over ends of
>braided cables to hold them in check) over the nozzle of the
>desoldering tool, as that allows you to get closer to the tip of
>the iron and increases the sucking power as it forms a near
>air-tight seal so that the full power of the sucker is directed to
>the solder blob.

Sounds like a sensible idea. Those tools for the Hellerman sleeve are
expensive though IIRC.

>Of course it is better to have a thermostatically >controlled iron, and
>even better a real desoldering tool with >attached vacuum pump - but
>those are expensive!

They're great. I was looking at the desoldering tools for big SMD chips
the other day and the tips are so expensive as they have the vacuum
attachment. Then the vacuums are expensive too (I'd just use a real one!).
I think you really have to be doing this as a profession to make it all
worthwhile unless you have bags of cash lying around.

5726. Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 10:17:42 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00145811@fmlynet.org>
Source record: 46830

FamilyNet Newsgate

Hello Lyndon!

LA> Read my other post. My 386 also had a 8xxx.

Very unusual, but possible.

LA> I'm just looking for the rare DX120... :)

I believe AMD may still make the 133MHz 5x86 (486 DX4 133MHz) for
embedded applications, but we've strayed way off-topic.

LA> I've heard that Ghostscript is slow and very buggy. I only
> use the PC for reading PDFs (virtually all datasheets for
> semiconductors are in this format)...

A lot of them seem to be these days. The speed and reliability
issues you mention may be specific to the Atari port of Ghost-
script. I've never used it so I wouldn't know. If your printer
supports Postscript you wouldn't need Ghostscript. If your printer
uses some other language such as PCL, you may be able to do the
same thing: have the client machines print in that language to a
spool directory, and a simple script pick up the documents and
print them out. This would depend on your client machines supporting
the appropriate printer language though.

LA> I'm not really sure at what NAT32 offers! I'd just heard ppl
> talking about it a lot! Do I need it then if I use Falcon as
> internet gateway?

Probably not. If the Falcon is doing Network Address Translation
for your sub-net, the PC shouldn't have to.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5727. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 11:00:41 UTC
From: bindon@madasafish.com
Message-ID: <tfd02p6oiron68@corp.supernews.com>
Source record: 46811

Hi

>Can't remember how Appline/SMU works, been a while since I tested
>them. But when one's using Taskbar, just move the mouse to the bottom
>16 pixels, and Taskbar pops in front. No need to move any window that
>might be in the way :-)

Is this the one by Jo Even? Last I heard it still had problems with Magic
which is the OS I use.

5728. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 11:04:16 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af68605@dnews.tpgi.com.au>
Source record: 46809

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tfacfn79vuuc8e@corp.supernews.com...
> Hi
>
> >Cut the old chip out and put a socket in its place, then try a few wd1772
> >02-02s and see how you go. You WILL find most will work, but a few will
cack
> >it. Cheaper than trying to get an Ajax. I have 2 over clocked 02-02s and
> >they are fine.
>
> I have an AJAX in a spare STE in the loft. I have more interestting hacks
> to do at the momemnt though....Sounds like the easiest way to do it
> though, although I'd rather not ruin the old 02-02 coming out.

If your Ajax is in a working machine I would leave it there and find
another. If the 02-02 dosen't work at 16Mhz it is not much use anyway. Altho
you could just swap the chips. As everybody said use a solder sucker but be
quick when removing solder. 2 reasons 1, the temperature can kill a chip if
it is held to long. 2, you can lift tracks. Good luck and may the force be
with you.

Mark

5729. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 11:07:18 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af686bc@dnews.tpgi.com.au>
Source record: 46810

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tfacfprsv91h8f@corp.supernews.com...
> Hi
>
> >> >>>> > Yes, as long as it is set to drive 0, not drive 1.
> >>
> >> I just spotted this line, this is true also.
> >>
> >
> >Snip-------
> >
> >I just checked 4 drives I had lying around, 1 epson, 2 sonys, and a TEAC.
> >they are all correct. Pin 1 in the right spot. I am assuming that by
being
> >in the wrong spot you don't mean that pin 1 NOT the red wire coming of
the
> >shugart cable. What you mean by backwards is that they are orientind
> >differently? i.e. that the cable is a little on the short side?
>
> I was looking in my Falcon and the Epson drive with this machine (HD) is
> like modern PC drives, with pin 1 (stripe) going to the pin nearest the
> power connector. It's on the old ST DD drives where the pin 1 is farthest
> away from the power connector. When you do relplace the drive in an ST
> then the ribbon is usually too short and get's all twisted up.
>
> I think this thread is sorted!

Yup, the orientation is correct it is that the cable is not conviently long
enough. You could remove the cable and solder in a header. Then just hack a
PC cable.

Mark

5730. Re: Interesing accessory

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 11:10:51 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af68792@dnews.tpgi.com.au>
Source record: 46812

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:9d3aji$5mk$1@news.eunet.yu...
> Hi;
> I came upon an interesting little accesory which may prove useful:
> <http://atarihr.atari.org/datoteke/dimfile.zip>
>
> It loads a floppy-disk image file (.DIM, .MSA or .ST) as a (RAM) disk
drive
> so programs can be executed from it, and it can write "disk" content back
> into a disk image file. It can overtake an existing drive letter
> (e.g. floppy A or B or any hard-disk partition). There is just a little
> documentation (only in a not-very-good English) but it seems that
> some parameters of the new "drive" can be adjusted and even its
> boot sector executed. I didn't succeed to activate this feature.

Sounds good but the URL dosent seem to work:-(

Mark

5731. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 11:13:06 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af68817@dnews.tpgi.com.au>
Source record: 46813

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tfblkt8tdn804@corp.supernews.com...
> On 6 May 2001 20:15:08 G, GokMasE wrote:
> >On 6 May 2001 13:05:31 -, Lyndon Amsdon wrote:
> >>Hi
> >>
> >>Just an idea here.
> >>
> >>Is it possible to stop GEM windows from maximising to the whole screen?
> >>Can it maximise but leave x number of pixels at the bottom of the
> >>screen free?
> >>I think this would be useful in combination with Appline/Start Me Up as
> >>these get hidden and manually moving it can become tiresome.
> >>
> >>Or has it been done already?
> >
> >Hi Lyndon, AFAIK this has not yet been done, but it is funny you
> >should ask since something very similiar came up on an irc chat
> >session recently.
>
> Ahh I wish I could get on IRC these days!!
>
> >Lp had a good idea for this, that any GEM app could
> >perhaps check if a taskbar of any kind is running, and ask it how many
> >pixels it needs y-wise. This would of course mean that all the
> >taskbars out there would need to be updated to support a specific
> >call, but it would be dead simple to do it. But it would require that
> >some sort of basic protocol is designed for this purpose.
>
> Is it not possible just to make an auto prg that prevents the app
> from using the bottom few pixels? Then the app doesn't have to
> be re-written and nor does the taskbar.
> Maybe you tell the app the wrong screen rez or is this a dirty way of
> going about this problem? When the app uses getrez() (or whatever) then
> you knock a few pixels off the real rez on the y plane. I'm no
> programmer though.
>
> >To make the taskbar solution 100% nice (IMHO!) I would also like to
> >see the AES for ATARI (N.AES/MagiC) support a feature like
> >"always_on_top", meaning that one could set a window to always be
> >"floating" on top of all the other windows, regardless of it is
> >focused (topped) or not.
>
> Thats one of the only good points about Windows :)

>
> At least some other people are giving it a thought! It's nice to
> know not all my ideas are crazy!! :-)

Have a look at KDE or Gnome. Why not just use a cookie?

Mark

5732. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 11:14:20 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3af68861@dnews.tpgi.com.au>
Source record: 46814

The Caver <caver99@aol.com> wrote in message
news:7cgJ6.38408$PP3.2963977@nnrp3.clara.net...
> Can a 520STE use a PC HD in hd mode and not just 720/

Not without some major hacking. The floppy controller needs to be told to
run at 16Mhz not its default 8Mhz.

Mark

5733. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 11:16:09 UTC
From: gokmase@hem.passagen.se
Message-ID: <9d605p$9sp$1@zingo.tninet.se>
Source record: 46815

On 6 May 2001 22:56:29 -, Lyndon Amsdon wrote:

>Is it not possible just to make an auto prg that prevents the app
>from using the bottom few pixels? Then the app doesn't have to
>be re-written and nor does the taskbar.
>Maybe you tell the app the wrong screen rez or is this a dirty way of
>going about this problem? When the app uses getrez() (or whatever) then
>you knock a few pixels off the real rez on the y plane. I'm no
>programmer though.

If you just tweak the system to (somehow) exclude the y-wise lowest
pixels from the workarea, then the taskbar would not be able to use this
area either.

I also suspect that different apps check for total area in different
ways. Best way is probably to check desktops work area:

~WIND_GET(0,4,deskx&,desky&,xres&,yres&)

But I think that many apps probably uses VDI calls to check xres and
yres

>>To make the taskbar solution 100% nice (IMHO!) I would also like to
>>see the AES for ATARI (N.AES/MagiC) support a feature like
>>"always_on_top", meaning that one could set a window to always be
>>"floating" on top of all the other windows, regardless of it is
>>focused (topped) or not.
>
>Thats one of the only good points about Windows :)
>
>At least some other people are giving it a thought! It's nice to
>know not all my ideas are crazy!! :-)

Hehe, same here ;))

I think it would make sense to agree upon a protocol that would allow
apps to reserve screen areas, that would be excluded from the area
used when other apps wants to maximize the size on one of their
windows. I will mention this idea to Olaf Piesche (author of Smurf,
and organizer of the future project SSP) and see if this is a feature
that could fit in the SSP (system server protocol).

AFAIK the only thing that will be required by SSP is a multitasking OS
and shared mem, so it should work under both MiNT and MagiC.

/Joakim

5734. Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 12:29:56 UTC
From: rking@zetnet.co.uk
Message-ID: <3af69544$0$21938@news.zetnet.co.uk>
Source record: 46816

Hi all,

particularly those using zetnet as thier ISP, I have been exhorted to change to a new number: 0845 604 2018, as my present one 0845 300 2190 will become more and more unusable. When I change my dial.scr however i cannot connect and initialise, this is with both PAP and non-PAP. For once the zetnet help line have been totally useless or Atari-clueless, and it is now not clear who or indeed anyone is dedicated to helping our platform. It is a matter of great urgency as I must upload my webpage to zetnet very soon for commercial reasons. I have an account at UKFantastic but am reluctant to drop zetnet, but will be forced to if they have stopped supporting Atari, and of course, they are NOT free.

Thanks in anticipation,

Bob King.

5735. Atari emulator?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 12:50:47 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <9d65n7ngc1@freenet9.carleton.ca>
Source record: 46818

After using Atari 1040ST and STe for 14 years, I recently acquired a PC with a reasonable amount of computing power (633 MHZ, 64 MB RAM, 20 GB HD and Windows ME.)

I would like to be able to run my Atari programs, since I have a lot of useful files and programs and I'm not sure how long my Atari stuff will continue to function.

There used to be a Gemulator program. Is there anything available now that will run on a PC with Windows ME?

Any help will be appreciated.

Walter Cole

--
Walter A. Cole
ai063@freenet.carleton.ca

5736. Marijuana Mail 0.1.57 [eng] BETA

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 13:02:48 UTC
From: "G." <at4ri@kki.net.pl>
Message-ID: <9d65hg$58i$1@flis.man.torun.pl>
Source record: 46817

Hi!
I have just put on my webpage a new English version
of my e-mail client for Atari ST/STe.
It is at [http://strony.poland.com/at4ri/mjm-eng.htm]
(note that the previous address is no longer valid.)

--
Pozdrawiam,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]

(((Marijuana Mail [http://strony.poland.com/at4ri/mjm.htm]
))) Philip K. Dick [http://www.aramchek.topnet.pl/]

5737. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 13:38:48 UTC
From: bindon@madasafish.com
Message-ID: <tfd9b8esta7fb9@corp.supernews.com>
Source record: 46819

Hi

>If your Ajax is in a working machine I would leave it there and find
>another. If the 02-02 dosen't work at 16Mhz it is not much use anyway. Altho
>you could just swap the chips. As everybody said use a solder sucker but be
>quick when removing solder. 2 reasons 1, the temperature can kill a chip if
>it is held to long. 2, you can lift tracks. Good luck and may the force be
>with you.

I've put a solder sucker down on the order form. Swapping the mobos over
isn't worth it as it's a pain to get the mobo out my main STE and it's
loaded with hacks/mods!

The thing is, when (if!) it's on the ethernet then I'll have no need for
it anyway. I rarely use the floppy drive, but one thing is I can't
install Magic as my version is on HD disks!

Maybe I'll give it a go when I have more time, might be fun.

5738. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 13:38:50 UTC
From: bindon@madasafish.com
Message-ID: <tfd9ba89hmr9ba@corp.supernews.com>
Source record: 46820

Hi

>I think it would make sense to agree upon a protocol that would allow
>apps to reserve screen areas, that would be excluded from the area
>used when other apps wants to maximize the size on one of their
>windows. I will mention this idea to Olaf Piesche (author of Smurf,
>and organizer of the future project SSP) and see if this is a feature
>that could fit in the SSP (system server protocol).
>
>AFAIK the only thing that will be required by SSP is a multitasking OS
>and shared mem, so it should work under both MiNT and MagiC.

Whats this SSP thingy then?

5739. Re: Re: Hybrid Arts midiplexer and Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 13:40:32 UTC
From: u757659912@spawnkill.ip-mobilphone.net
Message-ID: <r.989242832.1311096191@[205.232.186.90]>
Source record: 46822

Dear Steve Sweet ,

In your posting Re: Hybrid Arts midiplexer and Megafile 30 from Sun, 06

>
> You'l need consecutive device ID no's if youre using AHDI, and the boot
> device will need to be ID 0 idealy.
>
> --
>

Hi Steve,

Thanks for the reply. I have set the DMA
ID on the midiplexer as it has a 3 switch
DIP switch. I'm not sure it is AHDI as I
have removed the boot sector and SHDRIVER.SYS
from my C: partion, boot my system from
floppy with out AHDI.PRG in AUTO and I still
cannot see the Midiplexer. I just shooting
in the dark at this point. Any pointers
are greatly appreciated!

Thanks again,

Griffin

--
Spam protected message from:
Sent by griffine from hotmail in area com
Posted via http://www.usenet-replayer.com/cgi/content/new

5740. Atari FTP

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 13:46:36 UTC
From: Christer.Gundersen@hydro.com
Message-ID: <9d68vsnec1@vkhdsu24.hda.hydro.com>
Source record: 46821

Does anyone know of any ftp site full of the compact disks from Medway Boys, Pompey Pirates and so on.. that is running on port 21? I`m sitting behind a firewall that dont want me to connect on a another port.

Best reguards
Christer Gundersen

5741. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 14:25:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989305070-73793AEicMi@cwcom.net>
Source record: 46717

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sun, 06 May 2001 17:18:33 -0000

>It's more the trouble of getting the AJAX out of my spare STE come to
>think of it!

Solder sucker and some solder wick.

>>SMD chips, you're on your own!
>
>I'm thinking that maybe one could use a sharp craft knife and lift each
>pin individualy for the small 14-1pin chips. Not sure how succesful but

FWIW I've read of a technique which involves surrounding the area of interest
with a collar, and then applying a hotair blower to the chip to unsolder it
in one go. I don't think that such a chip would survive the "surgery" that
you contemplate!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5742. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 14:29:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989305074-74306AEicMi@cwcom.net>
Source record: 46718

From: gokmase@hem.passagen.se (GokMasE)
Date: 6 May 2001 20:15:08 GMT

>>Or has it been done already?
>
>Hi Lyndon, AFAIK this has not yet been done, but it is funny you
>should ask since something very similiar came up on an irc chat

Butting into this bit of the thread, what's the IRC secret? Seems that most folk are still suffering the authentication problem :-(

>session recently. Lp had a good idea for this, that any GEM app could
>perhaps check if a taskbar of any kind is running, and ask it how many
>pixels it needs y-wise. This would of course mean that all the

Alternatively, some means of having the program in question save its window size(s). Many programs already do this of course.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5743. RC AeroChopper for ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 14:48:17 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9d6cjh$m48$0@206.230.189.50>
Source record: 46823

I have an RC AeroChopper and I want to sell it but I have no idea what it's worth. I looked on ebay and saw that they are going for $80 to $120 USD but those are the PC versions. I have the RC Controller, the Owner's Manual, and a backup copy of the Setup Disk (can't find original) Anybody know what it's worth or wanna make an offer!? Let me know...

Thanks!
jonk

5744. ST XFORMER II

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 14:55:24 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9d6d0s$n4t$0@206.230.189.50>
Source record: 46824

I have the 130XE Emulator for the Atari ST. I am going to sell it but don't know what it is worth either. It has User's Manual, software disk, and the 130XE to ST cable. The software is at version 2.55

thanks!
jonk

5745. FS: PageStream version 2.1

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 14:57:56 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9d6d5kndj0@206.230.189.50>
Source record: 46825

I have Pagestream ver. 2.1 for sale. Make offers I have no idea what it's worth. 5 floppies and user manual.

thanks
jonk

5746. Atari Portfolio Advertisment from 1990

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 15:06:51 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9d6dmbtpm0@206.230.189.50>
Source record: 46826

I have an advertisment for the portfolio from 1990. it's folded to look like the Portfolio and when you open it, it has the keys and screen and all. open it again and it tells all about the portfolio. If you want it let me know your address and I will mail it to you free. otherwise it's going in trash. Just thought someone might like to have it. US addys only. it is in great shape

thanks,
jonk

5747. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 15:33:18 UTC
From: gokmase@hem.passagen.se
Message-ID: <9d6f7ugft1@zingo.tninet.se>
Source record: 46829

On 7 May 2001 13:38:50 -, Lyndon Amsdon wrote:
>Hi
>
>>I think it would make sense to agree upon a protocol that would allow
>>apps to reserve screen areas, that would be excluded from the area
>>used when other apps wants to maximize the size on one of their
>>windows. I will mention this idea to Olaf Piesche (author of Smurf,
>>and organizer of the future project SSP) and see if this is a feature
>>that could fit in the SSP (system server protocol).
>>
>>AFAIK the only thing that will be required by SSP is a multitasking OS
>>and shared mem, so it should work under both MiNT and MagiC.
>
>Whats this SSP thingy then?

SSP is an initiative to make it possible to let different applications
take advantage of what other running programs can do.

I think it is possible that SSP could be suited for something like the
reserving of desktop space too.

This is a developers site, there is still no prototype to try.
However, you will see what the basic idea with SSP is.

http://www.therapy-seriouz.de/ssp/

Regards,

/Joakim

5748. Re: Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 15:33:58 UTC
From: osian@zetnet.co.uk
Message-ID: <3af6c066$0$21937@news.zetnet.co.uk>
Source record: 46828

On 7 May 2001 12:29:56 G, Bob King wrote:
>particularly those using zetnet as thier ISP, I have been exhorted to
>change to a new number: 0845 604 2018, as my present one 0845 300
>2190 will become more and more unusable. When I change my dial.scr
>however i cannot connect and initialise, this is with both PAP and
>non-PAP.

There have been threads running in zetnet.support and the zetnet-atarians list about this! Many people, including non-Atari users, have had problems using the new number. We suspect that BT have a 'unique' implementation of PPP/PAP.

Today, I've just managed to get it working. I'd previously been using STing v1.15 with PPP/PAP on the 0808 number. Changing to the new number didn't work. As far as I'm aware, no-one has been able to connect with STing. The new number does not support scripted logins, whereas the old one did, however as far as we are aware we've got STing set up to use non-scripted logins. If STing did have a bug, then my 0808 connection wouldn't have worked surely. So it may be a combination of BT's implementation of PPP/PAP and STing not being able to deal with it.

People had been reporting success with STik2, so I downloaded that and used the default.cfg and dial.scr that Paul Williamson posted to the zetnet-atarians list. And it's working fine. I'm able to connect on both the new 0845 number and the 0808 number. Presumably, the new 0800 number that is shortly to be annonced and the Surftime number will also work then.

I had a couple of problems getting in this time, STik2 reported PPP negotation failed several times. But I presume this is normal, as I used to get similar things with STing.

What TCP/IP stack/dialler are you using?

Be aware than you won't be able to connect to this line unless you have a V90 modem.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5749. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 16:29:07 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105071627020.86-100000@Hades060>
Source record: 46845

On Sun, 6 May 2001, Steve Sweet wrote:

> Jinnee introduced this environment variable to the world, not sure what
> supports it though!
>
> #_ENV SCREENBORDER=0,16,0,0
>
> It does limit the window parameters for Jinnee itself, havent seen
> anything else utilise it though!.

That seems really simple and easy to use. Have you any
detailed docs prehaps from the Jinnee manual?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5750. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 16:40:26 UTC
From: bindon@madasafish.com
Message-ID: <tfdjvq3d9a5jd8@corp.supernews.com>
Source record: 46831

On 7 May 2001 10:17:42 , "Andy Ball" wrote:

Hi

> LA> I've heard that Ghostscript is slow and very buggy. I only
> > use the PC for reading PDFs (virtually all datasheets for
> > semiconductors are in this format)...
>
> A lot of them seem to be these days. The speed and reliability
> issues you mention may be specific to the Atari port of Ghost-
> script. I've never used it so I wouldn't know.

Never even realised it was a port!

>If your printer
> supports Postscript you wouldn't need Ghostscript. If your printer
> uses some other language such as PCL, you may be able to do the
> same thing: have the client machines print in that language to a
> spool directory, and a simple script pick up the documents and
> print them out. This would depend on your client machines supporting
> the appropriate printer language though.

AFAIK my Epson Stylus 200 (ESC codes) doesn't support PS. It's getting on
a bit.

> LA> I'm not really sure at what NAT32 offers! I'd just heard ppl
> > talking about it a lot! Do I need it then if I use Falcon as
> > internet gateway?
>
> Probably not. If the Falcon is doing Network Address Translation
> for your sub-net, the PC shouldn't have to.

Ahh is that what NAT stands for! I guess I don't need it then!

5751. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 16:40:27 UTC
From: bindon@madasafish.com
Message-ID: <tfdjvro2vuhddb@corp.supernews.com>
Source record: 46832

Hi

>>Whats this SSP thingy then?
>
>SSP is an initiative to make it possible to let different applications
>take advantage of what other running programs can do.
>
>I think it is possible that SSP could be suited for something like the
>reserving of desktop space too.
>
>This is a developers site, there is still no prototype to try.
>However, you will see what the basic idea with SSP is.
>
>http://www.therapy-seriouz.de/ssp/

Hmm I'll check it out when I have time. Thanks.

5752. FA: Atari STf SC 1435 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 17:38:32 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9d6mio$k0d$0@206.230.189.50>
Source record: 46837

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236220293

5753. 12" Atari SM124 Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 17:38:50 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9d6mja$k0r$0@206.230.189.50>
Source record: 46838

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236222586

5754. Re: Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 17:52:02 UTC
From: rking@zetnet.co.uk
Message-ID: <3af6e0c2$0$21938@news.zetnet.co.uk>
Source record: 46839

On 7 May 2001 15:33:58 G, Chris Simon wrote:
>On 7 May 2001 12:29:56 G, Bob King wrote:
>>particularly those using zetnet as thier ISP, I have been exhorted to
>>change to a new number: 0845 604 2018, as my present one 0845 300
>>2190 will become more and more unusable. When I change my dial.scr
>>however i cannot connect and initialise, this is with both PAP and
>>non-PAP.
>
>There have been threads running in zetnet.support and the
>zetnet-atarians list about this! Many people, including non-Atari
>users, have had problems using the new number. We suspect that BT
>have a 'unique' implementation of PPP/PAP.
>
>Today, I've just managed to get it working. I'd previously been using
>STing v1.15 with PPP/PAP on the 0808 number. Changing to the new
>number didn't work. As far as I'm aware, no-one has been able to
>connect with STing. The new number does not support scripted logins,
>whereas the old one did, however as far as we are aware we've got
>STing set up to use non-scripted logins. If STing did have a bug,
>then my 0808 connection wouldn't have worked surely. So it may be a
>combination of BT's implementation of PPP/PAP and STing not being able
>to deal with it.
>
>People had been reporting success with STik2, so I downloaded that
>and used the default.cfg and dial.scr that Paul Williamson posted to
>the zetnet-atarians list. And it's working fine. I'm able to
>connect on both the new 0845 number and the 0808 number. Presumably,
>the new 0800 number that is shortly to be annonced and the Surftime
>number will also work then.
>
>I had a couple of problems getting in this time, STik2 reported PPP
>negotation failed several times. But I presume this is normal, as I
>used to get similar things with STing.
>
>What TCP/IP stack/dialler are you using?
>
>Be aware than you won't be able to connect to this line unless you
>have a V90 modem.
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !

>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.
Hi Simon,

As I suspected, little by little the cold noose of obselescence is creeping round the throats of the Atarian!!!
I'm using STING and a V90 Modem. Realistically, I think things are pointing towards IConnect and UKFantastic as a temp measure and Mac + MagicMac as a switch. I'll try STiK2, but it's all so bity and I'm a computer user not a hobbier. Thanks for the info.

Bob King.

5755. Re: Atari emulator?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 18:30:49 UTC
From: Paul CAILLET <atari.music@club-internet.fr>
Message-ID: <9d6pj2$i3i$1@front6.grolier.fr>
Source record: 46840

Hi Walter A. Cole !

> There used to be a Gemulator program. Is there anything available now
> that will run on a PC with Windows ME?

A friend has 2 PCs (Athlon, Pentium III) with Windows ME, and he has
installed STEem 1.5b with TOS 1.02 or TOS 2.06, and that works very well
(MIDI In & Out are available too) ...

STEem : http://www.pyridine.co.uk/steem/index.htm
My Web site for others stuff : http://atari.georezo.net/atari/emul/index.htm

Bye ...

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

5756. Re: Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 19:21:15 UTC
From: osian@zetnet.co.uk
Message-ID: <3af6f5ab$0$21936@news.zetnet.co.uk>
Source record: 46841

On 7 May 2001 17:52:02 G, Bob King wrote:
>I'm using STING and a V90 Modem. Realistically, I think things are
>pointing towards IConnect and UKFantastic as a temp measure and Mac +
>MagicMac as a switch. I'll try STiK2, but it's all so bity and I'm a
>computer user not a hobbier.

I actually found Stik2 a lot 'tidier' than STing. You simply download the two archives STik2B and QDialer, put them in their own directories, copy the sting.prg to Auto, copy the QDIAL.ACC and .RSC to C:\, create a STIK_CFG directory and put the relevant default.cfg and dial.scr files in there, and that's it.

The config files are all together in the one directory, and you can have several dial script files and select which one to use at dial time, insetad of having to rename files and reboot as with STing. I found STing a lot messier with regard to its file and directory structure.

A lot of the variables defined in the two files can be set in either of the files, so I'm currently trying to work out how to leave all the 'hardware' config in default.cfg and all the dial-specific ISP stuff in the dial script. You could then have as many ISP's and numbers as you want and not have to change the default.cfg and select between them at dial time.

But I'm coming unstuck as, even though the documentation says that things like username and password can be set up in either, Stik complains and doesn't boot if they're not in default.cfg!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5757. Re: WTD: Atari CD's

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 19:22:35 UTC
From: bindon@madasafish.com
Message-ID: <tfdtfr6kkgam29@corp.supernews.com>
Source record: 46842

Hello

>>I bet you have more chins than a chinnese phone book. :)
>
>Hm!, no, i havent.

No it's just a "viscous rumour" :-)
It's the only insult I have and even then it came off Austin Powers.

5758. Re: Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 19:25:45 UTC
From: osian@zetnet.co.uk
Message-ID: <3af6f6b9$0$21936@news.zetnet.co.uk>
Source record: 46843

On 7 May 2001 17:52:02 G, Bob King wrote:
>As I suspected, little by little the cold noose of obselescence is
>creeping round the throats of the Atarian!!!

Hey, that's defeatist! As has been proved, we CAN connect to the new numbers, but some software is not as up-to-date as it needs to be to do so.

You came up against a brick wall with Zetnet support. They've always had the reputation of being Atari-friendly but in reality their staff know nothing about Atari and simply enlisted volunteer support from the Atari community. They supply an Atari 'get-you-started' pack which is more than most ISP's can offer, but again this was put together by a volunteer. However, they do have a large Atari user base, dedicated Atari NG and mailing list, so those are very good reasons for staying with then otherwise we'll get separated!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5759. Re: Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 19:57:49 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3af6fe3d$0$21938@news.zetnet.co.uk>
Source record: 46844

Hi All,

On 7 May 2001 19:21:15 G, Chris Simon wrote:
>On 7 May 2001 17:52:02 G, Bob King wrote:
>>I'm using STING and a V90 Modem. Realistically, I think things are
>>pointing towards IConnect and UKFantastic as a temp measure and Mac +
>>MagicMac as a switch. I'll try STiK2, but it's all so bity and I'm a
>>computer user not a hobbier.
>
>I actually found Stik2 a lot 'tidier' than STing.

I'll second that. I have no difficulty using STiK 2 to connect to a choice of 3 ISPs, just choose the Dial.Scr you want from the dialer. I also have scripts set for different Zetnet phone numbers.

I have today mailed Zetnet to ask them to keep the old phone numbers open for Atari users for as long as possible. I'm sure they will, but you can't be surprised if they want to up-date their equipment so that they can offer up-to-date connection deals such as BT Surftime.

Are you currently subscribed to the zetnet.atarians mailing list Bob ? If not, can I suggest you join the list, we seem a bit thin on Atari users whose use Ataris right now !

(Mail me direct if you need subscription details - paulw@zetnet.co.uk)

Cheers

Paul

5760. .ATR files from ST to XE???

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 20:39:22 UTC
From: firest@williams-net.com
Message-ID: <tfe1vqao3tqk50@corp.supernews.com>
Source record: 46696

Anyone,
Does anyone know if 800XLDJ can also handle .ATR formats???? I wish to be able to transfer .ATR images to and from my 130XE. If not what program and interface would I need?????? I am currently using 800XLDJ program and the SIO2PC(ST) cable!!!! Thanks for any help that can be provided.

Thanks,
Carey

5761. Re: Atari CD's

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 20:55:06 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <9d721s$1fp$1@uranium.btinternet.com>
Source record: 46697

try Mug uk. Http://muguk.atari.org

Mark

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tf5qsd9m0ljr69@corp.supernews.com...
> Hi
>
> Anyone in the UK have any Atari CD's for sale. I'm particulary looking
> for the Atari Commendium and any mix type CD's eg Suzy B, especailly one's
> that are for the Falcon only. I'm not too worried if they're bloated out
> a bit with demos.
>
> I'd prefer them to be in the UK to safe P&P, but if you have any you feel
> would suit me please email me details.
>
> Thanks

5762. Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 20:59:26 UTC
From: osian@zetnet.co.uk
Message-ID: <3af70cae$0$21936@news.zetnet.co.uk>
Source record: 46698

Following the recent turmoil over the Zetnet numbers, I reproduce
below my minimal scripts for Stik2 PPP/PAP, using a Falcon's Serial 2
port. I'd also be grateful for any
comments regarding the variables (highlighted in comments) that I'd
like to move from default.cfg to a dial script, but have been unable
to do so.

DEFAULT.CFG

```
# STiK2 config file
ALLOCMEM = 300000
SERIALPORT = Serial 2
DIALFILE = {your default dial script file}
PROTOCOL = 2
SLICE = 0
# The USERNAME variable must appear in default.cfg not dial.scr otherwise
# Stik2 aborts on booting saying "USERNAME or PAP_ID must be defined"
USERNAME = {your 1000**** Zetnet ID}
# SMTP_HOST must appear in default.cfg not dial.scr otherwise QDialer
# reports "Unknown Variable". However, this is an optional variable to allow
# other clients to use Stik's SMTP routines it seems.
SMTP_HOST=mail.zetnet.co.uk
# The following 2 variables must appear in default.cfg not dial.scr otherwise QDialer
# reports "Unknown Variable".
# Apparently, they're only used by other client programs, e.g. CAB.OVL, but are not
optional!
# FULLNAME *must* appear otherwise QDialer hangs on reading the dial file.
# EMAIL *must* appear otherwise Stik2 aborts on booting with 2 bombs and then
# "Stik magic string doesn't match".
FULLNAME = {your full name}
EMAIL={your full email address}
```

DIAL.SCR (or whatever name you give it)

```
# Dial script file for STiK.ACC
BAUD_RATE = 115200
HANGUP = ATH
PREFIX = ATW2DT
INIT = ATZ
CONNECT_WAIT = 95
REDIAL_DELAY = 2
PHONE_NUMBER = 08081405050, {or the new 0845 number, or the Surftime
number}
SUCCESS = CDWAIT
FAILURE = BUSY
```

```
FAILURE = NO CARRIER
FAILURE = NO DIALTONE
CDVALID = TRUE
PASSWORD={your password}
NAMESERVER = 194.247.47.47
HOSTNAME = zetnet.co.uk

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !
```

5763. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 20:59:59 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9d72cf$58i$1@snipp.uninett.no>
Source record: 46699

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Is it possible to stop GEM windows from maximising to the whole screen?
> Can it maximise but leave x number of pixels at the bottom of the
> screen free?
> I think this would be useful in combination with Appline/Start Me Up as
> these get hidden and manually moving it can become tiresome.

> Or has it been done already?

I did this a couple of years ago, but it didn't work too well. A better
68k-programmer than me will do this very easily, just hook into the
AES/VDI trap and subtract X pixels from the return values of certain
calls. I'm not comfortable with hooking into vectors though, this should
really be done by the AES instead.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5764. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 21:01:42 UTC
From: jflemaire@belgacom.net
Message-ID: <3af71b5215c5691@belgacom.net>
Source record: 46700

Hello,

Le dimanche 06-05-10 22:51, Pascal Ricard tremblait d'ï¿½motion en ï¿½crivant:

>> .../... I really like the way the taskbar in windows is always on
>> top, so that any window will be floating behind it, instead of in
>> front of it.
>
>What I like myself in the windows taskbar is that it can be hidden all
>the time and just appears when you need to use it. And also the way one
>can hide/unhide an app by a click on the app name in the taskbar. But
>maybe it already exists, I never tried the Atari's taskbars yet.

Yes, it does. Taskbar from Jo Even Skarstein can do both. It can also
hide all the running applications except one. Furthermore, you can
activate an "autohide" mode which hides/unhides applications while
switching from one to another. Very handy when windows are cluttering up
the screen.

J-F.

5765. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 21:03:29 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9d72j1$58i$2@snipp.uninett.no>
Source record: 46701

GokMasE <gokmase@hem.passagen.se> wrote:

> session recently. Lp had a good idea for this, that any GEM app could
> perhaps check if a taskbar of any kind is running, and ask it how many
> pixels it needs y-wise. This would of course mean that all the

Already done ages ago in Taskbar, but dropped in 2.0 (IIRC) due to lack of interest. I could easily add it again, but using an environment variable like Jinnee apparently does is obivously a lot simpler. Not as flexible though, as Taskbar's (and Appline and Multistrip too I guess) height is determined by the font and size used.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5766. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 21:07:10 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9d72pu$58i$3@snipp.uninett.no>
Source record: 46702

GokMasE <gokmase@hem.passagen.se> wrote:

> If you just tweak the system to (somehow) exclude the y-wise lowest
> pixels from the workarea, then the taskbar would not be able to use this
> area either.

You would. You only subtract a certain amount of pixels when the
application asks for the size of window #0 (the background). Since the
Taskbar is the app that determine this value, it will know that the screen
really is X pixels taller than returned. It's really easy.

> But I think that many apps probably uses VDI calls to check xres and
> yres

This can be patched too.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5767. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 21:14:47 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9d7387$58i$4@snipp.uninett.no>
Source record: 46703

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Is this the one by Jo Even? Last I heard it still had problems with Magic
> which is the OS I use.

I haven't done anything on it for ages now, actually I haven't used my
Falcon for anything but mail and news for months. Been too busy
rebuilding, modifying and riding my bike :-) Now I just have to powdercoat
the cylinders and headlight, paint the bodyworks, find a set of suitable
clip-ons and *then* start picking up girls...

Anyway, I believe I did something with those MagiC-problems, but another
problem turned up and it requires quite a lot of work to solve. I'll
probably fix it up in 4-5 months (unless I crash first). The good news is
that it already works with XaAES :-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5768. Re: High density disk drive question

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 22:09:57 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <5q2cftkrtgtiphgb65lf444tar4ubbgmd2@4ax.com>
Source record: 46704

On Sun, 6 May 2001 12:30:15 +1000, "Mark Bedingfield"
<atari@tpg.com.au> wrote:

>
>Bob Retelle <bobr1@provide.net> wrote in message
>news:1cs6ftghiiq7qcprs8ob97araok6o5kq88@4ax.com...
>> On Fri, 04 May 2001 14:41:39 -0400, Bob Retelle <bobr1@provide.net>
>> wrote:
>>
>>
>> >>
>> >>>> > Yes, as long as it is set to drive 0, not drive 1.
>>
>> I just spotted this line, this is true also.
>>
>
>Snip-------
>
>I just checked 4 drives I had lying around, 1 epson, 2 sonys, and a TEAC.
>they are all correct. Pin 1 in the right spot. I am assuming that by being
>in the wrong spot you don't mean that pin 1 NOT the red wire coming of the
>shugart cable. What you mean by backwards is that they are orientind
>differently? i.e. that the cable is a little on the short side?
>
>Mark
>

Yes- any fairly modern floppy drive you have will undoubtedly conform
to the modern "standard" as far as Pin 1 orientation.

However, the Epson half-height 720K floppy drives Atari used in the
ST series back in 1986-88 or so, had the data connector 180 degrees
from what we've come to expect as the "standard".

That is - the Red wire is still Pin 1, but Pin 1 is NOT next to the
power connector, it's at the other end of the data connector.

Pull the ribbon cable off a normal floppy drive, flip it over, and you
get the idea.

The problem with the cable length is that when you replace the
Atari/Epson with a standard PC style drive, you MUST flip the ribbon
cable over from its normal orientation in the Atari case in order for
it to work with the new floppy drive.

Depending on the model, the cable may not be long enough to let you do that easily, or even do it at all.

I haven't looked inside my STe to check the drive, so this info may or may not apply to that model. I know the SF314 and SF354 floppy drives, as well as the 1040ST and 520STFM were like that.

Atari had a habit of changing things "on the fly" to use whatever parts were cheapest this week, so later models may have more "standard" drives.

BobR

5769. Re: Problems with aFTP 1.55

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 22:28:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200105080028.a22727@ki.maus.de>
Source record: 46710

>I'm using AFTP.

Hi guys,

I have problems using aFTP at all. Everytime I try to download a file with aFTP, i get the message 'couldn't create file' or somethimg like that when aFTP wants to write the file to the harddisk.

My system: Atari Falcon030 14MB, MagiC 6, STinG 1.26.

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

5770. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-07 23:18:21 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3af73a18504a124@free.fr>
Source record: 46705

Hello,

in article <3af71b5215c5691@belgacom.net> (comp.sys.atari.st)
Jean-Franï¿½ois Lemaire wrote on Mon 07-05-2001 23:01 (+0200):

> Le dimanche 06-05-10 22:51, Pascal Ricard tremblait d'ï¿½motion en ï¿½crivant:

:-)

> Yes, it does. Taskbar from Jo Even Skarstein can do both. .../...

Thanx JF :-), and Jo too oeuf corse ;-)

Time for me to glance at this goody.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5771. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 00:30:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1036.528T0T903177optimus@canit.se>
Source record: 46706

Lyndon Amsdon skrev:

>On 7 May 2001 10:17:42 , "Andy Ball" wrote:

>> LA> I've heard that Ghostscript is slow and very buggy. I only
>> > use the PC for reading PDFs (virtually all datasheets for
>> > semiconductors are in this format)...
>>
>> A lot of them seem to be these days. The speed and reliability
>> issues you mention may be specific to the Atari port of Ghost-
>> script. I've never used it so I wouldn't know.

>Never even realised it was a port!

Wouldn't a port of XPDF be more appropriate when it comes to PDFs? My
encounters with Ghostscript on the Mac and Amiga haven't been all that
pleasurable.

--
En ligne avec Thor 2.6a.

> I'll maybe do a giraffe/milk/fridge game for this year's CSSCGC.
> That'd be good. Yes.

Advanced Giraffe Refrigeration Simulator.
All the thrills and 'spills' are here as you manoeuvre the milk and lure
the lactophobic animal around a kitchen packed with hazards!
** Actual Spectrum screenshots! **
"It's TOTALLY AMAZING!!!" - David Darling

Equin0x, comp.sys.sinclar

5772. Re: Serial 2 on TT

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 01:33:12 UTC
From: sidcelery@cix.co.uk
Message-ID: <9d7icopen1@plutonium.compulink.co.uk>
Source record: 46707

On 30 Apr 2001 14:23:34 , Derryck Croker wrote:
>> DTR was highlighted for Ser2.LAN so I switched it off. The modem
>> was still showing online in CixComm.
> Isn't this that old thing about the Carrier Detect setting in the
> modem's NVRAM? It's been a long time since this one bit, but I'll
> bet that's the cause of this problem at least?

I'd doubt it. I'm switching the same modem for each port, so I'd
expect it to arise in both situations rather than one.

I know it's a software setting, but where... B^<

rgds
H

5773. Re: New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 01:33:14 UTC
From: sidcelery@cix.co.uk
Message-ID: <9d7icqpen2@plutonium.compulink.co.uk>
Source record: 46708

On 4 May 2001 19:02:05 +, "Jackpoteer" wrote:
>>> Btw, anyone from NeST still around. Hi Steve, Harry and
>>> Derryck! You won't remember me but it's nice to see
>>> some of the names again. :)
>> I agree! I used to hang out in some NeST echoes on the
>> Chameleon BBS in Yate, near Bristol in England.
> Yes, I recall, the Sysop and his mate, developed QBBS for a while.
> :) Can't remember the name for the life of me though. (Martin
> Stacey???).

Hi John,
Yup, mas was the guy you're thinking of. He was running at the time I
started off handing around the Bull Ring BBS.

rgds
H

5774. Re: New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 02:55:11 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <jeJJ6.25761$TW.121852@tor-nn1.netcom.ca>
Source record: 46709

In article <00138bad@fmlynet.org>,
Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote:
>FamilyNet Newsgate
>
> Hello John!
>
> J> Btw, anyone from NeST still around. Hi Steve, Harry and
> > Derryck! You won't remember me but it's nice to see
> > some of the names again. :)
>
> I agree! I used to hang out in some NeST echoes on the
> Chameleon BBS in Yate, near Bristol in England.

Are there any nest nodes still around?

I'm tempted to start it up again, but it looks like the telnet bbs
scene is pretty dead (I'm getting only 5 or 6 calls (telnets) a day, and
I've got like 15 real Atari online games available!)

(telnet to "shadow.skeleton.org", login "bbs", the worlds only
online atari st bbs :)

jeff

5775. Re: Re: Hybrid Arts midiplexer and Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 03:04:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989343288-849185AEicMi@madasafish.com>
Source record: 46730

Hi Griffin

>> You'l need consecutive device ID no's if youre using AHDI, and the
>>boot device will need to be ID 0 idealy.

>Thanks for the reply. I have set the DMA ID on the midiplexer as it
>has a 3 switch DIP switch.

What ID's do you have set for what devices, what Host adaptor are you
using?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5776. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 03:05:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989343292-850015AEicMi@madasafish.com>
Source record: 46731

Hi Lyndon

>>You can use the braid from a screened cable or coax after you remove
>>the wire and insulation for this.

>Isn't solder braid impreganted with flux to help the flow?

Yes, and the wire is much finer to enhance capiliary action.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5777. Re: WTB - STE Harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 03:08:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989343298-851165AEicMi@madasafish.com>
Source record: 46732

Hi again Barrie

>> I live in the UK and am looking for a harddrive for my STE, I would
>>just prefer the controller plus drivers because of postage.

>> Graham

>Try Keychange Music.

Just incase you have any other potential customers listening, perhaps
you'd outline your warranty policy, for information purposes, i'm sure
this could be a potential selling point.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5778. Re: Atari emulator?

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 03:26:05 UTC
From: Mike Marion <mmarion@simplecom.net>
Message-ID: <3AF7674B.1E66264A@simplecom.net>
Source record: 46827

Hi Walter - Sounds like my situation, Yes I am using Gemulator on a wintel laptop - all my work activities are on TOS/GEM, only use wintel for browsing etc. Gemulator 2000 is easy to set-up and use. Darek Mihocka the author (although sometimes a little testy to deal with) has produced a really first rate product which is a free download. Try; http://www.emulators.com/gemul8r.htm

Mike Marion

"Walter A. Cole" wrote:
.....
I would like to be able to run my Atari programs, since I have a lot 0f useful files and programs and I'm not sure how long my Atari stuff will continue to function. - ...Is there anything available now that will run on a PC with Windows ME? Walter A. Cole ai063@freenet.carleton.ca

5779. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 05:50:39 UTC
From: sinclap@nospam.net
Message-ID: <080520010051059519%sinclap@nospam.net>
Source record: 46711

In article <4WAI6.72310$qc2.18989672@typhoon.southeast.rr.com>, ****
**** <***@***.com> wrote:

> sinclap@nospam.net wrote in message <030520010234568093%
>
> >Amazing! Somebody who does not think the ST is useful in 2001,
> >considering it's still cutting edge, blows away the modern windoze 3.1
> >....Why?
>
>
> Hey fuckhead. Far worse than insulting a historical computer, you've
> insulted me simply for trying too show some gratitude to a guy that was
> willing to give something to a total stranger. You've insulted someone who
> has acted with generosity. And for what? So you can take a few jabs at
> people who actually have some taste in computers? You see the computer world
> as if it popped into existence 10 years ago just to suit you, and anything
> other than the generic PC, which is watered down just enough for someone of
> your diminished mental capacity, is some freakish mutation. You can't
> possibly imagine anyone wanting or using something older than 6 months, even
> though to some of us, a computer is more than a $1000 nintendo whose games
> grow boring within a week. Go to hell. We don't need you here, or anywhere
> else for that matter. Take your insults, both the Atari insults, and the
> insults against good manners and kindness, elsewhere.

Who have I insulted? I don't see what I wrote insulting except for
windoze 3.1..

Need to stay off the ALPRAZOLAM!

> John

sinclap!
somewere at the mall of america in mn

5780. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 05:55:01 UTC
From: sinclap@nospam.net
Message-ID: <080520010055335631%sinclap@nospam.net>
Source record: 46712

In article <hZAI6.5$Gx4.962@typhoon.southeast.rr.com>, **** ****
<***@***.com> wrote:

> sinclap@nospam.net wrote in message <03052001023456809 3%
>
> >Amazing! Somebody who does not think the ST is useful in 2001,
> >considering it's still cutting edge, blows away the modern windoze 3.1
> >....Why?
>
>
> BTW. I forgot to mention that the only alternative, was for Eric to throw
> this away, where it would be buried in a landfill and leak toxic metals into
> the ground water. Maybe fuckhead here would prefer that instead.

How about the local library? But than again extra toxic metals
wouldn't do anymore harm...-) You lack class for attacking! At least
'Chunk's' had a miniscule amount of class..

> John

sinclap!
somewere in mn

5781. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 05:57:25 UTC
From: sinclap@nospam.net
Message-ID: <080520010057564269%sinclap@nospam.net>
Source record: 46713

In article <988997550-695178AEicMi@madasafish.com>, Steve Sweet
<steve_sweet@madasafish.com> wrote:

> Hi Sinclap
>
> >Amazing! Somebody who does not think the ST is useful in 2001,
> >considering it's still cutting edge, blows away the modern windoze 3.1
> >....Why?
> >
> >sinclap!
>
> Hi dude, are you that very same dude that everyone hates and despises
> coz youre such an arsehole mother-pleaser!!

English please...

> Its suprising, people talk openly about gutting you like a fish, hanging
> you up by your almost visible genitals, shoving hot instruments up your
> anarse, yet you still come back to hear people despise you're every
> breath. And there's me thinking i'm popular!!!!, i'm wounded!!.

Why?

> Do you shop at lock-swap??.. There's an arsehole there as well!!.

One word to help you! ALPRAZOLAM(heard it does wonders)

sinclap!
somewere in mn

5782. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 06:06:19 UTC
From: sinclap@nospam.net
Message-ID: <080520010106315202%sinclap@nospam.net>
Source record: 46714

In article <B718BC9D.13463%nameerf@flash.net>, Michael and Nicole
Freeman <nameerf@flash.net> wrote:

> in article 040520010927040048%sinclap@nospam.net, sinclap@nospam.net at
> sinclap@nospam.net wrote on 5/4/01 6:26 AM:
>
> > In article <B7174528.13424%nameerf@flash.net>, Michael and Nicole
> > Freeman <nameerf@flash.net> wrote:
> >> I have three things to say:
> >>
> >> 1. Grow up.
> >
> > I have...Longtime ago...Have you..? Or still a teenage sports junky...
>
> I happen to be in my late 20's, with a degree in Music from a fairly
> prominent university, with little interest in sports. I have no interest in
> putting down others' choices in computers or anything else in life (and
> think those who do, have either a serious maturity problem or low
> self-image). How about you?

Were in that post did I put ones choice down? Okay, I admitt it was
directed at windoze 3.1

> >> 2. What is this sick obsession you have with putting down those who choose
> >> to use Atari's? I happen to have a Mac, like you. But unlike you, I
> >> actually
> >> prefer to use my Falcon for most things. The Mac (ca.2000 350MHz G3 iMac,
> >> in
> >> case you were thinking I had an old crappy one) is basically my internet
> >> machine until we get a better web browser on the Atari.
> >
> > Were in the message did I say this?
>
> This is taken from the other abusive posts I've read from you. Knowing from
> the past that you are an avid Mac user, any comments intimating (even
> sarcastically) that Atari's aren't viable computers, borderlining on
> contempt for their users, is seen by me as fitting in nicely with my second
> point, which you quoted. Your original post does exactly that.

In what way does my original post do this? What abusive posts? Every
post except for mine in this thread is abusive...Pot kettle black..

> >> 3. Follow this simple rule and you will be happy (if that's even possible
> >> for you): the best computer for you is the one that does what you want, the
> >> way you want it done. If that's a Mac for one person, an Atari for another,
> >> a PC for another, a Commodore VIC-20 for another, etc... that's great!

> >> Leave
> >> it as it is and should be!
> >
> > Yep...Accept you left out wintel users..
>
> Here's a great example of the use of English... First, what does "etc." mean
> to you? Second, don't you mean "except"? At least you said "Yep," meaning
> that there is an inkling of agreement with my statement on your part. There
> may be hope for you yet! :)

Congrats! By your use of logic here, you called most of the users of
comp.sys.atari.st stupid!

> >> P.S. - If you were brave enough, you would post your real name and e-mail
> >> address, so this can be taken off the newsgroup and into e-mail, where it
> >> belongs. Why don't you?
> >
> > Spam control..
>
> Why? It's not any worse than things I've seen you and others post.

This is a appropriate forum here. Plus I get 100 emails aday..I am
emailed out...

> Mike Freeman
> nameerf@flash.net

sinclap!
somewere in mn

5783. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 06:08:06 UTC
From: sinclap@nospam.net
Message-ID: <080520010108382858%sinclap@nospam.net>
Source record: 46715

In article <989085310-242346AEicMi@madasafish.com>, Steve Sweet
<steve_sweet@madasafish.com> wrote:

> Hi John
>
> >I forgot to mention that the only alternative, was for Eric to throw
> >this away, where it would be buried in a landfill and leak toxic metals
> >into the ground water.
>
> I suspect this tosser is already suffering the effects of heavy metal
> poisoning, so we wouldnt want to unleash another sinclap on the world by
> not re-selling the Atari.

Congrats! you just attacked and condemed heavy metal folks...
Who does the attacking here? Just look in the mirror.

sinclap!
somewere in mn

5784. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 06:09:35 UTC
From: sinclap@nospam.net
Message-ID: <080520010110068179%sinclap@nospam.net>
Source record: 46716

In article <989085312-242942AEicMi@madasafish.com>, Steve Sweet
<steve_sweet@madasafish.com> wrote:

> Hi Michael
>
> >
> > >3. Follow this simple rule and you will be happy (if that's even
> > >possible for you): the best computer for you is the one that does what
> > >you want, the way you want it done.
>
> And this is where the Atari fails miserably IMO, its got no masturbation
> software.

What do you expect? It would require 32 bits to multitask!

sinclap!
somewere in mn

5785. Re: Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 09:41:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989391682-71429AEicMi@cwcom.net>
Source record: 46619

From: osian@zetnet.co.uk (Chris Simon)
Date: 07 May 2001 19:21:15 GMT

>The config files are all together in the one directory, and you can
>have several dial script files and select which one to use at dial
>time, insetad of having to rename files and reboot as with STing. I

Not so. You can have as many dial scripts as you wish with STinG, and
select between them in the dialer. Most of the variables can be moved to
dial scripts from the default.cfg file.

>A lot of the variables defined in the two files can be set in either of
>the files, so I'm currently trying to work out how to leave all the
>'hardware' config in default.cfg and all the dial-specific ISP stuff
>in the dial script. You could then have as many ISP's and numbers as

See above, but this won't help you with the zetnet problem I suspect.
--


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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5786. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 09:49:42 UTC
From: swampfox1@earthlink.net
Message-ID: <WiPJ6.9$YS3.7513@newsread1.prod.itd.earthlink.net>
Source record: 46719

Hi Chris,

On 7 May 2001 20:59:26 G, Chris Simon wrote:
>Following the recent turmoil over the Zetnet numbers, I reproduce
>below my minimal scripts for Stik2 PPP/PAP, using a Falcon's Serial 2
>port. I'd also be grateful for any
>comments regarding the variables (highlighted in comments) that I'd
>like to move from default.cfg to a dial script, but have been unable
>to do so.

Serial Port? Mine is set to Modem 2 (same set-up but no Magic).

Maybe you should use the longer CFG file. This is all I have activated in
the Default.cfg file (all else is in the Dial.scr file and although
the boot info states to configure items missing in the CFG file, Stik2 is
still activated and works here without re-booting):

CFG (use your info)

```
ALLOCMEM = 200000
SERIALPORT = Modem 2
CDVALID = TRUE
DIALFILE = 115-2458.SCR
CLIENT_IP =
TTL = 64
PING_TTL = 255
MTU = 1524
RCV_WND = 4572
PROTOCOL = 2
REPORT = 0
UP_RESPONSE = 3
YIELD = 0
SLICE = 0
```

John G.

5787. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 09:50:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989391684-71946AEicMi@cwcom.net>
Source record: 46620

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Mon, 7 May 2001 16:29:07 +0000

>> #_ENV SCREENBORDER=0,16,0,0
>>
>> It does limit the window parameters for Jinnee itself, havent seen
>> anything else utilise it though!.
>
>That seems really simple and easy to use. Have you any
>detailed docs prehaps from the Jinnee manual?

The docs state that the SCREENBORDER environment setting is an alternative method to directly entering opening window limits into the dialog box under jinnee's "Settings" menu.

There would be no reason why other programs shouldn't also use this variable, but in any case it would not be jinnee's responsibility to limit anything except for its own windows.
--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5788. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 09:54:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989391686-72422AEicMi@cwcom.net>
Source record: 46621

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 07 May 2001 16:40:26 -0000

>> A lot of them seem to be these days. The speed and reliability
>> issues you mention may be specific to the Atari port of Ghost-
>> script. I've never used it so I wouldn't know.
>
>Never even realised it was a port!

It's available for quite a few platforms, the recent Atari ports were done by
Christian Felsch, but he has since dropped it (the files and so on are
available from his web site should anyone want to pick this project up).

>> print them out. This would depend on your client machines supporting
>> the appropriate printer language though.
>
>AFAIK my Epson Stylus 200 (ESC codes) doesn't support PS. It's getting on
>a bit.

You're right, it doesn't support PostScript.
--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5789. neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 11:32:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0014944a@fmlynet.org>
Source record: 46727

FamilyNet Newsgate

This may have been asked already, but Chris Martin and I were talking about this this last weekend and with all the Atari telnet BBS's (Closer to Home, Assassins, Cabell, JYBOLAC's Stargate) we really should relive the NeST. Since they internet linked this should not be a problem. What would be the best way to go about this?

Proponent for reliving at least the "NeST" name,

Doctor Clu

> Hello John!
>> Btw, anyone from NeST still around. Hi Steve, Harry and
>> Derryck! You won't remember me but it's nice to see
>> some of the names again. :)
> I agree! I used to hang out in some NeST echoes on the
> Chameleon BBS in Yate, near Bristol in England.
> - Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5790. Star Trek game for ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 11:35:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0014978c@fmlynet.org>
Source record: 46734

FamilyNet Newsgate

> From: "Tony Z" <550408@home.com>
> I'm looking for an Star Trek game that was out for the ST.
> Does anyone have a copy?

Got any one in mind in particular? I know of at least three. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5791. .ATR files from ST to XE???

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 11:42:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0014978d@fmlynet.org>
Source record: 46735

FamilyNet Newsgate

Good news... the way around this is to do the following (which I have done with many formats)...

1) Setup a floppy drive so that the Atari 8 sees a ST folder on the hard drive.
2) Place the ATR in the ST folder.
3) copy the ATR image onto a Atari8 virtual floppy
or
copy the ATR directly off the ST folder.
4) Use a ATR conversation utility in the Atari8 environment.
5) Copy from the ATR image (whereever you have it) to a blank floppy or virtual floppy.

Volla!! Converted floppy from ATR to DI format!! :)

(of course there is a ATR to DI converter.. but it is for the PC.) :)

(Anyone tried this utility under PC Ditto? HEY GAMER!!) Hehehe...

Talk soon,

Doctor Clu
Atari 800 --> Newton PDA ---> Atari ST

> From: firest@williams-net.com (Carey Christenson)
> Anyone,
> Does anyone know if 800XLDJ can also handle .ATR formats???? I wish
> to be able to transfer .ATR images to and from my 130XE. If not what
> program and interface would I need?????? I am currently using 800XLDJ
> program and the SIO2PC(ST) cable!!!! Thanks for any help that can be
> provided.
> Thanks,
> Carey

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5792. FA: Atari SC1435 Color Monitor ($25)

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 12:07:24 UTC
From: geastman@sympatico.ca
Message-ID: <geastman-0805010807240001@hse-ottawa-ppp157461.sympatico.ca>
Source record: 46720

Looks and works great:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1235315886

5793. Re: Atari CD's

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 12:10:44 UTC
From: Simon Williams <williamssg@cf.ac.uk>
Message-ID: <9d8noapqq1@fafnir.cf.ac.uk>
Source record: 46721

I have a few atari cd's somewhere hidden away, give me a day or two to dig them out and I will give you the details and prices. Drop me an email in the meantime just to remind me! Thanks!

Simon
simon@svpworld.com

SVPworld - Creative music and multimedia
incorporating PSRworld.......
website: http://www.svpworld.com
email: info@svpworld.com

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tf5qsd9m0ljr69@corp.supernews.com...
> Hi
>
> Anyone in the UK have any Atari CD's for sale. I'm particulary looking
> for the Atari Commendium and any mix type CD's eg Suzy B, especailly one's
> that are for the Falcon only. I'm not too worried if they're bloated out
> a bit with demos.
>
> I'd prefer them to be in the UK to safe P&P, but if you have any you feel
> would suit me please email me details.
>
> Thanks

5794. More ST/TT/Falcon Software and Hardware on eBay

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 13:34:35 UTC
From: Frank Zimmerman <zimmerman@uniserve.com>
Message-ID: <tfg0p2am5ljq41@corp.supernews.com>
Source record: 46723

Straight Fax 2.20
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236443896
Minimum bid: $10.00

Silhouette 1.40 Vector Editor
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236443326
Minimum bid: $10.00

Papyrus 8.21 Hyper Office
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236442834
Minimum bid: $75.00

NVDI 5
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236441816
Minimum bid: $50.00

Dr. Bobs MultiViewer Graphica
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236441487
Minimum bid: $15.00

Kobold 2.5 File Copier
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236441258
Minimum bid: $20.00

ImageCopy 4 CD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236440897
Minimum bid: $20.00

HDDriver 7.51
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236439742
Minimum bid: $20.00

Harlekin 3 Utility Suite
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236439461
Minimum bid: $10.00

Fonty: Calamus Font Editor
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236439150
Minimum bid: $10.00

Fontkit Plus 4
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236438648
Minimum bid: $10.00

FastCopy Professional
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236438454
Minimum bid: $10.00

FaceValue/GFA Basic/Interface
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236438243
Minimum bid: $50.00

Diamond Edge 2
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236436990
Minimum bid: $5.00

Cherry Fonts for Calamus - Complete Set
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236436456
Minimum bid: $15.00

FloppyShop CD - DTP+
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236436254
Minimum bid: $5.00

FaST Club CD4 - Calamus Fonts
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236435310
Minimum bid: $5.00

FaST Club CD2 - Images/ClipArt
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236435006
Minimum bid: $5.00

Golden Image Cordless Trackball - NEW!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236444510
Minimum bid: $15.00

Golden Image Brush Mouse
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236436744
Minimum bid: $10.00

5795. Does anyone know?? AEROCHOPPER

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 13:52:08 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9d8tm8tnl0@206.230.189.26>
Source record: 46722

I have a RC AeroChopper and was wondering if anyone here knows what it's worth. I have the RC Controller, the Owner's Manual, and a backup copy of the Setup Disk (can't find original).

jonk

5796. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 14:41:00 UTC
From: bindon@madasafish.com
Message-ID: <tfg1bs9tmv5odb@corp.supernews.com>
Source record: 46724

Hi Jo

>Anyway, I believe I did something with those MagiC-problems, but another
>problem turned up and it requires quite a lot of work to solve.

I'll see how it gets on with Magic 6.01 as appline annoys me sometimes, I
fel start me up is fine. The all in one approach of Taskbar sounds much
beter though.

>I'll >probably fix it up in 4-5 months (unless I crash first)

Hey take it easy this time :)

>The good >news is >that it already works with XaAES :-)

Damn, I promised myself I'd try to play with XaAES when I had a faster
machine. Actually rather than using my IDE drive I could use a zip disk
and hold down the partiton key on HDDriver bootup. It was painfully slow
on my STE. :-(

5797. ForSale - ATI Rage Pro for Hades

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 15:17:22 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105081511560.99-100000@Hades060>
Source record: 46742

I have an ATI Rage Pro gfx card setup for the Hades that I'd like
to sell. It was purchased directly from Medusa back in November,
and I used it from Nov 2000 to Apr of 2001.

This is what I originally paid for it:

```
USD| CHF
129.97| 230 ATI Rage Pro graphics card + Medusa bios update
67.81| 120 NVDI 5.x drivers (not the full NVDI 5.x package)
-----------
197.78| 350 Total original cost
```

Note: I do have the original ATI bios chip, so the card could be put
back to it's original state.

I wish to sell it mainly for 2 reasons. There is no Video Mode Generator
and the one included with NVDI 5.x does not work with it. I have
a really cheap 17" monitor and most of the modes or scan rates used
by the card are not very compatible with it. The Rage installer
writes out a NVDIVGA.INF file with fixed modes for all bit planes and
as far as I can tell no way to adjust/tweak them whatsoever.

Please see this page for the supported modes:
http://www.kingx.com/kingx/medusa/thes.html

The other problem was related to TC modes. I found them to be unstable,
yet the machine would run all day in monochrome or 256 colors modes.
It's my personal opinion the problem is the drivers, or some problem
related to using them under MiNT+N.Aes.

While I'm being honest here, the virtual modes do not seem to work.
It also lets you select 16 color modes, but there is no 16 color
driver. These were trivial to me.

If you have a better monitor than me, or different setup perhaps you
will have better luck then I. I replaced the card with a Mach64
for those that are curious, and I VERY happy with it. I do not
wish to wait around for a driver update, unless I cannot sell the
card then I have no choice. ;-)

I will let it go for $150 USD (firm). For an extra $5 I'll ship it
anywhere in the USA, for $10 I'll ship it anywhere outside the USA.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5798. Re: ST XFORMER II

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 15:49:30 UTC
From: Wolf-359 <I@dontthinkso.com>
Message-ID: <v45gft4blks2d0hp7b2qhhqm1s8253khn5@4ax.com>
Source record: 46729

On 7 May 2001 14:55:24 GMT, "jonk" <atari@wcoil.com> wrote:

>I have the 130XE Emulator for the Atari ST. I am going to sell it but don't
>know what it is worth either. It has User's Manual, software disk, and the
>130XE to ST cable. The software is at version 2.55
>
>thanks!
>jonk
>

Without trying to sound too crass, it's worth absolutely nothing and
you'll probably be wasting your time trying to sell it. Newer versions
of this emulator (3.0 and 2000) are available for free on the author's
website at http://www.emulators.com

The fact that it there are much better 8-bit emulators out there, also
available for free, will undoubtedly work against you as well.

Sorry for the bad news. Good luck.

- Wolf-359

5799. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 16:28:44 UTC
From: bindon@madasafish.com
Message-ID: <tfg7lshfag9r34@corp.supernews.com>
Source record: 46725

Hi

>>Hi Lyndon, AFAIK this has not yet been done, but it is funny you
>>should ask since something very similiar came up on an irc chat
>
>Butting into this bit of the thread, what's the IRC secret? Seems that most
>folk are still suffering the authentication problem :-(

Is for me. Ahh don't tell me I have to use mIRC!!

>>session recently. Lp had a good idea for this, that any GEM app could
>>perhaps check if a taskbar of any kind is running, and ask it how many
>>pixels it needs y-wise. This would of course mean that all the
>
>Alternatively, some means of having the program in question save its window
>size(s). Many programs already do this of course.

That's quite true, but when you click the maximise button it won't remeber
this AFAIK.

5800. Re: Problems with aFTP 1.55

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 16:28:47 UTC
From: bindon@madasafish.com
Message-ID: <tfg7lv5lvgm535@corp.supernews.com>
Source record: 46726

On 8 May 2001 00:28:00 +, Eick Wagner wrote:
>>I'm using AFTP.
>
>Hi guys,
>
>I have problems using aFTP at all. Everytime I try to download a file with
>aFTP, i get the message 'couldn't create file' or somethimg like that when aFTP
>wants to write the file to the harddisk.
>
>My system: Atari Falcon030 14MB, MagiC 6, STinG 1.26.

This is what most are experiencing. Maybe it's worth a call to Atack but
this program was developed on Mint, so maybe Magic is at fault (surely
not!). It did work on my old setup which I feel was using an old
version.(something like 1.4 maybe?)

5801. Re: Atari emulator?

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 16:48:49 UTC
From: mdoering@mucl.de
Message-ID: <3af822f5.2277809@news.cis.dfn.de>
Source record: 46728

On Mon, 07 May 2001 22:26:05 -0500, Mike Marion
<mmarion@simplecom.net> wrote:

>Hi Walter - Sounds like my situation, Yes I am using Gemulator on a
>wintel laptop - all my work activities are on TOS/GEM, only use wintel
>for browsing etc. Gemulator 2000 is easy to set-up and use. Darek
>Mihocka the author (although sometimes a little testy to deal with) has
>produced a really first rate product which is a free download. Try;
>http://www.emulators.com/gemul8r.htm

Yes, and gemulator 2000 is faster, than all other emulators together,
because of it's optimized assembler kernel. It provides a good
hardware emulation, even of such things like harddisk and floppy - you
can use the native pc floppy drive! The only thing is, that it does
not work well with german keyboards... :-(

Martin

5802. Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 17:06:50 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0014a613@fmlynet.org>
Source record: 46602

FamilyNet Newsgate

Hello Lyndon!

LA> AFAIK my Epson Stylus 200 (ESC codes) doesn't support
> PS. It's getting on a bit.

Then I know how it feels! <grin> If you can configure your client machines to print using appropriate commands (EscP2?) to a file in a shared directory, then it should be possible to write a script to pick up those files and print them out. It's the same theory, just a different "printer language" than PostScript.

LA> Ahh is that what NAT stands for! I guess I don't need
> it then!

Probably not on the PC, but you might want it on the Falcon to make your sub-net use a single IP so far as the outside world is concerned.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5803. STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 17:06:50 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0014a615@fmlynet.org>
Source record: 46603

FamilyNet Newsgate

Hello Steve!

SS> Fat git with soldering iron..

Hey, I resemble that remark! :-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5804. Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 17:06:50 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0014a614@fmlynet.org>
Source record: 46604

FamilyNet Newsgate

Hello Iggy!

ID> Wouldn't a port of XPDF be more appropriate when it
> comes to PDFs? My encounters with Ghostscript on the
> Mac and Amiga haven't been all that pleasurable.

I picked up on the networked printing aspect of the original post. I think I've used XPDF on unix (with X) before. I'm not sure how current my version was though, it didn't seem to render Acrobat documents in colour. That may have changed now, and wouldn't be an issue for some applications in any case.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5805. New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 17:06:50 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0014a616@fmlynet.org>
Source record: 46605

FamilyNet Newsgate

Hello Jeff!

JM> Are there any nest nodes still around?

I don't know. I had heard that NeST had closed, but perhaps
some of the old NeST nodes are still around.

JM> I'm tempted to start it up again, but it looks like
> the telnet bbs scene is pretty dead (I'm getting only
> 5 or 6 calls (telnets) a day, and I've got like 15
> real Atari online games available!)

I don't think BBS were ever about on-line gaming in Britain,
probably because we had to pay per minute, even for local
calls. It was never my emphasis anyway, echo conferences
were.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5806. Re: Problems with aFTP 1.55

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 17:37:38 UTC
From: BMaedicke@t-online.de
Message-ID: <1et3scy.1n84zkw1mzkwckN%BMaedicke@t-online.de>
Source record: 46733

Lyndon Amsdon <bindon@madasafish.com> wrote:

> This is what most are experiencing. Maybe it's worth a call to Atack but
> this program was developed on Mint, so maybe Magic is at fault (surely
> not!). It did work on my old setup which I feel was using an old
> version.(something like 1.4 maybe?)

I use aFTP 1.55 without problems on my Falcon (Afterburner and NOVA
graphic card) with MagiC 6.01 and STinG 1.26. Very strange.

--
Url: http://home.t-online.de/home/BMaedicke/

5807. Re: ST XFORMER II

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 17:47:34 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tfgc65mh8dk96c@corp.supernews.co.uk>
Source record: 46736

Newer versions of this emulator (3.0 and 2000) are available for free on the
author's website at http://www.emulators.com
>
> The fact that it there are much better 8-bit emulators out there, also
> available for free, will undoubtedly work against you as well.
>
> Sorry for the bad news. Good luck.

Do you or anyone else have any links to good 8-bit emulators?

Regards,

Chris.

5808. LGD CD Vol 1

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 17:53:01 UTC
From: Andrew Gaunt <andy_gaunt@lineone.net>
Message-ID: <tfgcfba5acqh7e@corp.supernews.co.uk>
Source record: 46737

Hi,

Did anyone order the "Little Green Desktop CD-Rom 1" from
http://www.fatal-design.com/desktop/

& it actually arrive????

My cheque was cashed months ago and now I cannot get a reply from
rich@atarist.com and was wondering if anybody else was having similar
problems?

Thanks

Andrew Gaunt.

5809. IRCnet

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 18:24:49 UTC
From: D Galvez <maraka@atari.net>
Message-ID: <3af838ce@post.newsfeeds.com>
Source record: 46738

*** post for FREE via your newsreader at post.newsfeeds.com ***

I use to connect in IRCnet through irc.stealth.net but since some days ago
i'm not able to do it. Does anybody know another public IRCnet server or any
other way to get in the Atari chanels in IRCnet?

Thanks.
D Galvez.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 90,000 Newsgroups - 16 Different Servers! =-----

5810. Re: IRCnet

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 18:26:04 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <gXWJ6.28$Re7.1819@newsfeed.slurp.net>
Source record: 46739

I would like to know that too. I'm behind a Firewall at work that prevents me from going to irc.stealth.net or irc.funet.fi. I can, however, log on to Dalnet servers but can't get to the Atari channels from there obviously.

Joshua.

"D Galvez" <maraka@atari.net> wrote in message news:3af838ce@post.newsfeeds.com...
> *** post for FREE via your newsreader at post.newsfeeds.com ***
>
> I use to connect in IRCnet through irc.stealth.net but since some days ago
> i'm not able to do it. Does anybody know another public IRCnet server or any
> other way to get in the Atari chanels in IRCnet?
>
> Thanks.
> D Galvez.
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> ------== Over 90,000 Newsgroups - 16 Different Servers! =-----

5811. player manager by anco

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 18:36:58 UTC
From: Leyton Orient <leyton.orient@virgin.net>
Message-ID: <R1XJ6.13192$EI.2599794@news2-win.server.ntlworld.com>
Source record: 46740

anybody got it?

5812. Re: LGD CD Vol 1

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 19:18:47 UTC
From: David Hester <dhester@hesterhome.fsnet.co.uk>
Message-ID: <9d9gesvlh1@newsg2.svr.pol.co.uk>
Source record: 46741

I ordered the Cd and got mine after about 10 days.

When I last cheked thee site it said that the cd had sold out!

"Andrew Gaunt" <andy_gaunt@lineone.net> wrote in message
news:tfgcfba5acqh7e@corp.supernews.co.uk...
> Hi,
>
> Did anyone order the "Little Green Desktop CD-Rom 1" from
> http://www.fatal-design.com/desktop/
>
> & it actually arrive????
>
> My cheque was cashed months ago and now I cannot get a reply from
> rich@atarist.com and was wondering if anybody else was having similar
> problems?
>
>
> Thanks
>
> Andrew Gaunt.
>
>

5813. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 19:24:58 UTC
From: osian@zetnet.co.uk
Message-ID: <3af8480a$0$21937@news.zetnet.co.uk>
Source record: 46743

On 8 May 2001 09:49:42 G, John Garone wrote:
>Serial Port? Mine is set to Modem 2 (same set-up but no Magic).

Hmm, I see what you mean. But I don't think it mattered - Qdialer was interpreting it as and displaying Modem 2 anyway. I've now changed it to Modem 2 in the file, and the only effect that's had is to cause Stik to display an error message on booting! "Conf Report 0 Stik Report 0" or something like that.

>Maybe you should use the longer CFG file. This is all I have activated in
>the Default.cfg file (all else is in the Dial.scr file and although
>the boot info states to configure items missing in the CFG file, Stik2 is
>still activated and works here without re-booting):

OK, I'll try your version, although I was only following the documentation to the letter to remove items that were not necessary. So you reckon when Qdialer reports unknown variables and when Sting reports items missing, it's OK???

I've just tried my own scripts again, moving the handful of variables I had left, into the .SCR file but it's still causing Stik to crash on booting. Anyway, I'll try yours next.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5814. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 19:33:46 UTC
From: osian@zetnet.co.uk
Message-ID: <3af84a1a$0$21937@news.zetnet.co.uk>
Source record: 46744

On 8 May 2001 19:24:58 G, Chris Simon wrote:
>I've just tried my own scripts again, moving the handful of variables
>I had left, into the .SCR file but it's still causing Stik to crash on
>booting. Anyway, I'll try yours next.

Well, spookily enough, it worked!

It's definitely a bit disconcerting though for Stik to report
"No USERNAME or PAP_ID - configure one or both and reboot system",
and then for Qdialer to report 3 unknown variables! But at least no
bombs, which also means that some of the variables that were quoted as
being optional, or if not set would be given default values, are not
actually optional. It's no wonder I find cionfiguring things
difficult - things the instructions say are OK are not OK, and when
you get error messages it's actually OK!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5815. Re: New Telnet BBS on Rea

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 19:33:59 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3af84a27$0$21937@news.zetnet.co.uk>
Source record: 46745

On 4 May 2001 19:02:05 +, "Jackpoteer" wrote:
>Hi Andy,
>
>> J> Btw, anyone from NeST still around. Hi Steve, Harry and
>> > Derryck! You won't remember me but it's nice to see
>> > some of the names again. :)
>>
>> I agree! I used to hang out in some NeST echoes on the
>> Chameleon BBS in Yate, near Bristol in England.
>
>Yes, I recall, the Sysop and his mate, developed QBBS for a while. :) Can't
>remember the name for the life of me though. (Martin Stacey???).

Yes it was, he used to come down from Bristol and service the company's networks in Torquay, Plymouth and Exeter, he was the guy who really got me into Atari, he had a fantastic setup, I went up to Yate one day and he gave a brilliant demonstration of it.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

5816. Re: WTD: Atari CD's

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 19:50:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989440762-120282AEicMi@madasafish.com>
Source record: 46643

Hi Bindon

>
>>>I bet you have more chins than a chinnese phone book. :)
>>
>>Hm!, no, i havent.

>No it's just a "viscous rumour" :-)

I'm good at them, perhaps thats why this one escaped me. :-/

>It's the only insult I have and even then it came off Austin Powers.

Is mummy still letting you stay up to watch that garbage.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5817. Re: ST XFORMER II

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 19:56:38 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9d9j1m$762$0@206.230.189.41>
Source record: 46596
Body handling: HTML body converted to readable text

Thanks for the info, I guess I will just throw it in with the STf I have for auction on ebay.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236220293

jonk

"Wolf-359" wrote in message
news:v45gft4blks2d0hp7b2qhhqm1s8253khn5@4ax.com...
> On 7 May 2001 14:55:24 GMT, "jonk" wrote:
>
> >I have the 130XE Emulator for the Atari ST. I am going to sell it but
don't
> >know what it is worth either. It has User's Manual, software disk, and
the
> >130XE to ST cable. The software is at version 2.55
> >
> >thanks!
> >jonk
> >
>
> Without trying to sound too crass, it's worth absolutely nothing and
> you'll probably be wasting your time trying to sell it. Newer versions
> of this emulator (3.0 and 2000) are available for free on the author's
> website at http://www.emulators.com
>
> The fact that it there are much better 8-bit emulators out there, also
> available for free, will undoubtedly work against you as well.
>
> Sorry for the bad news. Good luck.
>
> - Wolf-359
>

5818. WTB: Hades or Milan

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 19:59:42 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9d9j7e$7od$0@206.230.189.41>
Source record: 46597

I need to get back into the scene. If anyone has a Milan or Hades for sale
in US, Canada, or UK please let me know.

atari@wcoil.com

thanks,
jonk

5819. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 20:22:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989440766-120870AEicMi@madasafish.com>
Source record: 46644

Hi Lonny

>> Jinnee introduced this environment variable to the world, not sure
>>what supports it though!

>> #_ENV SCREENBORDER=0,16,0,0
>>
>> It does limit the window parameters for Jinnee itself, havent seen
>> anything else utilise it though!.

>That seems really simple and easy to use. Have you any detailed docs
>prehaps from the Jinnee manual?

I'm afraid ive yet to see a Jinnee manual, Peter West may be watching
this though, he's the keeper of the enchanted Scrolls of Jinnee as i
understand it, if he is he'l pop by soon.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5820. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 20:27:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989440768-121515AEicMi@madasafish.com>
Source record: 46645

Hi Greg

>Since they internet linked this should not be a problem. What would be
>the best way to go about this?

> Proponent for reliving at least the "NeST" name,

You'd need to speak to Daron Brewood about this, he owns the 'NeST'
copyright.

< Clip start >

```
;A Copyright 1990 - %y - NeST International Association (N.I.A),
;A 7, Crescent Road,
;A Portwood,
;A Stockport,
;A Cheshire,
;A United Kingdom,
;A SK1 2QG.
;A
;A NeST WWW Pages: http://www.nest.demon.co.uk/
;A
;A All rights reserved. N.I.A., Network ST, and NeST are trademarks
;A of Daron M. Brewood (C) %y
```

< clip end >
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5821. Re: ForSale - ATI Rage Pro for Hades

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 21:11:51 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105082109550.83-100000@Hades060>
Source record: 46611

On 8 May 2001, Paul Williamson wrote:

> I may have been interested in this, but first could you check with Medusa
> as to whether the card will work in any other Hades than your own. I
> think you will find that it is linked somehow to the serial number of
> your TOS and so cannot be used in another machine.

I had not thought of that. I will have to check on that.
That is a really good question actually.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5822. NeST

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 21:25:38 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0014b2c5@fmlynet.org>
Source record: 46614

FamilyNet Newsgate

Hello Greg!

GG> This may have been asked already, but Chris Martin and I were
> talking about this this last weekend and with all the Atari
> telnet BBS's (Closer to Home, Assassins, Cabell, JYBOLAC's
> Stargate) we really should relive the NeST. Since they internet
> linked this should not be a problem. What would be the best way
> to go about this?

Ask the sysops, and potential users what they want from a new Atari
Network. I have my own ideas, but it would mostly depend on the
sysops. A decision should be made early on whether to use Fidonet
or Internet technologies. Fido style software can be made to work
over the Internet, and may hook neatly into the BBS software the
remaining sysops are running. Internet software may be more
sustainable, and more convenient in some other respects.

GG> Proponent for reliving at least the "NeST" name,

I enjoyed my time in the NeST echoes, but a new network of telnet
BBS wouldn't really be NeST - why not think up a new name?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5823. gcc for TOS or MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 21:25:38 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0014b2c6@fmlynet.org>
Source record: 46615

FamilyNet Newsgate

Hello!

Anyone know where I might find an Atari (TOS? MiNT?) port of
the GNU C Compiler (gcc)?

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5824. Re: ForSale - ATI Rage Pro for Hades

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 21:27:06 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3af864aa$0$21937@news.zetnet.co.uk>
Source record: 46598

Hi Lonny,

On 8 May 2001 15:17:22 +, Lonny Pursell wrote:
>I have an ATI Rage Pro gfx card setup for the Hades that I'd like
>to sell.

I may have been interested in this, but first could you check with Medusa as to whether the card will work in any other Hades than your own. I think you will find that it is linked somehow to the serial number of your TOS and so cannot be used in another machine.

(I would have liked to use a Mach 64 myself, but it has a conflict with Cubase and so is of no use to me.)

Also, I would only want the Rage card in order to use it for True Colour as I don't have that available at the moment on my ET2000, but as you say it is unstable, maybe I would have to see if better drivers could be made available.

Cheers

Paul

5825. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 21:35:33 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3af866a5$0$21934@news.zetnet.co.uk>
Source record: 46599

Hi All,

Those of you having difficulty with using Zetnet's new numbers may be interested to read the following which was sent to me from Zetnet today.

It is a reply to my mail to them expressing concern over their new numbers which require PAP connection. (Tim Cole refers to reducing the capacity on their old numbers.)

+ + + +

5826. Nordic Atari Show in Malmoe, Sweden 16-17/6

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 21:48:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3af877482c434f1@tripnet.se>
Source record: 46600

The seventh annual Nordic Atari Show (NAS) will take place in beautiful Malmï¿½ this year. Malmï¿½ is located in the far south of Sweden. Atari enthusiasts from all over the country and abroad will gather together and participate in or just visit the exhibion.

The show is opened 16/-17/6 and we welcome anyone to join the show. Entrance fee is SKR 50/day (appr. 5 EUR).

16/32 Systems from England will be there selling all kinds of Atari products. If you want to buy anything special please contact him on nick@1632systems.co.uk in advance or visit http://www.1632systems.co.uk/ ... He really needs to know what stuff to bring...

There will also be second hand Atari computers, monitors etc on sell. Please contact bebbe.adolfsson@swipnet.se in advance for availability of any specific item you would like to get.

If you want to sell anything yourself just bring the stuff with you. There will be plenty of tables available at no extra fee!

We plan to do a lot af networking this year so bring your Ethernet adapters, nullmodem cables, MIDI cables, etc to join the network.

As Malmï¿½ is located close to the main European continet we hope to get visitors from Denmark, Germany, Poland, etc too. And, thanks to the new bridge from Copenagen it's very easy to get there!

For more info browse to http://www.sak.nu/ and click on the "Nordic Atari Show" button. Info in English can be found further down on the page, maps included.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5827. Re: Re: Re: Hybrid Arts midiplexer and Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 22:31:03 UTC
From: u757659912@spawnkill.ip-mobilphone.net
Message-ID: <r.989361064.1172149658@fw-out.cymfony.com>
Source record: 46601

```
>
> Hi Griffin
>
>
> What ID's do you have set for what
>devices, what Host adaptor are you
> using?.
>

The host adapter is built into the
Megafile 30. I belive it is an Adaptec
4400 which does ACSI->SCSI->RLL. The
Megafile 30 is a drive manufatured by
Atari for the ST. In side the unit is
a an old SEAGATE 30Mb Rll drive. The ID's
in the host adapter are 0 and 1 as it
can handle 2 drives. The Midiplexer
has a 3 switch dip switch. I'm assuming
it is binary in that all switches off = 0
and all switches on = 7. I have tried
the Midiplexer as ID 2 and ID 7. The
midiplexer works with my sequencing
software as any ID as long as the Megafile
is not powered. I have considered setting
the Megafile to different ID's and using
CBHD to boot the different ID's.

Thanks again for your input.

Griffin

--
Spam protected message from:
Sent by griffine from hotmail in field com
Posted via http://www.usenet-replayer.com/cgi/content/new
```

5828. Re: Does anyone know?? AEROCHOPPER

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 23:14:14 UTC
From: ebaiz@skyenet.net
Message-ID: <a5%J6.97$0d.4446@newsfeed.slurp.net>
Source record: 46606

On 8 May 2001 13:52:08 G, "jonk" wrote:
>I have a RC AeroChopper and was wondering if anyone here knows what it's
>worth. I have the RC Controller, the Owner's Manual, and a backup copy of
>the Setup Disk (can't find original).
>

Well I bought a copy of that for about $60. It is a fantastic piece of
hardware/software. I do not know why anyone would want to get rid of it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5829. Re: Star Trek game for ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 23:14:16 UTC
From: ebaiz@skyenet.net
Message-ID: <c5%J6.98$0d.4446@newsfeed.slurp.net>
Source record: 46607

On 8 May 2001 11:35:22 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
>> From: "Tony Z" <550408@home.com>
>> I'm looking for an Star Trek game that was out for the ST.
>> Does anyone have a copy?
>
> Got any one in mind in particular? I know of at least three. :)
>
> Doctor Clu

I answered that gent and told him I had one of the 3. he said he had found the game on a site on the net.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5830. Re: .ATR files from ST to XE???

Newsgroup: comp.sys.atari.st
Date: 2001-05-08 23:14:18 UTC
From: ebaiz@skyenet.net
Message-ID: <e5%J6.99$0d.4446@newsfeed.slurp.net>
Source record: 46608

On 8 May 2001 11:42:42 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
> Good news... the way around this is to do the following (which I have done
>with many formats)...
>
> 1) Setup a floppy drive so that the Atari 8 sees a ST folder on the hard
>drive.
> 2) Place the ATR in the ST folder.
> 3) copy the ATR image onto a Atari8 virtual floppy
> or
> copy the ATR directly off the ST folder.
> 4) Use a ATR conversation utility in the Atari8 environment.
> 5) Copy from the ATR image (whereever you have it) to a blank floppy
> or virtual floppy.
>
> Volla!! Converted floppy from ATR to DI format!! :)
>
> (of course there is a ATR to DI converter.. but it is for the PC.) :)
>
> (Anyone tried this utility under PC Ditto? HEY GAMER!!) Hehehe...

Hello Dr..,

Yes I have tried the conversion program (ATR to DI) that works on the
PC on my Hades under SoftPC. It did not work. Gave me some sort of
error. That conversion works great and I have asked the author to make
a TOS version. Seems kind of strange that it runs on the PC only.
Luckily I have a wife who loves the PC world, so I use hers for that
reason.

Explain your steps again. How does one setup a floppy drive so that the
8-bit sees a ST folder? Are you using Xformer and the Xformer cable?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5831. Re: 12" Atari SM124 Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 00:01:00 UTC
From: David Smith <david@suscom.net>
Message-ID: <3AF888BB.E07222D2@suscom.net>
Source record: 46609

I have two of these for sale if anyone else wants one!

http://yourpage.suscom.net/david/david/sellcomp.htm

jonk wrote:

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236222586

--
David Smith. Williamsport, Pennsylvania, US.
for sale: hw-sw for Atari ST, Apple Mac, DOS, HP 200LX, Palm
http://yourpage.suscom.net/david

5832. CCAG 2001

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 00:59:02 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3af89656_1@athena.netset.com>
Source record: 46610

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 30th, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of
outdoor space is available along with ample parking.

Setup: 29th, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 05/08/2001
User Groups:
Erie PA Atari Group
TI Chips

Cleveland Classic Atari Group

Vendors:
1632 Systems-From the UK!!!
C.S. Vintage Games
L.R.O. Computers
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
David S. Brain
Fred Wagaman
Harry Dodgson
Alan Hewston
Thomas Mclaren
Michael White(Bally/Astrocade)
Classic Gamer Magazine
John Litva

Possible Attendees!!!
Atari7800.com

Special Guest!!!
Pitfall Harry

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room-MAME, etc.

We already have one person bringing a Crazy Climber cocktail arcade game, John Litva. And, another vendor has promised to bring several arcade games as well. Please email us if you wish to bring an arcade game to the show.

We have a food service this year! The wife of one of our organizers, will be providing food, soda, and such!

Attention Atari ST/Falcon/TT users!!!
If you want anything from 1632 Systems, please contact:
Nick Harlow
http://www.1632systems.co.uk/
http://catalog.zen.co.uk/actinic/1632Systems/

See ya at the CCAG!

5833. Re: Problems with aFTP 1.55

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 01:25:44 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9da6ao$6mt$1@cubacola.tninet.se>
Source record: 46612

```
On 8 May 2001 00:28:00 +, Eick Wagner wrote:
>
>Hi guys,
>
>I have problems using aFTP at all. Everytime I try to download a file with
>aFTP, i get the message 'couldn't create file' or somethimg like that when aFTP
>wants to write the file to the harddisk.
>
>My system: Atari Falcon030 14MB, MagiC 6, STinG 1.26.
>
>
>Ciao, Eick

Hi Eick

I think you have something wrong in your paths config. Have you
enabled a downloadpath? One way to test if it's the paths, is to
download a file via D&D. Just drag the file from aFTP's window to
your harddisk and then it should work.
```

Cheer's J&#65533;rgen
--

J&#65533;rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5834. Re: Does anyone know?? AEROCHOPPER

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 02:41:39 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9daap3$j32$0@206.230.189.48>
Source record: 46613

OK $60 it is. First offer of $60 + $8 shipping wins it. Otherwise it's going
on ebay in a few days.

jonk

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:a5%J6.97$0d.4446@newsfeed.slurp.net...
> On 8 May 2001 13:52:08 G, "jonk" wrote:
> >I have a RC AeroChopper and was wondering if anyone here knows what it's
> >worth. I have the RC Controller, the Owner's Manual, and a backup copy of
> >the Setup Disk (can't find original).
> >
>
> Well I bought a copy of that for about $60. It is a fantastic piece of
> hardware/software. I do not know why anyone would want to get rid of it.
>
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

5835. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 05:39:06 UTC
From: swampfox1@earthlink.net
Message-ID: <_J4K6.683$Ak7.76390@newsread1.prod.itd.earthlink.net>
Source record: 46616

On 8 May 2001 19:24:58 G, Chris Simon wrote:
>On 8 May 2001 09:49:42 G, John Garone wrote:
>>Serial Port? Mine is set to Modem 2 (same set-up but no Magic).
>
>Hmm, I see what you mean. But I don't think it mattered - Qdialer was
>interpreting it as and displaying Modem 2 anyway. I've now changed it to
>Modem 2 in the file, and the only effect that's had is to cause Stik
>to display an error message on booting! "Conf Report 0 Stik Report
>0" or something like that.
>

I have'nt seen that one! Do you have that stuff activated in Qdialer?

>>Maybe you should use the longer CFG file. This is all I have activated in
>>the Default.cfg file (all else is in the Dial.scr file and although
>>the boot info states to configure items missing in the CFG file, Stik2 is
>>still activated and works here without re-booting):
>
>OK, I'll try your version, although I was only following the
>documentation to the letter to remove items that were not necessary.
>So you reckon when Qdialer reports unknown variables and when Sting
>reports items missing, it's OK???

Sting or Stik2 ??? I may have confused the issue by mentioning
dial.scr instead of Stiks dialfile! Sorry about that!

It seems that "unknown variables" are'nt executed (dialfile).

John G.

5836. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 05:51:00 UTC
From: swampfox1@earthlink.net
Message-ID: <8V4K6.703$Ak7.76390@newsread1.prod.itd.earthlink.net>
Source record: 46617

On 8 May 2001 19:33:46 G, Chris Simon wrote:
>On 8 May 2001 19:24:58 G, Chris Simon wrote:
>>I've just tried my own scripts again, moving the handful of variables
>>I had left, into the .SCR file but it's still causing Stik to crash on
>>booting. Anyway, I'll try yours next.
>
>Well, spookily enough, it worked!
>
>It's definitely a bit disconcerting though for Stik to report
>"No USERNAME or PAP_ID - configure one or both and reboot system",
>and then for Qdialer to report 3 unknown variables! But at least no
>bombs, which also means that some of the variables that were quoted as
>being optional, or if not set would be given default values, are not
>actually optional. It's no wonder I find cionfiguring things
>difficult - things the instructions say are OK are not OK, and when
>you get error messages it's actually OK!
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.

Hmmm...! As some guy from "Laugh In" use to say with an accent,
"verrry interestink" ! And on top of all this, it also may depend
on what your ISP needs! Mine has 4 phone #'s to different servers
which vary the log-in info needed!!! Geeesh!
John G.

5837. Re: gcc for TOS or MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 06:04:36 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3AF8DDF4.3070702@sun1000.pwr.wroc.pl>
Source record: 46618

Andy Ball wrote:

> FamilyNet Newsgate
>
> Hello!
>
> Anyone know where I might find an Atari (TOS? MiNT?) port of
> the GNU C Compiler (gcc)?

Try this:

http://www.freemint.de/

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

5838. PS2 mouse and PC keyboard adapter for Falcon available?

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 07:14:42 UTC
From: Sivusalo Juhani <jsivusalo@lpg.fi>
Message-ID: <3AF8EF2E.28F0FC2C@lpg.fi>
Source record: 46622
Body handling: Binary attachment payload not displayed: jsivusalo.vcf

Hi,

I have been looking for adapter for PS2 mouse and keyboard to be connected to
Atari Falcon. Does anyone know any place where I can buy something like that or
is those kind of things available anymore/ at all?

--
Juhani

[One or more binary attachments are retained only in the source text.]

5839. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 10:53:25 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9dbjsu$3jg$1@news5.svr.pol.co.uk>
Source record: 46624

<xlator@cix.compulink.co.uk> wrote in message
news:9d4h6h$1ro$1@plutonium.compulink.co.uk...
> In message <tfapv5dg0lnl53@corp.supernews.com>, bindon@madasafish.com
said:

> For small solder blobs, I
> have used a Hellerman sleeve (heat-resistant silicone rubber tube
> that's meant to be expanded with a tool and slipped over ends of
> braided cables to hold them in check) over the nozzle of the
> desoldering tool, as that allows you to get closer to the tip of
> the iron and increases the sucking power as it forms a near
> air-tight seal so that the full power of the sucker is directed to
> the solder blob.

Brilliant!! Nice one Peter :-)

5840. Re: PS2 mouse and PC keyboard adapter for Falcon available?

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 12:25:03 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <wEaK6.51$oH.1622@newsfeed.slurp.net>
Source record: 46623

Terve Juhani,
Mario Becroft produces 'QWERTYX', an adapter you can
plug in an AT keyboard and serial mouse. PS/2 keyboards/mice are supported
with an adapter. Here's a link to his page.
http://gem.win.co.nz/mario/hardware/qwertyx.html Take care.

Joshua.

"Sivusalo Juhani" <jsivusalo@lpg.fi> wrote in message
news:3AF8EF2E.28F0FC2C@lpg.fi...
>
> Hi,
>
> I have been looking for adapter for PS2 mouse and keyboard to be connected
to
> Atari Falcon. Does anyone know any place where I can buy something like
that or
> is those kind of things available anymore/ at all?
>
> --
> Juhani
>
>
>
>

5841. TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 14:24:45 UTC
From: starlord <starlord@qnet>
Message-ID: <3af95324@news.qnet.com>
Source record: 46625

While I dislike the idea, is there something that'll let an clone keyboard
be used on a TT? or does anyone maybe have a MegaST / TT that's dead but
they keyboard is ok?

--

The Babylon project was our last best hope
for Peace, it failed ... In the year of the Shadow
War it became something bigger ... Our
last best hope for Victory! The year is
2260 ... The Place is Babylon 5

www.starlords.org

5842. Using MagiCPC on a network...

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 14:50:37 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <OMcK6.124$oH.2647@newsfeed.slurp.net>
Source record: 46626

I'm pretty much forced to use a PC at work but I recently installed MagicPC on my workstation and it runs nice and smooth. I would like to browse the internet using CAB. I am on a LAN here and dial-up is no option. Is there any way I can utilize the LAN for internet connection in MagicPC? Thanks.

Joshua.

5843. Desperately Seeking .YM Tracker

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 15:41:08 UTC
From: christophertumber@home.com
Message-ID: <3af9639a.8225820@news>
Source record: 46627

I'm looking for a .YM editor/composer/tracker. It needs to save to plain .YM files. Everything I've tried so far (ie: Chipmon 2, Sidsound) saves to some alternate format.

I need just .YM, it doesn't have to have a zillion features, a pretty basic tracker is just fine.

Alternately, I have .xm2ym and snd2ym converters so either of those formats would be okay too. Alternately if someone has a utilty to convert Chipmon 2, Sidosund, etc files to .YM that would work...

Any suggestions?

Chris...

5844. Lots of 520ST and 1040ST Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 15:52:44 UTC
From: Kamran <nospam@newsranger.com>
Message-ID: <gJdK6.7818$vg1.641348@www.newsranger.com>
Source record: 46628

I have 6 St computers, some in the original Atari case, some modified into an IBM XT case with 2 to 4Meg of RAM. I have lots of manuals and books and disks. It is just too much to list and/or ship. I would like to sell it all to someone who can come and pick it all up.

I live in Milwaukee, WI and just wondering if anyone is interested in this stuff close to where I live.

Email me at kamran.faterioun@delphiauto.com if interested.

I have no idea how much this stuff is worth anymore!!

Kamran

5845. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 16:17:50 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105091616150.88-100000@Hades060>
Source record: 46639

On Wed, 9 May 2001, starlord wrote:

> While I dislike the idea, is there something that'll let an clone keyboard
> be used on a TT? or does anyone maybe have a MegaST / TT that's dead but
> they keyboard is ok?

If you wish to avoid inflated prices for original Atari keyboards
have a look at this page:

http://gem.win.co.nz/mario/hardware/qwertyx.html

Check to see if your local dealer has this.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5846. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 17:03:13 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <RMeK6.1028$895.10518@NewsReader>
Source record: 46629

Hello.

"starlord com>" <starlord@qnet<*> wrote in message
news:3af95324@news.qnet.com...
> While I dislike the idea, is there something that'll let an clone keyboard
> be used on a TT? or does anyone maybe have a MegaST / TT that's dead but
> they keyboard is ok?

I have new mega ste and TT kbrds for sale.

Barrie at Keychange.

www.keychange.co.uk

5847. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 17:08:39 UTC
From: osian@zetnet.co.uk
Message-ID: <3af97997$0$21937@news.zetnet.co.uk>
Source record: 46630

On 9 May 2001 05:39:06 G, John Garone wrote:
>On 8 May 2001 19:24:58 G, Chris Simon wrote:
>>Modem 2 in the file, and the only effect that's had is to cause Stik
>>to display an error message on booting! "Conf Report 0 Stik Report
>>0" or something like that.
>>
>
>I have'nt seen that one! Do you have that stuff activated in Qdialer?

All the reporting options? No.

>>So you reckon when Qdialer reports unknown variables and when Sting
>>reports items missing, it's OK???
>
> Sting or Stik2 ??? I may have confused the issue by mentioning
>dial.scr instead of Stiks dialfile! Sorry about that!

My mistake - typed Sting instead of Stik2!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5848. Re: Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 17:10:06 UTC
From: osian@zetnet.co.uk
Message-ID: <3af979ee$0$21937@news.zetnet.co.uk>
Source record: 46631

On 8 May 2001 09:41:04 -, Derryck Croker wrote:
>From: osian@zetnet.co.uk (Chris Simon)
>>The config files are all together in the one directory, and you can
>>have several dial script files and select which one to use at dial
>>time, insetad of having to rename files and reboot as with STing. I
>
>Not so. You can have as many dial scripts as you wish with STinG, and
>select between them in the dialer. Most of the variables can be moved to
>dial scripts from the default.cfg file.

Hmm, maybe in the latest version but I couldn't get that to connect at
all. I've deleted Sting now but I can't remember seeing anything in
the dialler that allowed you to select the dial file.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5849. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 17:10:07 UTC
From: vdjole@EUnet.yu
Message-ID: <9dbtlehtd1@news.eunet.yu>
Source record: 46633

On 7 May 2001 21:14:20 +, "Mark Bedingfield" wrote:
>> Can a 520STE use a PC HD in hd mode and not just 720/
>
>Not without some major hacking. The floppy controller needs to be told to
>run at 16Mhz not its default 8Mhz.

...which requires one 74LS*** TTL chip, maybe one resistor, a few
peces of wire, a WD1772 02-02 dloppy controller in the ST, and one pin
of the said controller to be cut-off from the motherboard.

5850. FS: STE/MegaSTE/Graphics Card/Monitors

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 17:23:40 UTC
From: markat@zetnet.co.uk
Message-ID: <3af97d1c$0$21938@news.zetnet.co.uk>
Source record: 46632

Hi,

Having recently upgraded, I have the following surplus
items available for sale:

Mega STE - 4mb, 540mb internal HDD, HD floppy.
good clean condition. 95ukp

STE - 4mb. DD floppy
good clean condition. 40ukp

Matrix Coco Graphics card - suitable for MSTE/TT. Fits in
VME slot. 1mb. Takes standard 15 pin monitor D plug.
Complete with instructions, installation disk and
NVDI 2.5/4. 60ukp

Atari SM125 B/W Monitor - Good clean condition. Excellent picture
25ukp

Phillips CM8852 Colour Monitor for Atari. Very good picture
25ukp

External Floppy Drive - DS. 10ukp

I'm in Aberdeen but can arrange carriage within UK mainland
Allow 5ukp for small items, 10ukp for larger items.

Try me with an offer for a package!

Martin Holmes

5851. Re: Interesing accessory

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 17:33:20 UTC
From: vdjole@EUnet.yu
Message-ID: <9dbv0uieu1@news.eunet.yu>
Source record: 46637

On 7 May 2001 21:10:51 +, "Mark Bedingfield" wrote:

>> I came upon an interesting little accesory which may prove useful:
>> <http://atarihr.atari.org/datoteke/dimfile.zip>

>Sounds good but the URL dosent seem to work:-(

Ooops! There is a link to dimfile.zip from http://atarihr.atari.org/datoteke.html
but the file itself is on http://atarihr.atari.org/slike/datoteke/byvuk/dimfile.zip
Sorry.

"Steve Sweet" wrote:

>This has been around for a bit, i use it to locate individual files from
>my eCopy backups (*.DIM files).

Possibly.

A detail which may be interesting to someone who wants to use *.ST disk
images: dimfile docs say .ST format is the same as eCopy's .DIM image.

5852. Apple II version

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 17:51:48 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <9dc03kaqb2@usenet.nau.edu>
Source record: 46635
Cross-posted to: comp.sys.apple2,comp.sys.palmtops,comp.sys.dec.micro,comp.sys.amiga.games,comp.sys.sinclair,comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.st,comp.os.cpm

Hello,

I put up a mock screenshot of what a port (of Westfront PC) might look like. Here it is:

http://www.geocities.com/dunric/wfc64.gif

Would anyone be interested in porting the MS-DOS/Windows to your beloved system? I've received a few inquiries from individuals willing to try, but it would take a solid month or so of free time to port a small fraction of either game. An experienced BASIC programmer could use that screenshot and code a game around it, using the colors and layout shown above. Inspector Funkydog, Faldor and 350 or so rooms could be done rather easily.

The game is in the public domain, so anyone can port it and/or use it. The source code is available here:

http://www.geocities.com/dunric/wfsource.html

Let me know if anyone is interested. It would be great to see this game on other systems! :)

Regards,

Paul Panks (a/k/a "Dunric")
dunric@yahoo.com
http://www.geocities.com/dunric/westfront.html

--
****

Few cats act their age, while most just cough up fur balls.

****

5853. Re: SyJet failure!

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 18:11:46 UTC
From: anarkist@idirect.com
Message-ID: <CLfK6.7$iR.1091@quark.idirect.com>
Source record: 46636

Thanks Bill and David for your answers.
I was aware of a problem with the eject button, and I pull it out a bit,
but that doesn't seem to help in this case. :-(
I guess I will have to buy a new one and transfer my files to CDR!?
thanks.merci
ken

On 28 Apr 2001 02:24:08 , David Snowdon wrote:
->In article <fZMF6.81$Zr3.1595@quark.idirect.com>, anarkist@idirect.com (Ken Macdonald)
wrote:
->>hi or Help! :-)
->>
->>I have jkust had my 1.5GB SyJet start rejecting all the cartridges I
->>insert!! Has anyone ever had a similar problem?
->>I am going to take it apart and clean it, and see if that works, but if
->>anyone has previous experience with a SyJet, don't hesitate to share
->>your experience!
->>thanks for any info or help
->>ta!
->>ken
->>
-> Hi Ken, when I first bought my SyJet it would randomly eject the
->cartridge. I found a fix from reading the alt.syquest newsgroup. It involves
->removing the plastic case and taking a file to the back of the eject button;
->which slightly shortens the length of the button. I did this on my unit a
->couple of years ago and had no more problems.
->
-> If you've had your unit for long time and am just now experiencing this
->problem, I would try to pull the eject button forward (this assumes that the
->button has become "sticky" and is giving the SyJet false signals).
->
->David, VA3DKS
->norway@interlog.com
->.

5854. Lynx II System FS

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 18:39:31 UTC
From: tonym04@aol.com
Message-ID: <20010509143931.00134.00004696@ng-cg1.aol.com>
Source record: 46638

I have an Atari Lynx II for sale with carrying case, battery pack and 7 games for sale. I have the boxes for Dracula and Rampart (i think) but that is all. Asking $100.00 and that includes shipping in the US. The games are:

Dracula w/inst
Rampart w/inst
Turbo Sub
Shadow of the Beast w/inst
Gauntlet
Chips Challenge w/inst
Dirty Larry - Renegade cop w/inst

System is near mint condition and I will say that the battery pack is the best accessory for a portable i have ever used. The bigger batteries give MUCH longer playing time than the AA's.

Email me direct please.
Tony
tonym04@aol.com

5855. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 20:04:59 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3af986cb.0@energise.enta.net>
Source record: 46634

```
On 6 May 2001 20:15:08 G, GokMasE wrote:
>On 6 May 2001 13:05:31 -, Lyndon Amsdon wrote:
>>Hi
>>
>>Just an idea here.
>>
>>Is it possible to stop GEM windows from maximising to the whole screen?
>>Can it maximise but leave x number of pixels at the bottom of the
>>screen free?
>>I think this would be useful in combination with Appline/Start Me Up as
>>these get hidden and manually moving it can become tiresome.
>>
>>Or has it been done already?
>
>Hi Lyndon, AFAIK this has not yet been done, but it is funny you
>should ask since something very similiar came up on an irc chat
>session recently. Lp had a good idea for this, that any GEM app could
>perhaps check if a taskbar of any kind is running, and ask it how many
>pixels it needs y-wise. This would of course mean that all the
>taskbars out there would need to be updated to support a specific
>call, but it would be dead simple to do it. But it would require that
>some sort of basic protocol is designed for this purpose.
>
>To make the taskbar solution 100% nice (IMHO!) I would also like to
>see the AES for ATARI (N.AES/MagiC) support a feature like
>"always_on_top", meaning that one could set a window to always be
>"floating" on top of all the other windows, regardless of it is
>focused (topped) or not. This is something that Windows (spit!) ;)
>already does, and I think it could be really handy, especially for the
>taskbar. I really like the way the taskbar in windows is always on
>top, so that any window will be floating behind it, instead of in
>front of it.

"Always on top" is a nice idea until a Windoze app is busy or
hangs and then it is impossible to get at that portion of the
screen.

Maybe its just the way Windoze handles screen access.
I used to use one application in the office that would
crash on start-up and it would sieze the midle of the screen.
The app couldn't be killed off because it didn't appear in
the list of current apps. The only option was to reboot.

Peter
```

>
>Well just some thoughts ;)
>
>/Joakim
>.

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5856. Re: Apple II version (Porting Westfront PC adventure game)

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 20:17:08 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <d09jftgaroobk7k22kjvgl06d8ehd3kg84@4ax.com>
Source record: 46641
Cross-posted to: comp.sys.apple2,comp.sys.palmtops,comp.sys.dec.micro,comp.sys.amiga.games,comp.sys.sinclair,comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.st,comp.os.cpm

Just one question-

Does the source code absolutely, positively, HAVE to be in an html format?

Wouldn't a nice, simple TEXT file be easier to maintain, not to mention a lot friendlier to anyone who wants to import hundreds of lines of code into a text editor..?

Most of the systems mentioned as possible ports have no html editors available, so the source code has to be stripped out manually from the html page source using search and replace in a text editor. That can be awfully messy and time consuming.

Real coding would be a lot easier to get started with a simple .ZIP file (or just straight ASCII) of the source code.

Just a thought...

BobR

On 9 May 2001 17:51:48 GMT, pap3@dana.ucc.nau.edu (Paul Allen Panks) wrote:

>Hello,
>
>I put up a mock screenshot of what a port (of Westfront PC) might look
>like. Here it is:
>
>http://www.geocities.com/dunric/wfc64.gif
>
>Would anyone be interested in porting the MS-DOS/Windows to your beloved
>system? I've received a few inquiries from individuals willing to try, but
>it would take a solid month or so of free time to port a small fraction of
>either game. An experienced BASIC programmer could use that screenshot and
>code a game around it, using the colors and layout shown above. Inspector
>Funkydog, Faldor and 350 or so rooms could be done rather easily.
>
>The game is in the public domain, so anyone can port it and/or use it. The
>source code is available here:
>
>http://www.geocities.com/dunric/wfsource.html
>
>Let me know if anyone is interested. It would be great to see this game on
>other systems! :)

>
>Regards,
>
>Paul Panks (a/k/a "Dunric")
>dunric@yahoo.com
>http://www.geocities.com/dunric/westfront.html

5857. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 20:23:06 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <5j9jft4rdljidlhsr1nnbm28gin9u0soug@4ax.com>
Source record: 46640

On Wed, 9 May 2001 17:10:07 +0000 (UTC), vdjole@EUnet.yu (Djordje Vukovic) wrote:

>On 7 May 2001 21:14:20 +, "Mark Bedingfield" wrote:
>>> Can a 520STE use a PC HD in hd mode and not just 720/
>>
>>Not without some major hacking. The floppy controller needs to be told to
>>run at 16Mhz not its default 8Mhz.
>
> ...which requires one 74LS*** TTL chip, maybe one resistor, a few
>peces of wire, a WD1772 02-02 dloppy controller in the ST, and one pin
>of the said controller to be cut-off from the motherboard.

Like he said, MAJOR HACKING.

This isn't as simple as slipping a HD drive into an ST to use as a replacement DD floppy drive.

Can it be done? Yes.
Can it be done without major hacking? No.

BobR

5858. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 20:42:49 UTC
From: The Caver <caver99@aol.com>
Message-ID: <989440877.265457@dionysos>
Source record: 46646

Is there any info regarding the hack about.

Bob Retelle <bobr1@provide.net> wrote in message
news:5j9jft4rdljidlhsr1nnbm28gin9u0soug@4ax.com...
> On Wed, 9 May 2001 17:10:07 +0000 (UTC), vdjole@EUnet.yu (Djordje
> Vukovic) wrote:
>
> >On 7 May 2001 21:14:20 +, "Mark Bedingfield" wrote:
> >>> Can a 520STE use a PC HD in hd mode and not just 720/
> >>
> >>Not without some major hacking. The floppy controller needs to be told
to
> >>run at 16Mhz not its default 8Mhz.
> >
> > ...which requires one 74LS*** TTL chip, maybe one resistor, a few
> >peces of wire, a WD1772 02-02 dloppy controller in the ST, and one pin
> >of the said controller to be cut-off from the motherboard.
>
> Like he said, MAJOR HACKING.
>
> This isn't as simple as slipping a HD drive into an ST to use as a
> replacement DD floppy drive.
>
> Can it be done? Yes.
> Can it be done without major hacking? No.
>
>
> BobR
>

5859. Composite output from 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 20:48:03 UTC
From: Geoff Phillips <geoff@geffers.u-net.com>
Message-ID: <OPhK6.72$dp3.40604@newsr1.u-net.net>
Source record: 46642

In that past, I've used a simple cable from my old Atari ST, taking composite out (pin 2 I think) and ground, and getting a fine picture on the TV.

I've just bought a new old (humour intended) ST, which doesn't have the modulator sticking out the back, but has what looks like the standard video connector coming out. Although I can see the RGB are working, by briefly touching them to the composite in of the TV, and hear audio, I don't get anything from the Composite Out, not fuzzy, just totall absent.

I have two questions: firstly, is the composite out missing from certain 1040's. Secondly, is there a modulator I could buy - presumably sticking out the back like the Amiga one used to do. Worst case, I could wire up an RGB to the scart at the back of the telly, but I wasn't sure the TV had RGB capability, and it's less convenient to go to the back of the set.

I'm in the UK by the way.

grateful for some help

Geoff.

5860. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 21:51:16 UTC
From: gokmase@hem.passagen.se
Message-ID: <9dce4k$7tf$1@cubacola.tninet.se>
Source record: 46654

On 9 May 2001 19:04:59 -, Peter Slegg wrote:
>On 6 May 2001 20:15:08 G, GokMasE wrote:

>>To make the taskbar solution 100% nice (IMHO!) I would also like to
>>see the AES for ATARI (N.AES/MagiC) support a feature like
>>"always_on_top", meaning that one could set a window to always be
>>"floating" on top of all the other windows, regardless of it is
>>focused (topped) or not. This is something that Windows (spit!) ;)
>>already does, and I think it could be really handy, especially for the
>>taskbar. I really like the way the taskbar in windows is always on
>>top, so that any window will be floating behind it, instead of in
>>front of it.
>
>"Always on top" is a nice idea until a Windoze app is busy or
>hangs and then it is impossible to get at that portion of the
>screen.
>
>Maybe its just the way Windoze handles screen access.
>I used to use one application in the office that would
>crash on start-up and it would sieze the midle of the screen.
>The app couldn't be killed off because it didn't appear in
>the list of current apps. The only option was to reboot.

Sounds a bit odd that the app did not appear in the list of running
apps. And I also think that a apps that crashes should really have all
its windows closed after the crash. I don't think that this feature
would be a problem to implement in N.AES or MagiC if there were enough
interest for it.

And also, such a feature should be possible to turn off from within
well-written apps I think. That way, everybody can stay happy ;)

/Joakim

5861. Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 22:51:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989515516-196120AEicMi@madasafish.com>
Source record: 46675

Hi Andy

> SS> Fat git with soldering iron..

> Hey, I resemble that remark! :-)

I know!!. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5862. Re: Apple II version (Porting Westfront PC adventure game)

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 23:24:25 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <9dcjj9big1@usenet.nau.edu>
Source record: 46648
Cross-posted to: comp.sys.apple2,comp.sys.palmtops,comp.sys.dec.micro,comp.sys.amiga.games,comp.sys.sinclair,comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.st,comp.os.cpm

Hey there,

Sorry about that. The page contains a download for the MS-DOS version,
which has the source code contained within it. I will post a text-only
version of the source code right now. The text will be at:

http://www.geocities.com/dunric/wfsource.txt

Sorry for that!

By the way, the Amstrad looks like a very cool system and Westfront PC
would be awesome translated to it.

Paul

Bob Retelle
(bobr1@provide.net) wrote: : Just one question-

: Does the source code absolutely, positively, HAVE to be in an html
: format?

: Wouldn't a nice, simple TEXT file be easier to maintain, not to
: mention a lot friendlier to anyone who wants to import hundreds of
: lines of code into a text editor..?

: Most of the systems mentioned as possible ports have no html editors
: available, so the source code has to be stripped out manually from the
: html page source using search and replace in a text editor. That can
: be awfully messy and time consuming.

: Real coding would be a lot easier to get started with a simple .ZIP
: file (or just straight ASCII) of the source code.

: Just a thought...

: BobR

: On 9 May 2001 17:51:48 GMT, pap3@dana.ucc.nau.edu (Paul Allen Panks)
: wrote:

: >Hello,
: >
: >I put up a mock screenshot of what a port (of Westfront PC) might look
: >like. Here it is:
: >
: >http://www.geocities.com/dunric/wfc64.gif
: >

: >Would anyone be interested in porting the MS-DOS/Windows to your beloved
: >system? I've received a few inquiries from individuals willing to try, but
: >it would take a solid month or so of free time to port a small fraction of
: >either game. An experienced BASIC programmer could use that screenshot and
: >code a game around it, using the colors and layout shown above. Inspector
: >Funkydog, Faldor and 350 or so rooms could be done rather easily.
: >
: >The game is in the public domain, so anyone can port it and/or use it. The
: >source code is available here:
: >
: >http://www.geocities.com/dunric/wfsource.html
: >
: >Let me know if anyone is interested. It would be great to see this game on
: >other systems! :)
: >
: >Regards,
: >
: >Paul Panks (a/k/a "Dunric")
: >dunric@yahoo.com
: >http://www.geocities.com/dunric/westfront.html

--
--
****

Few cats act their age, while most just cough up fur balls.

****

5863. Bay Area , CA, USA Atari-Midi Get Together?

Newsgroup: comp.sys.atari.st
Date: 2001-05-09 23:45:15 UTC
From: tconrardy2001@aol.com
Message-ID: <20010509194515.05930.00002303@ng-fz1.aol.com>
Source record: 46647

Hello fellow Atarians

This is a long shot: But I was wondering if there is any one here that are into MIDI and live in the Bay Area, CA (USA)??

The reason is because Tim Thompson (programmer of KeyKit) would be willing to host an Atari-Midi Get-Together at his house. We could showcase our pieces, play live algo-comp stuff as well as hitting the keys and generally having a good time. Everything would be recorded for prosperity.Tim Lives in San Jose, CA.He was thinking the time would be in AUGUST of this year.

Any Takers?Please feel free to email me direct :tconrardy@hotmail.com

Tim Conrardy

==========

Tims Atari Midi World

http://sites.netscape.net/timconrardy/index.htm

5864. Re: Composite output from 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 02:20:26 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <f0sjftch7gmth55rkq1gin5pna7ltu8t55@4ax.com>
Source record: 46649

On Wed, 9 May 2001 21:48:03 +0100, "Geoff Phillips"
<geoff@geffers.u-net.com> wrote:

>In that past, I've used a simple cable from my old Atari ST, taking
>composite out (pin 2 I think) and ground, and getting a fine picture on the
>TV.
>
>I've just bought a new old (humour intended) ST, which doesn't have the
>modulator sticking out the back, but has what looks like the standard video
>connector coming out. Although I can see the RGB are working, by briefly
>touching them to the composite in of the TV, and hear audio, I don't get
>anything from the Composite Out, not fuzzy, just totall absent.
>
>I have two questions: firstly, is the composite out missing from certain
>1040's.

Yes. Models which do not have the RF Modulator also do not have the
composite video.

>Secondly, is there a modulator I could buy - presumably sticking
>out the back like the Amiga one used to do. Worst case, I could wire up an
>RGB to the scart at the back of the telly, but I wasn't sure the TV had RGB
>capability, and it's less convenient to go to the back of the set.
>

Unfortunately I know nothing about SCART, but I seem to recall there
was a cable that would go from the RGB connector to the SCART
connector on a TV. Where you would get something like that now is
something I can't begin to guess.

You really DON'T want to go by way of an RF modulator. The signal
quality is absolutely terrible. Low Resolution games are barely
acceptable, and Medium Resolution 80 column text will make you go
blind.

>I'm in the UK by the way.
>
>grateful for some help
>
>Geoff.
>

BobR

5865. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 02:20:27 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <fmsjft4ffbooc5cpdrppujru46rnjasdd1@4ax.com>
Source record: 46650

On Wed, 9 May 2001 21:42:49 +0100, "The Caver" <caver99@aol.com>
wrote:

>Is there any info regarding the hack about.
>
>

Unfortunately I haven't found a good archive site with the hardware
hack text files that used to be available. It's probably been over a
decade since I've seen them.

Basically you need to provide a 16 Khz clock source to the floppy disk
controller to make it write 80 sectors per track rather than 40
sectors at the normal 8 Khz clock rate.

There is a spot in the ST which can supply this clock signal, you just
need to provide a new IC to buffer the signal (and to provide some
means of switching back normal when needed).

Some STs came with a floppy controller which was suitable, some had to
have their controllers replaced.

All those little details are the kind of thing buried in the missing
text files.

BobR

>
>Bob Retelle <bobr1@provide.net> wrote in message
>news:5j9jft4rdljidlhsr1nnbm28gin9u0soug@4ax.com...
>> On Wed, 9 May 2001 17:10:07 +0000 (UTC), vdjole@EUnet.yu (Djordje
>> Vukovic) wrote:
>>
>> >On 7 May 2001 21:14:20 +, "Mark Bedingfield" wrote:
>> >>> Can a 520STE use a PC HD in hd mode and not just 720/
>> >>
>> >>Not without some major hacking. The floppy controller needs to be told
>to
>> >>run at 16Mhz not its default 8Mhz.
>> >
>> > ...which requires one 74LS*** TTL chip, maybe one resistor, a few
>> >peces of wire, a WD1772 02-02 dloppy controller in the ST, and one pin
>> >of the said controller to be cut-off from the motherboard.
>>
>> Like he said, MAJOR HACKING.
>>
>> This isn't as simple as slipping a HD drive into an ST to use as a

>> replacement DD floppy drive.
>>
>> Can it be done? Yes.
>> Can it be done without major hacking? No.
>>
>>
>> BobR
>>
>

5866. Re: Does anyone know?? AEROCHOPPER

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 04:13:48 UTC
From: swampfax@atlantic.net
Message-ID: <0AoK6.47$C93.212725@news1.atlantic.net>
Source record: 46651

On 8 May 2001 13:52:08 G, "jonk" wrote:
>I have a RC AeroChopper and was wondering if anyone here knows what it's
>worth. I have the RC Controller, the Owner's Manual, and a backup copy of
>the Setup Disk (can't find original).
>
>jonk
>
>
>.

questions,questions,questions,

Is this for the ST?
Can it be used on a Falcon?
What port does it hook into?

I ask because there is an "Aerochopper" mode in the F16 Flight Simulator!
(got the F16 to work on a Falcon with Backward III).
John G.

5867. Earthlink Mail Prob.

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 04:18:47 UTC
From: swampfax@atlantic.net
Message-ID: <HEoK6.48$C93.212523@news1.atlantic.net>
Source record: 46653

Hi all,
Sorry if this posted twice!
Anyone else having problems sending mail through Earthlinks server?
John G.

5868. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 04:24:47 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <FAYb9KlPgh+6Ewwp@my-ste.demon.co.uk>
Source record: 46652

In article <989440877.265457@dionysos>,
The Caver <caver99@aol.com> writes:

>Is there any info regarding the hack about.

Martin Graiter posted a very good description of the required hack in
comp.sys.atari.st.tech on June 20th, 1998 and since Google have managed
to get the old archives back online, here's the URL to get it:

<URL:http://groups.google.com/groups?as_q=&as_umsgid=%3C6mh4dn%24q4t%241@cubacola.tninet.se%3E>

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 384Mb Win98 & SuSE 7.0 |cracking keys at 5.2Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 6.3 |http://www.distributed.net/
Cyrix 6x86/233 32Mb SuSE 6.3

5869. FS:Lots of Games and Utilites

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 06:48:08 UTC
From: Jason Chapman <stonedogjc@hotmail.com>
Message-ID: <B71F87B8.6D8%stonedogjc@hotmail.com>
Source record: 46655

I have the following for sale:

These have boxes and documentation:
The Addams Family
Archer Maclean's Pool
Fire and Brimstone
Micropose Golf
Space Ace
The Juggler
The Duel - Test Drive II
Fastcopy Pro
Sid Meiers Pirates
President Elect 1988 Edition
Lords of Choas
Populous/Simcity Combined boxed set
LDW Power Spreadsheet
Dragons lair II - Timewarp
Alternate Reality - The City
Warlock
Wrath of the Demon

These have Documentation but no box:
California Gold
Balance of Power

Quick ST II
Leisure Suit Larry in Land of the Lounge Lizards
G+Plus
UMS
UMS II
Red Storm Rising
Blackhawks 1942
Harddrive Turbo Kit
Procopy
Leisure Suit Larry III
Monkey Island
MaxiFile
Ultrascript
Gettysburg
Populous II
Simcity
Data Diet

Conquests of Camelot
Sundog

and Spacequest II - no instructions or box.

I have a Kingsquest bundle:
Kings Quest
Kings Quest II
Kings Quest III
Kings Quest IV
Kings Quest Companion Book
I would like to keep these together

If you want any of these Email offers to Jason at stonedogjc@hotmail.com
Thanks

5870. Re: gcc for TOS or MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 07:40:44 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <3CrK6.80$fi2.2344@news.cpqcorp.net>
Source record: 46656

Andy,
The TOS stuff is on the UMICH archive
http://www.umich.edu/~archive/atari/Gnustuff/Tos/ but its getting old now.
Its also a bit of a pig to get going. If you have any trouble drop me a
note.
Dave.

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:0014b2c6@fmlynet.org...
> FamilyNet Newsgate
>
> Hello!
>
> Anyone know where I might find an Atari (TOS? MiNT?) port of
> the GNU C Compiler (gcc)?
>
> Regards,
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

5871. Re: Composite output from 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 07:48:17 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <8JrK6.81$fi2.2356@news.cpqcorp.net>
Source record: 46657

"Geoff Phillips" <geoff@geffers.u-net.com> wrote in message
news:OPhK6.72$dp3.40604@newsr1.u-net.net...
> In that past, I've used a simple cable from my old Atari ST, taking
> composite out (pin 2 I think) and ground, and getting a fine picture on
the
> TV.
>
> I've just bought a new old (humour intended) ST, which doesn't have the
> modulator sticking out the back, but has what looks like the standard
video
> connector coming out. Although I can see the RGB are working, by briefly
> touching them to the composite in of the TV, and hear audio, I don't get
> anything from the Composite Out, not fuzzy, just totall absent.
>
> I have two questions: firstly, is the composite out missing from certain
> 1040's. Secondly, is there a modulator I could buy - presumably sticking
> out the back like the Amiga one used to do. Worst case, I could wire up
an
> RGB to the scart at the back of the telly, but I wasn't sure the TV had
RGB
> capability, and it's less convenient to go to the back of the set.
>
If your TV has a scart socket it may already have RGB in. SCART has
connections for both RGB and Composite, and they are not implemented
consistantly. If it has RGB the only problem with connecting ATARI output to
the scart is the sync. If I remember correctrly one has "composite sync"
(i.e. H-Sync and V-SYNC on same pin) and the other has seperate syncs. I
think my scart lead has low value resistors in (33 or 47 ohm) to link them
together. Any way you should be able to find pin-outs on the NET. If you
arfe stuck I can open up my lead.

Dave (also in the UK).

> I'm in the UK by the way.
>
> grateful for some help
>
> Geoff.
>
>

5872. Re: Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 09:47:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989564430-90307AEicMi@cwcom.net>
Source record: 46556

From: osian@zetnet.co.uk (Chris Simon)
Date: 09 May 2001 17:10:06 GMT

>>Not so. You can have as many dial scripts as you wish with STinG, and
>>select between them in the dialer. Most of the variables can be moved to

>Hmm, maybe in the latest version but I couldn't get that to connect at
>all. I've deleted Sting now but I can't remember seeing anything in
>the dialler that allowed you to select the dial file.

Go to the configs section of the dialer, and click on the name of the
dial.scr file that's listed at the top of this dialog box. Do what you do
with the resultant fileselector.

Each dial.scr _must_ end with the keyword DIAL-SCRIPT even if there are no
entries for this section (there shouldn't be any anyway, for a PPP
connection).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5873. International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 10:46:36 UTC
From: David Johnson <djohnson@techline.com>
Message-ID: <3AFA718C.CC9210D9@techline.com>
Source record: 46664

Will Atari computers sold for overseas markets (like England or Germany)
work in the United States?

5874. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 10:59:03 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <cxuK6.1506$nc2.8372@NewsReader>
Source record: 46658

Hello.

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10105091616150.88-100000@Hades060...
> On Wed, 9 May 2001, starlord wrote:
>
> > While I dislike the idea, is there something that'll let an clone
keyboard
> > be used on a TT? or does anyone maybe have a MegaST / TT that's dead but
> > they keyboard is ok?
>
> If you wish to avoid inflated prices for original Atari keyboards
> have a look at this page:
>
> http://gem.win.co.nz/mario/hardware/qwertyx.html

Quertyx price is NZ$150 = about $75 US plus shipping plus clone kbrd and
mouse.

My price for (TT) Mega STE kbrd is $40 plus (2kgs) shipping, standard
Atari gear.

You choose.

Barrie at Keychange.

www.keychange.co.uk

5875. Re: Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 11:44:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9dduu3ioo1@plutonium.compulink.co.uk>
Source record: 46659

For some reason CixRead keeps crashing when I try to do a 'com' to
Lyndon's message, so I am doing this as a 'say' and hope it
works!

In message <tfcr35lqujuf2@corp.supernews.com>, bindon@madasafish.com said:

>>You can use the braid from a screened cable or coax after you
>>remove the wire and insulation for this.
>
>Isn't solder braid impreganted with flux to help the flow?

Some is - I've still got a tin of Fluxite I bought in the 40s (!)
and dip the braid and iron tip in them.

>Sounds like a sensible idea. Those tools for the Hellerman sleeve are
>expensive though IIRC.

The normal ones, yes. But I bought (again many decades ago) a
cheap one made up basically of two stiff wires bent double going
through 4 holes in a slidable collar (like a large washer); when
the collar is in the forward position, the four ends lie close
together and you can slip on the sleeve. You then pull back the
collar and the four wires are forced apart, so you can slip the
sleeve over the wire. Then you move the collar forward again as
far as you can and slip it out of the sleeve. Crude but cheap! The
trick lies in getting stiff enough wires and bending them just so.

>They're great. I was looking at the desoldering tools for big SMD chips
>the other day and the tips are so expensive as they have the vacuum
>attachment. Then the vacuums are expensive too (I'd just use a real one!).
>I think you really have to be doing this as a profession to make it all
>worthwhile unless you have bags of cash lying around.

Agreed. Don't some desoldering tools for surface mount devices
actually use blown hot air?

Regards, /Peter/

5876. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 12:20:36 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afa8c45@dnews.tpgi.com.au>
Source record: 46660

<sinclap@nospam.net> wrote in message
news:080520010110068179%sinclap@nospam.net...
> In article <989085312-242942AEicMi@madasafish.com>, Steve Sweet
> <steve_sweet@madasafish.com> wrote:
>
> > Hi Michael
> >
> > >
> > >3. Follow this simple rule and you will be happy (if that's even
> > >possible for you): the best computer for you is the one that does what
> > >you want, the way you want it done.
> >
> > And this is where the Atari fails miserably IMO, its got no masturbation
> > software.
>
> What do you expect? It would require 32 bits to multitask!

Technically the ST IS 32 bit:-)

Mark

5877. Re: Interesing accessory

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 12:22:30 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afa8cb7@dnews.tpgi.com.au>
Source record: 46661

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:9dbv0uieu1@news.eunet.yu...
> On 7 May 2001 21:10:51 +, "Mark Bedingfield" wrote:
>
> >> I came upon an interesting little accesory which may prove useful:
> >> <http://atarihr.atari.org/datoteke/dimfile.zip>
>
> >Sounds good but the URL dosent seem to work:-(
>
> Ooops! There is a link to dimfile.zip from
http://atarihr.atari.org/datoteke.html
> but the file itself is on
http://atarihr.atari.org/slike/datoteke/byvuk/dimfile.zip
> Sorry.
>
> "Steve Sweet" wrote:
>
> >This has been around for a bit, i use it to locate individual files from
> >my eCopy backups (*.DIM files).
>
> Possibly.
>
> A detail which may be interesting to someone who wants to use *.ST disk
> images: dimfile docs say .ST format is the same as eCopy's .DIM image.

Thanks

5878. Re: LGD CD Vol 1

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 12:36:17 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afa8ff1@dnews.tpgi.com.au>
Source record: 46662

Andrew Gaunt <andy_gaunt@lineone.net> wrote in message
news:tfgcfba5acqh7e@corp.supernews.co.uk...
> Hi,
>
> Did anyone order the "Little Green Desktop CD-Rom 1" from
> http://www.fatal-design.com/desktop/
>
> & it actually arrive????
>
> My cheque was cashed months ago and now I cannot get a reply from
> rich@atarist.com and was wondering if anybody else was having similar
> problems?

Same deal so far here :-(. I am assuming that he is REALLY busy. Have
e-mailed a few times and got responses to that effect.

Mark

5879. NeST

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 13:13:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001517ca@fmlynet.org>
Source record: 46683

FamilyNet Newsgate

> Hello Greg!
>> This may have been asked already, but Chris Martin and I were
>> talking about this this last weekend and with all the Atari
>> telnet BBS's (Closer to Home, Assassins, Cabell, JYBOLAC's
>> Stargate) we really should relive the NeST. Since they internet
>> linked this should not be a problem. What would be the best way
>> to go about this?
> Ask the sysops, and potential users what they want from a new Atari
> Network. I have my own ideas, but it would mostly depend on the
> sysops. A decision should be made early on whether to use Fidonet
> or Internet technologies. Fido style software can be made to work
> over the Internet, and may hook neatly into the BBS software the
> remaining sysops are running. Internet software may be more
> sustainable, and more convenient in some other respects.
>> Proponent for reliving at least the "NeST" name,
> I enjoyed my time in the NeST echoes, but a new network of telnet
> BBS wouldn't really be NeST - why not think up a new name?
> Regards,
> - Andy.

What can I say? I'm a traditionalist. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5880. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 13:14:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001517cb@fmlynet.org>
Source record: 46684

FamilyNet Newsgate

Any idea how to contact him?

Doctor Clu

> From: Steve Sweet <steve_sweet@madasafish.com>
> Hi Greg
>> Since they internet linked this should not be a problem. What would be
>> the best way to go about this?
>> Proponent for reliving at least the "NeST" name,
> You'd need to speak to Daron Brewood about this, he owns the 'NeST'
> copyright.
> < Clip start >
> ;A Copyright 1990 - %y - NeST International Association (N.I.A),
> ;A 7, Crescent Road,
> ;A Portwood,
> ;A Stockport,
> ;A Cheshire,
> ;A United Kingdom,
> ;A SK1 2QG.
> ;A
> ;A NeST WWW Pages: http://www.nest.demon.co.uk/
> ;A
> ;A All rights reserved. N.I.A., Network ST, and NeST are trademarks
> ;A of Daron M. Brewood (C) %y
> < clip end >
> --
> eMail:steve_sweet@madasafish.com
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5881. Re: Does anyone know?? AEROCHOPPER

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 13:19:53 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9de4hprud0@206.230.189.56>
Source record: 46663

> questions,questions,questions,
>
> Is this for the ST?

YES

> Can it be used on a Falcon?

Not sure, I tested it on STf (don't see why it wouldn't work on Falcon)

> What port does it hook into?

the Cartridge port on the left side of the ST by the midi ports

> I ask because there is an "Aerochopper" mode in the F16 Flight Simulator!
> (got the F16 to work on a Falcon with Backward III).
> John G.
>

5882. Re: Does anyone know?? AEROCHOPPER

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 13:46:08 UTC
From: ebaiz@skyenet.net
Message-ID: <AYwK6.7$W02.220@newsfeed.slurp.net>
Source record: 46665

On 10 May 2001 04:13:48 , John Garone wrote:

>questions,questions,questions,
>
>Is this for the ST?
>Can it be used on a Falcon?
>What port does it hook into?

The setup was mainly for the ST. I do not see why it would not run on a Falcon. It is run in ST medium. The hardware needs to be hooked up through the cartridge port. Too bad my Hades does not have a cart port or else I would have tried it out on that. I love mine and am glad I bought it. The program is still being made for the PC. Too bad there is not an updated version for the Atari. Still, I am very happy with mine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5883. Re: PS2 mouse and PC keyboard adapter for F

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 13:46:10 UTC
From: ebaiz@skyenet.net
Message-ID: <CYwK6.8$W02.220@newsfeed.slurp.net>
Source record: 46666

>Hi,
>
>I have been looking for adapter for PS2 mouse and keyboard to be connected to
>Atari Falcon. Does anyone know any place where I can buy something like that or
>is those kind of things available anymore/ at all?
>
>--
>Juhani

I have the Serial mouse interface from Mario Becroft and it works great
for me. Now I use a Logitech mouse with my Hades.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5884. Atari music

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 14:04:06 UTC
From: infinite <infinite@online.no>
Message-ID: <ZdxK6.6232$Ty6.142133@news1.oke.nextra.no>
Source record: 46667

Is there protracker-lookalike tracker for the ST which uses the internal sound chip synth?

infinite

5885. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 14:28:15 UTC
From: bindon@madasafish.com
Message-ID: <tfl9bveseocm95@corp.supernews.com>
Source record: 46668

Hi

>>> Jinnee introduced this environment variable to the world, not sure
>>>what supports it though!
>
>>> #_ENV SCREENBORDER=0,16,0,0
>>>
>>> It does limit the window parameters for Jinnee itself, havent seen
>>> anything else utilise it though!.
>
>>That seems really simple and easy to use. Have you any detailed docs
>>prehaps from the Jinnee manual?
>
>I'm afraid ive yet to see a Jinnee manual, Peter West may be watching
>this though, he's the keeper of the enchanted Scrolls of Jinnee as i
>understand it, if he is he'l pop by soon.

OK so it's an enviroment. It can be set in Magx.inf in format
left,top,right,bottom in pixels. Basicaly so that Jinnee doesn't open
it's windows over your start bar/drive icons. So any app should look at
this and use it accordingly, it's just geting everyone using this env.

There's not much more to tell you. I don't think there is much more to it!

5886. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 14:28:17 UTC
From: bindon@madasafish.com
Message-ID: <tfl9c1qq32cj96@corp.supernews.com>
Source record: 46669

Hi

>>>Not without some major hacking. The floppy controller needs to be told to
>>>run at 16Mhz not its default 8Mhz.
>>
>> ...which requires one 74LS*** TTL chip, maybe one resistor, a few
>>peces of wire, a WD1772 02-02 dloppy controller in the ST, and one pin
>>of the said controller to be cut-off from the motherboard.
>
>Like he said, MAJOR HACKING.
>
>This isn't as simple as slipping a HD drive into an ST to use as a
>replacement DD floppy drive.
>
>Can it be done? Yes.
>Can it be done without major hacking? No.

Major hacking??!!! Pah! :-)

5887. Re: WTD: Atari CD's

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 14:28:20 UTC
From: bindon@madasafish.com
Message-ID: <tfl9c4hle3et9b@corp.supernews.com>
Source record: 46670

Hi

>>>>I bet you have more chins than a chinnese phone book. :)
>>>
>>>Hm!, no, i havent.
>
>>No it's just a "viscous rumour" :-)
>
>I'm good at them, perhaps thats why this one escaped me. :-/
>
>>It's the only insult I have and even then it came off Austin Powers.
>
>Is mummy still letting you stay up to watch that garbage.

OK thread is way OT. Nuff said.

5888. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 14:46:15 UTC
From: gokmase@hem.passagen.se
Message-ID: <9de9jnmfh1@zingo.tninet.se>
Source record: 46671

On 10 May 2001 14:28:15 , Lyndon Amsdon wrote:

>OK so it's an enviroment. It can be set in Magx.inf in format
>left,top,right,bottom in pixels. Basicaly so that Jinnee doesn't open
>it's windows over your start bar/drive icons. So any app should look at
>this and use it accordingly, it's just geting everyone using this env.
>
>There's not much more to tell you. I don't think there is much more to it!

While it sounds like a scheme easy to use, I also see one shortcoming.
It would not allow dynamic changes to the protected area. I guess it
is not important very often, since programs like Taskbar and Jinnee
might be running through the whole session but I think it would be
neat to have a well thought out solution that could be as flexible as
possible. Else someone will probably find this restricting in the
future.

Well, just my 2 cents,

Joakim

5889. Commodore 1084D on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 15:40:44 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <KByK6.62$W02.1754@newsfeed.slurp.net>
Source record: 46672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the pinouts for the Falcon and the monitor, how should i connect the two together? Here's what I got

Falcon:

1: RED
2: GREEN
3: BLUE
4: MONO/OVERLAY
5: GND
6: RED GND
7: GREEN GND
8: BLUE GND
9: AUDIO OUT
10: GND
11: GND
12: COMPOSITE SYNC
13: HORIZONTAL SYNC
14: VERTICAL SYNC
15: EXTERNAL CLOCK INPUT
16: EXTERNAL SYNC ENABLE
17: +12V
18: VID MODE 1
19: VID MODE 2

Monitor:

1: GND
2: GND
3: RED
4: GREEN
5: BLUE
6: INTENSITY
7: COMPOSITE SYNC
8: HORIZONTAL SYNC
9: VERTICAL SYNC

There were some settings for the Falcon as well:

M0 M1 Monitor
0 0 MONO
0 1 VGA
1 0 RGB
1 1 TV

What do they mean and how do I set it up? Thanks.

Joshua

5890. Re: International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 16:13:09 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105101912000.22083-100000@hal.pp.fishpool.fi>
Source record: 46673

On Thu, 10 May 2001, David Johnson wrote:

> Will Atari computers sold for overseas markets (like England
> or Germany) work in the United States?

Those built with switching powersupplies (e.g. Stacy, Mega-STe,
TT) will, others like the ST will not, unless you replace the PSU
regulator board, AFAIK.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5891. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 17:08:25 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AFACB09.4BBB5B66@ti.com>
Source record: 46674

Steve Sweet wrote:

>
> ;A NeST WWW Pages: http://www.nest.demon.co.uk/
>

Hmmm, this link seems to be demised. Anyone know where to find NeST info
on the net?

I know that you can get fido net to work under linux like normal
newsgroups. I am doing some reading up on this, but if anyone has some
info on connecting to fido net (or NeST) under linux, please let me know.

Thanks,
Chris

5892. Re: Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 17:29:37 UTC
From: bindon@madasafish.com
Message-ID: <tflk01m6056l32@corp.supernews.com>
Source record: 46676

On 10 May 2001 11:44:03 , xlator@cix.compulink.co.uk wrote:

Hi

>For some reason CixRead keeps crashing when I try to do a 'com' to
>Lyndon's message, so I am doing this as a 'say' and hope it
>works!

Ha! My virus works! (only kidding) Cixread is always crashing from what
I hear!

>>They're great. I was looking at the desoldering tools for big SMD chips
>>the other day and the tips are so expensive as they have the vacuum
>>attachment. Then the vacuums are expensive too (I'd just use a real one!).
>>I think you really have to be doing this as a profession to make it all
>>worthwhile unless you have bags of cash lying around.
>
>Agreed. Don't some desoldering tools for surface mount devices
>actually use blown hot air?

I think so. The vacuum though is used to hold the chip so you can pull it
straight up and off the board. The whole kit is about ~1000 ukp from
Farnell!

5893. Re: Atari music

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 17:29:43 UTC
From: bindon@madasafish.com
Message-ID: <tflk07nmtm6v37@corp.supernews.com>
Source record: 46677

On 10 May 2001 16:04:06 , "infinite" wrote:
>
>Is there protracker-lookalike tracker for the ST which uses the internal
>sound chip synth?

Noisetracker maybe. It can cetainly play through the chip synth (YM)
using the replay prog.

5894. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 17:31:33 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105101729430.92-100000@Hades060>
Source record: 46689

On Thu, 10 May 2001, Barrie at Atarispares wrote:

> Hello.
>
> "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10105091616150.88-100000@Hades060...
> > On Wed, 9 May 2001, starlord wrote:
> >
> > > While I dislike the idea, is there something that'll let an clone
> keyboard
> > > be used on a TT? or does anyone maybe have a MegaST / TT that's dead but
> > > they keyboard is ok?
> >
> > If you wish to avoid inflated prices for original Atari keyboards
> > have a look at this page:
> >
> > http://gem.win.co.nz/mario/hardware/qwertyx.html
>
> Quertyx price is NZ$150 = about $75 US plus shipping plus clone kbrd and
> mouse.
>
> My price for (TT) Mega STE kbrd is $40 plus (2kgs) shipping, standard
> Atari gear.

That's a good price for a real Atari keyboard. When I said inflated
I was refering to US dealers, 2 of which want over 150 USD for
just a keyboard.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5895. Shutdown

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 17:42:36 UTC
From: bindon@madasafish.com
Message-ID: <tflkocrarlck7b@corp.supernews.com>
Source record: 46679

Hi

Just installed Alexander Barton's shutdown prog under Magic and Jinnee.
I use cntrl-alt-del to do a shutdown and if I click cancel I get back to
Jinnee properly. But If I repeat this and once again the machine does a
reset. Anyone know why? It never did this with the old shutdown.

Also clicking "Parallel start" doesn't make any differnce. Jinnee still
quits from memory which is the main point of a new shutdown prog.

Maybe there is a beter one available?

Thanks.

5896. Re: Composite output from 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 17:53:53 UTC
From: Geoff Phillips <binky@DeathsDoor.com>
Message-ID: <989516386.6947.0.nnrp-07.c2de6ccf@news.demon.co.uk>
Source record: 46678

Thanks for that info - it's almost unbelievable that they made these things
without composite output, so it looks like I'll try to get RGB going.

I've trawled the net for information on a lead to do the RGB route, but
without sucess. Maplin used to do a lead, but it is not listed on their
online catalogue.

I tried quickly a straight rgb and ground connection, but that didn't do the
trick, presumably I need to put a sync in somewhere too.

cheers for any pointers,

Geoff.

David Wade wrote in message <8JrK6.81$fi2.2356@news.cpqcorp.net>...
>
>"Geoff Phillips" <geoff@geffers.u-net.com> wrote in message
>news:OPhK6.72$dp3.40604@newsr1.u-net.net...
>> In that past, I've used a simple cable from my old Atari ST, taking
>> composite out (pin 2 I think) and ground, and getting a fine picture on
>the
>> TV.
>>
>> I've just bought a new old (humour intended) ST, which doesn't have the
>> modulator sticking out the back, but has what looks like the standard
>video
>> connector coming out. Although I can see the RGB are working, by briefly
>> touching them to the composite in of the TV, and hear audio, I don't get
>> anything from the Composite Out, not fuzzy, just totall absent.
>>
>> I have two questions: firstly, is the composite out missing from certain
>> 1040's. Secondly, is there a modulator I could buy - presumably sticking
>> out the back like the Amiga one used to do. Worst case, I could wire up
>an
>> RGB to the scart at the back of the telly, but I wasn't sure the TV had
>RGB
>> capability, and it's less convenient to go to the back of the set.
>>
>If your TV has a scart socket it may already have RGB in. SCART has
>connections for both RGB and Composite, and they are not implemented
>consistantly. If it has RGB the only problem with connecting ATARI output
to
>the scart is the sync. If I remember correctrly one has "composite sync"
>(i.e. H-Sync and V-SYNC on same pin) and the other has seperate syncs. I
>think my scart lead has low value resistors in (33 or 47 ohm) to link them
>together. Any way you should be able to find pin-outs on the NET. If you

>arfe stuck I can open up my lead.
>
>Dave (also in the UK).
>
>
>
>
>> I'm in the UK by the way.
>>
>> grateful for some help
>>
>> Geoff.
>>
>>
>
>

5897. Re: Commodore 1084D on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 18:00:23 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <GEAK6.109$W02.2974@newsfeed.slurp.net>
Source record: 46680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Also, do I use Digital or Analog RGB?

Joshua.

"Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
news:KByK6.62$W02.1754@newsfeed.slurp.net...
> I have the pinouts for the Falcon and the monitor, how should i connect
the
> two together? Here's what I got
>
> Falcon:
>
> 1: RED
> 2: GREEN
> 3: BLUE
> 4: MONO/OVERLAY
> 5: GND
> 6: RED GND
> 7: GREEN GND
> 8: BLUE GND
> 9: AUDIO OUT
> 10: GND
> 11: GND
> 12: COMPOSITE SYNC
> 13: HORIZONTAL SYNC
> 14: VERTICAL SYNC
> 15: EXTERNAL CLOCK INPUT
> 16: EXTERNAL SYNC ENABLE
> 17: +12V
> 18: VID MODE 1
> 19: VID MODE 2
>
> Monitor:
>
> 1: GND
> 2: GND
> 3: RED
> 4: GREEN
> 5: BLUE
> 6: INTENSITY
> 7: COMPOSITE SYNC
> 8: HORIZONTAL SYNC
> 9: VERTICAL SYNC
>

> There were some settings for the Falcon as well:
>
> M0 M1 Monitor
> 0 0 MONO
> 0 1 VGA
> 1 0 RGB
> 1 1 TV
>
> What do they mean and how do I set it up? Thanks.
>
> Joshua
>
>

5898. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 18:02:15 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ihclft4nnuqn2c2btt001133mr5f0sq9tl@4ax.com>
Source record: 46681

On Thu, 10 May 2001 14:28:17 -0000, bindon@madasafish.com (Lyndon Amsdon) wrote:

>Hi
>
>>>>Not without some major hacking. The floppy controller needs to be told to
>>>>run at 16Mhz not its default 8Mhz.
>>>
>>> ...which requires one 74LS*** TTL chip, maybe one resistor, a few
>>>peces of wire, a WD1772 02-02 dloppy controller in the ST, and one pin
>>>of the said controller to be cut-off from the motherboard.
>>
>>Like he said, MAJOR HACKING.
>>
>>This isn't as simple as slipping a HD drive into an ST to use as a
>>replacement DD floppy drive.
>>
>>Can it be done? Yes.
>>Can it be done without major hacking? No.
>
>Major hacking??!!! Pah! :-)

Heh... welll, then there's degrees of major hacking... like adding, oh, say 16 Megs of RAM (16meg... whoopie..!) to an ST..?

:)

BobR

5899. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 18:02:16 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <j9dlft02fquf4vfvu7rd1nn5rrt6bqs3q7@4ax.com>
Source record: 46682

This is absolutely perfect..! A much better writeup than any I ever
remember seeing on the subject.

Thanks for posting the URL to the article!

BobR

On Thu, 10 May 2001 05:24:47 +0100, David Bolt
<nospam@my-ste.demon.co.uk> wrote:

>In article <989440877.265457@dionysos>,
>The Caver <caver99@aol.com> writes:
>
>>Is there any info regarding the hack about.
>
>Martin Graiter posted a very good description of the required hack in
>comp.sys.atari.st.tech on June 20th, 1998 and since Google have managed
>to get the old archives back online, here's the URL to get it:
>
><URL:http://groups.google.com/groups?as_q=&as_umsgid=%3C6mh4dn%24q4t%241@cubacola.tninet.
se%3E>
>
>
>Regards,
> David Bolt

5900. Magic6, ECopy, ImageCat, STeno, Concordance: on EBay

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 18:53:29 UTC
From: Frank Zimmerman <zimmerman@uniserve.com>
Message-ID: <tfls6sgh85nc7e@corp.supernews.com>
Source record: 46685

SpiritWare Bible Concordance
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1237054658
Minimum bid: $5.00

ECopy 1.7 - Floppy Disk Tool
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1237055705
Minimum bid: $10.00

ImageCat - Cataloging Utility
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1237056628
Minimum bid: $5.00

MagiC 6! Replacement OS.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1237057876
Minimum bid: $49.99

STeno - Handy Text Editor
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1237058863
Minimum bid: $5.00

5901. New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 20:25:50 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <989530004-717530AEicMi@xs4all.nl>
Source record: 46688

Hello,
In the new STC 4 there is an interview with the programmer of the
"ParadiseWeb" browser. There is also a first screenshot of
the browser. There might be a preview of the beta version in the
next STC (5). Release date for the first official version is
planned in August 2001
Stack to be used :Sting and Stik.
Features : HTML 4, Java, Javascript, etc...
Available with or without Office Suite.
Cheers
Dan

5902. Re: Does anyone know?? AEROCHOPPER

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 20:26:11 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9deth3$47f$0@206.230.189.42>
Source record: 46686

I have had too many people ask about it and I want to be fair so I have
decided to list it on ebay. Thanks and sorry if this is an inconvenience.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1237068042

jonk

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:a5%J6.97$0d.4446@newsfeed.slurp.net...
> On 8 May 2001 13:52:08 G, "jonk" wrote:
> >I have a RC AeroChopper and was wondering if anyone here knows what it's
> >worth. I have the RC Controller, the Owner's Manual, and a backup copy of
> >the Setup Disk (can't find original).
> >
>
> Well I bought a copy of that for about $60. It is a fantastic piece of
> hardware/software. I do not know why anyone would want to get rid of it.
>
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

5903. FA: EBAY: RC AEROCHOPPER

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 20:27:02 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9detim$48e$0@206.230.189.42>
Source record: 46687

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1237068042

thanks,
jonk

5904. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 22:20:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9df47u$l94$1@plutonium.compulink.co.uk>
Source record: 46690

In message <989440766-120870AEicMi@madasafish.com>, steve_sweet@madasafish.com said:

>I'm afraid ive yet to see a Jinnee manual, Peter West may be watching
>this though, he's the keeper of the enchanted Scrolls of Jinnee as i
>understand it, if he is he'l pop by soon.

Yep I'm watching :-)

The manual should now be available from Atari Workshop. I've had
my copy for a month or more. Regarding $Screenborder, all it says
(in Settings... > Window placement) is:

When Use $SCREENBORDER is active, instead of the values in the
editable fields the area left clear will depend on the value
stored in the environmental variable of the same name (its format
is similar to the above* pixel values for left,top,right,bottom).
{NB - No spaces!}
This environment variable can be set in various ways. In MAGX.INF
use an entry such as:
#_ENV SCREENBORDER=0,40,0,30
which gives no spacing at left and right, 40 pixels at the top and
30 at the bottom.
------
* This refers to the 'Distance from screen edge' editable fields:
Here the distance from the Left, Upper, Right and Lower edge of
the screen, in pixels, in which windows will not be placed can
be freely defined. This makes it easy to ensure windows are not
opened over your desktop icons or open over an installed start-
or application-bar and so on.

(c) Peter West/Atari Workshop

HTH.

Regards, /Peter/

5905. Re: International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 22:20:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9df480$l96$1@plutonium.compulink.co.uk>
Source record: 46691

In message <3AFA718C.CC9210D9@techline.com>, djohnson@techline.com said:

>Will Atari computers sold for overseas markets (like England or Germany)
>work in the United States?

Yes and no! You will need a 115:220V step-up transformer for the
power line, or a replacement US-voltage power supply. Depending on
what video output you use, the 50 Hz vertical sync may be a
problem with some TV sets, though most monitors will run both 50
and 60 Hz.

Regards, /Peter/

5906. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 22:20:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9df480$l95$1@plutonium.compulink.co.uk>
Source record: 46692

In message <fmsjft4ffbooc5cpdrppujru46rnjasdd1@4ax.com>, bobr1@provide.net said:

>Basically you need to provide a 16 Khz clock source to the floppy disk
>controller to make it write 80 sectors per track rather than 40
>sectors at the normal 8 Khz clock rate.

That should be 18 (or 20) and 9 (or 10) sectors respectively. The
first number is standard, the bracketed one extended format. Also
I believe kHz should be MHz!

Regards, /Peter/

5907. Re: Atari music

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 23:07:52 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0105110106570.24390-100000@newgem.atari.org>
Source record: 46693

On Thu, 10 May 2001, infinite wrote:

> Is there protracker-lookalike tracker for the ST which uses the internal
> sound chip synth?

There are lots.

Look at my homepage http://www.dhs.nu/ in the "music utils" section.

--
Anders Eriksson
ae@dhs.nu

5908. Re: Atari music

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 23:09:59 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0105110108230.24390-100000@newgem.atari.org>
Source record: 46695

On Thu, 10 May 2001, Lyndon Amsdon wrote:

> >Is there protracker-lookalike tracker for the ST which uses the internal
> >sound chip synth?
>
> Noisetracker maybe. It can cetainly play through the chip synth (YM)
> using the replay prog.

Yes, but Noisetracker is playing samples, not synth sounds. And as the YM
isn't made for samples, the result isn't really the best.

However, Nosietracker and many other "digital instruments" trackers can be
found at http://www.dhs.nu/

--
Anders Eriksson
ae@dhs.nu

5909. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 23:29:31 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afb2905@dnews.tpgi.com.au>
Source record: 46694

Bob Retelle <bobr1@provide.net> wrote in message
news:ihclft4nnuqn2c2btt001133mr5f0sq9tl@4ax.com...
> On Thu, 10 May 2001 14:28:17 -0000, bindon@madasafish.com (Lyndon
> Amsdon) wrote:
>
> >Hi
> >
> >>>>Not without some major hacking. The floppy controller needs to be told
to
> >>>>run at 16Mhz not its default 8Mhz.
> >>>
> >>> ...which requires one 74LS*** TTL chip, maybe one resistor, a few
> >>>peces of wire, a WD1772 02-02 dloppy controller in the ST, and one pin
> >>>of the said controller to be cut-off from the motherboard.
> >>
> >>Like he said, MAJOR HACKING.
> >>
> >>This isn't as simple as slipping a HD drive into an ST to use as a
> >>replacement DD floppy drive.
> >>
> >>Can it be done? Yes.
> >>Can it be done without major hacking? No.
> >
> >Major hacking??!!! Pah! :-)
>
>
> Heh... welll, then there's degrees of major hacking... like adding,
> oh, say 16 Megs of RAM (16meg... whoopie..!) to an ST..?

compared to plugging a simm into an STE, if you don't know what TTL stands
for, it IS major hacking for 95% of the world. You know and I know it is a
doddle, but I don't expect everybody to weild a soldering iron with the same
degree of precision I would.

Mark

5910. Re: Composite output from 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 23:35:14 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afb2a5b@dnews.tpgi.com.au>
Source record: 46546

Geoff Phillips <binky@DeathsDoor.com> wrote in message
news:989516386.6947.0.nnrp-07.c2de6ccf@news.demon.co.uk...
> Thanks for that info - it's almost unbelievable that they made these
things
> without composite output, so it looks like I'll try to get RGB going.
>
> I've trawled the net for information on a lead to do the RGB route, but
> without sucess. Maplin used to do a lead, but it is not listed on their
> online catalogue.
>
> I tried quickly a straight rgb and ground connection, but that didn't do
the
> trick, presumably I need to put a sync in somewhere too.

There were very few STFs compared to the rest of the STs. I think standard STs used the RF cct to create a Sync signal? Any way you need to use 6 signals from you ST. R, G, B, horizontal and vertical sync and grnd. You need a FULL scart caplable TV to use it. But you cannot use it on a Composite input unless you get a specific device to do so. You could get an Amiga external modulator and make a cable to connect that, then use the Composite port on that.

Mark

5911. Re: Commodore 1084D on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-10 23:50:04 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afb2dd5@dnews.tpgi.com.au>
Source record: 46547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Lord Gaiyan <gaiyan@vianet.ca> wrote in message
news:KByK6.62$W02.1754@newsfeed.slurp.net...
> I have the pinouts for the Falcon and the monitor, how should i connect
the
> two together? Here's what I got
>
> Falcon:
>
> 1: RED
> 2: GREEN
> 3: BLUE
> 4: MONO/OVERLAY
> 5: GND
> 6: RED GND
> 7: GREEN GND
> 8: BLUE GND
> 9: AUDIO OUT
> 10: GND
> 11: GND
> 12: COMPOSITE SYNC
> 13: HORIZONTAL SYNC
> 14: VERTICAL SYNC
> 15: EXTERNAL CLOCK INPUT
> 16: EXTERNAL SYNC ENABLE
> 17: +12V
> 18: VID MODE 1
> 19: VID MODE 2
>
> Monitor:
>
> 1: GND
> 2: GND
> 3: RED
> 4: GREEN
> 5: BLUE
> 6: INTENSITY
> 7: COMPOSITE SYNC
> 8: HORIZONTAL SYNC
> 9: VERTICAL SYNC
>
> There were some settings for the Falcon as well:
>
> M0 M1 Monitor

> 0 0 MONO
> 0 1 VGA
> 1 0 RGB
> 1 1 TV

OK here we go. It is quite simple when you look at the pins that are used. All you need is a 19 pin plug and a 9 pin plug. Going from the falcon to the 1084 it would be like thus. pin 1 to 3 (red), pin 2 to 4 (green), pin 3 to 5, (blue), 13 to 8 (horizontal sync), 14 to 9 (vertical sync), pins 5, 10 and 11 should all be tied to pins 1,2 and 3 (ground), and importantly tie pin 10 to 18 on the Falcon end. This last bit tells the Falcon to expect an rgb monitor. It does this to get the sync frquencies right. The m0 and m1 signals are active HIGH, which meens the input is always a logic 1, if you look at the table above you will see that if nothing is plugged in it will expect a Tv. Which is good as the TV cable uses a seperate port. Clever eh;-)

Mark

5912. gcc for TOS or MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 00:10:00 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0015374f@fmlynet.org>
Source record: 46555

FamilyNet Newsgate

Hello Dave!

DW> The TOS stuff is on the UMICH archive...

Excellent, thanks!

DW> ...its getting old now. Its also a bit of a pig to
> get going.

Hmm... not quite so excellent ;-) Can you remember any
specific problems to look out for?

DW> If you have any trouble drop me a note.

That's appreciated. I'll let you know how I get on.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5913. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 00:28:12 UTC
From: Don <dons@qnet.com>
Message-ID: <3AFB321C.BB4CE79@qnet.com>
Source record: 46548

This would be nice but, I just visited their web site and the project
has been put off. They state a programmer had left the group but
according to the auction on Ebay a person is getting rid of Paradise web
designs Atari items due to them leaving th atari platform..

Don

Dan wrote:

> Hello,
> In the new STC 4 there is an interview with the programmer of the
> "ParadiseWeb" browser. There is also a first screenshot of
> the browser. There might be a preview of the beta version in the
> next STC (5). Release date for the first official version is
> planned in August 2001
> Stack to be used :Sting and Stik.
> Features : HTML 4, Java, Javascript, etc...
> Available with or without Office Suite.
> Cheers
> Dan

5914. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 01:09:38 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9dfe4i$i6j$0@206.230.189.60>
Source record: 46549

what is the url with this information?

jonk

"Dan" <aahuls@xs4all.nl> wrote in message
news:989530004-717530AEicMi@xs4all.nl...
> Hello,
> In the new STC 4 there is an interview with the programmer of the
> "ParadiseWeb" browser. There is also a first screenshot of
> the browser. There might be a preview of the beta version in the
> next STC (5). Release date for the first official version is
> planned in August 2001
> Stack to be used :Sting and Stik.
> Features : HTML 4, Java, Javascript, etc...
> Available with or without Office Suite.
> Cheers
> Dan
>
>

5915. How to get Quantum LPS340S to work with Mega STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 01:22:56 UTC
From: somebody@somewhere.com
Message-ID: <udHK6.224$qa5.3201@read1>
Source record: 46550

I think there is some setting which must be made in the Quantum drive
regarding parity or something like that.

Does anyone remember, and know how to do this?

Thanks,
Richard Whitehouse rsw@accessv.com

5916. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 01:29:57 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <o1fmftormkk7qn0v1ik0c3i3ih6b3ij578@4ax.com>
Source record: 46551

On 10 May 2001 22:20:48 GMT, xlator@cix.compulink.co.uk wrote:

>In message <fmsjft4ffbooc5cpdrppujru46rnjasdd1@4ax.com>, bobr1@provide.net said:
>
>>Basically you need to provide a 16 Khz clock source to the floppy disk
>>controller to make it write 80 sectors per track rather than 40
>>sectors at the normal 8 Khz clock rate.
>
>That should be 18 (or 20) and 9 (or 10) sectors respectively. The
>first number is standard, the bracketed one extended format. Also
>I believe kHz should be MHz!
>
>Regards, /Peter/

Argh... indeed..!

It was getting pretty late, I guess... (tracks mixed up with sectors,
and Kilohertz mixed up with Megahertz... sheesh..!)

Goodnight, all..! :)

BobR

5917. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 01:30:01 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <s5fmft0qk3udckm727dn8k96f819dafrnj@4ax.com>
Source record: 46552

On Fri, 11 May 2001 09:29:31 +1000, "Mark Bedingfield"
<atari@tpg.com.au> wrote:

>
>Bob Retelle <bobr1@provide.net> wrote in message
>news:ihclft4nnuqn2c2btt001133mr5f0sq9tl@4ax.com...
>> On Thu, 10 May 2001 14:28:17 -0000, bindon@madasafish.com (Lyndon
>> Amsdon) wrote:
>>
>> >Hi
>> >
>> >>>>Not without some major hacking. The floppy controller needs to be told
>to
>> >>>>run at 16Mhz not its default 8Mhz.
>> >>>
>> >>> ...which requires one 74LS*** TTL chip, maybe one resistor, a few
>> >>>peces of wire, a WD1772 02-02 dloppy controller in the ST, and one pin
>> >>>of the said controller to be cut-off from the motherboard.
>> >>
>> >>Like he said, MAJOR HACKING.
>> >>
>> >>This isn't as simple as slipping a HD drive into an ST to use as a
>> >>replacement DD floppy drive.
>> >>
>> >>Can it be done? Yes.
>> >>Can it be done without major hacking? No.
>> >
>> >Major hacking??!!! Pah! :-)
>>
>>
>> Heh... welll, then there's degrees of major hacking... like adding,
>> oh, say 16 Megs of RAM (16meg... whoopie..!) to an ST..?
>
>compared to plugging a simm into an STE, if you don't know what TTL stands
>for, it IS major hacking for 95% of the world. You know and I know it is a
>doddle, but I don't expect everybody to weild a soldering iron with the same
>degree of precision I would.
>
>Mark
>

Heh... I remember "participating" in one of the first ST memory
upgrades here in my area...

We did one of the early "hot glue a second row of chips on top of the first row, UPSIDE DOWN so the legs stuck up like a gang of dead cockroaches, then wire wrap the legs in parallel (mostly)" upgrades.

Gave us a blazing Meg of RAM though!

It was a while before we got up the courage to solder the top row directly onto the bottom row (I don't remember who the brave soul was who risked his ST "for the cause" that first time).

That took a while too... just like with the wire wrap, you'd do a row or two, then have someone else take over while you went and put eye drops in your eyes so you could go back and solder some more.

It turned out to be a real team sport!

Yeah.. nothing like popping in SIMMs.. :)

BobR

5918. How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 04:11:02 UTC
From: somebody@somewhere.com
Message-ID: <5HJK6.231$qa5.3362@read1>
Source record: 46553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

I think there is some setting which must be made in the Quantum drive
regarding parity or something like that.

Does anyone remember, and know how to do this?

Thanks,
Richard Whitehouse rsw@accessv.com

5919. Re: Composite output from 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 05:46:42 UTC
From: Geoff Phillips <binky@DeathsDoor.com>
Message-ID: <989559151.18864.0.nnrp-13.c2de6ccf@news.demon.co.uk>
Source record: 46554

Thanks for that, I could live with just RGB, but looking at a Scart pinout, there are no obvious sync inputs at all, and a site suggested vaguely that when using RGB, one has to treat the scart's composite input as a composite sync input, but heavens surely this ought to be on the Quick FAQ.

None of the video links remotely seemed to give this information, which instead of giving answers, have hyperlinks - which is a deadly thing for a FAQ to do, because hyperlinks are so often broken, or do horrible things.

What do other people do, surely Atari ST F owners use RGB with their TV's?

Geoff.

Mark Bedingfield wrote in message <3afb2a5b@dnews.tpgi.com.au>...
>
>Geoff Phillips <binky@DeathsDoor.com> wrote in message
>news:989516386.6947.0.nnrp-07.c2de6ccf@news.demon.co.uk...
>> Thanks for that info - it's almost unbelievable that they made these
>things
>> without composite output, so it looks like I'll try to get RGB going.
>>
>> I've trawled the net for information on a lead to do the RGB route, but
>> without sucess. Maplin used to do a lead, but it is not listed on their
>> online catalogue.
>>
>> I tried quickly a straight rgb and ground connection, but that didn't do
>the
>> trick, presumably I need to put a sync in somewhere too.
>
>There were very few STFs compared to the rest of the STs. I think standard
>STs used the RF cct to create a Sync signal? Any way you need to use 6
>signals from you ST. R, G, B, horizontal and vertical sync and grnd. You
>need a FULL scart caplable TV to use it. But you cannot use it on a
>Composite input unless you get a specific device to do so. You could get an
>Amiga external modulator and make a cable to connect that, then use the
>Composite port on that.
>
>Mark
>
>
>

5920. Re: Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 09:31:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989744890-633514AEicMi@cwcom.net>
Source record: 46504

From: xlator@cix.compulink.co.uk
Date: 10 May 2001 11:44:03 GMT

>>Isn't solder braid impreganted with flux to help the flow?
>
>Some is - I've still got a tin of Fluxite I bought in the 40s (!)
>and dip the braid and iron tip in them.

I've got a soldering iron like that, you heat it up in a gas flame ;-)

Hope that that flux isn't acidic...

>>I think you really have to be doing this as a profession to make it all
>>worthwhile unless you have bags of cash lying around.
>
>Agreed. Don't some desoldering tools for surface mount devices
>actually use blown hot air?

Yes. You can use one of those hotair guns that are used for paint stripping,
but the big problem is preventing surrounding components from coming loose
when you tap the PCB to shake off the target component.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5921. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 09:33:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989744892-634079AEicMi@cwcom.net>
Source record: 46505

From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Date: Wed, 10 May 2001 13:14:04

>> ;A All rights reserved. N.I.A., Network ST, and NeST are trademarks
>> ;A of Daron M. Brewood (C) %y

Last email address I had was dbrewood @ cix . co . uk

Remove the spaces to assemble the address.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5922. Re: Desperately Seeking .YM Tracker

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 10:47:59 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <862.531T2950T7076455optimus@canit.se>
Source record: 46566

Christopher Tumber skrev:

>I'm looking for a .YM editor/composer/tracker. It needs to save to
>plain .YM files. Everything I've tried so far (ie: Chipmon 2,
>Sidsound) saves to some alternate format.

What is plain .YM?
It's a PC format, that's what it is, and is essentially a dump of the entire soundbank. Not really the kind of data which you'd enter into your favourite tracker and re-edit. .YM files are created by dumping certain registers straight out of the ST's memory into a file, and that's how you would go about creating them in this case, too.
IOW, every ST sound app which uses the YM2149 uses the YM format, but only internally. Since it's a bloody stupid format, no self-respecting program would use it.

--
En ligne avec Thor 2.6a.

I dunno, I dream in Perl sometimes...
--Larry Wall in <8538@jpl-devvax.JPL.NASA.GOV>

5923. Re: Composite output from 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 11:49:09 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afbd663@dnews.tpgi.com.au>
Source record: 46557

Geoff Phillips <binky@DeathsDoor.com> wrote in message
news:989559151.18864.0.nnrp-13.c2de6ccf@news.demon.co.uk...
> Thanks for that, I could live with just RGB, but looking at a Scart
pinout,
> there are no obvious sync inputs at all, and a site suggested vaguely that
> when using RGB, one has to treat the scart's composite input as a
composite
> sync input, but heavens surely this ought to be on the Quick FAQ.
>
> None of the video links remotely seemed to give this information, which
> instead of giving answers, have hyperlinks - which is a deadly thing for a
> FAQ to do, because hyperlinks are so often broken, or do horrible things.
>
> What do other people do, surely Atari ST F owners use RGB with their
TV's?

RGB monitors are cheap as chips these days. I have 4. and 3 VGA;-). But you
really want to try the Amiga modulator trick. There are proper Atari
modulators avaliable but only seccond hand now I guess?

Mark

5924. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 12:00:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <24729_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 46576

In uno strano messaggio del 11 May 01 somebody@somewhere.com (2:333/608.1)
scrisse al povero All :
s> I think there is some setting which must be made in the Quantum drive
s> regarding parity or something like that.
s>
s> Does anyone remember, and know how to do this?

As with all scsi drives on old Ataris you must DISABLE the parity check on
the hard drive.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5925. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 12:32:18 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9dgm4ioku1@draco.stochastik.rwth-aachen.de>
Source record: 46558

In article <ihclft4nnuqn2c2btt001133mr5f0sq9tl@4ax.com>,
Bob Retelle <bobr1@provide.net> wrote:
>
>Heh... welll, then there's degrees of major hacking... like adding,
>oh, say 16 Megs of RAM (16meg... whoopie..!) to an ST..?

Been there, done that :-)

(actually 15.5MB, since some address space is needed for the ROMs, IO space
and cartridge port).

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

5926. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 17:05:54 UTC
From: rsmac@t-online.de
Message-ID: <1et97ai.1x06s9r1f5yzeoN%rsmac@t-online.de>
Source record: 46559

Dan <aahuls@xs4all.nl> wrote:

> Hello,
> In the new STC 4 there is an interview with the programmer of the
> "ParadiseWeb" browser. There is also a first screenshot of
> the browser. There might be a preview of the beta version in the
> next STC (5). Release date for the first official version is
> planned in August 2001
> Stack to be used :Sting and Stik.
> Features : HTML 4, Java, Javascript, etc...
> Available with or without Office Suite.
> Cheers
> Dan

11.05.2001 - News Melder: Thomas Raukamp - [top]
ParadiseBrowser auf Eis
Es wï¿½re ja auch zu schï¿½n gewesen: das Office-Paket OfficeSuite inkl. dem neuen Webbrowser ParadiseBrowser liegt vorerst auf Eis. Nach Angaben der Website der Entwickler haben wichtige Programmierer das Projekt verlassen. Von Anwendern wird gemeldet, dass Paradise seine Atari-Hardware auf den amerikanischen eBay-Seiten wg. Systemwechsels verkauft.
Von Paradise Webdesign erhielten wir noch keine Erklï¿½rung zu den Vorgï¿½ngen.
Link: http://www.paradisewebdesign.net/paradise/paradise.htm

Picked up this message from www.atari-home.de news page.
Anyone may translate it.

Mean as short: Forget it.

Put that into folder: "some other news they are never realised"

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5927. Re: International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 17:18:49 UTC
From: David Johnson <drj344@rivermhc.org>
Message-ID: <3AFC1EF9.908860EC@rivermhc.org>
Source record: 46560

xlator@cix.compulink.co.uk wrote:

> In message <3AFA718C.CC9210D9@techline.com>, djohnson@techline.com said:
>
> >Will Atari computers sold for overseas markets (like England or Germany)
> >work in the United States?
>
> Yes and no! You will need a 115:220V step-up transformer for the
> power line, or a replacement US-voltage power supply. Depending on
> what video output you use, the 50 Hz vertical sync may be a
> problem with some TV sets, though most monitors will run both 50
> and 60 Hz.
>
> Regards, /Peter/

How big of a step up transformer would I need for an STe or Mega STe?

5928. Re: International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 17:41:46 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105112040390.28210-100000@hal.pp.fishpool.fi>
Source record: 46561

On Fri, 11 May 2001, David Johnson wrote:

> How big of a step up transformer would I need for an STe or Mega STe?

None whatsoever for a MEGA-STE (see my previous reply to this,
in the same thread).

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5929. Need colour viewing on a STF (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 19:36:05 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1et9fov.1cu9s7g1l4bcrxN%hairy.biker@ntlworld.com>
Source record: 46562

Hi all,

Thanks for the responses to me sale of the SM124.

I am now trying to help a friend, who picked up a STF, of course it doesn't have the modulated output.

Another friend of mine has an old 'Cub' monitor, for which he made an adapter lead some years ago, and was going to sell to my other friend. Trouble is, he has lost the lead.

I am looking to buy either an adapter lead for the 'Cub' or a colour monitor for the STF.

Unless soembody has the instructions to make the lead (ISTR it was published in an ST magazine some years ago).

Cheers.

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 03/01 http://homepage.ntlworld.com/ahewitt/index.htm

5930. Linux/Atari TT/Xwindows, how?

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 19:47:04 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AFC41B8.BF081B20@ti.com>
Source record: 46563
Cross-posted to: comp.sys.atari.st,comp.os.linux.m68k,comp.sys.atari.st.tech,linux.debian.ports.68k

Hi All!

I was wondering if there was anyone out there who has installed Debian Linux 2.2 on an Atari TT030, and who has managed to get Xwindows working on the stock Atari video hardware. If so, can you let me know how to do this?

Since I have installed Linux on my TT, several people have asked how did I get Xwindows working. Well, I didn't, and after messing with it for a few days, it doesn't seem like it is too easy to do. If anyone has modelines for the XF86Config file that work, that would also be helpful.

Thanks,
Chris
http://jybolac.virtualave.net

5931. GEMDOS..

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 20:08:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <989615572-798078AEicMi@xs4all.nl>
Source record: 46565

According to some information probably one of
the CPX-es is causing a fault in my system. When
I use Calamus it crashes and the screen freezes.
The HD light turns on permanently and only a
cold reset works. Does anyone know what might
cause this?

Thanks in andvance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5932. Re: International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 20:21:15 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <9dhh94$6up$1@news6.isdnet.net>
Source record: 46564

"David Johnson" <djohnson@techline.com> a ï¿½crit dans le message news:
3AFA718C.CC9210D9@techline.com...
> Will Atari computers sold for overseas markets (like England or
Germany)
> work in the United States?
>

Hello

Well, i'll give you a very simple answer to your question.
Yes everything is possible.
But don't forget price and disponibility.

1)You need of course a new power.
It still exist in the usa the" best electronic shop"
so i thing is more simple to change this .
or use 110 to 220 volt transformer.

It is useful to have a traveler kit : with all the
adaptator for electrical connector.:-)

2) For vga screen or rgb monitor, it is easy.
It still exist soft utility for switch between 50 or 60 hertz:-)
It is useful to run americain prog in europe.
(I remember my special spectrum 512 from usa for ste)
And of course it is useful to run europe prog too.

Of course, you can use this only to overlay the possibilty
of your graphic chip onboard:-)

3)If you have rf connector too.
Ste and falcon.
It is different , because the quartz for pal is not the same as the
ntsc.
So, "best electronic" buy a new quartz or simply use tv with ntsc+pal
possibility.
(I not sure that the model ntsc is compatible with the japan ntsc :-))
But for the usa all is ok.
For the pal it still exist 2 differents pal too .
The english and the german pal, the diffï¿½rence isn't for the picture
but for the sound hf.

For the sound alone it is international :-)
And for the midi too....
and of course for all the add-on which use the power of the computer;

Maybe the best choice for today:the milan.
A new cli¿½ne atari, with power of personnal computer
and standard graphic pci card....

bye!
do the good choice, choose original tos computer or cli¿½ne???
i can't decide for you!

5933. Re: Shutdown

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 20:31:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989665350-260606AEicMi@madasafish.com>
Source record: 46581

Hi Lyndon

>Just installed Alexander Barton's shutdown prog under Magic and Jinnee.
>I use cntrl-alt-del to do a shutdown and if I click cancel I get back
>to Jinnee properly.

I got around that by assigning Alt-F4, its seems that C-A-D drops
through to TOS somehow and does as its expected.

>But If I repeat this and once again the machine does a reset. Anyone
>know why? It never did this with the old shutdown.

I think its poxed.

>Also clicking "Parallel start" doesn't make any differnce. Jinnee
>still quits from memory which is the main point of a new shutdown prog.

It works OK here, ive got the shutdown dialog sitting in the background
now. Just for the hell of it, install it as an application and elect
parallel start there.

>Maybe there is a beter one available?

Ive got Version 1.6, i like the option to have a utility installed in
the user button so i put X-Boot in there.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5934. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 20:32:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989665354-261238AEicMi@madasafish.com>
Source record: 46582

Hi Greg

> Any idea how to contact him?

I gave you 2 options, what happened with them?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5935. FS/T: Brand New Atari Jaguar Items - More Game Titles Added

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 21:12:42 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <eBYK6.32267$mg5.4506507@news1.telusplanet.net>
Source record: 46567
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 5/11/2001
- Sold/Traded Items Removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

Due to all the game titles being in short supply, all titles with the exception of CyberMorph are available only with the purchase of a Jaguar game system.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - (Limited Supplies)
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15 (Limited Supplies)
- AC Power Supply $10 (Limited Supplies)
- RF Switch Box $5 (Limited Supplies)

** Atari Jaguar Games - New/Shrink-wrapped**
==========
Due to all the game titles being in short supply, all titles with the

exception of CyberMorph are available only with the purchase of a Jaguar
game system.
- Checkered Flag $10
- CyberMorph $5 (No Box)
- Kasumi Ninja
- Tempest 2000
- Troy Aikman Football
- Wolfenstein 3D

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues
12 thru 20

5936. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 21:51:38 UTC
From: vdjole@EUnet.yu
Message-ID: <9dhmt8qql1@news.eunet.yu>
Source record: 46569

On 11 May 2001 14:32:18 , Michael Schwingen wrote:

>>Heh... welll, then there's degrees of major hacking... like adding,
>>oh, say 16 Megs of RAM (16meg... whoopie..!) to an ST..?
>
>Been there, done that :-)
>
>(actually 15.5MB, since some address space is needed for the ROMs, IO space
>and cartridge port).

Was it the Magnum card, which we talked about a while ago, or some
do-it-all-yourself design?

cu.

5937. Re: Marijuana Mail 0.1.57 [eng] BETA

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 22:24:16 UTC
From: swampfox1@earthlink.net
Message-ID: <kEZK6.26$rt3.2168@newsread2.prod.itd.earthlink.net>
Source record: 46568

On 7 May 2001 15:02:48 +, "G." wrote:
>Hi!
>I have just put on my webpage a new English version
>of my e-mail client for Atari ST/STe.
>It is at [http://strony.poland.com/at4ri/mjm-eng.htm]
>(note that the previous address is no longer valid.)
>
>--
>Pozdrawiam,
>Grzegorz Pawlik [mailto:at4ri@kki.net.pl]
>
>(((Marijuana Mail [http://strony.poland.com/at4ri/mjm.htm]
>))) Philip K. Dick [http://www.aramchek.topnet.pl/]
>

Is it up today? Had trouble acessing the site yesterday!
John G.

5938. Re: Good system utilities

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 22:47:37 UTC
From: sidcelery@cix.co.uk
Message-ID: <9dhq69$2t7$1@plutonium.compulink.co.uk>
Source record: 46570

On 6 May 2001 11:13:57 -, Lyndon Amsdon wrote:
>> I'm sure he knows about these already. There are problems with
>> some of the more recent compression methods on AVI's too, but it's
>> difficult to find the decompression algorithms AIUI.
>
> I just got my registration key! Thanks Didier! I'm not too
> worried about the fact that it can't do a couple of MOVs. It plays
> most so I'm happy.

Well done, Lyndon.
I don't know of any other Atari software that is more comprehensive in
the formats it supports, so it's Aniplayer or a different platform
entirely (if you can stomach it).

rgds
H

5939. Re: International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-11 23:48:05 UTC
From: ebaiz@skyenet.net
Message-ID: <VS_K6.98$oi3.1916@newsfeed.slurp.net>
Source record: 46571

On 10 May 2001 06:46:36 , David Johnson wrote:
>Will Atari computers sold for overseas markets (like England or Germany)
>work in the United States?

Yes, but there may be a problem with the fact that overseas the
computers put out a 50mhz video signal, while the US computers put out
a 60mhz signal. Still, I think this can be fixed by running the
computer signal through a video converter and then out to a VGA monitor.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5940. WTB ATARI FALCON

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 03:31:35 UTC
From: Artur Stachon <astachon@telus.net>
Message-ID: <3AFCAE9E.56EC04F@telus.net>
Source record: 46572

If there is anyone who wants to sell Atari Falcon I will buy.

Artur

5941. Wanted: Mega ST 4! Pay upto $100! Buy or Trade! USA only!

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 03:36:54 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105112034090.30243-100000@shell.pacifier.com>
Source record: 46573

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I'm willing to pay upto $100 for the right Mega ST4! I must keep this
transaction solely in the US. Use Link below if Interested or E-Mail me!

<h3>Click to
sell!</h3>

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ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5942. FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 03:42:03 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105112037480.30243-100000@shell.pacifier.com>
Source record: 46574
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

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Atari WebSite Specials!

Check the HotLink above for my Atari specials on Panasonic Printers & 1050 Disk Drives. Also Check out my Atari Catalogs! I'm buying Atari overstock from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic Atari 8 Bit Game Software such as LucasFilm Games Plus MICROProse's F-15 Strike Eagle and Silent Service Plus I'm adding 810 Happy Drives rev.7 and True 360k DSDD XF551 Drives. & NOW I'm offering a 20% Tax Relief Discount. E-Mail me for Details on Redeeming these offers! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. And if you can't call me today? Call me tomorrow! Call anytime @(503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

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For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
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SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5943. FREE Atari Catalogs! Specials! Discount! More Atari! Take 2!

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 05:03:51 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105112158210.3721-100000@shell.pacifier.com>
Source record: 46575
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

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Check the HotLink above for my Atari specials on my WebSite! Overstock and my %20 SoftWare Discount! Overstock including Panasonic Printers and 1050 Disk Drives. Also Check out my Atari Catalogs! I'm buying Atari overstock from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic Atari 8 Bit Game Software such as LucasFilm Games Plus I've added MINT 810 Happy Drives rev.7 & MINT 360k DSDD XF551 Drives. E-Mail me for Details on Redeeming these offers! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. And if you can't call me today? Call me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

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For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

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Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5944. Re: Linux/Atari TT/Xwindows, how?

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 05:32:27 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AFCCAEB.75DCB1EC@seimet.de>
Source record: 46577
Cross-posted to: comp.sys.atari.st,comp.os.linux.m68k,comp.sys.atari.st.tech,linux.debian.ports.68k

Chris Martin wrote:
>
> Hi All!
>
> I was wondering if there was anyone out there who has installed Debian
> Linux 2.2 on an Atari TT030, and who has managed to get Xwindows working
> on the stock Atari video hardware. If so, can you let me know how to do
> this?
>
> Since I have installed Linux on my TT, several people have asked how did
> I get Xwindows working. Well, I didn't, and after messing with it for a
> few days, it doesn't seem like it is too easy to do. If anyone has
> modelines for the XF86Config file that work, that would also be helpful.

You don't need any modelines for the Atari because the frame buffer
device is used. Most of the data in XF86Config that deals with monitor
settings is not relevant for the TT.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5945. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 05:33:36 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AFCCB30.E84CFEF4@seimet.de>
Source record: 46578

"Mike De.Petris" wrote:
>
> In uno strano messaggio del 11 May 01 somebody@somewhere.com (2:333/608.1)
> scrisse al povero All :
> s> I think there is some setting which must be made in the Quantum drive
> s> regarding parity or something like that.
> s>
> s> Does anyone remember, and know how to do this?
>
> As with all scsi drives on old Ataris you must DISABLE the parity check on
> the hard drive.

Whether you have to do that does not depend on the age of your Atari but
on your SCSI host adapter.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5946. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 05:38:58 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AFCCC72.60AAECA7@seimet.de>
Source record: 46579

Robert Schaffner wrote:

> 11.05.2001 - News Melder: Thomas Raukamp - [top]
> ParadiseBrowser auf Eis
> Es wäre ja auch zu schön gewesen: das Office-Paket OfficeSuite inkl. dem
> neuen Webbrowser ParadiseBrowser liegt vorerst auf Eis. Nach Angaben der
> Website der Entwickler haben wichtige Programmierer das Projekt
> verlassen. Von Anwendern wird gemeldet, dass Paradise seine
> Atari-Hardware auf den amerikanischen eBay-Seiten wg. Systemwechsels
> verkauft.
> Von Paradise Webdesign erhielten wir noch keine Erklärung zu den
> Vorgängen.
> Link: http://www.paradisewebdesign.net/paradise/paradise.htm
>
> Picked up this message from www.atari-home.de news page.
> Anyone may translate it.
>
> Mean as short: Forget it.

Sure. When I had a brief look at the article on the project recently it was clear right from the start that it would never be finished. Some people are simply dreaming that the Atari market still has sufficient potential for projects like this. But this is obviously wrong. There are hardly any developers left, there is no money for such projects, and, eventually, there are also not enough users left who would pay for the software. That's the way it is. The XTOS project will go the same way.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5947. Re: International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 09:59:48 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afd0e2c@dnews.tpgi.com.au>
Source record: 46580

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in message
news:VS_K6.98$oi3.1916@newsfeed.slurp.net...
> On 10 May 2001 06:46:36 , David Johnson wrote:
> >Will Atari computers sold for overseas markets (like England or Germany)
> >work in the United States?
>
> Yes, but there may be a problem with the fact that overseas the
> computers put out a 50mhz video signal, while the US computers put out
> a 60mhz signal. Still, I think this can be fixed by running the
> computer signal through a video converter and then out to a VGA monitor.

Its only a software issue and only affects RGB monitors. The screen
frequency is 50Hz Pal and 60Hz NTSC. All you need is an auto folder patch if
you are that worried by it. The Falcon and TT just need their Nvram
modified (simple).

Mark

5948. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 10:27:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <989677020-163003AEicMi@gmx.net>
Source record: 46587

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Thu, 10 May 2001 17:31:33 +0000

Hi Lonny,

>>My price for (TT) Mega STE kbrd is $40 plus (2kgs) shipping, >
>>standard Atari gear.
>
>That's a good price for a real Atari keyboard. When I said inflated
>I was refering to US dealers, 2 of which want over 150 USD for
>just a keyboard.
For a *really* good price one should order these keyboards from a German
dealer. Brandnew MegaSTE and TT keyboards with German, French or English
keycaps are sold for 39DM ($19).
Shipping by UPS ($12), payment with credit card...
http://www.seidel-online.de
mailto:info@seidel-online.de

AFAIK Keychange sells keyboards with Spanish keyboard caps but conveniently
forget to mention this.... :-/

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5949. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 10:41:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <989677016-162371AEicMi@gmx.net>
Source record: 46586

From: paul.williamson@zetnet.co.uk (Paul Williamson)
Date: 08 May 2001 21:35:33 GMT

Hi Paul,

>I for one am delighted to see an ISP prepared to continue to actively
>support our platform. I shall continue to support them as long as they
>do !
In what way is Zetnet so dedicated to/for Atari? Do they have an Atari
helpdesk or give setup scripts for Stik/STing, MinTNet, Iconnect etc... ?
I can see the usefulness for someone new to internet, but once one becomes
an experienced user, what's the advantage over a different ISP. As long as
one can log in and reach the various servers, I would say any ISP is just
fine provided the quality of the connection, bandwidth, service and price
is right...

Cheers from Belgium
Dennis
--

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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5950. Re: IRCnet

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 11:42:37 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <I70YvKAtGS$6EwL+@atari.org.uk>
Source record: 46584

In article <gXWJ6.28$Re7.1819@newsfeed.slurp.net>, Lord Gaiyan
<gaiyan@vianet.ca> writes
>I would like to know that too. I'm behind a Firewall at work that prevents
>me from going to irc.stealth.net or irc.funet.fi. I can, however, log on to
>Dalnet servers but can't get to the Atari channels from there obviously.
>
>Joshua.

Hi

It depends where you live and your host name. If you are in the UK there
are: chat.bt.net 6660-6670
ircnet.demon.co.uk 6660-6669
irc.netcom.net.uk 6660-6663,6667

there are also irc.missingU.com which is aimed at the usa, but i've
logged on with no problems.

You can get a list of servers, which is updated, somewhere on the
following web site:

http://www.irchelp.org

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5951. Re: Shutdown

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 11:54:01 UTC
From: bindon@madasafish.com
Message-ID: <tfq92p8b539t3b@corp.supernews.com>
Source record: 46583

On 11 May 2001 19:31:14 , Steve Sweet wrote:

Hi Steve

>>Just installed Alexander Barton's shutdown prog under Magic and Jinnee.
>>I use cntrl-alt-del to do a shutdown and if I click cancel I get back
>>to Jinnee properly.
>
>I got around that by assigning Alt-F4, its seems that C-A-D drops
>through to TOS somehow and does as its expected.

I'll leave it then. I'd rather keep it as c-a-d as I'm so used to it and
it's very rarely that in one session I do two cancels on the shutdown.

>>Also clicking "Parallel start" doesn't make any differnce. Jinnee
>>still quits from memory which is the main point of a new shutdown prog.
>
>It works OK here, ive got the shutdown dialog sitting in the background
>now. Just for the hell of it, install it as an application and elect
>parallel start there.

Well I'll see if installing as an app gets around this problem but just to
prove a point.

Thanks.

5952. Re: gcc for TOS or MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 13:10:38 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <jDaL6.182$fi2.3896@news.cpqcorp.net>
Source record: 46585

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:0015374f@fmlynet.org...
> FamilyNet Newsgate
>
> Hello Dave!
>
> DW> The TOS stuff is on the UMICH archive...
>
> Excellent, thanks!
>
> DW> ...its getting old now. Its also a bit of a pig to
> > get going.
>
> Hmm... not quite so excellent ;-) Can you remember any
> specific problems to look out for?
>
Just getting your shell set up properly. I use GULAM which is a bit old and
have the following set on my gemulator system.

setenv TEMP c:\temp
setenv PATH c:\gemula~1\gccbin,c:\gemula~1\gulam,c:\gemula~1\bin
setenv GCCEXEC c:\gemula~1\gccbin\gcc-
setenv GNULIB c:\gemula~1\gcclib
setenv GNUINC c:\gemula~1\gccinc
setenv GXXINC e:\gnu\g++-inc
setenv UNIXMODE 'd/brG'

Tricky ones are I think GCCEXEC and UNIXMODE

Also by default output is called a.out. copy or reanme to your program.

Drop me a mail

> DW> If you have any trouble drop me a note.
>
> That's appreciated. I'll let you know how I get

>
> Regards,
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

5953. Re: Composite output from 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 13:32:05 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <rXaL6.183$fi2.3866@news.cpqcorp.net>
Source record: 46588

Geoff,
Most STF users probably also have the ubiquitous Phillips CM8833 (I think thats the correct number) monitor, complete with scart lead. I still can't find my lead, but I am in the middle of moving stuff from loft to shed and back, so it should turn up soon as I unpack.

Dave.

"Geoff Phillips" <binky@DeathsDoor.com> wrote in message news:989559151.18864.0.nnrp-13.c2de6ccf@news.demon.co.uk...
> Thanks for that, I could live with just RGB, but looking at a Scart pinout,
> there are no obvious sync inputs at all, and a site suggested vaguely that
> when using RGB, one has to treat the scart's composite input as a composite
> sync input, but heavens surely this ought to be on the Quick FAQ.
>
> None of the video links remotely seemed to give this information, which
> instead of giving answers, have hyperlinks - which is a deadly thing for a
> FAQ to do, because hyperlinks are so often broken, or do horrible things.
>
> What do other people do, surely Atari ST F owners use RGB with their TV's?
>
> Geoff.
>
> Mark Bedingfield wrote in message <3afb2a5b@dnews.tpgi.com.au>...
> >
> >Geoff Phillips <binky@DeathsDoor.com> wrote in message
> >news:989516386.6947.0.nnrp-07.c2de6ccf@news.demon.co.uk...
> >> Thanks for that info - it's almost unbelievable that they made these
> >things
> >> without composite output, so it looks like I'll try to get RGB going.
> >>
> >> I've trawled the net for information on a lead to do the RGB route, but
> >> without sucess. Maplin used to do a lead, but it is not listed on their
> >> online catalogue.
> >>
> >> I tried quickly a straight rgb and ground connection, but that didn't do
> >the
> >> trick, presumably I need to put a sync in somewhere too.
> >
> >There were very few STFs compared to the rest of the STs. I think

standard
> >STs used the RF cct to create a Sync signal? Any way you need to use 6
> >signals from you ST. R, G, B, horizontal and vertical sync and grnd. You
> >need a FULL scart caplable TV to use it. But you cannot use it on a
> >Composite input unless you get a specific device to do so. You could get
an
> >Amiga external modulator and make a cable to connect that, then use the
> >Composite port on that.
> >
> >Mark
> >
> >
> >
>
>

5954. Old Atari ST 1040 to Scart Telly, solved.

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 14:15:13 UTC
From: Geoff Phillips <geoff@geffers.u-net.com>
Message-ID: <0obL6.1$t41.2563@newsr2.u-net.net>
Source record: 46589

Just in case someone wants to know, I managed to get the beast wired to the television, using the RGB. The details are:-

1) The SCART needs sync on the composite input.
2) The horizontal and vertical sync from the ST connect to each other with a pair of 330 Ohm resistors, and the point at which those meet is tapped off to pretend to be a composite sync, and off to pin 20 of the SCART, the red green and blue and grounds going directly from the appropriate pins.

[If you just use horizontal sync, you get a rolling picture, but otherwise ok.]

So..

ST vert sync - |--330R-|---|||SCART composite In |||-330R--ST horiz sync.

Gives a sharp image, no glitches. Don't blame me if it doesn't work! (but does for me).

Thanks to those who offered assistance, feel free to add it to FAQs. I can't recall now where I gleamed the bit of information about the 330Rs, perhaps nestled inside a Dejanews posting.

Geoff

5955. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 14:21:08 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105121418090.95-100000@Hades060>
Source record: 46497

On Sat, 12 May 2001, Dennis Vermeire wrote:

> AFAIK Keychange sells keyboards with Spanish keyboard caps but conveniently
> forget to mention this.... :-/

I see. I retract my previous statement then. Not such a great
deal then, unless one wants that exact keyboard version.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5956. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 14:29:12 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <dObL6.3096$nc2.43386@NewsReader>
Source record: 46590

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:989677020-163003AEicMi@gmx.net...
> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Thu, 10 May 2001 17:31:33 +0000
>
> Hi Lonny,
>
> >>My price for (TT) Mega STE kbrd is $40 plus (2kgs) shipping, >
> >>standard Atari gear.
> >
> >That's a good price for a real Atari keyboard. When I said inflated
> >I was refering to US dealers, 2 of which want over 150 USD for
> >just a keyboard.
> For a *really* good price one should order these keyboards from a German
> dealer. Brandnew MegaSTE and TT keyboards with German, French or English
> keycaps are sold for 39DM ($19).
> Shipping by UPS ($12), payment with credit card...
> http://www.seidel-online.de
> mailto:info@seidel-online.de
>
> AFAIK Keychange sells keyboards with Spanish keyboard caps but
conveniently
> forget to mention this.... :-/

Somebody call Rentokil....

Will somebody in the US check out this German site and let us know the true
cost of importing Atari gear from Germany to the US, inc shipping and taxes
etc.
Thanks,

Barrie at Keychange. www.keychange.co.uk

5957. STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 15:20:59 UTC
From: submarineDONTSPAM@blueyonder.co.uk
Message-ID: <3afd53f1.9100255@news.blueyonder.co.uk>
Source record: 46591

Does anyone know where I can get a new floppy drive for my STFM? it
won't read any disks any more, I think the heads have had it :-(

If anyone has a broken atari STFM but the floppy drive still works, I
will be willing to buy the machine so I can salvage the floppy drive.

Thanks,

Chris :-(

5958. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 15:42:16 UTC
From: bindon@madasafish.com
Message-ID: <tfqmeorglamvbf@corp.supernews.com>
Source record: 46592

On 12 May 2001 15:20:59 , -=Smurf=- wrote:

Hi

>Does anyone know where I can get a new floppy drive for my STFM? it
>won't read any disks any more, I think the heads have had it :-(
>
>If anyone has a broken atari STFM but the floppy drive still works, I
>will be willing to buy the machine so I can salvage the floppy drive.

I think I have one if you can't find one. I certainly have some Acorn ones
tha work fine except the face plate is differnet. Yes, I do have the
Epson ones actually as well. If you do want one I'll check them before
they go.

5959. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 16:38:48 UTC
From: SomeGuy@SomewhereOnTheInternet.com
Message-ID: <9KdL6.273$qa5.3939@read1>
Source record: 46593

>> "Mike De.Petris" wrote:
>> >
>> > In uno strano messaggio del 11 May 01 somebody@somewhere.com (2:333/608.1)
>> > scrisse al povero All :
>> > s> I think there is some setting which must be made in the Quantum drive
>> > s> regarding parity or something like that.
>> > s>
>> > s> Does anyone remember, and know how to do this?
>> >
>> > As with all scsi drives on old Ataris you must DISABLE the parity check on
>> > the hard drive.

Right, but my question is, how do enable or disable the
parity-checking on my Quantum LPS340S SCSI drive? Some of the Quantum
drives had jumpers for doing this, but the LPS340S doesn't have them,
it only has jumpers for setting the SCSI ID number.

I'm pretty sure that when I had this drive put into the Atari, the
technician that did it told me he used some kind of utility to either
disable or enable the parity checking on the drive, but that company
is no longer in business.

5960. Re: International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 17:16:38 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <9djqqt$1k99$1@news4.isdnet.net>
Source record: 46594

"Mark Bedingfield" <atari@tpg.com.au> a ï¿½crit dans le message news:
3afd0e2c@dnews.tpgi.com.au...
>
> Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in message
> news:VS_K6.98$oi3.1916@newsfeed.slurp.net...
> > On 10 May 2001 06:46:36 , David Johnson wrote:
> > >Will Atari computers sold for overseas markets (like England or
Germany)
> > >work in the United States?
> >
> > Yes, but there may be a problem with the fact that overseas the
> > computers put out a 50mhz video signal, while the US computers put
out
> > a 60mhz signal. Still, I think this can be fixed by running the
> > computer signal through a video converter and then out to a VGA
monitor.
>
> Its only a software issue and only affects RGB monitors. The screen
> frequency is 50Hz Pal and 60Hz NTSC. All you need is an auto folder
patch if
> you are that worried by it. The Falcon and TT just need their Nvram
> modified (simple).

hello!

Yes it is tree ,
But but with pickdesk from didier Mequignon
(for exemple)
On falcon only;
you can use 50 ou 60 frequency for rvb or vga, svga too.
>
> bye
>
>

5961. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 17:34:49 UTC
From: Don <dons@qnet.com>
Message-ID: <3AFD7439.47E6D077@qnet.com>
Source record: 46595

Dennis Vermeire wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Thu, 10 May 2001 17:31:33 +0000
>
> Hi Lonny,
>
> >>My price for (TT) Mega STE kbrd is $40 plus (2kgs) shipping, >
> >>standard Atari gear.
> >
> >That's a good price for a real Atari keyboard. When I said inflated
> >I was refering to US dealers, 2 of which want over 150 USD for
> >just a keyboard.
> For a *really* good price one should order these keyboards from a German
> dealer. Brandnew MegaSTE and TT keyboards with German, French or English
> keycaps are sold for 39DM ($19).
> Shipping by UPS ($12), payment with credit card...
> http://www.seidel-online.de
> mailto:info@seidel-online.de
>
> AFAIK Keychange sells keyboards with Spanish keyboard caps but conveniently
> forget to mention this.... :-/
>
> Cheers from Belgium
> Dennis
> --
>

Dennis,

This would be a useful link if you took up directly to the Atari keyboards.
Since my German in little to none. It took my a few minutes to find PC
keyboards but NO Atari keyboards. Post a link that the keyboards can be
found.

Don

5962. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 18:48:13 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AFD856D.C3FE2AE@ooc.de>
Source record: 46496

SomeGuyOnTheInternet wrote:
>
> >> "Mike De.Petris" wrote:
> >> >
> >> > In uno strano messaggio del 11 May 01 somebody@somewhere.com (2:333/608.1)
> >> > scrisse al povero All :
> >> > s> I think there is some setting which must be made in the Quantum drive
> >> > s> regarding parity or something like that.
> >> > s>
> >> > s> Does anyone remember, and know how to do this?
> >> >
> >> > As with all scsi drives on old Ataris you must DISABLE the parity check on
> >> > the hard drive.
>
> Right, but my question is, how do enable or disable the
> parity-checking on my Quantum LPS340S SCSI drive? Some of the Quantum
> drives had jumpers for doing this, but the LPS340S doesn't have them,
> it only has jumpers for setting the SCSI ID number.

Most Quantum drives provide for changing this settings by software. You
have to connect the drive to a computer where you can change this
settings (e. g. a Falcon or TT). Than you can connect it to your ST/STE
again.

> I'm pretty sure that when I had this drive put into the Atari, the
> technician that did it told me he used some kind of utility to either
> disable or enable the parity checking on the drive, but that company
> is no longer in business.

HDDRUTIL (->HDDRIVER) can change this setting.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5963. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 19:09:28 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9dk4i4oob1@news5.svr.pol.co.uk>
Source record: 46498

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:989440768-121515AEicMi@madasafish.com...

> You'd need to speak to Daron Brewood about this, he owns the 'NeST'
> copyright.
>
>
> < Clip start >
>
> ;A Copyright 1990 - %y - NeST International Association (N.I.A),
> ;A 7, Crescent Road,
> ;A Portwood,
> ;A Stockport,
> ;A Cheshire,
> ;A United Kingdom,
> ;A SK1 2QG.
> ;A
> ;A NeST WWW Pages: http://www.nest.demon.co.uk/
> ;A
> ;A All rights reserved. N.I.A., Network ST, and NeST are trademarks
> ;A of Daron M. Brewood (C) %y

I believe he moved from this geographical address some time ago to set up
house with a new wife. The e-contacts may still work though.

Roger

5964. Re: Need colour viewing on a STF (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 19:57:08 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9dk4i5oob2@news5.svr.pol.co.uk>
Source record: 46499

"Andy Hewitt" <hairy.biker@ntlworld.com> wrote in message
news:1et9fov.1cu9s7g1l4bcrxN%hairy.biker@ntlworld.com...

> Another friend of mine has an old 'Cub' monitor, for which he made an
> adapter lead some years ago, and was going to sell to my other friend.
> Trouble is, he has lost the lead.
>
> I am looking to buy either an adapter lead for the 'Cub' or a colour
> monitor for the STF.

Persevere with the Cub, they work well with the ST. I modified one some years ago but I have recently given it away so can't check back on the connections.

There are other things which need doing to a Cub if it was last used on a BBC micro (change to analogue RGB, change polarity of one of the syncs.), these are all done by jumper on the main board but have prob. already been done if it was used last on an ST.

You will get a good idea of the pin connections if tou look inside the monitor as the leads from the plug are sensibly colour coded (R-red, B-blue, G-green, Ground-black - then there are the syncs. which, IIRC, are yellow and white).

There is a useful pad at the back-left of the monitor main board to which to could connect a Brightness control if you wished. On the Beeb the only external control was Contrast.

Roger

5965. Re: Need colour viewing on a STF (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 21:20:47 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1etbemz.10hhtzhzcp5iqN%hairy.biker@ntlworld.com>
Source record: 46500

Roger Cain <roger@cainr.freeserve.co.uk> wrote:

> "Andy Hewitt" <hairy.biker@ntlworld.com> wrote in message
> news:1et9fov.1cu9s7g1l4bcrxN%hairy.biker@ntlworld.com...
>
> > Another friend of mine has an old 'Cub' monitor, for which he made an
> > adapter lead some years ago, and was going to sell to my other friend.
> > Trouble is, he has lost the lead.
> >
> > I am looking to buy either an adapter lead for the 'Cub' or a colour
> > monitor for the STF.
>
> Persevere with the Cub, they work well with the ST. I modified one some
> years ago but I have recently given it away so can't check back on the
> connections.
>
> There are other things which need doing to a Cub if it was last used on a
> BBC micro (change to analogue RGB, change polarity of one of the syncs.),
> these are all done by jumper on the main board but have prob. already been
> done if it was used last on an ST.

Yes, my friend set it up to use with his ST.

> You will get a good idea of the pin connections if tou look inside the
> monitor as the leads from the plug are sensibly colour coded (R-red, B-blue,
> G-green, Ground-black - then there are the syncs. which, IIRC, are yellow
> and white).

I don't think the pins were the problem, but isn't there a need for some
resistors in two of the lines to set the sync's.

Cheers.

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 03/01 http://homepage.ntlworld.com/ahewitt/index.htm

5966. Re: FS: STE/MegaSTE/Graphics Card/Monitors

Newsgroup: comp.sys.atari.st
Date: 2001-05-12 23:09:52 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3afdc2c0$0$21934@news.zetnet.co.uk>
Source record: 46501

On 9 May 2001 17:23:40 G, Martin Holmes wrote:
>Hi,

Ha! A third Aberdeen Atarian :)

Cheers,
Charles.

5967. Re: Old Atari ST 1040 to Scart Telly, solved.

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 00:17:57 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <554.533T2850T776147optimus@canit.se>
Source record: 46540

Hallvard Tangeraas skrev:

>Geoff Phillips <geoff@geffers.u-net.com> wrote:

>> I
>> can't recall now where I gleamed the bit of information about the 330Rs,
>> perhaps nestled inside a Dejanews posting.

>I seem to recall something about resistors in a discussion regarding use
>of PC type VGA monitors -could you have taken it from there?

They're certainly present in ST SCART cables. 150 Ohm.

--
En ligne avec Thor 2.6a.

"I believe OS/2 is destined to be the most important operating system, and
possibly program, of all time..."
Bill Gates 1988

5968. Using Spin! and CD-Lab with Yamaha drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 06:46:12 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7237BFE.1399A%nameerf@flash.net>
Source record: 46502

Hi!

I just thought I would try out Spin! for curiosity sake. However, I can't get it to recognize my CD-RW drive (Yamaha). CD-Lab doesn't seem to recognize it, either. Both act as if the drive doesn't even exist in the SCSI chain. CBHD seems to see that it's there, though, so my guess is that it isn't supported by Spin or CD-Lab. Can anyone confirm this? I have ExtenDOS, so it's not a big deal. I just thought I'd try it out. Thanks!

Mike Freeman
nameerf@flash.net

5969. Re: Using Spin! and CD-Lab with Yamaha drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 08:51:03 UTC
From: rsmac@t-online.de
Message-ID: <1etcaho.vw9aamu11vg8N%rsmac@t-online.de>
Source record: 46503

Michael and Nicole Freeman <nameerf@flash.net> wrote:

> I just thought I would try out Spin! for curiosity sake. However, I
> can't get it to recognize my CD-RW drive (Yamaha). CD-Lab doesn't seem to
> recognize it, either. Both act as if the drive doesn't even exist in the
> SCSI chain. CBHD seems to see that it's there, though, so my guess is that

Maybee a problem on your scsi chain or trouble with some drivers.
Any scsi device shold send a message while boot up sequence.

> it isn't supported by Spin or CD-Lab. Can anyone confirm this? I have
> ExtenDOS, so it's not a big deal. I just thought I'd try it out. Thanks!

Yamaha Recorders supported by ExtenDOS.
SPIN is an driver for CD-ROM devices.

ExtenDOS is the ONE and ONLY driver i used since 3 years for Toshibx
XM53xx CD-ROM devices and an YAMAHA CDRW 4260. Any other are not need.

CONFIG.SYS from CD-TOOLs / SPIN:
(Use SPIN for read only from Yamaha device!)
(Also works with .xfs for MagiC)

```
; CD-Tool / SPIN Configurationsfile BEGIN
; Note that everything up to `; CD-Tool END' will be erased by
; CD-Tool's configuration tool!
;
; created by CD-Tool 2.08, Sat Jul 12 13:47:20 1997
;
; devices
;
; SCSI 6: `TOSHIBA CD-ROM XM-4101TA' -> P
; SCSI 3: `YAMAHA CDRW 4260' -> V
;
; BOS drivers
;Load CD-TOOLS device driver hs-cdrom.bos
*BOS, c:\auto\spin_sd.bos, P:14
*BOS, c:\auto\spin_sd.bos, V:11
;
;Load SPIN device driver spin_sd.bos
; DOS drivers+
;
;Load .BOS device driver for SPIN and CD-TOOLs
*DOS, c:\auto\hs-iso.dos -c16, P:P
*DOS, c:\auto\hs-iso.dos -c16, V:V
;
```

```
;
; Config.sys An ascii file that describes the system
configuration.
;

; Physical Basic operating system format
;*BOS, [Physical Bos driver][Arguments], [Physical id]:[DMA channel],
...
; Device # meaning
; 0 - 7 ACSI device 0 - 7
; 8 - 15 SCSI device 0 - 7
;
;The next line installs FALCON.BOS for SCSI device 6 (14 = 8 + 6).
;
; Logical DOS format.
;*DOS [Logical DOS] [Arguments], [Logical id]:[physical id],...
;
;The High Sierra driver won't be needed in most cases
;*DOS, C:\AUTO\cd_boot\HSMAY86.DOS, Q:Y
;
;The next line installs ISO9660F.DOS for MetaDOS drive letter Y
;(which has been assigned to SCSI 5 above) as GEMDOS drive R:. Note
;that a lot of applications can't access drive letters beyond P:, so
;you might have to change the drive letter.
```

Try to toggle "Use SCSIDRV routines" on "Advanced options for SCSI" on ExtenDOS 3.3. SPIN and ExtenDOS works fine here since years with differnet Toshiba CD-ROM and Yamaha Recorders. SPIN is read only!

Different is the hard disc driver. I used HDDriver and not CHBD. I kicked CHBD, AHDI and some other stuff with no support, if i changed from 520 st to falcon.

Regards, Robert

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5970. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 09:19:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <989753858-37003AEicMi@gmx.net>
Source record: 46508

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Sat, 12 May 2001 14:21:08 +0000

Hi Lonny,

>>AFAIK Keychange sells keyboards with Spanish keyboard caps but
>>conveniently forget to mention this.... :-/

>I see. I retract my previous statement then. Not such a great
>deal then, unless one wants that exact keyboard version.
TBH if it's for replacement purposes one could always remove the keycaps
and exchange them with the ones from the broken keyboard ofcourse. Not
mentioning this, isn't exactly "fair" trading. But "fair" trading is
something one shouldn't expect from Keychange to start with, the chance
of being swindled is quite high. Anyone wanting to do business with the
crook from up north should think twice....

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5971. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 09:49:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <989753854-36323AEicMi@gmx.net>
Source record: 46507

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Sat, 12 May 2001 15:29:12 +0100

>Will somebody in the US check out this German site and let us know the
>true cost of importing Atari gear from Germany to the US, inc shipping
>and taxes etc.
At the same time they can check out the keychange site, which as we all know contains all the relevant information concerning shipping, payment and guarantee. Keychange business policy ? ROTFL
Before critisizing a German dealer you better make sure that elemental information like this is present at what you call your "site"... Seidl Software Service has a package deal with UPS, whatever the size and/or weight of a package, the customer pays an overall price, up to 5Kgs it's $12 for the US and EEC countries. Shipment to other parts of the world cost $19. Seidl also provides the shipment ID number, the customer can alway track on Internet via the UPS site where exactly his package is. Credit Cards are charged when the package is actually shipped.

Perhaps you could inform us now how Keychange ships stuff to the US, how customers can pay you in a secure way and how they are covered in case something goes wrong with the shipment (ie. bits and pieces fallen out). Your insinuations about the taxes are bull, don't tell me that someone living in the US doesn't need to pay tax on a package coming from Britain while having to do so if it comes from Germany.

>Somebody call Rentokil....
Something bugging you? then you better call that sollicitor, before you know it that little itch will start hurting...

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5972. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 09:57:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <989753862-37603AEicMi@gmx.net>
Source record: 46509

From: Don <dons@qnet.com>
Date: Sat, 12 May 2001 10:34:49 -0700

Hi Don,

>This would be a useful link if you took up directly to the Atari
>keyboards. Since my German in little to none. It took my a few minutes
>to find PC keyboards but NO Atari keyboards. Post a link that the
>keyboards can be found.
Sorry, it seems that the site has been changed, at the moment there's
little there that points to Atari. Seidl is one of the largest Atari
dealers in Germany and they have a big warehouse full of Atari gear.
Since a lot of Atari dealers can't make a living from only selling Atari
stuff, it's quite logical that their website point to PC stuff. That's
why I provided the emailaddress... they understand English.

It's not only Seidl which sells these keyboards, one can obtain them from
MUCS as well http://www.mucs.de (site is available in English). Since I
don't have a clue about the shipping price and payment conditions of MUCS
I recommended Seidl...

Cheers from Belgium
Dennis
--
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5973. FS: Star LC 24/200 (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 10:12:12 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1etcf2v.dep1m212goe8N%hairy.biker@ntlworld.com>
Source record: 46506

As above,

Mono printer, 24 pin with parallel interface (does work OK with
PowerPrint), a bit scruffy now, but works fine, and has manual.

I have no idea what this is worth, perhaps a tenner? No reasonable offer
refused!

I'm based in Luton, so a local collect/deliver would be preferable.

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 03/01 http://homepage.ntlworld.com/ahewitt/index.htm

5974. International Atari q

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 11:30:46 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0015bda5@fmlynet.org>
Source record: 46523

FamilyNet Newsgate

Hello!

LP> It is useful to have a traveler kit : with all the
> adaptator for electrical connector.:-)

This is just a personal preference, but power leads with the IEC plug on one (Atari) end and a US mains plug on the other should plug neatly into a step-up transformer (if required). I've found them easy to obtain, there's a good chance they would be less expensive than a traveller kit, and they will certainly be tidier.

LP> 3)If you have rf connector too.
> Ste and falcon.
> It is different , because the quartz for pal is not
> the same as the ntsc. So, "best electronic" buy a
> new quartz or simply use tv with ntsc+pal possibility.

You should get much better results with a monitor. If you're running high-res then a basic monochrome VGA monitor may do the job (with a suitable cable). If you're running colour modes then look for a monitor or TV with analog component video (RGB) inputs. Composite /may/ work though, and composite video inputs seem fairly common on US TVs. I don't know how many US TVs will support 50Hz though. YMMV.

I didn't bring any of my Atari computers with me from Britain, figuring that it would be easier (and possibly less expensive) for me to source a 110V NTSC compatible one over here than to try and convert one of mine.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5975. Re: Using Spin! and CD-Lab with Yamaha driv

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 12:49:04 UTC
From: bindon@madasafish.com
Message-ID: <tft0m0md6ksc3a@corp.supernews.com>
Source record: 46511

On 13 May 2001 06:46:12 , Michael and Nicole Freeman wrote:

Hi

> I just thought I would try out Spin! for curiosity sake. However, I
>can't get it to recognize my CD-RW drive (Yamaha). CD-Lab doesn't seem to
>recognize it, either. Both act as if the drive doesn't even exist in the
>SCSI chain. CBHD seems to see that it's there, though, so my guess is that
>it isn't supported by Spin or CD-Lab. Can anyone confirm this? I have
>ExtenDOS, so it's not a big deal. I just thought I'd try it out. Thanks!

Hmm, it should work. Have you set all the Config.sys up to right ID and
drive letter? I use it on an IDE drive (even though it strictly says that
it won't work!).

5976. Re: Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 12:49:06 UTC
From: bindon@madasafish.com
Message-ID: <tft0m2h9abb53c@corp.supernews.com>
Source record: 46512

Hi

>>Agreed. Don't some desoldering tools for surface mount devices
>>actually use blown hot air?
>
>Yes. You can use one of those hotair guns that are used for paint stripping,
>but the big problem is preventing surrounding components from coming loose
>when you tap the PCB to shake off the target component.

I think some use aluminium foil over nearby components.

5977. Falcon power supply

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 13:02:53 UTC
From: fried@dragon.achilles.net
Message-ID: <9dm0ltlvq1@localhost.localdomain>
Source record: 46510

Hi there, can anyone give me some info about how to adapt a PS2 or AT
power supply so that it will work in a Falcon? My plan is to cut off the
connector from the original power supply and connect the wires to the
PS2 PSU. But which wires go where? Has any body done this?
Thanks, Mark

5978. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 13:55:44 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <8EwL6.3666$nc2.54863@NewsReader>
Source record: 46514

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:989753858-37003AEicMi@gmx.net...
> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Sat, 12 May 2001 14:21:08 +0000
>
> Hi Lonny,
>
> >>AFAIK Keychange sells keyboards with Spanish keyboard caps but
> >>conveniently forget to mention this.... :-/
>
> >I see. I retract my previous statement then. Not such a great
> >deal then, unless one wants that exact keyboard version.

I also have Czech and several other languages.

I will also take the PCB out and sell it as a spare part, try getting that
from other dealers.

The keycaps are discussed with the customer before ordering because EVERY
call is dealt with by me.

> TBH if it's for replacement purposes

Which it usually is....

> one could always remove the keycaps
> and exchange them with the ones from the broken keyboard ofcourse.

>Not mentioning this, isn't exactly "fair" trading.

See above.

> But "fair" trading is something one shouldn't expect from Keychange to
start with, the chance
> of being swindled is quite high.

Virtually non existant but a prat like Vermin who repeats gossip as gospel
is going to be a lot poorer in the near future.

>Anyone wanting to do business with the *crook from up north* should think
twice....

That's another libellous statement to add to the file currently being
prepared for action.

Barrie at Keychange. www.keychange.co.uk

5979. Re: Need colour viewing on a STF (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 14:04:40 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9dm8htcb1@newsg3.svr.pol.co.uk>
Source record: 46517

"Andy Hewitt" <hairy.biker@ntlworld.com> wrote in message
news:1etbemz.10hhtzhzcp5iqN%hairy.biker@ntlworld.com...

> I don't think the pins were the problem, but isn't there a need for some
> resistors in two of the lines to set the sync's.

I don't remember having to do this with the mod. I made. Once the monitor
jumpers were sorted out it was just straight connections to the ST.

Roger

5980. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 14:17:18 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <MJwL6.2227$Yh2.46473@NewsReader>
Source record: 46515

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:989753854-36323AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Sat, 12 May 2001 15:29:12 +0100
>
> >Will somebody in the US check out this German site and let us know the
> >true cost of importing Atari gear from Germany to the US, inc shipping
> >and taxes etc.
> At the same time they can check out the Keychange site, which as we all
> know contains all the relevant information concerning shipping, payment
> and guarantee. Keychange business policy ? ROTFL

Graspin' at straws, methinks.

> Before critisizing

That's criticising,

Who's critcising, just asking for info.

> a German dealer you better make sure that elemental
> information like this is present at what you call your "site"...

My webpage serves its purpose, which is to put people in touch with me
so their needs can be discussed.
If they don't like what they hear they can choose not to deal with
me....free world.

> Seidl Software Service has a package deal with UPS, whatever the size
and/or
> weight of a package, the customer pays an overall price, up to 5Kgs it's
> $12 for the US and EEC countries. Shipment to other parts of the world
> cost $19. Seidl also provides the shipment ID number, the customer can
> alway track on Internet via the UPS site where exactly his package is.
> Credit Cards are charged when the package is actually shipped.
>
> Perhaps you could inform us now how Keychange ships stuff to the US, how
> customers can pay you in a secure way and how they are covered in case
> something goes wrong with the shipment (ie. bits and pieces fallen out).

Shipping is by carrier, I could use UPS if the customer wished.
Payment is by cheque, cash or bank draft, Western Union has been used.

No complaints so far, as you well know.

Again you are free to choose your supplier.

> Your insinuations about the taxes are bull,

Somebody point out my insinuations.
UK purchases from the US are subject to import duty and 17.5% VAT.
I have the docs to prove it.

> don't tell me that someone living in the US doesn't need to pay tax
>on a package coming from Britain while having to do so if it comes from
Germany.

Never did, can anybody find this statement in my posts.

> >Somebody call Rentokil....
> Something bugging you? then you better call that sollicitor,
That's solicitor....
>before you know it that little itch will start hurting...

See reply to your other drivel.

Better wake up your corporate lawyers.

Barrie at Keychange. www.keychange.co.uk

5981. Re: LGD CD Vol 1

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 14:29:58 UTC
From: AndyD <andrewd@clara.co.uk>
Message-ID: <989764224.239992@dionysos>
Source record: 46516

> > Did anyone order the "Little Green Desktop CD-Rom 1" from
> > http://www.fatal-design.com/desktop/
> >
> > & it actually arrive????
> >
> > My cheque was cashed months ago and now I cannot get a reply from
> > rich@atarist.com and was wondering if anybody else was having similar
> > problems?
>
> Same deal so far here :-(. I am assuming that he is REALLY busy. Have
> e-mailed a few times and got responses to that effect.
>
My copy arrived after I chased him up.

I don't think he anticipated a big response, so wasn't prepared for the
amount of time it took to burn a truckload of CD-R's

-AndyD

5982. Re: Falcon power supply

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 15:04:55 UTC
From: rsmac@t-online.de
Message-ID: <1etcsew.11lnlra2myqi0N%rsmac@t-online.de>
Source record: 46513

Mark Friedman <fried@dragon.achilles.net> wrote:

> Hi there, can anyone give me some info about how to adapt a PS2 or AT
> power supply so that it will work in a Falcon? My plan is to cut off the
> connector from the original power supply and connect the wires to the
> PS2 PSU. But which wires go where? Has any body done this?

DOITF030 contain the schematic
http://www.doitarchive.de
http://home.t-online.de/home/rsmac/

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5983. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 15:49:26 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <A_xL6.2250$Yh2.47155@NewsReader>
Source record: 46518

Oh Dear.

Dennis (in my opinion) you really are a wanker of the highest order.

You haven't a clue what your on about but you continue to try and justify
your
lies by repeating them. Just admit that you have no experience of what you
are
saying.

You bang on about things that you know nothing about.
Where you there?
Of course not.
I think you should really be called Betty Eggleton.

Just to set the record straight. Keychange has been repairing / upgrading
and
supplying Atari parts for many years and has actively promoted the Atari
platform for music use. I will fully endorse the service aswell as the
prices charged.
BTW i can do this because as they say "I was there".

I suppose you are from the stable of that aother pillock Steve Sweet who
thinks
he is such a great important person. Upon checking with some of my customers
nobody really had a good word to say. I see that one of your other fellow
users
has ceased his allegations since the threat of legal action by TUS. I can
post
his rather pathetic retraction for all to see if you wish. BTW action will
still
be taken against the online magazine if any more rubbish is posted in the
same way.

You really don't have a clue. A bit like the VAT argument really.

Dave
TUS

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:989753858-37003AEicMi@gmx.net...
> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Sat, 12 May 2001 14:21:08 +0000
>
> Hi Lonny,
>
> >>AFAIK Keychange sells keyboards with Spanish keyboard caps but

> >>conveniently forget to mention this.... :-/
>
> >I see. I retract my previous statement then. Not such a great
> >deal then, unless one wants that exact keyboard version.
> TBH if it's for replacement purposes one could always remove the keycaps
> and exchange them with the ones from the broken keyboard ofcourse. Not
> mentioning this, isn't exactly "fair" trading. But "fair" trading is
> something one shouldn't expect from Keychange to start with, the chance
> of being swindled is quite high. Anyone wanting to do business with the
> *crook from up north* should think twice....
>
> Cheers from Belgium
> Dennis
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> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

5984. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 16:15:31 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <0nyL6.8$MM3.180@NewsReader>
Source record: 46519

Well you would wouldn't you.

Zetnet have given a hell of a lot of support to the Atari clan over the
years and
i am sure it was mutually beneficial. Even today they still support the
platform
and listen, not everyone is such an expert as you. From yet another one of
your
pathetic postings comes more drivel.

Be constructive or post off.

Dave
TUS

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:989677016-162371AEicMi@gmx.net...
> From: paul.williamson@zetnet.co.uk (Paul Williamson)
> Date: 08 May 2001 21:35:33 GMT
>
> Hi Paul,
>
> >I for one am delighted to see an ISP prepared to continue to actively
> >support our platform. I shall continue to support them as long as they
> >do !
> In what way is Zetnet so dedicated to/for Atari? Do they have an Atari
> helpdesk or give setup scripts for Stik/STing, MinTNet, Iconnect etc... ?
> I can see the usefulness for someone new to internet, but once one becomes
> an experienced user, what's the advantage over a different ISP. As long as
> one can log in and reach the various servers, I would say any ISP is just
> fine provided the quality of the connection, bandwidth, service and price
> is right...
>
> Cheers from Belgium
> Dennis
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> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk

> http://www.cix.co.uk/~derryck/index.htm
>

5985. WTB - Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 16:15:59 UTC
From: The Caver <caver99@aol.com>
Message-ID: <989770770.287483@dionysos>
Source record: 46520

I am in the UK and i am looking for a FALCON to add to my colection anyone?

5986. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 16:33:14 UTC
From: gokmase@hem.passagen.se
Message-ID: <9dmd0a$n6s$1@cubacola.tninet.se>
Source record: 46521

On 13 May 2001 14:55:44 , "Barrie at Atarispares" wrote:
>Hello.

>>Anyone wanting to do business with the *crook from up north* should think
>twice....
>
>That's another libellous statement to add to the file currently being
>prepared for action.
>

Oh my, I can't believe this!

Aren't you at all concerned that threatning people with legal actions
in public will make you look pretty bad? I can only speak for myself
but I think your posts definitely makes you look every bit as bad as
the reputation you are so eager to fight.

/Joakim

5987. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 16:55:19 UTC
From: SomeGuy@SomewhereOnTheInternet.com
Message-ID: <I3zL6.305$qa5.4260@read1>
Source record: 46522

>> In article <3AFD856D.C3FE2AE@ooc.de>,
>> Uwe Seimet <us@ooc.de> wrote:
>> Most Quantum drives provide for changing this settings by software. You
>> have to connect the drive to a computer where you can change this
>> settings (e. g. a Falcon or TT). Than you can connect it to your ST/STE
>> again.
>>
>> > I'm pretty sure that when I had this drive put into the Atari, the
>> > technician that did it told me he used some kind of utility to either
>> > disable or enable the parity checking on the drive, but that company
>> > is no longer in business.
>>
>> HDDRUTIL (->HDDRIVER) can change this setting.

Is there any way to do this from a Pentium/Windows machine? The only
Atari-flavour computer I have around here is the Mega STE.

Is HDDRUTIL an Atari utility, or from some other company?

Richard

5988. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 16:55:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989861280-928985AEicMi@madasafish.com>
Source record: 46481

Hi Derryck

>It's available for quite a few platforms, the recent Atari ports were
>done by Christian Felsch, but he has since dropped it

Is he still coding for Atari, QED hasnt seen any work for some while and
his other software is getting dusty?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5989. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 17:30:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989861284-929775AEicMi@madasafish.com>
Source record: 46482

Hi Dennis

>At the same time they can check out the keychange site,

You'd have to get the correct URL as i notice at least 2 sites that now
dont display a link to here since recently for some reason.

>which as we all know contains all the relevant information concerning
>shipping, payment and guarantee. Keychange business policy ? ROTFL

I asked that question a few days ago, posting details of your Buisness's
greivance policy may help clinch a few sales.

For instance, if a Keychange hard drive refused to work with my Link for
some reason, could i send it back for testing (Link + drive).

If my Veloce 020 failed, would my machine be repaired and returned, or
would it be exchanged for something technically inferior?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5990. gcc for TOS or MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 17:43:16 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0015cba1@fmlynet.org>
Source record: 46446

FamilyNet Newsgate

Hello David!

DW> I use GULAM which is a bit old and have the following
> set on my gemulator system.

It's good to hear that it works under Gemulator. Under TOSbox I just got four bombs when trying to run gcc. I should probably try it under different emulators. STonX springs to mind as one that I should try.

I wonder how hard it would be to cobble together a cross-compiler, allowing me to do builds in native mode, and test the binaries under emulation. I imagine this would be a lot faster than running gcc under emulation.

DW> Drop me a mail

I'll do that, thanks.

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5991. PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 17:45:06 UTC
From: music@kreed.com
Message-ID: <CKzL6.6$JK4.3894077478@news.onr.com>
Source record: 46524

Hello,

I was referred to this newsgroup from the Notator newsgroup.
I'm looking for software that will help me resolve a theory.
The software needs to run DOS on my Atari. There are
many emulators out there to run Atari on PC.. but not many
that run PC/DOS on an Atari. If you have this software
please let me know, and provide an *.ftp where I may
download this.

The reason for needing this is a theory I have.
I have an EMAX II which can upload and download
sample banks from PC using a program called EMX.
However I run Win 2000 and EMX needs to run
from DOS prompt. EMX also uses DS,DD floppy disks
only. My PC has an LS 120/HD floppy drive.

So my theory is if I can get my Atari to think like a
PC and run Dos everyonce in a while I will have access
to hundreds of sample banks designed specifically for my
EMAX.

I look forward to you feedback.
Kelly Reed

5992. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 18:04:46 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3afeccbe$0$21936@news.zetnet.co.uk>
Source record: 46525

On 13 May 2001 17:15:31 , "Dave" wrote:
>Well you would wouldn't you.

>Zetnet have given a hell of a lot of support to the Atari clan over the
>years and
>i am sure it was mutually beneficial. Even today they still support the
>platform
>and listen, not everyone is such an expert as you. From yet another one of
>your
>pathetic postings comes more drivel.

>Be constructive or post off.

Yo Dave

All those of us ATARIANS (and indeed others) who still use ZETNET
as our main (and even only) ISP have much to thank them for.Usually
we have found they quickly respond to our rare complaints,the
latest not of their making but a BT fault. A visit to our own mail
group,zetnet-atarians,will back what I say.

Nice to see you still around Dave and still showing your interest
in ATARI.I know of course that you have passed on your
"commercial" interest.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

5993. Re: WTB - Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 18:25:05 UTC
From: The Caver <caver99@aol.com>
Message-ID: <989778882.634142@dionysos>
Source record: 46526

Or mega ST/TT or STacy MUST BE IN UK
The Caver <caver99@aol.com> wrote in message
news:989770770.287483@dionysos...
> I am in the UK and i am looking for a FALCON to add to my colection
anyone?
>
>
>

5994. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 18:40:27 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105131839100.92-100000@Hades060>
Source record: 46542

On Sun, 13 May 2001 music@kreed.com wrote:

> So my theory is if I can get my Atari to think like a
> PC and run Dos everyonce in a while I will have access
> to hundreds of sample banks designed specifically for my
> EMAX.

I use SoftPC, you can find it on the net. Never could get
serial ports to work, that might be a problem if you try it.
It's also painfully slow on my TT.
Good luck

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5995. Re: Need colour viewing on a STF (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 18:46:47 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1etd2cm.ij78kd1gt20jkN%hairy.biker@ntlworld.com>
Source record: 46527

Roger Cain <roger@cainr.freeserve.co.uk> wrote:

> "Andy Hewitt" <hairy.biker@ntlworld.com> wrote in message
> news:1etbemz.10hhtzhzcp5iqN%hairy.biker@ntlworld.com...
>
> > I don't think the pins were the problem, but isn't there a need for some
> > resistors in two of the lines to set the sync's.
>
> I don't remember having to do this with the mod. I made. Once the monitor
> jumpers were sorted out it was just straight connections to the ST.

ISTR there being a wiring diagram in a UK ST magazine - I think you may
have to link the horizontal and vertical sync's from the ST. Maybe it
depends on the exact model of ST or Cub monitor you have.

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 03/01 http://homepage.ntlworld.com/ahewitt/index.htm

5996. Re: Zetnet, what's happening?

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 19:04:45 UTC
From: spencer@NOSPAMmaelstrom.freeserve.co.uk
Message-ID: <3afecb3d.2461369@news.freeserve.net>
Source record: 46529

On 07 May 2001 15:33:58 GMT, osian@zetnet.co.uk (Chris Simon) wrote:

>users, have had problems using the new number. We suspect that BT
>have a 'unique' implementation of PPP/PAP.
Why would BT have a unique implementation of PPP/PAP? You're dialing
into Zetnet's dial access platform therefore the PPP/PAP
implementation is all theirs!

From what I understand even Surftime which removes you from the
standard phone circuit onto a data platform still relies on the ISP to
support your data format.

Spencer

Remember, if replying REMOVE the NOSPAM part from my email address.

spencer@maelstromNOSPAM.freeserve.co.uk

5997. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 19:05:40 UTC
From: Don <dons@qnet.com>
Message-ID: <3AFEDB04.89B55045@qnet.com>
Source record: 46528

Dennis Vermeire wrote:

> From: Don <dons@qnet.com>
> Date: Sat, 12 May 2001 10:34:49 -0700
>
> Hi Don,
>
> >This would be a useful link if you took up directly to the Atari
> >keyboards. Since my German in little to none. It took my a few minutes
> >to find PC keyboards but NO Atari keyboards. Post a link that the
> >keyboards can be found.
> Sorry, it seems that the site has been changed, at the moment there's
> little there that points to Atari. Seidl is one of the largest Atari
> dealers in Germany and they have a big warehouse full of Atari gear.
> Since a lot of Atari dealers can't make a living from only selling Atari
> stuff, it's quite logical that their website point to PC stuff. That's
> why I provided the emailaddress... they understand English.
>
> It's not only Seidl which sells these keyboards, one can obtain them from
> MUCS as well http://www.mucs.de (site is available in English). Since I
> don't have a clue about the shipping price and payment conditions of MUCS
> I recommended Seidl...
>
> Cheers from Belgium
> Dennis
>

Dennis,

Again another link that has nothing what so ever to do with Atari. Even
better yet it doesnt have a english site as you claimed. What a joke. Hope
nobody else has wasted their time looking for a keyboard that just doesnt
seem to exist on any of the sites you have given. Dont post a link if its
not going to take you where the item is being sold.

Don

5998. Re: Using Spin! and CD-Lab with Yamaha drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 19:08:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200105132108.a58781@su2.maus.de>
Source record: 46418

Hello Michael!

MANF>Can anyone confirm this?
I think I may object.

My Yamaha writer 8424 is recognized as a reader by both SPIN! 0.34 (METADOS) and Extendos and as a writer as well. However CDRECORDER insists of HDDRIVER's SCSI routines.

I'm obliged to tell HDDRIVER the ID my writer is set to. I mean the device must not be hidden to HDDRIVER.

Und TTschï¿½
ps

5999. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 19:11:15 UTC
From: rking@zetnet.co.uk
Message-ID: <3afedc53$0$21938@news.zetnet.co.uk>
Source record: 46530

```
On 12 May 2001 12:41:52 , Dennis Vermeire wrote:
>From: paul.williamson@zetnet.co.uk (Paul Williamson)
>Date: 08 May 2001 21:35:33 GMT
>
>Hi Paul,
>
>>I for one am delighted to see an ISP prepared to continue to actively
>>support our platform. I shall continue to support them as long as they
>>do !
>In what way is Zetnet so dedicated to/for Atari? Do they have an Atari
>helpdesk or give setup scripts for Stik/STing, MinTNet, Iconnect etc... ?
>I can see the usefulness for someone new to internet, but once one becomes
>an experienced user, what's the advantage over a different ISP. As long as
>one can log in and reach the various servers, I would say any ISP is just
>fine provided the quality of the connection, bandwidth, service and price
>is right...
>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.
Hi Dennis,

Straight information, no abuse :))

See:

http://www.users.zetnet.co.uk/goldie/

for Roy Golding's support site and

http://www.users.zetnet.co.uk/robertg/zetnet/

for Robert Goldsmith's support site.
```

As you know I am dabbling with UKFantastic, but have kept the faith with zetnet. They are not the fastest and certainly not the biggest, but, probably due to the competition from the 'free' ISP's, do react to any complaint, request, very very quickly. They got my web site set up by 'return post' and the updating is a doddle. Could be a case of 'better the devil you know than the one you don't' but at least I'm not forced to endure a 'home' ISP page festooned with adverts and biased news, sports posts.

See You,

Bob.

6000. Re: FS: STE/MegaSTE/Graphics Card/Monit

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 19:36:42 UTC
From: markat@zetnet.co.uk
Message-ID: <3afee24a$0$21938@news.zetnet.co.uk>
Source record: 46531

On 12 May 2001 23:09:52 , Charles Stanley wrote:
>On 9 May 2001 17:23:40 G, Martin Holmes wrote:
>>Hi,
>
>Ha! A third Aberdeen Atarian :)
>
Hi Charles,

Yep, selling some spare gear but not deserting the scene. Just
recently bought a Falcon. There is still life in the NE (Scotland)!
PS Havn't forgotten about that beer either!

Martin

6001. Re: Atari Video 50Hz/60Hz

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 19:57:34 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <92ptft889vn7d5fqabpqsi1hgb27n342cl@4ax.com>
Source record: 46532

On 29 Apr 2001 00:20:00 GMT, jdplace@prodigy.net (Joseph D. Place)
wrote:

>I was wondering if someone would explain the 50Hz/60Hz video on the
>STE. I am not a very "high tech" atari user, but I am using my
>revived STE for most everything now (internet, etc.), and having a great time with it.
>I have found that there are several programs that will cause the video
>to scroll, unless I use a 60Hz patch, but this does not work for all
>programs. I haven't been able to find a lot of information on this.
>
>Thanks,
>Joseph D. Place
>

Perhaps a bit more basic:

50 Hz is generally used with European monitors
60 Hz is generally used with US monitors

Some programs, as noted mostly games and demos rely on going directly
to the hardware instead of using GEM to do the displays, so they will
display in whatever their "native" mode was.

That is, a European demo will try to display at 50 Hz, no matter what
kind of monitor you have connected. This can cause rolling and video
"tearing".

The STe video bit will allow you to change the output, but again, many
games and demos may bypass "patches" that attempt to set the video
mode manually, so it's not always successful.

BobR

6002. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 19:57:35 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <f2ptft8e9i0k683a91ebn41lmp7jcobigu@4ax.com>
Source record: 46533

On Sat, 12 May 2001 15:20:59 GMT, submarineDONTSPAM@blueyonder.co.uk (-=Smurf=-) wrote:

>Does anyone know where I can get a new floppy drive for my STFM? it
>won't read any disks any more, I think the heads have had it :-(
>
>If anyone has a broken atari STFM but the floppy drive still works, I
>will be willing to buy the machine so I can salvage the floppy drive.
>
>Thanks,
>
>Chris :-(

There's recently been several discussions here in this newsgroup about how to replace the Atari floppy drive mechanism with a "modern" PC style floppy drive. Search the old messages for a thread titled "PC Floppys" for one discussion.

Another thing to consider, watch the listings on Ebay in their "Vintage Computers" areas. Occasionally you'll find someone getting rid of their Atari equipment for a song.

You might find someone selling an external SF-314 drive that you could take the mechanism out of, and depending on their location, the cost shouldn't be too bad.

The advantage of an Atari drive of course would be that it would be a "perfect fit" with no modifications needed. The disadvantage naturally would be that the drive would probably be just as old as the drive which has failed you.

BobR

6003. Re: Atari Video 50Hz/60Hz

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 20:04:41 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3afee8d9$1_1@athena.netset.com>
Source record: 46534

Bob Retelle <bobr1@provide.net> wrote in
<92ptft889vn7d5fqabpqsi1hgb27n342cl@4ax.com>:

>On 29 Apr 2001 00:20:00 GMT, jdplace@prodigy.net (Joseph D. Place)
>wrote:
>
>>I was wondering if someone would explain the 50Hz/60Hz video on the
>>STE. I am not a very "high tech" atari user, but I am using my
>>revived STE for most everything now (internet, etc.), and having a great
time with it.
>>I have found that there are several programs that will cause the video
>>to scroll, unless I use a 60Hz patch, but this does not work for all
>>programs. I haven't been able to find a lot of information on this.
>>
>>Thanks,
>>Joseph D. Place
>>
>
>Perhaps a bit more basic:
>
>50 Hz is generally used with European monitors
>60 Hz is generally used with US monitors
>
>Some programs, as noted mostly games and demos rely on going directly
>to the hardware instead of using GEM to do the displays, so they will
>display in whatever their "native" mode was.
>
>That is, a European demo will try to display at 50 Hz, no matter what
>kind of monitor you have connected. This can cause rolling and video
>"tearing".
>
>The STe video bit will allow you to change the output, but again, many
>games and demos may bypass "patches" that attempt to set the video
>mode manually, so it's not always successful.
>
>BobR
>
>
>
Hi Bob!

I have found that when I am using my VideoTurtle(15.75KHz RGB to S-Video)
convertor, the 50Hz software is just shifted down, about 1/6 screen down.
On my 20" it's not bad, but on the 26" it's down about 1.5" from the top.
But no movement or nothing, great display and such. Just the RGB pixels are

much bigger than on a 1CM135 monitor! I am also able to see better the sorta "hidden" pics in demos, with the color values down low. Such as the Obnoxious Demo and the face in it. I have never had rolling, since I normally use a Falcon030 for the demos, and the ST/STe/MegaSTe only show the 1/6 screen "shift down".

Regards,

Jim W. Krych

6004. Expose

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 20:25:21 UTC
From: bindon@madasafish.com
Message-ID: <tftrdh1lfcbg04@corp.supernews.com>
Source record: 46535

Hi

How much are Expose digitiser's going for these days? Anyone got one
they'd like toget rid of? Consider a broken one.

Thanks

6005. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 20:53:06 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <nqqtft0218k2rln4iggspbpmnb0nnf7fgh@4ax.com>
Source record: 46536

On Sun, 13 May 2001 17:45:06 GMT, <music@kreed.com> wrote:

>Hello,
>
>I was referred to this newsgroup from the Notator newsgroup.
>I'm looking for software that will help me resolve a theory.
>The software needs to run DOS on my Atari. There are
>many emulators out there to run Atari on PC.. but not many
>that run PC/DOS on an Atari. If you have this software
>please let me know, and provide an *.ftp where I may
>download this.

Well, there WAS a software-only IBM emulator which ran on unmodified
STs and which would allow you to boot MS-DOS and run PC applications.

It was a commercial product called "PC-DITTO", and I have no idea what
the copyright status may be today, but I doubt it's available freely
for download.

If you could locate someone with the original PC-DITTO package for
sale, it might be worth a try.

The biggest problem was that the Atari ST is SO SLOW that software
emulation is exceptionally painful to watch. However, for your
application the speed might be acceptable.

(Later emulation efforts on the ST were hardware based, essentially
requiring you to install a circuit board with an 80286 based PC on it
inside the ST. The ST turned control over to the PC inside it and
became nothing more than a "dumb terminal" offering keyboard and
monitor support. These were very expensive and attained only marginal
success.)

>
>The reason for needing this is a theory I have.
>I have an EMAX II which can upload and download
>sample banks from PC using a program called EMX.
>However I run Win 2000 and EMX needs to run
>from DOS prompt. EMX also uses DS,DD floppy disks
>only. My PC has an LS 120/HD floppy drive.
>

Does the LS 120 not allow you to use DD floppy disks?

Wouldn't it be possible to boot your PC from an MS-DOS boot disk just
to run the EMX utility, then reboot into W2K?

>So my theory is if I can get my Atari to think like a
>PC and run Dos everyonce in a while I will have access
>to hundreds of sample banks designed specifically for my
>EMAX.
>

Another thought might be to see if a native Atari patch librarian
might be able to access the EMAX directly. I know absolutely nothing
about MIDI applications though, so maybe that's a bad idea.

>I look forward to you feedback.
>Kelly Reed
>

BobR

6006. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 21:17:45 UTC
From: Chris Good <chrisgood@madasafish.com>
Message-ID: <3AFEF9F9.A6268599@madasafish.com>
Source record: 46538

Greg Goodwin wrote:
>
> FamilyNet Newsgate
>
> Any idea how to contact him?

tekguru@tekguru.demon.co.uk

Chris

6007. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 21:39:41 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <U6DL6.93$MM3.3235@NewsReader>
Source record: 46537

Didn't you know that empty vessels make the most noise!
"Don" <dons@qnet.com> wrote in message news:3AFEDB04.89B55045@qnet.com...

Dennis Vermeire wrote:

From: Don <dons@qnet.com>
Date: Sat, 12 May 2001 10:34:49 -0700
Hi Don,

>This would be a useful link if you took up directly to the Atari
>keyboards. Since my German in little to none. It took my a few minutes
>to find PC keyboards but NO Atari keyboards. Post a link that the
>keyboards can be found.
Sorry, it seems that the site has been changed, at the moment there's
little there that points to Atari. Seidl is one of the largest Atari
dealers in Germany and they have a big warehouse full of Atari gear.
Since a lot of Atari dealers can't make a living from only selling Atari
stuff, it's quite logical that their website point to PC stuff. That's
why I provided the emailaddress... they understand English.

It's not only Seidl which sells these keyboards, one can obtain them from
MUCS as well http://www.mucs.de (site is available in English). Since I
don't have a clue about the shipping price and payment conditions of MUCS
I recommended Seidl...

Cheers from Belgium
Dennis

Dennis,

Again another link that has nothing what so ever to do with Atari. Even better yet it doesnt have a english site as you claimed. What a joke. Hope nobody else has wasted their time looking for a keyboard that just doesnt seem to exist on any of the sites you have given. Dont post a link if its not going to take you where the item is being sold.

Don

6008. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 22:08:28 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <VxDL6.108$MM3.3393@NewsReader>
Source record: 46539

"GokMasE" <gokmase@hem.passagen.se> wrote in message
news:9dmd0a$n6s$1@cubacola.tninet.se...
> On 13 May 2001 14:55:44 , "Barrie at Atarispares" wrote:
> >Hello.
>
> >>Anyone wanting to do business with the *crook from up north* should
think
> >twice....
> >
> >That's another libellous statement to add to the file currently being
> >prepared for action.
> >
>
> Oh my, I can't believe this!
>
> Aren't you at all concerned that threatning people with legal actions
> in public will make you look pretty bad? I can only speak for myself
> but I think your posts definitely makes you look every bit as bad as
> the reputation you are so eager to fight.
>
> /Joakim

Joakim,

Try this one.
If i called you a ******* **** ******* **** ******* ****** ****
*** ************ ** * *** then i'm sure you would want to defend yourself.

Have a good look at the threads and tell me who is the instegator of the
arguments?

Dave

6009. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 22:35:21 UTC
From: gokmase@hem.passagen.se
Message-ID: <9dn279ibc1@zingo.tninet.se>
Source record: 46541

On 13 May 2001 23:08:28 , "Dave" wrote:
>
>"GokMasE" <gokmase@hem.passagen.se> wrote in message
>news:9dmd0a$n6s$1@cubacola.tninet.se...

>> Oh my, I can't believe this!
>>
>> Aren't you at all concerned that threatning people with legal actions
>> in public will make you look pretty bad? I can only speak for myself
>> but I think your posts definitely makes you look every bit as bad as
>> the reputation you are so eager to fight.
>>
>> /Joakim
>
>Joakim,
>
>Try this one.
>If i called you a ******* **** ******* **** ******* ****** ****
>*** ************ ** * *** then i'm sure you would want to defend yourself.
>
>Have a good look at the threads and tell me who is the instegator of the
>arguments?

I admit there _have_ been people posting stuff that uses a language I
wish I did not have to see "grown up" people use, that is a fact. That
goes from both this dealer guy and some that claims things about him.

Since I have had nothing at all to do with keychange, I am merely
saying that the keychange "public relations" are causing them more
harm than any of the accusations I have seen here.

/Joakim

6010. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 22:39:22 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105132234470.91-100000@Hades060>
Source record: 46450

On Mon, 14 May 2001, -=Smurf=- wrote:

> I know! :-(
>
> I can't just stick a PC drive in either because the system dosen't
> support high density floppy drives. double sided double density drives
> are just impossible to get hold of new :-(

You can't even find a 1.4meg drive with a ds0/ds1 switch anymore.
Kind of sad. Recently at a computer show in Dayton 2 or 2 tables were
selling alot of Epson SMD-340 that were pulled from old systems.
I was dam tempted to buy them all up as it is the one used in
the TT030. I didn't buy them and probably will regret it later.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6011. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 22:47:22 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105132241380.91-100000@Hades060>
Source record: 46451

On 13 May 2001, GokMasE wrote:

> I admit there _have_ been people posting stuff that uses a language I
> wish I did not have to see "grown up" people use, that is a fact. That
> goes from both this dealer guy and some that claims things about him.
>
> Since I have had nothing at all to do with keychange, I am merely
> saying that the keychange "public relations" are causing them more
> harm than any of the accusations I have seen here.

Yup, seems like the old ignore list keeps on a growing.
I could care less about the finer points of VAT, taxes,
duty... and so on. Either the buyer wants it or they don't
want it that bad.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6012. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 23:06:42 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <bqEL6.2297$Yh2.49764@NewsReader>
Source record: 46543

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:989753862-37603AEicMi@gmx.net...
> From: Don <dons@qnet.com>
> Date: Sat, 12 May 2001 10:34:49 -0700
>
> Hi Don,
>
> >This would be a useful link if you took up directly to the Atari
> >keyboards. Since my German in little to none. It took my a few minutes
> >to find PC keyboards but NO Atari keyboards. Post a link that the
> >keyboards can be found.
> Sorry, it seems that the site has been changed, at the moment there's
> little there that points to Atari.

Did you check before setting your finger in motion?

Is this yet another example of your finger engaging the keyboard
before the thought process had finished ?
Or was it based upon something someone said ?

Please keep on posting. ROTFLMAO hehehehehehehehehehe

I look forward to having a good laugh at your next attempt.

Dave

BTW. I spell like you sound.

6013. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 23:13:09 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3aff1505$0$21935@news.zetnet.co.uk>
Source record: 46545

Hi Dennis,

On 12 May 2001 12:41:52 , Dennis Vermeire wrote:
>From: paul.williamson@zetnet.co.uk (Paul Williamson)
>Date: 08 May 2001 21:35:33 GMT

>>I for one am delighted to see an ISP prepared to continue to actively
>>support our platform. I shall continue to support them as long as they
>>do !
>In what way is Zetnet so dedicated to/for Atari? Do they have an Atari
>helpdesk or give setup scripts for Stik/STing, MinTNet, Iconnect etc... ?

As others have posted, they do indeed have set-up scripts available via
Robert Goldsmith's site. They also send new Atari users a floppy disk
with all the software needed to connect to Zetnet, and the
zetnet-atarians mailing list keeps us in touch with each other to try and
sort out any difficulties that may arise.

Some of their senior management staff regularly reply to concerns from
Atari users, and (perhaps most important of all right now) they have said
that they will keep their old dial-up numbers available which means that
Atari users who have difficulty with PPP connections can still connect
with Slip. At the same time, they also offer BT Surftime connections
for those of us able to connect via PPP/PAP. (For those not in the UK,
that is a way of paying a fixed amount per month to British Telecom in
order to have unlimited access to the internet.)

>I would say any ISP is just
>fine provided the quality of the connection, bandwidth, service and price
>is right...

I use other ISP's as well, but I stay with Zetnet because I like their
support for Ataris and, I believe, other platforms including Amiga.

They also seem to be an advertisement-free zone. The only e-mails they
send their customers contain relevant technical information, no "free"
offers, discount shopping etc. wrapped up in embedded HTML mails that my
PC mail programme can't even read. (I'm thinking of Freeserve at the
moment...)

All the best

Paul

6014. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-13 23:31:12 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <rLEL6.136$MM3.4197@NewsReader>
Source record: 46544

"GokMasE" <gokmase@hem.passagen.se> wrote in message
news:9dn279ibc1@zingo.tninet.se...
> On 13 May 2001 23:08:28 , "Dave" wrote:
> >
> >"GokMasE" <gokmase@hem.passagen.se> wrote in message
> >news:9dmd0a$n6s$1@cubacola.tninet.se...
>
> >> Oh my, I can't believe this!
> >>
> >> Aren't you at all concerned that threatning people with legal actions
> >> in public will make you look pretty bad? I can only speak for myself
> >> but I think your posts definitely makes you look every bit as bad as
> >> the reputation you are so eager to fight.
> >>
> >> /Joakim
> >
> >Joakim,
> >
> >Try this one.
> >If i called you a ******* **** ******* **** ******* ****** ****
> >*** ************ ** * *** then i'm sure you would want to defend
yourself.
> >
> >Have a good look at the threads and tell me who is the instegator of the
> >arguments?
>
> I admit there _have_ been people posting stuff that uses a language I
> wish I did not have to see "grown up" people use, that is a fact. That
> goes from both this dealer guy and some that claims things about him.
>
> Since I have had nothing at all to do with keychange, I am merely
> saying that the keychange "public relations" are causing them more
> harm than any of the accusations I have seen here.
>
>
> /Joakim

Hi Joakim,
I for one do not blame Keychange for defending it's position.
This is
meant to be a free group but certain users think they own it. As far as i
know
the guy from Belgium and Sweet have never dealt with Keychange and
therefore have no grounds to make such remarks. Do you believe everything

your told or are you intelligent enough to look at both sides?
When remarks such as corporate Lawyers are made it really does make the
Guy from Belgium look a right wanker.

Ive got a Corporate Lawyer so i MUST be RIGHT. ROTFLMAO hehehehehehehehehe

Please post another one tomorrow, it really makes my day.

Dave.

6015. FS: Atari Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 00:10:42 UTC
From: Mike Lawder <donotreply@interbulletin.bogus>
Message-ID: <3AFF2282.76F60B2F@interbulletin.com>
Source record: 46447

Hi,
I have an Atari Mega Ste that I would like to sell. It was given to me last year
It was working when pulled from service in a hobby shop. No monitor.
Not sure of HD capacity or Ram. Not sure what it is worth? Comes with
keyboard and mouse. Case is clean and in good shape.
Please make an offer (shipping extra)

Thanks,
Mike Lawder
Bozeman, Montana
googi1077@dejanews.com

Submitted via WebNewsReader of http://www.interbulletin.com

6016. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 01:26:21 UTC
From: submarineDONTSPAM@blueyonder.co.uk
Message-ID: <3aff338d.13673801@news.blueyonder.co.uk>
Source record: 46448

On Sun, 13 May 2001 15:57:35 -0400, Bob Retelle <bobr1@provide.net>
wrote:

>On Sat, 12 May 2001 15:20:59 GMT, submarineDONTSPAM@blueyonder.co.uk
>(-=Smurf=-) wrote:
>
>>Does anyone know where I can get a new floppy drive for my STFM? it
>>won't read any disks any more, I think the heads have had it :-(
>>
>>If anyone has a broken atari STFM but the floppy drive still works, I
>>will be willing to buy the machine so I can salvage the floppy drive.
>>
>>Thanks,
>>
>>Chris :-(
>
>
>There's recently been several discussions here in this newsgroup about
>how to replace the Atari floppy drive mechanism with a "modern" PC
>style floppy drive. Search the old messages for a thread titled "PC
>Floppys" for one discussion.
>
>Another thing to consider, watch the listings on Ebay in their
>"Vintage Computers" areas. Occasionally you'll find someone getting
>rid of their Atari equipment for a song.
>
>You might find someone selling an external SF-314 drive that you could
>take the mechanism out of, and depending on their location, the cost
>shouldn't be too bad.
>
>The advantage of an Atari drive of course would be that it would be a
>"perfect fit" with no modifications needed. The disadvantage
>naturally would be that the drive would probably be just as old as the
>drive which has failed you.

I know! :-(

I can't just stick a PC drive in either because the system dosen't
support high density floppy drives. double sided double density drives
are just impossible to get hold of new :-(

6017. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 01:55:04 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9dndtoepb0@206.230.189.44>
Source record: 46449

and the glass is half empty...

"Uwe Seimet" <us@seimet.de> wrote in message
news:3AFCCC72.60AAECA7@seimet.de...
Robert Schaffner wrote:

> 11.05.2001 - News Melder: Thomas Raukamp - [top]
> ParadiseBrowser auf Eis
> Es w�re ja auch zu sch�n gewesen: das Office-Paket OfficeSuite inkl. dem
> neuen Webbrowser ParadiseBrowser liegt vorerst auf Eis. Nach Angaben der
> Website der Entwickler haben wichtige Programmierer das Projekt
> verlassen. Von Anwendern wird gemeldet, dass Paradise seine
> Atari-Hardware auf den amerikanischen eBay-Seiten wg. Systemwechsels
> verkauft.
> Von Paradise Webdesign erhielten wir noch keine Erkl�rung zu den
> Vorg�ngen.
> Link: http://www.paradisewebdesign.net/paradise/paradise.htm
>
> Picked up this message from www.atari-home.de news page.
> Anyone may translate it.
>
> Mean as short: Forget it.

Sure. When I had a brief look at the article on the project recently it
was clear right from the start that it would never be finished. Some
people are simply dreaming that the Atari market still has sufficient
potential for projects like this. But this is obviously wrong. There are
hardly any developers left, there is no money for such projects, and,
eventually, there are also not enough users left who would pay for the
software. That's the way it is. The XTOS project will go the same way.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6018. Re: FS: Atari Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 04:17:42 UTC
From: Mike <donotreply@interbulletin.bogus>
Message-ID: <3AFF5C66.29F9E1AC@interbulletin.com>
Source record: 46453

Mike Lawder <donotreply@interbulletin.bogus> wrote in article
<3AFF2282.76F60B2F@interbulletin.com> :
>Hi,
>I have an Atari Mega Ste that I would like to sell. It was given to me last year
>It was working when pulled from service in a hobby shop. No monitor.
>Not sure of HD capacity or Ram. Not sure what it is worth? Comes with
>keyboard and mouse. Case is clean and in good shape.
>Please make an offer (shipping extra)
>
>Thanks,
>Mike Lawder
>Bozeman, Montana
>googi1077@dejanews.com
>
>
>
>_____
>Submitted via WebNewsReader of http://www.interbulletin.com
>Hello Mike
I'm interseted in the Mega STE

Mike
E-Mail to windfall1@sympatico.ca

_____
Submitted via WebNewsReader of http://www.interbulletin.com

6019. LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 04:48:37 UTC
From: "Kevin B. April" <kevin.collinsapril@uleth.ca>
Message-ID: <B724BFBA.D778%kevin.collinsapril@uleth.ca>
Source record: 46452

Hi guys,
The Little BIG Competition 2001 is now over, and now we need the public to vote on the entries.

There are Seven Programs (currently 6, one programmer requires an extension until the 15th) and some BG images, icons sets, winframes.. Lots of fun stuff :)

Visit the LBC homepage to download the archive, which includes both English and German vote forms.

Take Care,
Bengy

http://www.magical-sides.de/lbc/

6020. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 06:02:35 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <n7tuft43d7ik5e6uf2k813j99pd70ne9ef@4ax.com>
Source record: 46456

On Mon, 14 May 2001 01:26:21 GMT, submarineDONTSPAM@blueyonder.co.uk
(-=Smurf=-) wrote:

>
>I can't just stick a PC drive in either because the system dosen't
>support high density floppy drives. double sided double density drives
>are just impossible to get hold of new :-(

Yes, you can use a PC style 1.44 Meg floppy disk drive, it just won't
take advantage of its High Density ability. It should work just fine
in Double Density.

There are a number of problems with using a PC style floppy disk
drive, none of which are insurmountable.

First, and least problematic is that standard PC floppy drives are now
1/3 height, while the Epson drives Atari used were 1/2 height. You'd
have to play with the mounting. Also, the faceplate on the Atari
drives is different, which means you have to modify the ST's case to
get the PC floppy to fit.

Secondly, the floppy drive cable in the Atari will probably have to be
turned over when it's plugged into the PC drive. The Atari Epson
floppy drives had Pin 1 furthest from the power connector, while
standard PC floppies have Pin 1 next to the power. Note the position
of the red stripe on the floppy cable before unplugging the old drive.

Third, the new floppy drive MUST have a jumper on it to allow it to be
set for DRIVE 0. All PC drives come set as Drive 1, thus you MUST
change the setting. Be aware that many PC floppy drives these days
don't have a means of changing the drive setting. Be sure to get a
replacement drive that has a jumper. Don't just assume it will.

Lastly, there is a problem with the way Atari implemented the Media
Change Line which informs the ST that the floppy disk has been
changed. The PC drive is somewhat different from the Atari Epson
floppy drive, so it may not properly update the directory information
when you take out a floppy disk and put in a different one.

The problem is that the ST maintains the disk directory in memory and
only re-reads a new directory when the disk is changed, or when
manually forced by either opening a new drive window or by pressing
ESC when the directory window is open.

With a PC floppy drive, the ST doesn't know the floppy disk has been
changed, so it doesn't read the new directory from the new disk. This
can be catastrophic if you write to the new disk because it will

overwrite the new directory with the old one still in memory, trashing the disk.

There is a way to fix this problem (if it exists with the drive you select to replace your dead ST drive, that is), but unfortunately I don't have the details as to how to do that.

A short-term workaround is to remember to press ESC every time you change the disk.

As I said, these problems can all be overcome, and you end up with a new floppy drive in your ST for around $15, easily available at any PC computer store.

BobR

6021. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 06:11:11 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AFF76FF.A6BD8369@seimet.de>
Source record: 46454

SomeGuyOnTheInternet wrote:

> Is there any way to do this from a Pentium/Windows machine? The only
> Atari-flavour computer I have around here is the Mega STE.

I have no idea. I don't use Windows but Linux. But even for Linux I
don't know whether such a software exists.

> Is HDDRUTIL an Atari utility, or from some other company?

It is part of my HDDRIVER hard disk and SCSI software:

http://www.seimet.de/atari_english.html

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6022. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 06:38:58 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tfuv89dmamv769@corp.supernews.co.uk>
Source record: 46455

>
> Well, there WAS a software-only IBM emulator which ran on unmodified
> STs and which would allow you to boot MS-DOS and run PC applications.
>
> It was a commercial product called "PC-DITTO", and I have no idea what
> the copyright status may be today, but I doubt it's available freely
> for download.
>
> If you could locate someone with the original PC-DITTO package for
> sale, it might be worth a try.
>
I Have an original copy of PC-Ditto with manuals etc if you are interested.

Chris Thorley.

6023. Help! Transferring games .MAS and .ST images back to floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 07:01:07 UTC
From: a.chiou@cqu.edu.au
Message-ID: <3aff81e8.347929858@newsroom>
Source record: 46457

Hi

I just bought a used Atari 1040ST. Before that, I have been using
the Pacifist emulator. I have a few games in MSA and ST images.
Question is: How do I transfer these imagess back onto a floppy to be
used on the genuine Atari ST?

If there is a software to do this, can you also tell me where to get
it.

Many thanks.

Andrew

6024. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 07:09:04 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10105131928040.4391-100000@coazter.myip.org>
Source record: 46414

You are correct, however:

If the machine is fast enough it is quite obvious that new software can be written MUCH more easily and especially be ported.
Example: java is IMPOSSIBLE as it is on atari because of speed mainly, mozilla, same thing, not even thinkable on standard atari, NOT because the code would not work (it would), just way too slow to be even usable.
Mame, same thing, mame would totally work, just way too slow.
The speed NOT only brings faster system (speed itself to run tos was never a real issue), but is really as of today as it would bring new application which were plainly impossible.
Half of the development on atari is wasted on routine to make it decently fast enough to make it barely usable.
Following the sparemint project very closely, software itself is not an issue (once again). Atari already has it's jewels (to its own respect), no need to recreate what's available already. (find a Papyrus equivalent for linux, or irix for example, they even seem to be content with a low quality software such as AbiWord). Atari has its pluses in some area, and could gain what the other platforms have, by just adding some reasonable speed. No new developers would come, it is not and will not be a platform viable commercially, but the users would have their lot of software and won't feel the lack as pretty much everything is/will be available.

On 14 May 2001, jonk wrote:

> and the glass is half empty...
>
>
> "Uwe Seimet" <us@seimet.de> wrote in message
> news:3AFCCC72.60AAECA7@seimet.de...
> Robert Schaffner wrote:
>
> > 11.05.2001 - News Melder: Thomas Raukamp - [top]
> > ParadiseBrowser auf Eis
> > Es w�re ja auch zu sch�n gewesen: das Office-Paket OfficeSuite inkl. dem
> > neuen Webbrowser ParadiseBrowser liegt vorerst auf Eis. Nach Angaben der
> > Website der Entwickler haben wichtige Programmierer das Projekt
> > verlassen. Von Anwendern wird gemeldet, dass Paradise seine
> > Atari-Hardware auf den amerikanischen eBay-Seiten wg. Systemwechsels
> > verkauft.
> > Von Paradise Webdesign erhielten wir noch keine Erkl�rung zu den
> > Vorg�ngen.
> > Link: http://www.paradisewebdesign.net/paradise/paradise.htm
> >
> > Picked up this message from www.atari-home.de news page.

> > Anyone may translate it.
> >
> > Mean as short: Forget it.
>
> Sure. When I had a brief look at the article on the project recently it
> was clear right from the start that it would never be finished. Some
> people are simply dreaming that the Atari market still has sufficient
> potential for projects like this. But this is obviously wrong. There are
> hardly any developers left, there is no money for such projects, and,
> eventually, there are also not enough users left who would pay for the
> software. That's the way it is. The XTOS project will go the same way.
>
> --
> ---
> Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>
>
>
>

Music Template Database:
http://musicdb.myip.org

~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.mp3.com/coazter

6025. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 07:31:42 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9do1imlls1@pegasus.csx.cam.ac.uk>
Source record: 46458

-=Smurf=- wrote in message <3afd53f1.9100255@news.blueyonder.co.uk>...
>Does anyone know where I can get a new floppy drive for my STFM? it
>won't read any disks any more, I think the heads have had it :-(
>
>If anyone has a broken atari STFM but the floppy drive still works, I
>will be willing to buy the machine so I can salvage the floppy drive.
>
>Thanks,
>
>Chris :-(

Try Atari Workshop at http://www.ataru-workshop.co.uk

Stephen Moss

6026. Re: WTB - Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 07:36:15 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9do1r7lrb1@pegasus.csx.cam.ac.uk>
Source record: 46459

The Caver wrote in message <989770770.287483@dionysos>...
>I am in the UK and i am looking for a FALCON to add to my colection anyone?
>
>
>

I know one was being sold at
http://members.madasafish.com/~aseabrook/for_sale/atari.htm

Stephen Moss

6027. FS : ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 08:01:50 UTC
From: Optik@btinternet.com
Message-ID: <3aff90e8.1608235@news.btinternet.com>
Source record: 46460
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Offers on any of the following.
UK ONLY PLEASE

SOFTWARE

Box of Cover Disks , PD/Shareware etc
Multi TOS
Speedo GDOS
Fontkit Plus 4
Protext
Supercard 2
View II
Fontkit Plus
Mag! X
Overscan
Neodisk CLI
Imagecopy Colour
Ease

HARDWARE

Quickshot Footpedal
Quickshot Joystick
Xeron Joystick
Forget Me Clock II
Super Charger - PC Emulator inc PSU
Ultimate Ripper

6028. Re: gcc for TOS or MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 09:12:52 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0105141111270.569-100000@freemint>
Source record: 46461

Hello!

> I wonder how hard it would be to cobble together a cross
> -compiler, allowing me to do builds in native mode, and
> test the binaries under emulation. I imagine this would
> be a lot faster than running gcc under emulation.

http://wh58-508.st.uni-magdeburg.de/sparemint/cross-mint.html

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6029. Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 10:27:54 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0015ed89@fmlynet.org>
Source record: 46473

FamilyNet Newsgate

Hello!

I don't have a lot of time to read newsgroups these days, and despite my long-standing interest in Atari machines and software, I'm ducking out of this group. One of the main reasons is that it's just got far too argumentative.

I couldn't go without thanking those people I've enjoyed chatting with here (you probably know who you are! :-) Special thanks to Uwe for his clear and interesting explanations of the Atari SCSI situation.

- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6030. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 10:32:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989909806-69143AEicMi@cwcom.net>
Source record: 46430

From: rking@zetnet.co.uk (Bob King)
Date: 13 May 2001 19:11:15 GMT

>As you know I am dabbling with UKFantastic, but have kept the faith
>with zetnet. They are not the fastest and certainly not the biggest,

The whole point is that Zetnet have gathered quite a few Atarians for their service, and it is these users who provide help for their fellows. Once these folk move on, the support will dwindle.

Zetnet do seem to have some odd requirements in the way of configurations to make their services work with Ataris, so this support seems vital.

>I'm not forced to endure a 'home' ISP page festooned with adverts and
>biased news, sports posts.

No-one is, not even IE users. It's all configurable in your browser to point to whatever page you like.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6031. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 10:52:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <989864854-35520AEicMi@gmx.net>
Source record: 46480

From: "Dave" <maccdave@btinternet.com>
Date: Sun, 13 May 2001 16:49:26 +0100

>Dennis (in my opinion) you really are a wanker of the highest order.
It takes one to know one, Dave :-)

>You haven't a clue what your on about but you continue to try and
>justify your lies by repeating them. Just admit that you have no
>experience of what you are saying.
On the contrary, the case is getting stronger all the time.

>I suppose you are from the stable of that aother pillock Steve Sweet
>who thinks he is such a great important person.
Suppose whatever you like, I will not loose any sleep over this. As for
Steve, yes he is a geat person, everyone who participates in this group
on a regular base IMO is a great person.

>Upon checking with some of my customers nobody really had a good word
>to say.
You really expect me to comment on this? sorry I will not step down to
that level...

>BTW action will still be taken against the online magazine if any more
>rubbish is posted in the same way.
Sorry mate.... wrong newsgroup, wrong thread if you ask me. Has anyone
here any idea what he's on about?
Just like your mate Barrie you seem to think we've got a crystal ball
here. What online magazine is posting rubbish? what's it all about?
Define "rubbish" please.

>I see that one of your other fellow users has ceased his allegations
>since the threat of legal action by TUS. I can post his rather pathetic
>retraction for all to see if you wish.
What on earth is TUS? The Ultimate Scam ?
And what exactly is ment by "one of my fellow users"? I don't have a
clue what you're on about.I don't wish anything, if you want to make
yourself ridiculous, go ahead and post the pathetic retraction, who
knows what might fall out of the cupboard....

>Just to set the record straight. Keychange has been repairing /
>upgrading and supplying Atari parts for many years and has actively
>promoted the Atari platform for music use.
You don't have to put anything straight, just go and lick Barrie's arse
somewhere else. At this very moment I have *documented proof* of four
people that have been swindled by Keychange..... threads like this are
really usefull, I'm pretty sure that "victim No. 5" will come forward

soon.... one can only wonder how long the list really is :-/

I've given Barrie all the rope he needed to take legal actions against me, how much rope does one need? I publicly accused him several times of being a common thief, swindler & crook. His pathetic reaction was that he's going to sue me, when? in donkey years?
Any normal person being publicly slandered like this, provided that the allegations aren't true ofcourse, would *run* to his sollicitor and seek justice.

>I will fully endorse the service aswell as the prices charged.
That's entirely up to you ofcourse, but how does one justify endorsing a business that on several occasions swindled his customers?

>You really don't have a clue. A bit like the VAT argument really.
There's nothing to argue about....
Suppose someone living in a non-EEC country buys goods which costs 100 Pounds, from a "proper" dealer he can deduct the VAT (17.5%), this amount is enough to cover the shipment costs. From a non registered VAT dealer that person can't deduct anything, which means that the goods would cost him 17.5% more.
What's so difficult to grasp about this?

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6032. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 11:49:46 UTC
From: gokmase@hem.passagen.se
Message-ID: <9dogoqjnn1@cubacola.tninet.se>
Source record: 46462

On 14 May 2001 00:31:12 , "Dave" wrote:
>
>
>Hi Joakim,
>I for one do not blame Keychange for defending it's position.

From what I can see, he is only hurting himself through what he has been posted recently. It is expected that anyone getting accused of something would like to defend himself, but this won't do him any good.

>This is
>meant to be a free group but certain users think they own it.

I have followed the related threads for quite a while and have noticed that it goes both ways. That said, I don't support that regardless of who is doing it. While this is a free group some may argue that it is not the best place for commercial advertising. But that is another story.

>As far as i know
>the guy from Belgium and Sweet have never dealt with Keychange and
>therefore have no grounds to make such remarks. Do you believe everything
>your told or are you intelligent enough to look at both sides?

For all I know they have not been doing business with keychange themselves, but say they have been in touch with ppl that did. I can't say if that is true or false.

I have never said I agree with things said by either of those, I have rather commented that the language used in threads from both sides have crossed the line for what is constructive. However, anyone running a business is out on deep water when insulting others in public. If I only had read the last postings here I might perhaps have agreed with you, but I have followed this story for quite some time now. He is the one loosing on all these pies being thrown. I can only speak for myself when I say I would think twice before doing business with a firm that represents itself like this in a public forum. The threats about legal actions has been going on for a while now, giving this story a really bad taste..

I have no doubts I am intelligent enough to look at both sides so that should not be a problem. Obviously there have been problems between Keychange and some former customers. Not trying to judge anyone here, but I doubt ppl would just pick out a dealer and pick on him for fun. Something must have been going very wrong in the communication between

the firm and the customers at some points since there are a lot of
hard feeling here.

While the old saying "the customer is always right" might not apply to
every situation or detail, it certainly has a lot of truth to it.
Something that seems to have been completely overlooked here.
I just wish that all parts could come to an agreement so we did not have
to see any more pies thrown here. It is fairly wellknown that from a
dealers point of view you need to get about 3 new customers for
everyone you loose to keep things going. So there is no doubt that
good relations with customers will pay off.

>Please post another one tomorrow, it really makes my day.

Why do you feel the need to imply that my postings are nothing but jokes?
If you feel you need to provoce me I can't stop you, but I will stay out of that.
Weren't you the one that said that one should look at both sides?
Let's at least try.

/Joakim

6033. Re: Atari Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 12:02:52 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9dohhcogj0@206.230.189.42>
Source record: 46463

I am interested in the Mega STe, email me atari@wcoil.com

jonk

"Mike Lawder" <donotreply@interbulletin.bogus> wrote in message
news:3AFF2282.76F60B2F@interbulletin.com...
> Hi,
> I have an Atari Mega Ste that I would like to sell. It was given to me
last year
> It was working when pulled from service in a hobby shop. No monitor.
> Not sure of HD capacity or Ram. Not sure what it is worth? Comes with
> keyboard and mouse. Case is clean and in good shape.
> Please make an offer (shipping extra)
>
> Thanks,
> Mike Lawder
> Bozeman, Montana
> googi1077@dejanews.com
>
>
>
> ____
> Submitted via WebNewsReader of http://www.interbulletin.com
>

6034. Re: Help! Transferring games .MAS and .ST images back to floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 12:17:54 UTC
From: BMaedicke@t-online.de
Message-ID: <1etei68.ho5m6j4m6ytcN%BMaedicke@t-online.de>
Source record: 46465

Andrew Chiou <a.chiou@cqu.edu.au> wrote:

> I just bought a used Atari 1040ST. Before that, I have been using
> the Pacifist emulator. I have a few games in MSA and ST images.
> Question is: How do I transfer these imagess back onto a floppy to be
> used on the genuine Atari ST?

use JayMSA: http://www.inf.upol.cz/~opichals/jay/stapps.htm#msa

--
Url: http://home.t-online.de/home/BMaedicke/

6035. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 12:17:54 UTC
From: BMaedicke@t-online.de
Message-ID: <1etei31.w29awr198o2rqN%BMaedicke@t-online.de>
Source record: 46466

Kevin B. April <kevin.collinsapril@uleth.ca> wrote:

> Visit the LBC homepage to download the archive, which includes both English
> and German vote forms.

Wow. Big archive :-)
I have problems with the most programs in this archiv. I become always
an 68000-Error under MagiC 6.01, when I start a program. I think, itï¿½s a
damage archiv?

--
Url: http://home.t-online.de/home/BMaedicke/

6036. Re: LGD CD Vol 1

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 12:22:20 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3affd280$1@dnews.tpgi.com.au>
Source record: 46464

AndyD <andrewd@clara.co.uk> wrote in message
news:989764224.239992@dionysos...
> > > Did anyone order the "Little Green Desktop CD-Rom 1" from
> > > http://www.fatal-design.com/desktop/
> > >
> > > & it actually arrive????
> > >
> > > My cheque was cashed months ago and now I cannot get a reply from
> > > rich@atarist.com and was wondering if anybody else was having similar
> > > problems?
> >
> > Same deal so far here :-(. I am assuming that he is REALLY busy. Have
> > e-mailed a few times and got responses to that effect.
> >
> My copy arrived after I chased him up.
>
> I don't think he anticipated a big response, so wasn't prepared for the
> amount of time it took to burn a truckload of CD-R's

I guess not;-). According to the website all will be honoured by 13th of
may.....

qoute "This limited edition CD has sold out and ALL orders will be fulfilled
by week ending 13th May 2001. ". Yesterday cool, can't wait....

Mark

6037. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 12:37:00 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3affd5e9@dnews.tpgi.com.au>
Source record: 46467

Bob Retelle <bobr1@provide.net> wrote in message
news:n7tuft43d7ik5e6uf2k813j99pd70ne9ef@4ax.com...
> On Mon, 14 May 2001 01:26:21 GMT, submarineDONTSPAM@blueyonder.co.uk
> (-=Smurf=-) wrote:

snip

> First, and least problematic is that standard PC floppy drives are now
> 1/3 height, while the Epson drives Atari used were 1/2 height. You'd
> have to play with the mounting. Also, the faceplate on the Atari
> drives is different, which means you have to modify the ST's case to
> get the PC floppy to fit.

another snip.

Very few Ataris had half height drives. Mostley earl STFMs and STFs, also early external Atari drives too. These were comonly single sided too. I have had 8 Sts and NONE had half height drives. So I would check too see if it has the big button and if it does then worry.

Mark

6038. Re: PC Floppys

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 12:57:48 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9dokoc$s60$1@draco.stochastik.rwth-aachen.de>
Source record: 46468

In article <9dhmt8qql1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>Was it the Magnum card, which we talked about a while ago, or some
>do-it-all-yourself design?

It was a Magnum card, althoug not necessarily the public released version -
however, 15MB should work with the normal MagnumST.

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

6039. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 13:41:39 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B7253CB0.D850%bengy@mac.com>
Source record: 46469

in article 1etei31.w29awr198o2rqN%BMaedicke@t-online.de, Bernd Maedicke at BMaedicke@t-online.de wrote on 5/14/01 6:17 AM:

> Kevin B. April <kevin.collinsapril@uleth.ca> wrote:
>
>> Visit the LBC homepage to download the archive, which includes both English
>> and German vote forms.
>
> Wow. Big archive :-)
> I have problems with the most programs in this archiv. I become always
> an 68000-Error under MagiC 6.01, when I start a program. I think, itï¿½s a
> damage archiv?

Yes, it was corrupted.
A 8.6meg LZH archive has now replaced it though, and can be downloaded at

http://www.magical-sides.de/lbc/download/LBC.LZH

Bengy

6040. FS, UK. Lighthouse.

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 13:44:30 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <ukRL6.2629$Yh2.55512@NewsReader>
Source record: 46470

Hello.

I have a modified STFM in a Lighthouse case for sale.

The FM is Tos 1.4, has 4mb ram and has Overscan,

Hi dense floppy drive and the modem port mod.

The 68000 is in a socket, there maybe a 16mhz accelerator

available once I have checked it.

A large PSU is fitted in the upper half of the case.

An 8 watt amp and loudspeaker is fitted.

The external kbrd is included as well as one of my new Mega STE kbrds.

It is working but is sold as seen. Some tidying up is needed.

New retail would have been around £300.

Sensible offers please.

Barrie at Keychange. barrie@keychange.co.uk

6041. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 13:57:14 UTC
From: ebaiz@skyenet.net
Message-ID: <_uRL6.77$%m5.1292@newsfeed.slurp.net>
Source record: 46471

On 13 May 2001 17:45:06 , <music@kreed.com> wrote:
>Hello,
>
>I was referred to this newsgroup from the Notator newsgroup.
>I'm looking for software that will help me resolve a theory.
>The software needs to run DOS on my Atari. There are
>many emulators out there to run Atari on PC.. but not many
>that run PC/DOS on an Atari. If you have this software
>please let me know, and provide an *.ftp where I may
>download this.

I also use SoftPC and on my Hades it is very fast. It is made for Atari computers with a 030 CPU or better. It is probably the best PC emulator for the Atari computers (PC Speed for the Falcon may be better). I have gotten the printer options to work, but have not been able to get the serial ports to work fully. It runs most DOS programs just great. It is free off of the NET. Find it at:

http://www.crosswinds.net/~thothy/atari/misc/softpc_e.html
Any questions as to it's installation. Just email me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6042. FS: Atari TT & 19" Atari Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 14:37:05 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <y2SL6.4173$l6.590571@monolith.news.easynet.net>
Source record: 46472

Folks,

further to my posting of a couple of month ago I had decided it is time to let my TT go spec as follows:

Atari TT 32MHz 68030
16Mb TT Ram
4 Mb ST Ram
1Gb Hard Disk
1.44Mb Floppy Drive (Original)
Atari 19" Black & White monitor
TOS 3.06
New keyboard Mechanism (Spanish unfortunately) & old mechanism with UK keycaps
Good Atari Mouse.

The machine is clean and tidy and reliable, I will throw in a Biodata VME ethernet card though I have no idea if it works as yet I have failed to find any drivers for it.

The only issue with the machine is that the screen jumps at the top left when initially started up, I understand that it is to do with the graphics controller, once the machine is warm it works perfectly. There is no obvious burn in on the display and it is a great box.

I will clean up the hard drive I use NVDI 5 and HD Driver 8 so you will need licenced copies of these should you continue using these.

I am based in Stockport south of Manchester, I can ship it if you need me to you will pay the carriage.

I am looking for offers in excess of £200 (£201 will not secure it for you!)
and you are most welcome to come and see it before you decide.

For those who know TT,s It is one of the later models that only has one case fan.

Drop me a line if you are interested.

Regards

Julian

6043. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 16:24:52 UTC
From: Someplace@OnThe.Web
Message-ID: <9dp0veadc1@news.passport.ca>
Source record: 46474

In article <I3zL6.305$qa5.4260@read1>,
SomeGuy@SomewhereOnTheInternet.com (SomeGuyOnTheInternet) wrote:
>> >> In article <3AFD856D.C3FE2AE@ooc.de>,
>> >> Uwe Seimet <us@ooc.de> wrote:
>> >> Most Quantum drives provide for changing this settings by software. You
>> >> have to connect the drive to a computer where you can change this
>> >> settings (e. g. a Falcon or TT). Than you can connect it to your ST/STE
>> >> again.
>> >>
>> >> > I'm pretty sure that when I had this drive put into the Atari, the
>> >> > technician that did it told me he used some kind of utility to either
>> >> > disable or enable the parity checking on the drive, but that company
>> >> > is no longer in business.
>> >>
>> >> HDDRUTIL (->HDDRIVER) can change this setting.
>>
>> Is there any way to do this from a Pentium/Windows machine? The only
>> Atari-flavour computer I have around here is the Mega STE.
>>
>> Is HDDRUTIL an Atari utility, or from some other company?
>> Richard

Would I be able to run HDDRUTIL from my Mega STE, with the QUANTUM
LPS340S installed, and set the parity of the LPS340S, or does HDDRUTIL
only work on a Falcon or TT?

Richard

6044. Re: Falcon power supply

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 16:56:43 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7255C94.13B0F%nameerf@flash.net>
Source record: 46475

in article 9dm0ltlvq1@localhost.localdomain, Mark Friedman at fried@dragon.achilles.net wrote on 5/13/01 5:02 AM:

> Hi there, can anyone give me some info about how to adapt a PS2 or AT
> power supply so that it will work in a Falcon? My plan is to cut off the
> connector from the original power supply and connect the wires to the
> PS2 PSU. But which wires go where? Has any body done this?
> Thanks, Mark

Yes, I recently did this when my Falcon PSU blew. I use an AT power supply. It's pretty simple, actually. First, de-solder or clip the Falcon's power connector from its power supply, and clip the leads from the AT power supply cable. Solder the red and black leads on the Falcon connector to the red and black leads on the AT unit. The next part is crucial!!! I made a mistake with this one, and ended up blowing a transistor on the motherboard! The colors of the 12v line are different on the Atari and PC power supplies. DO NOT CONNECT BLUE TO BLUE! Connect the blue wire on the Falcon connector to the yellow wire from the AT supply cable. The blue wire on the AT supply cable has the opposite polarity as the Falcon's. Once all the Falcon's connector wires are soldered on, plug it all in, switch it on, and all should work fine!

You should be aware that you will need to re-case the Falcon unless you want the power supply dangling off the back end. Desktoppers and C-Lab MK-X cases aren't even big enough. You'd need to get a PC case and do some hacking. It took some doing, but I (with the help of a couple other Atarians here in town) got my Falcon into a very nice looking mid-tower case. I like it a lot better than the other various case designs I've had, as it's got way more than enough room than I'll ever need, and it's much easier to get into for upgrading, as it's a "screwless" case. It basically just pops open with a firm tug.

Mike Freeman
nameerf@flash.net

6045. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 16:56:46 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <9dp2oeeut1@freenet9.carleton.ca>
Source record: 46476

Depending on the vintage of your machine, it could be that you are simply
a victim of "chip creep".

Try this:

Unplug everything from your ST and remove any floppy disk you may have
in the drive.

Raise one end of the ST approx. 6-8 inches from the table and let it drop.

Do the same with the other end. (Repeat if you want)

OR

Take apart your ST and push the chips back into their sockets.

This works 99% of the time unless your floppy drive is FUBAR. It's worth
a try before you get too far into the woods.

Randy Kwak
bm827@ncf.ca

-=Smurf=- (submarineDONTSPAM@blueyonder.co.uk) writes:
> Does anyone know where I can get a new floppy drive for my STFM? it
> won't read any disks any more, I think the heads have had it :-(
>
> If anyone has a broken atari STFM but the floppy drive still works, I
> will be willing to buy the machine so I can salvage the floppy drive.
>
> Thanks,
>
> Chris :-(

6046. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 17:05:58 UTC
From: bindon@madasafish.com
Message-ID: <tg043mot24h379@corp.supernews.com>
Source record: 46477

Hi

>I also use SoftPC and on my Hades it is very fast. It is made for Atari
>computers with a 030 CPU or better. It is probably the best PC emulator
>for the Atari computers (PC Speed for the Falcon may be better). I have
>gotten the printer options to work, but have not been able to get the
>serial ports to work fully. It runs most DOS programs just great. It is
>free off of the NET. Find it at:
>
>http://www.crosswinds.net/~thothy/atari/misc/softpc_e.html
>Any questions as to it's installation. Just email me.

I think I might download it to calibrate my Epson Stylus 200, thanks for
the URL!

6047. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 17:06:01 UTC
From: bindon@madasafish.com
Message-ID: <tg043pqm2ev7b@corp.supernews.com>
Source record: 46479

Hi

>The Little BIG Competition 2001 is now over, and now we need the public to
>vote on the entries.
>
>There are Seven Programs (currently 6, one programmer requires an extension
>until the 15th) and some BG images, icons sets, winframes.. Lots of fun
>stuff :)

Sounds cool! I need some more winframes! And icons....

>Visit the LBC homepage to download the archive, which includes both English
>and German vote forms.
>
>Take Care,
>Bengy
>
>http://www.magical-sides.de/lbc/

6048. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 17:06:02 UTC
From: bindon@madasafish.com
Message-ID: <tg043qnsfmff7c@corp.supernews.com>
Source record: 46478

Hi

>Yes, it was corrupted.
>A 8.6meg LZH archive has now replaced it though, and can be downloaded at
>
>http://www.magical-sides.de/lbc/download/LBC.LZH

Ouch! I just hope the old modem/line doesn't drop have way through!

6049. IDE HardDrive 4-Sale and more

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 17:12:18 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105141706170.94-100000@Hades060>
Source record: 46396

I have a brand new IDE drive forsale:

Maxtor 51536H2 DiamondMax Plus 45 (7200 rpm) 15.3gb AT DISK DRIVE
[new, never partitioned, incompatible with my old controller]

By the time I figured out this would not work with the Hades
onboard controller it was too late to return it.

$50 USD + $5 for shipping with in the US
Conatact me at the e-mail addy below

Rather than post a large msg you can also visit my site for
a list of Atari related items I also wish to sell.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6050. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 18:31:41 UTC
From: Chris Good <chrisgood@madasafish.com>
Message-ID: <3B00248D.AB85C3C2@madasafish.com>
Source record: 46483

Jackpoteer wrote:
>
> Btw, anyone from NeST still around. Hi Steve, Harry and Derryck! You won't
> remember me but it's nice to see some of the names again. :)

Yes, who are you?

Chris

6051. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 18:48:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105141848040.108-100000@Hades060>
Source record: 46408

On Mon, 14 May 2001, Hallvard Tangeraas wrote:

> There's obviously something wrong with the file there as I first get an
> error message saying "document contains no data", then when I try it
> again and finally get to download it, the file's decompresses, but
> contains nothing.

Try this one:

http://www.holleman.demon.nl/

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6052. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 19:17:34 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <989871602-957628AEicMi@xs4all.nl>
Source record: 46484

Hi,

If I try to reconnect my scanner and CDRom drive
to my TT I getthe message that the C partition
is not been regocnized. Does anyone know what
that means? I am using HDDriver 7.1. When I put
everything back in he old order it all works
fine...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6053. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 19:33:52 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <AqWL6.27400$TW.130007@tor-nn1.netcom.ca>
Source record: 46485

In article <0014944a@fmlynet.org>,
Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>FamilyNet Newsgate
>
> This may have been asked already, but Chris Martin and I were talking about
>this this last weekend and with all the Atari telnet BBS's (Closer to Home,
>Assassins, Cabell, JYBOLAC's Stargate) we really should relive the NeST. Since
>they internet linked this should not be a problem. What would be the best way
>to go about this?

Fidonet, as normal? Closer to home is atari 8b it.. not sure there
is any fido for it? My system is essentially a real ST, emulated, to run
old ST bbs stuff in perpetuity. The fido stuff is all unix driven but I
use it to write out MSG format echo bases, which all the ST stuff can
read.

Never heard of Cabell and JYBOLAC's?

jeff

6054. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 19:35:27 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <3sWL6.27401$TW.130209@tor-nn1.netcom.ca>
Source record: 46486

In article <3AFACB09.4BBB5B66@ti.com>, Chris Martin <cmartin@ti.com> wrote:
>I know that you can get fido net to work under linux like normal
>newsgroups. I am doing some reading up on this, but if anyone has some
>info on connecting to fido net (or NeST) under linux, please let me know.

There are several options, but essentially to know how to use them
you need to remember your fido stuff.. fido is pretty heavily voodoo'd in
this day and age.

For *unix* (you linux kids forget your'e part of a bigger
family!) you can use Husky among others. Husky is still being developed,
and OSS. I've found it quite workable!

jeff

6055. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 19:36:25 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B0033B9.79158E80@seimet.de>
Source record: 46487

SomeGuyOnTheInternet wrote:

> Would I be able to run HDDRUTIL from my Mega STE, with the QUANTUM
> LPS340S installed, and set the parity of the LPS340S, or does HDDRUTIL
> only work on a Falcon or TT?

First please note that HDDRUTIL is commercial software.

Running it from the STE won't help anyway, because without the correct
setting it is simply impossible for any software to detect the drive.
You MUST connect your drive to another machine in order to change the
parity setting by software. Or you must connect (at least temporarily)
your drive to an ST/STE with a host adapter that supports parity.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6056. Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 19:49:39 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <1DWL6.211$%m5.3846@newsfeed.slurp.net>
Source record: 46489

I just downloaded the LBC archive and wanted to try out the new icons. I have Jinnee 2.5 and I always get an error 'Duplicate icon names in resource file PPP_DATEI.RSC. These icons can not be correctly assigned.' Does it mean that I have to edit the RSC file? It seems to happen to any icon rsc file I try to install. Please help. Thanks.

Joshua.

6057. XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 19:59:14 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B0038BA.C71988A9@chello.nl>
Source record: 46490

LS

I uploaded a new version. See sig.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6058. XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 19:59:46 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B0038DD.96EB8FBD@chello.nl>
Source record: 46491

LS

I uploaded a new version. See sig.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6059. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 20:16:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989960408-153402AEicMi@madasafish.com>
Source record: 46358

Hi Lyndon

>Sounds cool! I need some more winframes! And icons....

Ive got quite a large collection of colour icons, wanna post me some
floppies??.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6060. Re: International Atari q

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 20:36:13 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <9dpf91$ei0$1@news2.isdnet.net>
Source record: 46492

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> a ï¿½crit dans le message
news: 0015bda5@fmlynet.org...
> FamilyNet Newsgate
>
> Hello!
>
> LP> It is useful to have a traveler kit : with all the
> > adaptator for electrical connector.:-)

Hi!
Adaptatator is very cheap, about 20 pound.
It is useful for europe and word traveler;
you can find this everywhere:-)
But, it is only connector but not tranformer , of course!
>
> This is just a personal preference, but power leads with the IEC plug
on one
> (Atari) end and a US mains plug on the other should plug neatly into a
step-up
> transformer (if required). I've found them easy to obtain, there's a
good
> chance they would be less expensive than a traveller kit, and they
will
> certainly be tidier.
>
> LP> 3)If you have rf connector too.
> > Ste and falcon.
> > It is different , because the quartz for pal is not
> > the same as the ntsc. So, "best electronic" buy a
> > new quartz or simply use tv with ntsc+pal possibility.

The problem isn't RGB or vga here.
With atari ste and falcon we have tv pal or ntsc antenna picture;(rf)
Coaxial 50 ohm , just like tv ....
It is very useful in hotel, for exemple, to connect or prepare prog....
Of course, with tape recorder, secam&pal&ntsc , no problem
to take screen picture directly on vidï¿½o.
Of course it is only basic possibility.
With million you can do what you want.:-)

bye

>
> You should get much better results with a monitor. If you're running
high-res

> then a basic monochrome VGA monitor may do the job (with a suitable
cable). If
> you're running colour modes then look for a monitor or TV with analog
component
> video (RGB) inputs. Composite /may/ work though, and composite video
inputs
> seem fairly common on US TVs. I don't know how many US TVs will
support 50Hz
> though. YMMV.
>
> I didn't bring any of my Atari computers with me from Britain,
figuring that it
> would be easier (and possibly less expensive) for me to source a 110V
NTSC
> compatible one over here than to try and convert one of mine.
>
> Regards,
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

6061. Re: Expose

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 20:42:20 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <9dpfkj$fk1$1@news6.isdnet.net>
Source record: 46493

"Lyndon Amsdon" <bindon@madasafish.com> a ï¿½crit dans le message news:
tftrdh1lfcbg04@corp.supernews.com...
> Hi
>
> How much are Expose digitiser's going for these days? Anyone got one
> they'd like toget rid of? Consider a broken one.

Hi!
I hnow that it still exist new product expose realize last year.
Maybe, the best is to contact : for disponibility and price?

> http://www.cortex-design.free4all.co.uk/
>
bye

6062. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 20:50:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989960412-153966AEicMi@madasafish.com>
Source record: 46359

Hi Dave

> As far as i know the guy from Belgium and Sweet have never dealt with
>Keychange and therefore have no grounds to make such remarks.

As you have no such knowledge perhaps you would admit that you're now
commenting on rumour and speculation, and what is it you and your man-
friend are complaining about??..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6063. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 20:52:04 UTC
From: bindon@madasafish.com
Message-ID: <tg0hbkt31o1sfe@corp.supernews.com>
Source record: 46494

Hi Andy,

>I don't have a lot of time to read newsgroups these days, and despite my
>long-standing interest in Atari machines and software, I'm ducking out of this
>group. One of the main reasons is that it's just got far too argumentative.

That'll be a real shame, honest, join me on #atariscne though with the
other guys! I've now found an IRC server tha works.

>I couldn't go without thanking those people I've enjoyed chatting with here
>(you probably know who you are! :-) Special thanks to Uwe for his clear and
>interesting explanations of the Atari SCSI situation.

6064. Re: Falcon power supply

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 20:52:07 UTC
From: bindon@madasafish.com
Message-ID: <tg0hbnk9j8lmff@corp.supernews.com>
Source record: 46495

Hi

>I made a mistake
>with this one, and ended up blowing a transistor on the motherboard! The
>colors of the 12v line are different on the Atari and PC power supplies. DO
>NOT CONNECT BLUE TO BLUE!

Silly fool :-)

>You should be aware that you will need to re-case the Falcon unless you want
>the power supply dangling off the back end. Desktoppers and C-Lab MK-X cases
>aren't even big enough. You'd need to get a PC case and do some hacking.

Yes, http://www.lyndonamsdon.co.uk/tower/index.htm

Comments greatly welcome.

6065. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 20:52:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989960414-154558AEicMi@madasafish.com>
Source record: 46360

Why its Dave again

>This is meant to be a free group but certain users think they own it.

And its also a non-commercial group, but some business' think they can
exploit it to their ends.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6066. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 20:54:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989960418-155153AEicMi@madasafish.com>
Source record: 46361

Hi Barrie, nice to see you again, could i get you a drink.

>> Before critisizing

>That's criticising,

Perhaps you'd send a copy of your spell-checker to your man-friend Dave,
he's having a few problems getting the letters together it seems.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6067. Re: FS, UK. Lighthouse.

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 20:57:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989960422-156015AEicMi@madasafish.com>
Source record: 46362

Hi Barrie, pull up a chair.

>Hi dense floppy drive and the modem port mod.

Thats "density" Barrie, spell checker on't blink.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6068. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 21:00:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989960426-156958AEicMi@madasafish.com>
Source record: 46363

Hi bengy

>A 8.6meg LZH archive has now replaced it though, and can be downloaded
>at http://www.magical-sides.de/lbc/download/LBC.LZH

Whilst this LBC is a brilliant idea, an 8.6 Meg archive is a ridicolous
idea, not everyone is able to commit to the online time, however, if
this was split into smaller chunks it would be more sensable.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6069. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 21:05:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989960430-157763AEicMi@madasafish.com>
Source record: 46364

Why Dave, come in and take a seat.

>Dennis (in my opinion) you really are a wanker of the highest order.

Well at least i agree that your are qualified to make this statement.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6070. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 21:08:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989960434-158356AEicMi@madasafish.com>
Source record: 46365

Hi Stephen

>Try Atari Workshop at http://www.ataru-workshop.co.uk

You could also try http://www.atari-workshop.co.uk

:-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6071. XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 21:15:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B004AB2.97965D7@chello.nl>
Source record: 46397

LS

I uploaded a new version. See sig.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6072. XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 21:29:45 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B004E03.B523F91F@chello.nl>
Source record: 46398

LS

I uploaded a new version. See sig.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6073. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 21:38:45 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B005065.38D67D02@ev1.net>
Source record: 46488

Andy Ball wrote:
>
> FamilyNet Newsgate
>
> Hello!
>
> I don't have a lot of time to read newsgroups these days, and despite my
> long-standing interest in Atari machines and software, I'm ducking out of this
> group. One of the main reasons is that it's just got far too argumentative.
>
> I couldn't go without thanking those people I've enjoyed chatting with here
> (you probably know who you are! :-) Special thanks to Uwe for his clear and
> interesting explanations of the Atari SCSI situation.
>
I am sorry to see you go...there *is* some useful information to be
found
among the messages posted here.

If you *really* want to see wasted bandwidth and useless arguments, you should
pay a visit to <comp.sys.apple2>. Still, even there, good information
and people
exist. All I feel I can do is to refrain from participating in the arguments...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

6074. FS :Spektrum TC1 graphic VME card

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 21:55:38 UTC
From: Jos Vlietstra <joolie@superweb.nl>
Message-ID: <9dpk22$q2q$1@nereid.worldonline.nl>
Source record: 46399

Hi
For the highest bidder :
a brandnew Spektrum TC1 (True Color) VME card with installation disk.
Works in MegaSTE, TT and other Atari's (slight mod).
In original case.
Mail me at : jo.vlie@12move.nl
I live in the Netherlands

Jos

6075. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 22:00:38 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b005586$0$21938@news.zetnet.co.uk>
Source record: 46400

On 14 May 2001 10:27:54, "Andy Ball" wrote:
>FamilyNet Newsgate
>
>Hello!
>
>I don't have a lot of time to read newsgroups these days, and despite my
>long-standing interest in Atari machines and software, I'm ducking out of this
>group. One of the main reasons is that it's just got far too argumentative.
>
>I couldn't go without thanking those people I've enjoyed chatting with here
>(you probably know who you are! :-) Special thanks to Uwe for his clear and
>interesting explanations of the Atari SCSI situation.

Sorry to read this, Andy, But all the best for the future.

Charles.

6076. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 22:03:55 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <kKYL6.696$MM3.13957@NewsReader>
Source record: 46401

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:989864854-35520AEicMi@gmx.net...

Big snip.

>At this very moment I have *documented proof* of four
> people that have been swindled by Keychange.....

Vermin, post the alleged documented proofs or admit
that you're a LIAR.

Nobody, repeat, nobody has been swindled by me, nor have I stolen property
or switched machines for inferior ones.

> I've given Barrie all the rope he needed to take legal actions against
> me, how much rope does one need? I publicly accused him several times of
> being a common thief, swindler & crook. His pathetic reaction was that
> he's going to sue me, when? in donkey years?

The wheels of British justice grind exceedingly slow.........

> Any normal person being publicly slandered

You better consult your corporate lawyer to learn the difference between
slander and libel.

>would *run* to his sollicitor and seek justice.

Learn to spell, too. Solicitor.

I wonder how many more nails you're gonna knock into this newsgroups'
coffin?

Barrie at Keychange. www.keychange.co.uk

6077. Re: Expose

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 22:14:41 UTC
From: bindon@madasafish.com
Message-ID: <tg0m6hpjltg116@corp.supernews.com>
Source record: 46402

Hi!

>I hnow that it still exist new product expose realize last year.
>Maybe, the best is to contact : for disponibility and price?
>
>> http://www.cortex-design.free4all.co.uk/

Hi there is no price on there site and the last I saw it was at 279 ukp in
1996. Maybe they have some old units, that price is too high for me.

6078. Re: XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 22:14:44 UTC
From: bindon@madasafish.com
Message-ID: <tg0m6k2fl38317@corp.supernews.com>
Source record: 46403

On 14 May 2001 19:59:14 , Henk Robbers wrote:

Hey Henk!

>I uploaded a new version. See sig.
> http://members.ams.chello.nl/h.robbers/Home.html

Is it stable to use constantly as main AES?

Thanks

6079. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 22:14:46 UTC
From: bindon@madasafish.com
Message-ID: <tg0m6mc1hnm31a@corp.supernews.com>
Source record: 46404

On 14 May 2001 15:49:39 , "Lord Gaiyan" wrote:
>I just downloaded the LBC archive and wanted to try out the new icons. I
>have Jinnee 2.5 and I always get an error 'Duplicate icon names in resource
>file PPP_DATEI.RSC. These icons can not be correctly assigned.' Does it mean
>that I have to edit the RSC file? It seems to happen to any icon rsc file I
>try to install. Please help. Thanks.

Maybe you should try copying the ones you want into your own RSC using
Inteface, WERCs etc. I've yet to try the icons (look nice though from the
pics) but doesn't that screen backdrop look nice! Won't mention which one
as it'll be biasing. I'll be giving it a go soon though

6080. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 22:29:49 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <_0ZL6.701$MM3.14219@NewsReader>
Source record: 46405

Hello.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:989861284-929775AEicMi@madasafish.com...

snip.

> For instance, if a Keychange hard drive refused to work with my Link for
> some reason, could i send it back for testing (Link + drive).

Certainly.

> If my Veloce 020 failed, would my machine be repaired and returned,

If under warranty and not abused it would be repaired and returned.

If beyond economical repair you would be contacted for instructions.

So far, no Veloce 020 supplied by Keychange has failed.

> or would it be exchanged for something technically inferior?

Assuming you mean without the customers consent?

Certainly not.

Readers should be aware I have not and never will knowingly

supply Sweat with any Atari goods.

Keychange Music services is UK based and is subject to the

UK Trading Standards legislation, none of which has ever been

invoked by any customer against Keychange Music Services.

Barrie at Keychange. www.keychange.co.uk

6081. Re: An idea for programmers...

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 22:41:31 UTC
From: sidcelery@cix.co.uk
Message-ID: <9dpmur$p88$1@plutonium.compulink.co.uk>
Source record: 46406

```
On 10 May 2001 22:20:46 , xlator@cix.compulink.co.uk wrote:
> steve_sweet@madasafish.com said:
>> I'm afraid ive yet to see a Jinnee manual...
> The manual should now be available from Atari Workshop. I've had
> my copy for a month or more.

Yup, it's out there (here)!

rgds
H
```

6082. WTB: Atari MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 22:44:29 UTC
From: Matt Kenigson <president@sheergenius.com>
Message-ID: <PcZL6.148552$ol.2180443@e420r-atl1.usenetserver.com>
Source record: 46407

Howdy,

Anyone have an Atari MEGA STE for sale? I'm looking for one.

Matt Kenigson
president(at)sheergenius.com

6083. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 23:09:04 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <twZL6.2923$Yh2.60486@NewsReader>
Source record: 46409

Hi Joakim,

> >Please post another one tomorrow, it really makes my day.
>
> Why do you feel the need to imply that my postings are nothing but jokes?
> If you feel you need to provoce me I can't stop you, but I will stay out
of that.
> Weren't you the one that said that one should look at both sides?
> Let's at least try.
>

My sincere appologies for the misunderstanding. The remark was not to
yourself
but to Betty Eggleton who rises to each occasion. In future anything
directed to
Betty will be made clearer.

Have a nice day.

Dave

6084. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 23:10:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9dpokj$q2o$1@plutonium.compulink.co.uk>
Source record: 46413

In message <1et97ai.1x06s9r1f5yzeoN%rsmac@t-online.de>, rsmac@t-online.de said:

>11.05.2001 - News Melder: Thomas Raukamp - [top]
>ParadiseBrowser auf Eis
>Es w�re ja auch zu sch�n gewesen: das Office-Paket OfficeSuite inkl. dem
>neuen Webbrowser ParadiseBrowser liegt vorerst auf Eis. Nach Angaben der
>Website der Entwickler haben wichtige Programmierer das Projekt
>verlassen. Von Anwendern wird gemeldet, dass Paradise seine
>Atari-Hardware auf den amerikanischen eBay-Seiten wg. Systemwechsels
>verkauft.
>Von Paradise Webdesign erhielten wir noch keine Erkl�rung zu den
>Vorg�ngen.
>Link: http://www.paradisewebdesign.net/paradise/paradise.htm
>
>
>Picked up this message from www.atari-home.de news page.
>Anyone may translate it.

OK:
ParadiseBrowser put on ice
It would have been too good after all: The Office package
inclusive of the new web browser ParadiseBrowser has been put on
ice for the time being. According to the developers' web site,
important programmers have left the project. Users report that
Paradise are selling their Atari hardware on the American eBay
site due to changing systems/platforms.
We have not yet received an explanation of these events from
Paradise Webdesign.
Link: {as above}

Regards, /Peter/

6085. Re: International Atari question.

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 23:10:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9dpokk$q2p$1@plutonium.compulink.co.uk>
Source record: 46411

In message <3AFC1EF9.908860EC@rivermhc.org>, drj344@rivermhc.org said:

>How big of a step up transformer would I need for an STe or Mega STe?

Most Mega STes came with a 'universal' switch-mode power supply, but if yours is not one of these then somewhere round 50 to 100 VA should do. Can be an auto rather than a double-winding (isolating) transformer. As I said earlier on this topic to another query, it might be possible to use an old power-line transformer from a tube TV or radio that has a 115 and 220 (or 240) V taps on its primary as an auto for this. They were very common in Europe, but I guess only on 'International' radio sets over your side of the pond. We generally had to use a 'line-cord' or other resistive dropper to use US radios here. (These were usually designed for AC/DC power, with the tube heaters in series all drawing the same current - 0.3 A as a rule - and often higher than normal heater voltage so that it would add up to 115V (with any excess dropped by a small resistor if necessary) and the HT rectifier connected straight to the power supply. OK with 110V, a little risky with 220/240V as often the chassis would be live :-(Quite shocking, really!)

Regards, /Peter/

6086. Re: Need colour viewing on a STF (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 23:10:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9dpokl$q2r$1@plutonium.compulink.co.uk>
Source record: 46410

In message <9dm8htcb1@newsg3.svr.pol.co.uk>, roger@cainr.freeserve.co.uk said:

>"Andy Hewitt" <hairy.biker@ntlworld.com> wrote in message
>news:1etbemz.10hhtzhzcp5iqN%hairy.biker@ntlworld.com...
>
>> I don't think the pins were the problem, but isn't there a need for some
>> resistors in two of the lines to set the sync's.
>
>I don't remember having to do this with the mod. I made. Once the monitor
>jumpers were sorted out it was just straight connections to the ST.

I think the resistors are there mainly to provide isolation and
prevent a dead short between the H and V syncs output. It might
work OK without them but could place an exessive load on the
driver or generator chip(s) or in some cases cause interference
between V and H sync and even pull them off the desired frequency.

Regards, /Peter/

6087. Re: Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 23:10:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9dpokl$q2q$1@plutonium.compulink.co.uk>
Source record: 46412

In message <989744890-633514AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>>Some is - I've still got a tin of Fluxite I bought in the 40s (!)
>>and dip the braid and iron tip in them.
>
>I've got a soldering iron like that, you heat it up in a gas flame ;-)

Actually I bought a new 'location' soldering iron some 10 years
ago that was powered by a butane refill. Quite small tip and
heat capacity. Useful if a lead went down when on location in the
wilds and you couldn't connect your 12 V soldering iron to the car
battery.

>Hope that that flux isn't acidic...

No, it is special flux made for electrical work - not too
different from the rosin-core on modern solder and acid free.

SNIP

>Yes. You can use one of those hotair guns that are used for paint stripping,
>but the big problem is preventing surrounding components from coming loose
>when you tap the PCB to shake off the target component.

In one device ISTR seeing you had a shroud to localise the hot
air - could use it for the endless spouting in the current
election climate :-)

Regards, /Peter/

6088. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-14 23:31:46 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <NRZL6.2930$Yh2.60843@NewsReader>
Source record: 46415

Mr Sweet would you like to explain your statement.

> If my Veloce 020 failed, would my machine be repaired and returned, or
> would it be exchanged for something technically inferior?.

Either explain your reason for the above comment by email to
maccdave@btinternet.com
where the matter may be discussed or i will take the matter further. A
retraction to the
group will also be required.

I will not allow someone such as yourself to use one of my sales in this
way.

You may wish to contact Shiuming Lai before typing.

Just for the groups information i designed and sold all the Veloce upgrades
and to
my knowledge none have failed.

Dave
TUS

6089. Re: XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 00:01:59 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B0071B0.8EB5504A@chello.nl>
Source record: 46416

Hi

Lyndon Amsdon wrote:
>
> On 14 May 2001 19:59:14 , Henk Robbers wrote:
>
> Hey Henk!
>
> >I uploaded a new version. See sig.
> > http://members.ams.chello.nl/h.robbers/Home.html
>
Ah! So the message got through, maybe twice? My ISP(UPC) is constantly making a mess
of its expensive services. :-(

> Is it stable to use constantly as main AES?
>

That is up to you, and all of you out there ;-)
If you are willing to use it for a few hours every now and then and report to me,
it will become stable. Needless to say that you use it only on non vital work.

It is very difficult for me to make assumptions, because the original is not
written by me. I keep fixing bugs and crashes.

The only thing I can say is that I really want to get it stable and that one day
it will be at least as stable as any other AES for MiNT ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6090. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 00:15:41 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <Wu_L6.834$MM3.15269@NewsReader>
Source record: 46417

> >Dennis (in my opinion) you really are a wanker of the highest order.
> It takes one to know one, Dave :-)
>
So you admit you are a wanker of the highest order.

> >You haven't a clue what your on about but you continue to try and
> >justify your lies by repeating them. Just admit that you have no
> >experience of what you are saying.
> On the contrary, the case is getting stronger all the time.
>
Really.
I must agree that the case against you just looks better and better.
As i said you haven't got a clue.
If you are so right then answer the question. Where you there? Do you
have first hand knowledge or are you really Betty?

> >I suppose you are from the stable of that aother pillock Steve Sweet
> >who thinks he is such a great important person.
> Suppose whatever you like, I will not loose any sleep over this. As for
> Steve, yes he is a geat person, everyone who participates in this group
> on a regular base IMO is a great person.
>
> >Upon checking with some of my customers nobody really had a good word
> >to say.
> You really expect me to comment on this? sorry I will not step down to
> that level...
You may step up/down to whatever level you like. The fact remains that i at
least checked out the situation before making comments. It's a pitty that
you didn't.

>
> >BTW action will still be taken against the online magazine if any more
> >rubbish is posted in the same way.
> Sorry mate.... wrong newsgroup, wrong thread if you ask me. Has anyone
> here any idea what he's on about?
Ask Shiuming Lai you ignorant stain.

*** Late News Flash ***

Tweet

sorry

Sweet has fucked up again. Please see postings a few below.

*** End of News Flash ***

> Just like your mate Barrie
Assumption or truth?

> you seem to think we've got a crystal ball
> here. What online magazine is posting rubbish? what's it all about?
> Define "rubbish" please.
>
What you type.

> >I see that one of your other fellow users has ceased his allegations
> >since the threat of legal action by TUS. I can post his rather pathetic
> >retraction for all to see if you wish.
> What on earth is TUS? The Ultimate Scam ?
Nice one.
Believe me it's been called worse, you can insult me all you like
but be prepared for a barrage of abuse back. You see i am no longer
active in the Atari market. I'm glad if it's full of Betty's like you.
However, coming from a wanker like you i will take this as a compliment.

> And what exactly is ment by "one of my fellow users"? I don't have a
> clue what you're on about.
Just what i thought about you, no other fucker will talk to you, that's why
your on the net.

>I don't wish anything, if you want to make
> yourself ridiculous, go ahead and post the pathetic retraction, who
> knows what might fall out of the cupboard....
>
A complete arse hole could only make a comment like this. He well knows
that the reference is to Shiuming Lai. Care to comment you gutless prick.

> >Just to set the record straight. Keychange has been repairing /
> >upgrading and supplying Atari parts for many years and has actively
> >promoted the Atari platform for music use.
> You don't have to put anything straight, just go and lick Barrie's arse
> somewhere else. At this very moment I have *documented proof* of four
> people that have been swindled by Keychange..... threads like this are
> really usefull, I'm pretty sure that "victim No. 5" will come forward
> soon.... one can only wonder how long the list really is :-/
>
Just because you are an arse licker please do not tar others with the same
brush.
Are you against free speech. Is anyone else who posts against you tared in
the same way? You do not own the group.

> I've given Barrie all the rope he needed to take legal actions against
> me, how much rope does one need? I publicly accused him several times of
> being a common thief, swindler & crook. His pathetic reaction was that
> he's going to sue me, when? in donkey years?
> Any normal person being publicly slandered like this, provided that the
> allegations aren't true ofcourse, would *run* to his sollicitor and seek
> justice.
>

> >I will fully endorse the service aswell as the prices charged.
> That's entirely up to you ofcourse, but how does one justify endorsing a
> business that on several occasions swindled his customers?
>
We only have your word for it. You are the prick who thinks that just
because he lives in Belgium that he has the right to take gossip as gospel.
I am accusing you of being a complete and utter wanker who leads such
a sad pathetic life that he believes what others rumour. I am simply setting
the record straight because i was there. I will not watch a prat like you
try
and spread rumour when you haven't a clue what your on about. Why don't
you just admit that you are a pathetic person who in the words of COMPO
"needs to get a life".

> >You really don't have a clue. A bit like the VAT argument really.
> There's nothing to argue about....
> Suppose someone living in a non-EEC country buys goods which costs 100
> Pounds, from a "proper" dealer he can deduct the VAT (17.5%), this
> amount is enough to cover the shipment costs. From a non registered VAT
> dealer that person can't deduct anything, which means that the goods
> would cost him 17.5% more.
> What's so difficult to grasp about this?
Ah. A change of story. You don't need to suck up to the group (Licking a few
arses is probably more your style). This is not what you implied in a
previous
thread and you damn well know it.

As i have stated before, please tell the group if you have first hand
knowledge
of what you are on about OR are you just a thick, bored wanker who dosen't
have a clue.

P.S. Do you want me to email you a few arse licking web sites. I'm sure
Steve could
provide a few URL's

Dave

6091. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 00:29:13 UTC
From: music@kreed.com
Message-ID: <tL_L6.9$kz7.1267242026@news.onr.com>
Source record: 46420

SOFT PC...
this one won't work on the STe

PC DITTO is beginning to be acquired then test for my purposes...

> I also use SoftPC and on my Hades it is very fast. It is made for Atari
> computers with a 030 CPU or better. Edward S. Baiz Jr

6092. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 00:32:35 UTC
From: music@kreed.com
Message-ID: <DO_L6.10$nL.1271775274@news.onr.com>
Source record: 46422

The LS120 reads and writes and formats 720 K floppy but it doesn't except the conversion needed for EMAX ... EMX for some reason. My assumption is that it is too new of a floppy and has some added bonus stuff that gets in the way.

Someone has sent me a version of Sound Designer which I will try and work with directly from my Atari to the EMAX II. As you mentioned use a native program designed for that sort of thing.

> Does the LS 120 not allow you to use DD floppy disks?
> Wouldn't it be possible to boot your PC from an MS-DOS boot disk just
> to run the EMX utility, then reboot into W2K?
> BobR

6093. Atari Online News, Etc. #03-19

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 00:41:18 UTC
From: danap8@aol.com
Message-ID: <20010514204118.03255.00007302@ng-fi1.aol.com>
Source record: 46419

```
A-ONE #0319 05/11/01

~ Nordic Atari Show News ~ People Are Talking! ~ CCAG 2001 Show!
~ Homepage Virus Again! ~ Hackers' "Peekabooty"! ~ Aimster Monitored!
~ Portable Atari 2600! ~ Windows XP In October! ~ NoSTalgia 1.1 Out!
~ Roxio Goes Its Own Way ~ Nintendo Grows Up? ~ E3 2001 Previews!

-* Anti-Spam Support Weakens! *-
-* Price War Has PC Makers Fighting! *-
-* Napster To Use "Acoustic" Fingerprints! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

6094. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 00:48:56 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <4__L6.2940$Yh2.61766@NewsReader>
Source record: 46421

Come on then, where's the LINK?, where's the LINK? , where's the LINK?

Was it fact or fiction ?

Question.

If i called you a puff would your Corporate lawyers jump on your back?

Corporate Lawyers. Really, you sound well above your station.

ROTFLMAO

Or do you ROTFLCLAO.

Hint.

Licking
Corporate
Lawyers

Make up your own minds.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:989753862-37603AEicMi@gmx.net...
> From: Don <dons@qnet.com>
> Date: Sat, 12 May 2001 10:34:49 -0700
>
> Hi Don,
>
> >This would be a useful link if you took up directly to the Atari
> >keyboards. Since my German in little to none. It took my a few minutes
> >to find PC keyboards but NO Atari keyboards. Post a link that the
> >keyboards can be found.
> Sorry, it seems that the site has been changed, at the moment there's
> little there that points to Atari. Seidl is one of the largest Atari
> dealers in Germany and they have a big warehouse full of Atari gear.
> Since a lot of Atari dealers can't make a living from only selling Atari
> stuff, it's quite logical that their website point to PC stuff. That's
> why I provided the emailaddress... they understand English.
>
> It's not only Seidl which sells these keyboards, one can obtain them from
> MUCS as well http://www.mucs.de (site is available in English). Since I
> don't have a clue about the shipping price and payment conditions of MUCS
> I recommended Seidl...
>
> Cheers from Belgium
> Dennis

> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

6095. Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 00:53:57 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <N2%L6.844$MM3.15748@NewsReader>
Source record: 46423

I have a knackered STE that needs fixing,

I live in the UK

Where can i get it fixed?

Dave

6096. Trade Ultima III boxed complete for Moebius boxed complete (ST)

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 00:59:11 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9dq00uqfu2@nnrp1.phx.gblx.net>
Source record: 46424
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Would anyone out there like to trade Ultima III (Atari ST) for Moebius (Atari ST)? I used to have Moebius a long time ago and lost it, and I have Ultima 3 on my Atari 800xl already so I can part with it on my ST. E-mail me if you want to trade. They are both worth about the same and both pretty hard to find. Thanks. -Satcom2

6097. FS: Quantum LPS340S scsi hard drive

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 02:38:47 UTC
From: SomeGuy@SomewhereOnTheInternet.com
Message-ID: <NI0M6.357$qa5.5158@read1>
Source record: 46425

It came out of my Atari Mega 4 STE, where it was working fine. Will work in another Mega STE.

Make me an offer.

Thanks,
Richard Whitehouse

6098. Atari Computers, software, and hardware on Ebay

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 05:24:05 UTC
From: Don <dons@qnet.com>
Message-ID: <3B00BD75.916AFDCB@qnet.com>
Source record: 46426

I have a bunch of Atari items listed on Ebay. Items include:

Atari Falcon
Atari 1040 STE w/IDE interface and 540meg Hard drive
SC1224
SM124
ICD Link 2
ICD Advantage SCSI Host adapter

and more. With more to be listed daily. If you want need something or
looking for something special email me with what you want I may have it.

Don

Not moving away from the Atari just selling some off.

6099. New: Icon EXTRACT for ATARI Computer

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 06:18:31 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3B00CA37.35C73F30@club-internet.fr>
Source record: 46427

Hello,
(excuse me for my English)

I have just created a new program (Icon EXTRACT) for ATARI in downloading on my site: http://www.club-internet.fr/perso/lafabrie/ and on the site of Magic On Line (for the Little Big Competition) : http://www.magical-side.de/lbc/

If the program pleases you, think to vote for me. It is counseled to read all the documentation on the ST-Guide file or on my Internet site because the program permits a lot of regulating.

The installation of the program is make with GEMSetup 2.01

1 - Principle of the program :

Icon Extract extracts all icons of the ICO, CUR, ANI, ICL and DLL files of Windows in 2, 16 and 256 colors and save them in the RSC files created automatically (by group of 90 CICON structures to the maximum). At present icons in 24 bits are not supported. Sizes can be in 16x16, 32x32, 48x48, 64x64 and 72x72 pixels. At the time of the treatment, a resource file is created for every selected size. In the case of icons in 256 colors, there is the possibility to choose between the palette 8 bits of NVDI, of the Falcon 030 or the one under utilization for the recalcul of the CICON structures in 256 colors. Indeed under Windows, the notion of color palette doesn't exist, alone the first 16 colors must be respected to display the graphic interfacing. Of the numerous necessary calculations fact, it is counseled to have a recent computer and is equipped of an arithmetic coprocessor (68881/2). With regard to the library ICL files, DLL (solely with type NE) and ANI (cursor animated) files, there is first of all before treatment, an extraction of icons to the ICO format or CUR and creation of an index to save them.

The program permits by choice of scanner all one index or only a file.

The program was developed on a Falcon 030 (68030-68882) 14 Mo - TOS 4.02

+ CT2 rev B (32 Mo of TT Ram) with PURE C 1.1 and Interface 2.33. It uses functions Mydial 2.19 and the XRSRC routines (for files extended RSC). It's important to see the RSC files created. Many Userdefs objects

have been created as for example for funds of screen and windows of dialogue, rod of progression and button.

Four versions are available :
- 68030
- 68030 + 68881/2

- 68000
- 68000 + 68881/2

This program has been tested on Falcon 030 (68030-68882) + CT2 rev B, PC

Pentium III 866 Mhz (with Magic PC) and a IMac Power PC 333 Mhz (with Magic Mac PC). It's work with Magic ATARI, NAES and TOS only.

All functions of the program are available. In the case of a version no recorded, a dialog box appears during 10 seconds at the time of the opening and the closing of the program.

2 - The program supports the following elements :

- Support of Bubble GEM (in French, Spanish and English).
- Help in line to the format ST-Guide (in French, Spanish and English).
- Help in line to the HTML format (French solely) in my web page.
- RSC file in French, Spanish and English.
- Documentation (11 Mo) to the format CDK Calamus SL 2000 for the registred version (French solely).

3 - Resolution and computer counseled :

The program functions in all graphic fashions from a resolution of 640 x

480. Nevertheless it is counseled to use him in 256 colors. In one fashion superior there is a small problem of first 256 color respect again for the calculation of the CICON structures 8 bits.
It is preferable to have a fast computer (TT, Falcon or better...) with an arithmetic coprocessor and 8 Mo of RAM.

Future supports :
- OCX files, EXE (Windows) and XPM (Linux).
- In head of files Windows to the PE format.
- Icons in 24 bits.

4 - Internet site:
A list of about 20 sites to download icons to the ICO format, CUR, ANI and ICL is available on my site in the category of Extract Icon and on the help in line to the format ST-Guide.

5 - To contact me and download the program :
http://www.club-internet.fr/perso/lafabrie/
E-mail: lafabrie@club-internet.fr

I hope that my contribution to our world will bring a puff of oxygen (come directly of the Pyrenees) in this spring a few belated.
Best regard,
Florent LAFABRIE
lafabrie@club-internet.fr

http://www.club-internet.fr/perso/lafabrie/

6100. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 06:51:04 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b00d1d8$0$21935@news.zetnet.co.uk>
Source record: 46428

Hi Lyndon!

>>Yes, it was corrupted.
>>A 8.6meg LZH archive has now replaced it though, and can be downloaded at
>>
>>http://www.magical-sides.de/lbc/download/LBC.LZH
>
>Ouch! I just hope the old modem/line doesn't drop have way through!

I was worried about this too, but I was pleasantly surprise that even with
my slow 33.6Kbps modem it only took about an hour to download.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

6101. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 06:51:07 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b00d1db$0$21935@news.zetnet.co.uk>
Source record: 46429

Hi Kevin!

Nice to see you are back! Hope your exams have gone well!

>The Little BIG Competition 2001 is now over, and now we need the public to
>vote on the entries.
>
>There are Seven Programs (currently 6, one programmer requires an extension
>until the 15th) and some BG images, icons sets, winframes.. Lots of fun
>stuff :)

Two problems though:

1) the documentation to Gem-Elite by Christian Putzig says it has a
minimum resolution of 800x600, but even when I run the program under
800x608 res (with Videlity on my Falcon) the program complains and
refuses to run. The strange thing is that in the dialog box it says it
can use 512x540 res minimum.

2) Gaston looks really interesting but as it's in German I don't know what
it's supposed to be. Can someone give me a quick rundown of what it is?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

6102. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 07:10:39 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9dqkn5$a2i$1@pegasus.csx.cam.ac.uk>
Source record: 46431

Dave wrote in message ...
>I have a knackered STE that needs fixing,
>
>I live in the UK
>
>Where can i get it fixed?
>

Atari Workshop http://www.atari-workshop.co.uk

Stephen Moss

6103. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 07:10:42 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9dqko2$n1f$01$1@news.t-online.com>
Source record: 46432

Hi James,
>
> 1) the documentation to Gem-Elite by Christian Putzig says it has a
> minimum resolution of 800x600, but even when I run the program under
> 800x608 res (with Videlity on my Falcon) the program complains and
> refuses to run. The strange thing is that in the dialog box it says it
> can use 512x540 res minimum.

I had the same problem. Switching to 1024*768 was the solution.

>
> 2) Gaston looks really interesting but as it's in German I don't know what
> it's supposed to be. Can someone give me a quick rundown of what it is?
>
It's a database for alternative medicine e.g. it gives you some recipes for
tea or how to clean your car without using chemicals.

Greetings,
Matthias

6104. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 07:23:47 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9dqlfo$aq8$1@pegasus.csx.cam.ac.uk>
Source record: 46433

Randy Kwak wrote in message <9dp2oeeut1@freenet9.carleton.ca>...
>Depending on the vintage of your machine, it could be that you are simply
>a victim of "chip creep".
>
>Try this:
>
>Unplug everything from your ST and remove any floppy disk you may have
>in the drive.
>
>Raise one end of the ST approx. 6-8 inches from the table and let it drop.

NOOOoooooooooo!
Why do people presist with this "drop test" myth, concussive maintance is
not the answer.
IC's don't usually unseat themselves from the sockets and where they do the
only solution is take the top off and manually push them back in.
Although to the uninitiated drop testing may appear to temporaily fix Dry
Joints or loose connector problem it is neither a good or permanant solution
and is more likly to cause more of them in the long term.

On the up side it can be a vary good way of misaligning you drive heads!.

Stephen Moss

6105. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 07:30:00 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B7263715.D9A6%bengy@mac.com>
Source record: 46434

in article 3b00d1db$0$21935@news.zetnet.co.uk, James Haslam at
jfhaslam@zetnet.co.uk wrote on 5/15/01 12:51 AM:

Hi James!

> Two problems though:
>
> 1) the documentation to Gem-Elite by Christian Putzig says it has a
> minimum resolution of 800x600, but even when I run the program under
> 800x608 res (with Videlity on my Falcon) the program complains and
> refuses to run. The strange thing is that in the dialog box it says it
> can use 512x540 res minimum.

Yes, this is a (now) known bug. There is a fix available, which will be made
available ASAP (along with two late submissions: another entry into the
Little Helper section and another New Look archive). I will put the Elite
Patch online today, and the other two entries should be up soon along with
an updated vote form... (Today, hopefully...)

Take Care,
Bengy

6106. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 09:27:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989996440-124200AEicMi@cwcom.net>
Source record: 46390

Hi Steve,

>>done by Christian Felsch, but he has since dropped it
>
>Is he still coding for Atari, QED hasnt seen any work for some while and
>his other software is getting dusty?.

Guess not. Even Luna seems to have come to a stop, with the latest version
only available from a beta-tester's area. Isn't it time that it was brought
out into the light of day?
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6107. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 09:39:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989996444-124736AEicMi@cwcom.net>
Source record: 46391

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 14 May 2001 20:52:04 -0000

>That'll be a real shame, honest, join me on #atariscne though with the
>other guys! I've now found an IRC server tha works.

You mean that you can get on without the authentication problem? What's the
address of this paragon? :-)
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6108. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 09:43:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989996446-125176AEicMi@cwcom.net>
Source record: 46392

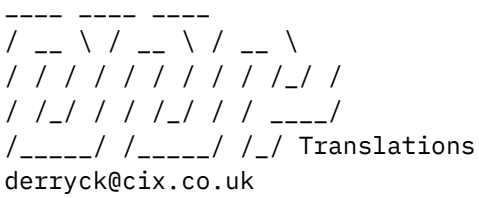
From: Raoul Teulings <rt@xs4all.nl>
Date: Mon, 14 May 2001 21:17:34 +0200

>If I try to reconnect my scanner and CDRom drive
>to my TT I getthe message that the C partition
>is not been regocnized. Does anyone know what
>that means? I am using HDDriver 7.1. When I put
>everything back in he old order it all works
>fine...

You might have been better to have started a new thread with this question
:-(

Anyway, try and pin down whether it's the scanner or CDROM that is causing
this error message. It might be that you've somehow messed up HDDRiver's
config so that it thinks that the C: drive is one of those two devices. I
usually keep the "Keep partition assignment" button ticked...

--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6109. Re: Re: STe vs. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 09:51:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <989996448-125692AEicMi@cwcom.net>
Source record: 46393

From: xlator@cix.compulink.co.uk
Date: 14 May 2001 23:10:13 GMT

>In one device ISTR seeing you had a shroud to localise the hot
>air - could use it for the endless spouting in the current
>election climate :-)

:-)

I've read about some sort of heat-proof sellotape in the line of component protection, I guess that you just plaster the stuff about the area leaving the part to be removed uncovered.

Still sounds risky to me, I'd rather leave a job like this to the professionals, who can put right any problems arising.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6110. FS : ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 10:42:07 UTC
From: Optik@btinternet.com
Message-ID: <3b0107fd.11378091@news.btinternet.com>
Source record: 46436
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Offers on any of the following.
UK ONLY PLEASE

SOFTWARE

Box of Cover Disks , PD/Shareware etc
Multi TOS
Speedo GDOS
Fontkit Plus 4
Protext
Supercard 2
View II
Fontkit Plus
Mag! X
Overscan
Neodisk CLI
Imagecopy Colour
Ease

HARDWARE

Quickshot Footpedal
Quickshot Joystick
Xeron Joystick
Forget Me Clock II
Super Charger - PC Emulator inc PSU
Ultimate Ripper

6111. Re: XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 10:42:26 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B0107B2.C90D24EE@chello.nl>
Source record: 46435

Lyndon Amsdon wrote:
>
> On 14 May 2001 19:59:14 , Henk Robbers wrote:
>
> Hey Henk!
>
> >I uploaded a new version. See sig.
> > http://members.ams.chello.nl/h.robbers/Home.html
>
> Is it stable to use constantly as main AES?
>

A less 'theoretical' answer:

I routinely edit and compile XaAES under itself now.
I have it up on my Milan for whole days.

The point is that I do not have ALL Atari programs.
That is where the beta testing comes in.

I think it is pretty stable at the moment.
More and more programs start working.

I fix everything that comes to my attention.
The easy things as soon as possible, difficult things may take a little longer.
Crashes always come first.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6112. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 10:59:35 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3B010C17.61F3F06E@nospam.no.no>
Source record: 46437

This was surely a rather elaborate hoax.
Next week, I will mainly be be converting Command and Conquer to the
65XE.

> ParadiseBrowser put on ice
> It would have been too good after all: The Office package
> inclusive of the new web browser ParadiseBrowser has been put on
> ice for the time being. According to the developers' web site,
> important programmers have left the project. Users report that
> Paradise are selling their Atari hardware on the American eBay
> site due to changing systems/platforms.
> We have not yet received an explanation of these events from
> Paradise Webdesign.
> Link: {as above}
>
> Regards, /Peter/

6113. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 11:29:00 UTC
From: BMaedicke@t-online.de
Message-ID: <1etga2o.1crw6ie1xa14w8N%BMaedicke@t-online.de>
Source record: 46438

James Haslam <jfhaslam@zetnet.co.uk> wrote:

> 1) the documentation to Gem-Elite by Christian Putzig says it has a
> minimum resolution of 800x600, but even when I run the program under
> 800x608 res (with Videlity on my Falcon) the program complains and
> refuses to run. The strange thing is that in the dialog box it says it
> can use 512x540 res minimum.

Thatï¿½s a bug! I have write the author a mail with a bugreport and he fix
this problem. He will send the bug free version to the LBC 2K1 makers.

--
Url: http://home.t-online.de/home/BMaedicke/

6114. Commodore 1084 solved

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 12:26:22 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <od9M6.50$6n6.1374@newsfeed.slurp.net>
Source record: 46439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Firstly, many thanks to Mark Bedingfield for helping me out with the pin connections. I managed to wire up the connectors and everything works great. My games have never playd this good :) Now I'm wondering if it's possible to make a dual-outlet for a VGA and RGB and use a switch to switch between the two? Thanks.

Joshua.

6115. Atari mascot

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 14:02:27 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <tDaM6.108$6n6.1485@newsfeed.slurp.net>
Source record: 46440

I was just browsing through amiga.org and there was a discussion on whether or not there was a mascot for the Amoeba. They came up with some Amy (a squirrell). Did Atari ever have a mascot? Like Penguin for Linux, Mario for Nintendo, Sonic for Sega etc... There's always the good old Fuji but i don't think that it counts as a mascot. If there never was a mascot, would it be a good idea to create one?

Joshua.

6116. Re: XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 14:04:40 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0105151543330.24390-100000@newgem.atari.org>
Source record: 46441

On Mon, 14 May 2001, Henk Robbers wrote:

> I uploaded a new version. See sig.

Hi Henk,

very good work! XaAES is getting quite close to become fully functional
for all purposes.

I notice some "delay" in the mouse happenings at times, and a few
applications look slightly wrong (the Aniplayer setup boxes for example).

I made a snapshot of the new XaAES running: http://ae.dhs.nu/xaaes.gif

--
Anders Eriksson
ae@dhs.nu

6117. Re: Atari mascot

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 14:19:26 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B013AA7.E6FB4C03@chello.nl>
Source record: 46442

Lord Gaiyan wrote:
>
> I was just browsing through amiga.org and there was a discussion on whether
> or not there was a mascot for the Amoeba. They came up with some Amy (a
> squirrell). Did Atari ever have a mascot? Like Penguin for Linux, Mario for
> Nintendo, Sonic for Sega etc... There's always the good old Fuji but i don't
> think that it counts as a mascot. If there never was a mascot, would it be a
> good idea to create one?
>

A little incredible snowman perhaps.
Dwelling the forever snow covered top of famous mount Fuji.
Permanently on ice so to say. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6118. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 14:41:17 UTC
From: submarineDONTSPAM@blueyonder.co.uk
Message-ID: <3b013ee4.3472703@news.blueyonder.co.uk>
Source record: 46443

>>Depending on the vintage of your machine, it could be that you are simply
>>a victim of "chip creep".
>>
>>Try this:
>>
>>Unplug everything from your ST and remove any floppy disk you may have
>>in the drive.
>>
>>Raise one end of the ST approx. 6-8 inches from the table and let it drop.

Thanks for your help :-)

I didn't do the drop test but I did take my ST apart to look for any
loose chips/connections. Nothing seems to be wrong.

>NOOOooooooooooo!
>Why do people presist with this "drop test" myth, concussive maintance is
>not the answer.
>IC's don't usually unseat themselves from the sockets and where they do the
>only solution is take the top off and manually push them back in.
>Although to the uninitiated drop testing may appear to temporaily fix Dry
>Joints or loose connector problem it is neither a good or permanant solution
>and is more likly to cause more of them in the long term.
>
>On the up side it can be a vary good way of misaligning you drive heads!.

to be honest I think thats the problem with my drive. I took the drive
apart to try to find an obvious problem and there was a large hair
stuck between the heads. I carefully removed it and it hasn't solved
the problem. The drive just clicks and whirrs without actually reading
any data from the disk.

Is there a way of checking to see if the heads are misaligned? if so
is there a way of correcting it without the use of any special
equipment?

Thanks,

Chris.

6119. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 14:46:19 UTC
From: submarineDONTSPAM@blueyonder.co.uk
Message-ID: <3b013fb1.3677017@news.blueyonder.co.uk>
Source record: 46444

>snip
>
>> First, and least problematic is that standard PC floppy drives are now
>> 1/3 height, while the Epson drives Atari used were 1/2 height. You'd
>> have to play with the mounting. Also, the faceplate on the Atari
>> drives is different, which means you have to modify the ST's case to
>> get the PC floppy to fit.
>
>another snip.
>
>Very few Ataris had half height drives. Mostley earl STFMs and STFs, also
>early external Atari drives too. These were comonly single sided too. I have
>had 8 Sts and NONE had half height drives. So I would check too see if it
>has the big button and if it does then worry.

I don't know how BIG the big button is supposed to be on these old
STFMs but the one in my system is about the same size as any ordinary
floppy drive (about half an inch wide). Is that a good sign?

The idea of using a PC floppy drive does sound promising but a friend
of mine who also collects STs says there may be a problem with the
stepping on a non-ST drive. Any ideas?

The drive in my ST is has a sony label on the top of it? and its the
original drive that came with my ST. I also have a second external
drive which also has the sony label visable through the cooling vents
on the top. If I cannot find a replacement drive would it be possible
to remove the second drive from its caseing and fit it in the ST as an
internal drive?

Thanks again its much appreciated,

Chris.

6120. Re: gcc for TOS or MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 14:53:31 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <TpbM6.301$fi2.7113@news.cpqcorp.net>
Source record: 46346

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:0015cba1@fmlynet.org...
> FamilyNet Newsgate
>
> Hello David!
>
> DW> I use GULAM which is a bit old and have the following
> > set on my gemulator system.
>
> It's good to hear that it works under Gemulator. Under
> TOSbox I just got four bombs when trying to run gcc. I
> should probably try it under different emulators. STonX
> springs to mind as one that I should try.
>

I think GEMULATOR is probably the best for development. It can use native
Windows Disk, and is
very quick on my laptop (it is an 800 Mhz PIII though). Much quicker than a
real STE and is reasonably compatible with a real ST. It did take me a bit
of fiddleing with settings to get it working, but now its running it seems
about as solid as my STE (I don't suppose that is saying much).

Its also free, which again is a great advantage.

> I wonder how hard it would be to cobble together a cross
> -compiler, allowing me to do builds in native mode, and
> test the binaries under emulation. I imagine this would
> be a lot faster than running gcc under emulation.
>

The problem with this is that you need to get the files across and many on
the emulators don't support acess to native disk, and the tools for moving
files to/from the emulated disk images are all a bit primitive.

> DW> Drop me a mail
>
> I'll do that, thanks.
>
> Regards,
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

6121. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 15:47:51 UTC
From: rsmac@t-online.de
Message-ID: <1etgj70.caanlitpuy2wN%rsmac@t-online.de>
Source record: 46445

Frederic Fouche <g213778@coazter.myip.org> wrote:

> You are correct, however:
>
> If the machine is fast enough it is quite obvious that new software can be
> written MUCH more easily and especially be ported.
> Example: java is IMPOSSIBLE as it is on atari because of speed mainly,
> mozilla, same thing, not even thinkable on standard atari, NOT because the
> code would not work (it would), just way too slow to be even usable.
> Mame, same thing, mame would totally work, just way too slow.
> The speed NOT only brings faster system (speed itself to run tos was never
> a real issue), but is really as of today as it would bring new application
> which were plainly impossible.
> Half of the development on atari is wasted on routine to make it decently
> fast enough to make it barely usable.
> Following the sparemint project very closely, software itself is not an
> issue (once again). Atari already has it's jewels (to its own respect), no
> need to recreate what's available already. (find a Papyrus equivalent for
> linux, or irix for example, they even seem to be content with a low
> quality software such as AbiWord). Atari has its pluses in some area, and
> could gain what the other platforms have, by just adding some reasonable
> speed. No new developers would come, it is not and will not be a platform
> viable commercially, but the users would have their lot of software and
> won't feel the lack as pretty much everything is/will be available.
>
>
>
> On 14 May 2001, jonk wrote:
>
> > and the glass is half empty...
> >
> >
> > "Uwe Seimet" <us@seimet.de> wrote in message
> > news:3AFCCC72.60AAECA7@seimet.de...
> > Robert Schaffner wrote:
> >
> > > 11.05.2001 - News Melder: Thomas Raukamp - [top]
> > > ParadiseBrowser auf Eis
> > > Es wï¿½re ja auch zu schï¿½n gewesen: das Office-Paket OfficeSuite inkl. dem
> > > neuen Webbrowser ParadiseBrowser liegt vorerst auf Eis. Nach Angaben der
> > > Website der Entwickler haben wichtige Programmierer das Projekt
> > > verlassen. Von Anwendern wird gemeldet, dass Paradise seine
> > > Atari-Hardware auf den amerikanischen eBay-Seiten wg. Systemwechsels
> > > verkauft.

> > > Von Paradise Webdesign erhielten wir noch keine Erklï¿½rung zu den
> > > Vorgï¿½ngen.
> > > Link: http://www.paradisewebdesign.net/paradise/paradise.htm
> > >
> > > Picked up this message from www.atari-home.de news page.
> > > Anyone may translate it.
> > >
> > > Mean as short: Forget it.
> >
> > Sure. When I had a brief look at the article on the project recently it
> > was clear right from the start that it would never be finished. Some
> > people are simply dreaming that the Atari market still has sufficient
> > potential for projects like this. But this is obviously wrong. There are
> > hardly any developers left, there is no money for such projects, and,
> > eventually, there are also not enough users left who would pay for the
> > software. That's the way it is. The XTOS project will go the same way.
> >
> > --
> > ---
> > Uwe Seimet mailto:us@seimet.de
> > http://www.seimet.de

STC post a new statement on atari-world.de today :)

15.05.2001 - News Melder: Thomas Raukamp - [top] - read this news in
english... Ich habe eben von einem Leser eine eMail weiter geleitet
bekommen, die Paradise Web Design auf die Frage nach der Zukunft ihres
Webbrowsers geschrieben hat:

" First, thank you for writing and your interest in Paradise Browser. We
have not announced any plans to discontinue the browser at all. We did
lose one of our programmers, but we are still working on it. Progress
will be slow, but it will come. We have put the entire project on hold
while we decide how to best progress with the programming, but we have
not abandoned it. We're still working on it!"

Dank an Gunther Beninde
Link: http://www.paradisewebdesign.net/

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

6122. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 17:32:23 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B016827.4DD5575C@seimet.de>
Source record: 46347

Robert Schaffner wrote:

> STC post a new statement on atari-world.de today :)
>
> 15.05.2001 - News Melder: Thomas Raukamp - [top] - read this news in
> english... Ich habe eben von einem Leser eine eMail weiter geleitet
> bekommen, die Paradise Web Design auf die Frage nach der Zukunft ihres
> Webbrowsers geschrieben hat:
>
> " First, thank you for writing and your interest in Paradise Browser. We
> have not announced any plans to discontinue the browser at all. We did
> lose one of our programmers, but we are still working on it. Progress
> will be slow, but it will come. We have put the entire project on hold
> while we decide how to best progress with the programming, but we have
> not abandoned it. We're still working on it!"

I bet they are. ROTFL

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6123. Re: XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 17:47:12 UTC
From: bindon@madasafish.com
Message-ID: <tg2qt02huoa6f7@corp.supernews.com>
Source record: 46348

Hi

>> Is it stable to use constantly as main AES?
>>
>
>That is up to you, and all of you out there ;-)
>If you are willing to use it for a few hours every now and then and report to me,
>it will become stable. Needless to say that you use it only on non vital work.
>
>It is very difficult for me to make assumptions, because the original is not
>written by me. I keep fixing bugs and crashes.
>
>The only thing I can say is that I really want to get it stable and that one day
>it will be at least as stable as any other AES for MiNT ;-)

OK, when I have time I'll try installing it on a spare zip. If I do get a
round to it I'll report to. I spend most my time using the machine for
work so I have litle time toswitch and play with OS's.

Thanks Henk

6124. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 17:47:13 UTC
From: bindon@madasafish.com
Message-ID: <tg2qt1mrgvm0f8@corp.supernews.com>
Source record: 46349

On 15 May 2001 01:53:57 , "Dave" wrote:
>I have a knackered STE that needs fixing,
>
>I live in the UK
>
>Where can i get it fixed?

What are you playing at Dave? Surely you'd know how to fix it?

6125. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 17:47:16 UTC
From: bindon@madasafish.com
Message-ID: <tg2qt441u8cmfb@corp.supernews.com>
Source record: 46350

Hi

>Two problems though:
>
>1) the documentation to Gem-Elite by Christian Putzig says it has a
> minimum resolution of 800x600, but even when I run the program under
> 800x608 res (with Videlity on my Falcon) the program complains and
> refuses to run. The strange thing is that in the dialog box it says it
> can use 512x540 res minimum.

Works fine at 1024*704, but I have had problems using anything less.

>2) Gaston looks really interesting but as it's in German I don't know what
> it's supposed to be. Can someone give me a quick rundown of what it is?

Same here.

6126. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 17:47:17 UTC
From: bindon@madasafish.com
Message-ID: <tg2qt5tjmipdfc@corp.supernews.com>
Source record: 46351

Hi

>On the up side it can be a vary good way of misaligning you drive heads!.

I'd leave an old disk in the drive f Iwas ever silly enough to do this to
stop the hads clanking together.

6127. Re: Falcon power supply

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 18:09:33 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <609562B7721BD41187B400B0D0208560560D80@FILESERV>
Source record: 46352

ASP Sells them for 6.5 UKP...plug an AT PSU into one end and the other into
the Falcon motherboard...

chrisc
I'm ASP BTW.....

This e-mail, and any attachment, is confidential. If you have received it in
error, please delete it from your system, do not use or disclose the
information in any way, and notify me immediately.

--
Posted from [212.49.200.34]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6128. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 18:50:56 UTC
From: bindon@madasafish.com
Message-ID: <tg2ukgltkc2m45@corp.supernews.com>
Source record: 46353

Hi

>If I cannot find a replacement drive would it be possible
>to remove the second drive from its caseing and fit it in the ST as an
>internal drive?

Yep, you may have tochange the jumper on the back. Needs to be 0.

6129. MagicMac

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 19:16:53 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <BefM6.233$6n6.2149@newsfeed.slurp.net>
Source record: 46354

I am against emulators etc but at work I have to use a computer on a network. It doesn't matter if it's a PC, MAC or a Linux or even an Atari system as long as it can hook up to the Network using DHCP. That rules out my Falcon which I don't want to bring to work anyway. There's a Power Mac sitting around here that I used for awhile. It's running 180MHz PPC603e which kinda slow for OS9. If I installed MagicMac on it, would I be able to use it on the Network and browse the internet using CAB? Dial-up is not an option. Thanks.

Joshua.

6130. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 19:35:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ds0eh$ai6$1@plutonium.compulink.co.uk>
Source record: 46355

In message <3affd5e9@dnews.tpgi.com.au>, atari@tpg.com.au said:

>Very few Ataris had half height drives. Mostley earl STFMs and STFs, also
>early external Atari drives too. These were comonly single sided too. I have
>had 8 Sts and NONE had half height drives. So I would check too see if it
>has the big button and if it does then worry.

My fairly early STFM had a single-sided Chinon drive which I think
was half-height. It also had a small adaptor PCB between the
Shugart bus and drive. I changed it for a standard PC type with
no problems. The mounting holes were the same and the disk slot
lined up reasonably well, though I had to cut the facia plate a
bit. Can't remember whether I needed extra spacers or not. Later I
changed it for an HD drive - at first used for DD disks only, but
later had the clock conversion fitted so it could use HDs too.

The possible problems with not detecting disk changes can be
solved to a large extent by using FMC.PRG (=Force Media Change) in
the AUTO folder, though to be on the safe side it is worth
pressing Esc if a disk is changed and you are on the desktop, as
described earlier. But this won't work if you are in a program,
change disks and want to save your work. In that case it's worth
while saving to B:\. You will be asked to insert disk B into drive
A, but if you have already done so just press Return or click OK.

Regards, /Peter/

6131. STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 19:38:32 UTC
From: The Caver <caver99@aol.com>
Message-ID: <mzfM6.75405$PP3.5316955@nnrp3.clara.net>
Source record: 46356

I recived a second external floppy drive today when plugged in and suitched on neither the internal or the external drive will read discs, once the external is swithced of the internal workes again.

As far as i know the external drive works fine, could there be a problem on the motherborard i.e. the westerndigital controler or somthing?

please help its driving me crazzy?

6132. Re: Expose

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 20:38:29 UTC
From: le passionn&#65533; <jpgui@noos.fr>
Message-ID: <9ds3pb$1kgb$1@news4.isdnet.net>
Source record: 46357

"Lyndon Amsdon" <bindon@madasafish.com> a ï¿½crit dans le message news:
tg0m6hpjltg116@corp.supernews.com...
> Hi!
>
> >I hnow that it still exist new product expose realize last year.
> >Maybe, the best is to contact : for disponibility and price?
> >
> >> http://www.cortex-design.free4all.co.uk/
>
> Hi there is no price on there site and the last I saw it was at 279
ukp in
> 1996. Maybe they have some old units, that price is too high for me.

hi!
I write yesterday to cortex!
Just fine they reply me today!

Just try negociate :-)
or just look every where, maybe somebody want to sell one "exposï¿½"
bye

6133. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:09:36 UTC
From: ebaiz@skyenet.net
Message-ID: <AOhM6.296$6n6.4390@newsfeed.slurp.net>
Source record: 46367

On 14 May 2001 14:17:54 , Bernd Maedicke wrote:
>Kevin B. April <kevin.collinsapril@uleth.ca> wrote:
>
>> Visit the LBC homepage to download the archive, which includes both English
>> and German vote forms.
>
>Wow. Big archive :-)
>I have problems with the most programs in this archiv. I become always
>an 68000-Error under MagiC 6.01, when I start a program. I think, it's a
>damage archiv?

I downloaded it last night and all the programs work fine. Maybe
something happened when you were d/l it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6134. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:09:38 UTC
From: ebaiz@skyenet.net
Message-ID: <COhM6.297$6n6.4390@newsfeed.slurp.net>
Source record: 46368

On 14 May 2001 21:35:44 , Hallvard Tangeraas wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
>> I also use SoftPC and on my Hades it is very fast. It is made for Atari
>> computers with a 030 CPU or better. It is probably the best PC emulator
>> for the Atari computers (PC Speed for the Falcon may be better).
>
>> http://www.crosswinds.net/~thothy/atari/misc/softpc_e.html
>> Any questions as to it's installation. Just email me.
>
>There's obviously something wrong with the file there as I first get an
>error message saying "document contains no data", then when I try it
>again and finally get to download it, the file's decompresses, but
>contains nothing.
>
>
>Hallvard

If you cannot get it Hallvard (or anyone else), email me and I will put
together a file and upload it to you. Can't imagine what is the
problem. That is where I got it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6135. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:09:40 UTC
From: ebaiz@skyenet.net
Message-ID: <EOhM6.299$6n6.4390@newsfeed.slurp.net>
Source record: 46369

On 15 May 2001 00:29:13 , <music@kreed.com> wrote:
>SOFT PC...
>this one won't work on the STe
>
>PC DITTO is beginning to be acquired then test for my purposes...
>
>> I also use SoftPC and on my Hades it is very fast. It is made for Atari
>> computers with a 030 CPU or better. Edward S. Baiz Jr

True, SoftPC needs a cpu of 030 or better. PC Ditto is your best bet
for the STe. I have an STe also and a copy of PC Ditto that works fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6136. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:09:42 UTC
From: ebaiz@skyenet.net
Message-ID: <GOhM6.300$6n6.4390@newsfeed.slurp.net>
Source record: 46370

On 14 May 2001 15:49:39 , "Lord Gaiyan" wrote:
>I just downloaded the LBC archive and wanted to try out the new icons. I
>have Jinnee 2.5 and I always get an error 'Duplicate icon names in resource
>file PPP_DATEI.RSC. These icons can not be correctly assigned.' Does it mean
>that I have to edit the RSC file? It seems to happen to any icon rsc file I
>try to install. Please help. Thanks.

Yes, that is correct. At least I would do it that way. Just run the
file PPP_DATEI.RSC through a resource editor and make the changes, then
load it into Jinnee.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6137. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:09:43 UTC
From: ebaiz@skyenet.net
Message-ID: <HOhM6.301$6n6.4390@newsfeed.slurp.net>
Source record: 46371

On 15 May 2001 20:38:32 , "The Caver" wrote:
>I recived a second external floppy drive today when plugged in and suitched
>on neither the internal or the external drive will read discs, once the
>external is swithced of the internal workes again.
>
>As far as i know the external drive works fine, could there be a problem on
>the motherborard i.e. the westerndigital controler or somthing?
>
>please help its driving me crazzy?

I have almost the same type of problem. When I use an external drive on
my STe, the internal drive will not format or write to the inserted
disk properly. I am not sure what the problem is, but it could be the
controller or else a bug in the TOS.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6138. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:13:57 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <YOhM6.1487$MM3.28568@NewsReader>
Source record: 46366

I quite agree that i spell like you sound.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:989960418-155153AEicMi@madasafish.com...
> Hi Barrie, nice to see you again, could i get you a drink.
>
> >> Before critisizing
>
> >That's criticising,
>
> Perhaps you'd send a copy of your spell-checker to your man-friend Dave,
> he's having a few problems getting the letters together it seems.
>
>
>
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

6139. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:16:25 UTC
From: bindon@madasafish.com
Message-ID: <tg3alpjufpktbc@corp.supernews.com>
Source record: 46373

On 15 May 2001 20:38:32 , "The Caver" wrote:
>I recived a second external floppy drive today when plugged in and suitched
>on neither the internal or the external drive will read discs, once the
>external is swithced of the internal workes again.
>
>As far as i know the external drive works fine, could there be a problem on
>the motherborard i.e. the westerndigital controler or somthing?

Sounds like the external drive has gone. The WD chip works for both
drives, so if it didn't work for one it wouldn't work for the other. The
external is pulling some lines low/high and not letting drive A in.

Where do you live?

6140. Re: Expose

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:16:27 UTC
From: bindon@madasafish.com
Message-ID: <tg3alren01jqbd@corp.supernews.com>
Source record: 46374

Hi

>hi!
>I write yesterday to cortex!
>Just fine they reply me today!
>
>Just try negociate :-)
>or just look every where, maybe somebody want to sell one "expos&#65533;"
>bye

I'll try email then thanks!

6141. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:16:52 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B72706F2.D9D9%bengy@mac.com>
Source record: 46375

Many people requested that the LBC archive be split up into smaller sections, as a 9MB archive is too big for many users with dial-up access. This has been done, and now individuals can download each mini-contest in its own archive. As well, a new "New Look" entry has been added, which means that there is no longer a monopoly in the BG images competition! The New Look, Gemma, contains new winframes, BG images, and "Start" button. Make sure to grab the Gemma archive as well as the updated vote forms. Finally, many may have noticed that Elite did not run in 800x600 resolutions, this is no longer a problem with the available bugfix.

GEMMA archive:
http://magical-sides.de/lbc/download/GEMMA.ZIP (280KB)

Elite Bug Fix:
http://magical-sides.de/lbc/download/ELITE_BF.LZH (200KB)

Updated Vote Forms:
http://magical-sides.de/lbc/download/vote.LZH (4.5KB)

Individuals downloads found at:
http://www.magical-sides.de/lbc/

Take Care,
Bengy

6142. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:19:56 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <zUhM6.1489$MM3.28508@NewsReader>
Source record: 46372

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:989960430-157763AEicMi@madasafish.com...
> Why Dave, come in and take a seat.
>
> >Dennis (in my opinion) you really are a wanker of the highest order.
>
> Well at least i agree that your are qualified to make this statement.
>
>

While your thought process is in order would you like to comment about
Shiuming Lai and Mr Adez.

I suppose not?

But then again you probably only have the mental capacity to remember half
the story......If that.

6143. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:30:22 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <l2iM6.1491$MM3.28680@NewsReader>
Source record: 46376

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:989960412-153966AEicMi@madasafish.com...
> Hi Dave
>
> > As far as i know the guy from Belgium and Sweet have never dealt with
> >Keychange and therefore have no grounds to make such remarks.
>
> As you have no such knowledge perhaps you would admit that you're now
> commenting on rumour and speculation, and what is it you and your man-
> friend are complaining about??..
>

So you have dealt with Keychange ?

If the answer is yes and you have a complaint then lets hear it ?

If the answer is no then what the fuck are you on about ?

BTW. Have you been in contact with Lai yet ?

I don't suppose you could give an honest answer. After all you like digging
your own ditch.

6144. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:36:13 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <P7iM6.1493$MM3.28431@NewsReader>
Source record: 46377

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:989960414-154558AEicMi@madasafish.com...
> Why its Dave again
>
> >This is meant to be a free group but certain users think they own it.
>
> And its also a non-commercial group, but some business' think they can
> exploit it to their ends.
>

Instead of replying to single points why don't you answer the questions.

I doubt you ever will as you don't have the guts to back up your gosip.

Just admit that you listened to people such as Mr Lai and got it wrong.

6145. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:47:27 UTC
From: gokmase@hem.passagen.se
Message-ID: <9dsblv$d2u$1@cubacola.tninet.se>
Source record: 46379

>While your thought process is in order would you like to comment about
>Shiuming Lai and Mr Adez.
>
>I suppose not?
>
>But then again you probably only have the mental capacity to remember half
>the story......If that.

With the direction this particular thread has taken recently perhaps it would be better to continue it in advocacy group?

Just a thought.

Regards,

Joakim

6146. ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 22:50:55 UTC
From: The Caver <caver99@aol.com>
Message-ID: <EniM6.76133$PP3.5369155@nnrp3.clara.net>
Source record: 46378

Anyone know were i can get an STE repaired in the uk!

6147. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 23:31:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990035446-41244AEicMi@madasafish.com>
Source record: 46330

Hi Dave, take a seat.

>Mr Sweet would you like to explain your statement.

I didnt make a statement, i asked a hypothetical question.

>> If my Veloce 020 failed, would my machine be repaired and returned,
>>or would it be exchanged for something technically inferior?.

>Either explain your reason for the above comment by email to
>maccdave@btinternet.com where the matter may be discussed or i will
>take the matter further.

I didnt make a comment, i asked a question, it was quite simple.

>A retraction to the group will also be required.

For what, asking a question.

>>You may wish to contact Shiuming Lai before typing.

I dont see what Shiuming has to do with this, i dont see why he should
be dragged into this.

>>Just for the groups information i designed and sold all the Veloce
>>upgrades

And a very welcome addition they were to the Atari 'hobby fraternity', i
congratulate you for your inovation and your technical skill. In fact i
seriously considered a purchase before i got the MegaSTE.
And based on what ive heard folks who have owned one say about it, i
would have no hesitation in recomending the device to any potential
purchaser.

>>And to my knowledge none have failed.

And none to my knowledge either, but as you know, its possible for this
to occur, and equally possible for the host machine and its devices to
cause problems as well.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6148. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 23:35:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990035450-42136AEicMi@madasafish.com>
Source record: 46331

Hi Barrie.

>> For instance, if a Keychange hard drive refused to work with my Link
>>for some reason, could i send it back for testing (Link + drive).

>Certainly.

>> If my Veloce 020 failed, would my machine be repaired and returned,

>If under warranty and not abused it would be repaired and returned.
>If beyond economical repair you would be contacted for instructions.
>So far, no Veloce 020 supplied by Keychange has failed.

And i must add at this point that i have no knowledge of any Veloce 020
failures.

>> or would it be exchanged for something technically inferior?
>
>Assuming you mean without the customers consent?
>
>Certainly not.

Thank you for clarifying this.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6149. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 23:35:48 UTC
From: Chris Cox <cbcox@nospam.btinternet.com>
Message-ID: <9dseh0$cn5$1@uranium.btinternet.com>
Source record: 46380

You *might" be cheaper buying another via eBay, they go pretty cheap if they
don't include software etc!

"Dave" <maccdave@btinternet.com> wrote in message
news:N2%L6.844$MM3.15748@NewsReader...
> I have a knackered STE that needs fixing,
>
> I live in the UK
>
> Where can i get it fixed?
>
>
>
> Dave
>
>

6150. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 23:43:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990035454-43036AEicMi@madasafish.com>
Source record: 46332

Hi Barrie

>Readers should be aware I have not and never will knowingly
>supply Sweat with any Atari goods.

That sweet.

"Knowingly", thats a nice word, one that will make you wonder for the
rest of your life if the next stamp you lick will end up at my door.

:-) :-)

You do accept postal orders as a valid means of payment dont you, as if
i didnt already know.. :-) :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6151. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 23:45:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990035458-43672AEicMi@madasafish.com>
Source record: 46333

Hi dave, hows the hypertension

>My sincere appologies for the misunderstanding.

Thats OK, i accept your most humble apology

>The remark was not to yourself but to Betty Eggleton who rises to each
>occasion.

Is that your pet name for your organ, i understand that rises when
Dennis winds you up, must bring back memories.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6152. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-15 23:50:35 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <xdjM6.1509$MM3.29197@NewsReader>
Source record: 46381

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tg2qt1mrgvm0f8@corp.supernews.com...
> On 15 May 2001 01:53:57 , "Dave" wrote:
> >I have a knackered STE that needs fixing,
> >
> >I live in the UK
> >
> >Where can i get it fixed?
>
> What are you playing at Dave? Surely you'd know how to fix it?

Hi Lyndon.

The question should be. What are you lot playing at.

Firstly, I would like to appologise to the group for my abusive language.
However, this is not extended to the the intended recipients. I have
read the groups for many years and i find it difficult to believe that
a couple of regular contributors can hold a Kangaroo court whilst
others just stand by and watch.

As you are probably aware Barrie used to help out on my stand at
the shows and is competent at repairing ST's. I have passed on many
of my former customers to him over the past year as i now develop
parts for the PC and don't have the time. You people know how much
effort i put into TUS - would i really put my trust in Barrie if i thought
he was going to swindle them.

Running a small business is bloody hard work even when things are
going well never mind when the market slows down. The customer
from hell always comes along at the wrong time and some are hell
bent on causing as much trouble as possible if they don't get their way.
I will be the first to admit that not every job went well and i took
some pretty drastic action with some of them. If any are reading this
then feel free to air your complaint.

Sean's hard drive.
Believe me, Sean has been very conservative with the truth on this
one. I have stated previously "i know because i was there". I really
should not elaborate any further because of the pending legal action
but i will say that i checked it twice - DOES MR SWEET WISH
TO QUESTION MY TECHNICAL ABILITY.

Alleged Replacement of Superior Parts.
ie Veloced STE with a Mega
Once again not too much can be said in public. What i would advise

anyone who wishes to know should contact Mr Lai who would
appear to have spread the story and has since tried to retract it.

This group is being destroyed by two people who think they
are peoples champions. I don't know what mission they are
on but it is up to the group to get it's house in order.

Any spelling mistakes are not deliberate. Grade 5 CSE you see.

Ah well, we can't all be perfect can we Dennis and Steve.

Dave

BTW Should i start spreading stories about the MOST reputable of
UK based Atari dealers into the group. I can certainly tell a few,
i know because i fixed them after they stuffed up.

ie. Faulty power supply (2nd hand sold as new re: Mr Adez) they
couldn't even be bothered to check it before putting it in.
Replacement STE disc drives that don't detec disc change,
HI Mike remember that one that stuffed your discs.

Should i elaborate? Off course not.

6153. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 00:13:13 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <LyjM6.1513$MM3.29442@NewsReader>
Source record: 46382

"GokMasE" <gokmase@hem.passagen.se> wrote in message
news:9dsblv$d2u$1@cubacola.tninet.se...
>
>
> >While your thought process is in order would you like to comment about
> >Shiuming Lai and Mr Adez.
> >
> >I suppose not?
> >
> >But then again you probably only have the mental capacity to remember
half
> >the story......If that.
>
> With the direction this particular thread has taken recently perhaps it
would be better to
> continue it in advocacy group?
>
> Just a thought.

No Way.

I have seen Sweet make many remarks over the months and he is a liar.

Come on Sweet. Tell the group about the replacement Mega STe
and how all along you didn't get the story right.

You probably never will. Are you going to call me a liar aswell.

Dave

6154. Atari ST Boot disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 00:54:01 UTC
From: frances <frances@ledanet.com.au>
Message-ID: <9dsk14$2g3p$1@news2.interpacket.net>
Source record: 46385

Is there any way for me to get hold of an atari boot disk from the internet
? I've been given a 520 and a 1040 but living in remote Australia it is a
little hard to get the boot disk.

Thanks in advance
Andrew Deacon

6155. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 00:59:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990035460-44305AEicMi@madasafish.com>
Source record: 46334

Hi Joshua

> I have Jinnee 2.5 and I always get an error 'Duplicate icon names in
>resource file PPP_DATEI.RSC. These icons can not be correctly
>assigned.'

>Does it mean that I have to edit the RSC file?

Yes it does although its easy enough to do. you must ensure 'each' icon
in a given faulty .RSC file has a unique label.

A lot of RSC files around, either have no names assigned to individual
icons or are all called something imaginative like "colour_icon".

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6156. Re: Atari mascot

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 01:00:01 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <d8k3gt8s7p00pcm7b54ugf5nef9sl98g3i@4ax.com>
Source record: 46384

On Tue, 15 May 2001 10:02:27 -0400, "Lord Gaiyan" <gaiyan@vianet.ca>
wrote:

>I was just browsing through amiga.org and there was a discussion on whether
>or not there was a mascot for the Amoeba. They came up with some Amy (a
>squirrell). Did Atari ever have a mascot? Like Penguin for Linux, Mario for
>Nintendo, Sonic for Sega etc... There's always the good old Fuji but i don't
>think that it counts as a mascot. If there never was a mascot, would it be a
>good idea to create one?
>
>Joshua.
>

Yes... the Atari "mascots" were (to the tune of "nyuk nyuk nyuk")

Lenny, Sam, and Garry

BobR

6157. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 01:00:04 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <i8k3gtolg5g4iese31q6i6700fhj6u7jej@4ax.com>
Source record: 46383

On Tue, 15 May 2001 14:46:19 GMT, submarineDONTSPAM@blueyonder.co.uk
(-=Smurf=-) wrote:

>>snip
>>

>The idea of using a PC floppy drive does sound promising but a friend
>of mine who also collects STs says there may be a problem with the
>stepping on a non-ST drive. Any ideas?

No, there should be no problem with a PC drive used as a replacement
for a normal ST drive in an unmodified ST..

If you were to go a step farther and hack the system to change the
clock rate to the floppy controller chip in order to use the drive as
a High Density drive, THEN you would have to worry about the step
rate.

>
>The drive in my ST is has a sony label on the top of it? and its the
>original drive that came with my ST. I also have a second external
>drive which also has the sony label visable through the cooling vents
>on the top. If I cannot find a replacement drive would it be possible
>to remove the second drive from its caseing and fit it in the ST as an
>internal drive?

Yes, that would work fine, and would be an easy "drop in" replacement.

This is why I suggested watching eBay for someone selling an external
floppy drive. You could easily swap the drive mechanism with no
modifications at all.

>
>Thanks again its much appreciated,
>
>Chris.

BobR

6158. Chapelie

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 01:16:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990035464-44924AEicMi@madasafish.com>
Source record: 46335

Hi guys

Does anyone know the score ref. Chapelie, even the advertised
'temporary' server is naffed!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6159. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 01:58:54 UTC
From: Video61@webtv.net
Message-ID: <21566-3B01DEDE-282@storefull-176.iap.bryant.webtv.net>
Source record: 46386

hi all,
i would not write off this platform entirely, what is really needed is dedicated people to do this with the understanding that this is a nitch market with a small return, but a return that will be a dribble for many years to come, not a get rich quick scheme.
some of the people involved in projects like this want riches, i myself have run into many like that in my small endeavors on the game machines, and the 8-bit, but the ones who understand stick with it for small returns, and the pleasure of doing what they are told is not practical.
everything that we do here at video 61 is done to prove to certain ex-atari people that it can be done, and it could have been done years ago with ease, and profitability. some do watch these groups.
also work done on these platforms can be carried over to help you in other projects that are more profitable on other platforms if you decide to move on, but to give up before the product is done if its doable just short changes everyone including yourself,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6160. Re: Marijuana Mail 0.1.57 [eng] BETA

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 02:25:01 UTC
From: swampfax@atlantic.net
Message-ID: <1ylM6.41$rW1.92588@news1.atlantic.net>
Source record: 46387

On 11 May 2001 22:24:16 , John Garone wrote:
>On 7 May 2001 15:02:48 +, "G." wrote:
>>Hi!
>>I have just put on my webpage a new English version
>>of my e-mail client for Atari ST/STe.
>>It is at [http://strony.poland.com/at4ri/mjm-eng.htm]
>>(note that the previous address is no longer valid.)
>>
>>--
>>Pozdrawiam,
>>Grzegorz Pawlik [mailto:at4ri@kki.net.pl]
>>
>>(((Marijuana Mail [http://strony.poland.com/at4ri/mjm.htm]
>>))) Philip K. Dick [http://www.aramchek.topnet.pl/]
>>
>
>Is it up today? Had trouble acessing the site yesterday!
> John G.
>.

OK! Got it!
John G.

6161. Poll Question

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 03:39:50 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tg3t2biqovep72@corp.supernews.com>
Source record: 46388

What CPU would you like to see used in an Atari clone?

Visit www.Atari-Users.Net and cast your vote today!!

Rob
webmaster@atari-users.net

6162. New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 04:50:37 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10105151119150.6462-100000@coazter.myip.org>
Source record: 46389

Good evening,

Ok, here is the deal.

I have:

Strong knowledge of Unix, MiNT, Sparemint, GEM, TOS, a cdrom burner and fast internet access.

Here is what I would like to see:

A cdrom MiNT installation (100% self sufficient), probably to be sold to you guys for a minimum fee. (at least to cover my ass).

Would it be worth it? (especially my time).

I can have a fully functional sparemint install for myself, I am thinking that it is a shame that only 5% of atari users are able to use this kind of setup, probably because they were the only ones to have anything > than a 520STF, or they just got lucky during the install. Anyway, I would like to see more people enjoying an advanced configuration.

I would like to see a few things in order to make this possible:
1) bootup floppy (containing a cdrom driver (SPIN? Julian Reschke?), an XHDI hd driver (cbhd? hddriver?) and minimum tools to start the installation from the cdrom then.
2) some tech doc writers (2 for english, 1 for french, 1 for german and the more the merrier)
3) some consensus, agreement, e-meetings (irc, email whatever) to keep a strong focus on the project.
4) depending on the price of the cd (to be decided), the real authors (such as F. Naumann, Thomas Binder, Draco etc etc) would be rewarded with money. NOTE: the distribution would be available for free on the web as an ISO image, so if you have time OR fast internet access, it would be 100% free. (reminder, I do NOT do that for the money, i already have a job that pays really well).
5) some artists (graphics, music, etc) and different developers to help in this project are welcome.

6) some betatesters would be needed as well. (MiNT newbies prefered, or magic fanatics would even be better).

This is a BIG project, i totally realize that, big in effort, not in time as we practically have all the pieces of this puzzle, it is just a matter of gathering all that neatly and logically.

Anyway, feel free to post your comments in this very newsgroup. It could be a very interesting project.

Thanks for your time.

Music Template Database:
http://musicdb.myip.org

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.mp3.com/coazter

6163. Re: Atari ST Boot disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 07:54:51 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9dtblv$47$1@pegasus.csx.cam.ac.uk>
Source record: 46394

frances wrote in message <9dsk14$2g3p$1@news2.interpacket.net>...
>Is there any way for me to get hold of an atari boot disk from the internet
>? I've been given a 520 and a 1040 but living in remote Australia it is a
>little hard to get the boot disk.
>

Unless someone knows otherwise the Explorer Disk is the closest thing to
this for the Atari, I can provide you with a copy if you want one.

Stephen Moss

6164. Re: Atari ST Boot disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 08:19:52 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uaaBHJAogjA7Ewg$@atari.org.uk>
Source record: 46395

In article <9dsk14$2g3p$1@news2.interpacket.net>, frances
<frances@ledanet.com.au> writes
>Is there any way for me to get hold of an atari boot disk from the internet
>? I've been given a 520 and a 1040 but living in remote Australia it is a
>little hard to get the boot disk.

Hiya

What do you mean by boot disk?

Are the ST's you have the original machines that doesn't has TOS on ROM?

or do you get the familiar green desktop and you need the language disk
that contains the control panel etc?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6165. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 08:21:09 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <oK9AzUA1hjA7EwAG@atari.org.uk>
Source record: 46296

In article <EniM6.76133$PP3.5369155@nnrp3.clara.net>, The Caver
<caver99@aol.com> writes
>Anyone know were i can get an STE repaired in the uk!
>

HIya

I have some ST's for spares, what problems are you having?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6166. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 09:06:20 UTC
From: The Caver <caver99@aol.com>
Message-ID: <AorM6.55028$aE1.3790737@nnrp4.clara.net>
Source record: 46297

I live in Ellesmere Port nr Chester

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tg3alpjufpktbc@corp.supernews.com...
> On 15 May 2001 20:38:32 , "The Caver" wrote:
> >I recived a second external floppy drive today when plugged in and
suitched
> >on neither the internal or the external drive will read discs, once the
> >external is swithced of the internal workes again.
> >
> >As far as i know the external drive works fine, could there be a problem
on
> >the motherborard i.e. the westerndigital controler or somthing?
>
> Sounds like the external drive has gone. The WD chip works for both
> drives, so if it didn't work for one it wouldn't work for the other. The
> external is pulling some lines low/high and not letting drive A in.
>
> Where do you live?

6167. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 09:10:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0016602a@fmlynet.org>
Source record: 46313

FamilyNet Newsgate

> From: Steve Sweet <steve_sweet@madasafish.com>
> Hi Greg
>> Any idea how to contact him?
> I gave you 2 options, what happened with them?.

(Raised eyebrow) Let's see, you gave the following...

> ;A Copyright 1990 - %y - NeST International Association (N.I.A),
> ;A 7, Crescent Road,
> ;A Portwood,
> ;A Stockport,
> ;A Cheshire,
> ;A United Kingdom,
> ;A SK1 2QG.
> ;A
> ;A NeST WWW Pages: http://www.nest.demon.co.uk/
>

The webpage appears to be down and we have of course the snail mail address. Maybe I should rephrase my question. Do you know of anyone who would have E-mail contact information for this gent?

Thanks again,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6168. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 09:21:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0016602e@fmlynet.org>
Source record: 46314

FamilyNet Newsgate

I believe I found his new website...

http://www.tekguru.demon.co.uk/daron.htm

I wrote him a letter and I'll see if I can ask him about NeST. Apparently
the Atari world was about three platforms in the hindsight for him.
(apparently from Atari top Psion to iPaq... nice choice on the iPaq there) :)

Doctor Clu

> From: "Roger Cain" <roger@cainr.freeserve.co.uk>
> "Steve Sweet" <steve_sweet@madasafish.com> wrote in message
> news:989440768-121515AEicMi@madasafish.com...
>> You'd need to speak to Daron Brewood about this, he owns the 'NeST'
>> copyright.
>>
>>
>> < Clip start >
>>
>> ;A Copyright 1990 - %y - NeST International Association (N.I.A),
>> ;A 7, Crescent Road,
>> ;A Portwood,
>> ;A Stockport,
>> ;A Cheshire,
>> ;A United Kingdom,
>> ;A SK1 2QG.
>> ;A
>> ;A NeST WWW Pages: http://www.nest.demon.co.uk/
>> ;A
>> ;A All rights reserved. N.I.A., Network ST, and NeST are trademarks
>> ;A of Daron M. Brewood (C) %y
> I believe he moved from this geographical address some time ago to set up
> house with a new wife. The e-contacts may still work though.
> Roger

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6169. Re: neST

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 09:26:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0016602f@fmlynet.org>
Source record: 46315

FamilyNet Newsgate

> From: ncc0106@nbc.netcom.ca (Jeff Mitchell)
> In article <0014944a@fmlynet.org>,
> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> FamilyNet Newsgate
>>
>> This may have been asked already, but Chris Martin and I were talking
> about
>> this this last weekend and with all the Atari telnet BBS's (Closer to Home,
>> Assassins, Cabell, JYBOLAC's Stargate) we really should relive the NeST.
> Since
>>they internet linked this should not be a problem. What would be the best wa
>> to go about this?
> Fidonet, as normal? Closer to home is atari 8b it.. not sure there
> is any fido for it? My system is essentially a real ST, emulated, to run
> old ST bbs stuff in perpetuity. The fido stuff is all unix driven but I
> use it to write out MSG format echo bases, which all the ST stuff can
> read.
> Never heard of Cabell and JYBOLAC's?
> jeff

Well now you have...

JYBOLAC's Stargate BBS

telnet address = jybolac.dyndns.org 520

Doctor Clu
co-sys of JYBOLAC's Stargate BBS

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6170. Atari mascot

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 09:29:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00166030@fmlynet.org>
Source record: 46316

FamilyNet Newsgate

> From: "Lord Gaiyan" <gaiyan@vianet.ca>
> I was just browsing through amiga.org and there was a discussion on whether
> or not there was a mascot for the Amoeba. They came up with some Amy (a
> squirrell). Did Atari ever have a mascot? Like Penguin for Linux, Mario for
> Nintendo, Sonic for Sega etc... There's always the good old Fuji but i don't
> think that it counts as a mascot. If there never was a mascot, would it be a
> good idea to create one?
> Joshua.

Atari has had MANY mascots. Off the top of my head I can think of Pac-Man
and the cartoonish Jaguar for the Jaguar 64 bit system.

For the ST line, a falcon would be a good choice. A few year ago there was
a few cartoons of a Milan (bird) when the Milan Atari clone came out.

Just FYI.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6171. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 10:10:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990022608-71051AEicMi@gmx.net>
Source record: 46307

From: "Dave" <maccdave@btinternet.com>
Date: Mon, 14 May 2001 00:06:42 +0100

Hi Dave,

>Did you check before setting your finger in motion?
No I didn't, I know the address from the back of my head and assumed
that it would still be Atari related. It used to be an German/English
site. I had no idea that Mucs left the Atari scene.

For what it's worth: I apologise to anyone that tried following the
link(s), in future I'll check first before posting.

>Is this yet another example of your finger engaging the keyboard
>before the thought process had finished ?
Yep...

>Or was it based upon something someone said ?
No...

>Please keep on posting. ROTFLMAO hehehehehehehehehehe
>I look forward to having a good laugh at your next attempt.
Since you seem to like my humour.... I'll do my very best to post some
more hilarious stuff, but I will not be held responsible if you wet your
pants while ROTFL ofcourse, there are limits.

Cheers from Belgium
Dennis
--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6172. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 10:10:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990022612-71675AEicMi@gmx.net>
Source record: 46308

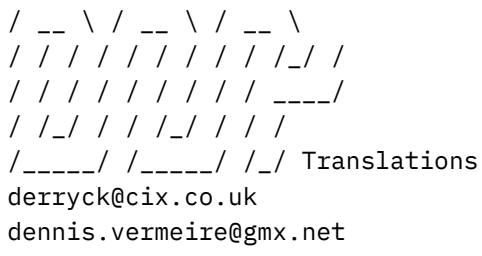
From: Steve Sweet <steve_sweet@madasafish.com>
Date: Sun, 13 May 2001 16:30:54 -0100

Hi Steve,

>You'd have to get the correct URL as i notice at least 2 sites that now
>dont display a link to here since recently for some reason.
Very unfortunate.... I don't know the reason but no doubt Keychange will
enlighten us on this. Maybe we should ask Dave ? he seems to know a lot
about Keychange...

>For instance, if a Keychange hard drive refused to work with my Link for
>some reason, could i send it back for testing (Link + drive).
>
>If my Veloce 020 failed, would my machine be repaired and returned, or
>would it be exchanged for something technically inferior?.
I don't have a clue, I think that the shopkeeper should be able to inform
you about both these hypothetic cases. If he can spare the time that is,
the last six weeks he's been very busy preparing a file for libellous
action, it might be inconvenient....

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6173. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 10:10:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990022614-72299AEicMi@gmx.net>
Source record: 46309

From: paul.williamson@zetnet.co.uk (Paul Williamson)
Date: 13 May 2001 23:13:09 GMT

Hi Paul,

>As others have posted, they do indeed have set-up scripts available via
>Robert Goldsmith's site. They also send new Atari users a floppy disk
>with all the software needed to connect to Zetnet, and the
>zetnet-atarians mailing list keeps us in touch with each other to try
>and sort out any difficulties that may arise.
I see, well then this really is an ISP to cherish.

I can remember when I set my first steps on the Internet.... if only a
service like this would have been at hand at my local ISP, it would have
solved many problems...
It took over a week before the technical department realised that because
of their CHAP connection it was impossible for me to connect. When I told
them that I used an Atari.... they bursted out in laughing :-(
The good news is that they are out of business now, and I'm still here with
my Atari :-)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6174. Re: Commodore 1084 solved

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 10:38:02 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b025cf0$1@dnews.tpgi.com.au>
Source record: 46298
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Lord Gaiyan <gaiyan@vianet.ca> wrote in message
news:od9M6.50$6n6.1374@newsfeed.slurp.net...
> Firstly, many thanks to Mark Bedingfield for helping me out with the pin
> connections. I managed to wire up the connectors and everything works
great.
> My games have never playd this good :) Now I'm wondering if it's possible
to
> make a dual-outlet for a VGA and RGB and use a switch to switch between
the
> two? Thanks.

Yup, done just that. This does get trick tho. You can fit the adaptor tinto a small box the size of a pack of fags (not poofs). All I have done is to wire hsync to but plugs as well as vsync and gnd. Then get a 4 way dpdt switch and seperate RGB that way, connect the last pin on the DPDT between M0 and grnd. When you flick the switch you will sever RGB from one monitor to the next, and gnding M0 will cause the falcon to kick into VGA mode, open cct is TV mode. Tv mode is fine for most RGB monitors. Note tho that unlike the ST the Falcon will NOT change monitor types untill you change resolution. What I do is keep it set to 640x480x256 or 16bit then change to 16 colour flick the switch and bobs your uncle.

Mark

6175. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 10:39:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B0258C4.DC312EEF@siemens.at>
Source record: 46299

Frederic Fouche wrote:
> I can have a fully functional sparemint install for myself, I am thinking
> that it is a shame that only 5% of atari users are able to use this kind
> of setup, probably because they were the only ones to have anything > than
> a 520STF, or they just got lucky during the install. Anyway, I would like
> to see more people enjoying an advanced configuration.

I got the impression that that's exactly what one needs to be :
lucky during the installation. First I had N.AES 1.2, Mint 1.9 ? and
GCC 2.8.1. and some thing worked and some won't. When I upgraded to
N.AES 2.0 and Mint 1.15.5 I also tried to install GCC 2.95.2 but
except for 'hello world' type of program it never worked. rpm I also
never got to work. After some weeks of trying I threw everything away
and installed the old KGMD and GCC 2.8.1 and somehow I've hit a
combination where for the first time everything works really well.
The only drawback is that sometimes I look at the sparemint pages
and see all the new things that I'm not able to try. So any attempt
to create a new package is highly welcome and I'll surely give it
a try.

> 6) some betatesters would be needed as well. (MiNT newbies prefered, or
> magic fanatics would even be better).

This seems to be the job for which I'm perfectly qualified :)

Gerhard

6176. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 11:00:41 UTC
From: The Caver <caver99@aol.com>
Message-ID: <990010732.896955@dionysos>
Source record: 46301

I have found out i could be my internal drivre that is causing the problem,
if i disconnect the internal drive the external one works just fine.
The internal drive is a modified pc drive, i wonder if that could be the
problem.

The Caver <caver99@aol.com> wrote in message
news:AorM6.55028$aE1.3790737@nnrp4.clara.net...
> I live in Ellesmere Port nr Chester
>
>
>
>
> Lyndon Amsdon <bindon@madasafish.com> wrote in message
> news:tg3alpjufpktbc@corp.supernews.com...
> > On 15 May 2001 20:38:32 , "The Caver" wrote:
> > >I recived a second external floppy drive today when plugged in and
> suitched
> > >on neither the internal or the external drive will read discs, once the
> > >external is swithced of the internal workes again.
> > >
> > >As far as i know the external drive works fine, could there be a
problem
> on
> > >the motherborard i.e. the westerndigital controler or somthing?
> >
> > Sounds like the external drive has gone. The WD chip works for both
> > drives, so if it didn't work for one it wouldn't work for the other.
The
> > external is pulling some lines low/high and not letting drive A in.
> >
> > Where do you live?
>
>

6177. Re: XaAES v0.911

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 11:04:49 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b026337@dnews.tpgi.com.au>
Source record: 46300

Henk Robbers <h.robbers@chello.nl> wrote in message
news:3B0107B2.C90D24EE@chello.nl...
>
> Lyndon Amsdon wrote:
> >
> > On 14 May 2001 19:59:14 , Henk Robbers wrote:
> >
> > Hey Henk!
> >
> > >I uploaded a new version. See sig.
> > > http://members.ams.chello.nl/h.robbers/Home.html
> >
> > Is it stable to use constantly as main AES?
> >
>
> A less 'theoretical' answer:
>
> I routinely edit and compile XaAES under itself now.
> I have it up on my Milan for whole days.
>
> The point is that I do not have ALL Atari programs.
> That is where the beta testing comes in.
>
> I think it is pretty stable at the moment.
> More and more programs start working.
>
> I fix everything that comes to my attention.
> The easy things as soon as possible, difficult things may take a little
longer.
> Crashes always come first.

Didn't even get time to reload the last Beta:-(, but will definately try
this one. Thanks Henk..

Mark

6178. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 11:06:20 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <3ctM6.3574$Yh2.81064@NewsReader>
Source record: 46302

Hello.

"The Caver" <caver99@aol.com> wrote in message
news:EniM6.76133$PP3.5369155@nnrp3.clara.net...
> Anyone know were i can get an STE repaired in the uk!

I believe you are in Cheshire.

Keychange Music is less than 20 mls from you.

Ring 01925 266120 to arrange.

www.keychange.co.uk

>
>
>
>

6179. Re: Atari ST Boot disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 11:15:58 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b0265d4@dnews.tpgi.com.au>
Source record: 46303

frances <frances@ledanet.com.au> wrote in message
news:9dsk14$2g3p$1@news2.interpacket.net...
> Is there any way for me to get hold of an atari boot disk from the
internet
> ? I've been given a 520 and a 1040 but living in remote Australia it is a
> little hard to get the boot disk.

Hi where are you? there is no boot disk for the ST as TOS is in rom. Insert a blank disk and hey presto. If you need any shareware utilities to beef her up let me know.

Mark

PS I am in melbourne

6180. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 11:50:23 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <mRtM6.3580$Yh2.81625@NewsReader>
Source record: 46304

Hello.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:989960418-155153AEicMi@madasafish.com...
> Hi Barrie, nice to see you again, could i get you a drink.

After the libel hearing you won't have a pot to p*ss in never mind a drink
to cause you to need one.

>> Before critisizing
>
> >That's criticising,
>
> Perhaps you'd send a copy of your spell-checker to your man-friend Dave,
> he's having a few problems getting the letters together it seems.

Both my Readers Digest and Collins dictionary give ' criticism ' and '
criticize '.
At this stage do you think I care a fig for your banal comments?

Barrie. www.keychange.co.uk

6181. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 12:00:34 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <T_tM6.3583$Yh2.81620@NewsReader>
Source record: 46305

Hello.

"GokMasE" <gokmase@hem.passagen.se> wrote in message
news:9dsblv$d2u$1@cubacola.tninet.se...

> With the direction this particular thread has taken recently perhaps it
would be better to
> continue it in advocacy group?

I certainly have no objection to any discussion about good or bad
dealers being continued in a separate group, especially if it will stop the
drift away.

I will still post answers to any queries in my own
name and not, as Vermin suggested, using an alias.

I am pretty certain Vermin and co would object to this as it would deny them
the larger stage on which to ' perform ' but maybe it's worth a try.

Comments?

Barrie at Keychange. www.keychange.co.uk

6182. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 12:24:00 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <ahuM6.106$qb7.1387@newsfeed.slurp.net>
Source record: 46306

That's just it. I don't know which of the icons in the RSC are conflicting.
Is there a simple way of finding out rather that renaming all of them?

Joshua.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:GOhM6.300$6n6.4390@newsfeed.slurp.net...
> On 14 May 2001 15:49:39 , "Lord Gaiyan" wrote:
> >I just downloaded the LBC archive and wanted to try out the new icons. I
> >have Jinnee 2.5 and I always get an error 'Duplicate icon names in
resource
> >file PPP_DATEI.RSC. These icons can not be correctly assigned.' Does it
mean
> >that I have to edit the RSC file? It seems to happen to any icon rsc file
I
> >try to install. Please help. Thanks.
>
> Yes, that is correct. At least I would do it that way. Just run the
> file PPP_DATEI.RSC through a resource editor and make the changes, then
> load it into Jinnee.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

6183. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 14:24:28 UTC
From: gokmase@bigfoot.com
Message-ID: <9du2isdoj1@zingo.tninet.se>
Source record: 46310

On 16 May 2001 13:00:34 , "Barrie at Atarispares" wrote:

>> With the direction this particular thread has taken recently perhaps it
>would be better to
>> continue it in advocacy group?
>
>I certainly have no objection to any discussion about good or bad
>dealers being continued in a separate group, especially if it will stop the
>drift away.

I think the problem has been that later postings (by all parts) has had little
or nothing to do with the good/bad dealer issue. Lately everyone seems
to have been busy finding new ways of insulting each other.

Hence why I suggested this particular thread should move.

The original discussion is important, but nowadays there is no real
discussion going on anymore. It has become a pie-throwing contest.

/Joakim

6184. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 14:28:34 UTC
From: bindon@madasafish.com
Message-ID: <tg53kif0vo0p7a@corp.supernews.com>
Source record: 46312

On 15 May 2001 22:09:42 , Edward S. Baiz Jr. wrote:
>On 14 May 2001 15:49:39 , "Lord Gaiyan" wrote:

Hi

>>I just downloaded the LBC archive and wanted to try out the new icons. I
>>have Jinnee 2.5 and I always get an error 'Duplicate icon names in resource
>>file PPP_DATEI.RSC. These icons can not be correctly assigned.' Does it mean
>>that I have to edit the RSC file? It seems to happen to any icon rsc file I
>>try to install. Please help. Thanks.
>
>Yes, that is correct. At least I would do it that way. Just run the
>file PPP_DATEI.RSC through a resource editor and make the changes, then
>load it into Jinnee.

It's confermed Lord Gaiyan as it does exactly the same on mine. Time to
dust off my resource editor....

6185. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 14:31:59 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <Z7wM6.3687$Yh2.83408@NewsReader>
Source record: 46311

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990022608-71051AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Mon, 14 May 2001 00:06:42 +0100
>
> Hi Dave,
>
> >Did you check before setting your finger in motion?
> No I didn't, I know the address from the back of my head and assumed
> that it would still be Atari related. It used to be an German/English
> site. I had no idea that Mucs left the Atari scene.
>
> For what it's worth: I apologise to anyone that tried following the
> link(s), in future I'll check first before posting.
>
It's a pitty that you didn't check out the other stories before typing.

> >Is this yet another example of your finger engaging the keyboard
> >before the thought process had finished ?
> Yep...
>
> >Or was it based upon something someone said ?
> No...
>
Are you sure?

> >Please keep on posting. ROTFLMAO hehehehehehehehehehe
> >I look forward to having a good laugh at your next attempt.
> Since you seem to like my humour.... I'll do my very best to post some
> more hilarious stuff, but I will not be held responsible if you wet your
> pants while ROTFL ofcourse, there are limits.
I just find it really funny that an opioniated prat can try and cause so
much bad feeling between parties when he wasn't even their.

BTW. Why don't you try and answer the relevant questions put forward in a
different message. Too scared to admit that you didn't have all the facts?

6186. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 14:49:27 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <kowM6.1676$MM3.36084@NewsReader>
Source record: 46317

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990022612-71675AEicMi@gmx.net...
> From: Steve Sweet <steve_sweet@madasafish.com>
> Date: Sun, 13 May 2001 16:30:54 -0100
>
> Hi Steve,
>
> >You'd have to get the correct URL as i notice at least 2 sites that now
> >dont display a link to here since recently for some reason.
> Very unfortunate.... I don't know the reason but no doubt Keychange will
> enlighten us on this. Maybe we should ask Dave ? he seems to know a lot
> about Keychange...
>
I certainly do. Along with Mr Adez and Sean.
As i have stated before, you don't have a clue what your on about, you
wern't there.
Come on. Answer the relevant questions put forward in the message a few days
ago.
Or do you need time to formulate a different story. A bit like with the VAT
one.

I am accusing you of being a liar who seems to think that living
in Belgium gives him the right to hold a Kangaroo court. You are not judge
and
jury (even though you seem to think you are) and sooner or later this will
be shown.
I can trade as many insults as you can think off and i will continue to post
in this way
aslong as you and your side kick does. I must say that at least you had the
guts to try
and back up your stories. This is something that your side kick will never
aspire to.

Dave

BTW Answer my initial questions, are have your guts dropped into the lower
reaches of your underpants.

6187. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 14:52:41 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <nrwM6.3786$Yh2.83572@NewsReader>
Source record: 46318

And who starts throwing the pies?

Who dosen't have the guts to back up their allegations?

I suppose Mavis and Betty will continue untill they are the only ones left.

Dave

"GokMasE" <gokmase@bigfoot.com> wrote in message
news:9du2isdoj1@zingo.tninet.se...
> On 16 May 2001 13:00:34 , "Barrie at Atarispares" wrote:
>
> >> With the direction this particular thread has taken recently perhaps it
> >would be better to
> >> continue it in advocacy group?
> >
> >I certainly have no objection to any discussion about good or bad
> >dealers being continued in a separate group, especially if it will stop
the
> >drift away.
>
> I think the problem has been that later postings (by all parts) has had
little
> or nothing to do with the good/bad dealer issue. Lately everyone seems
> to have been busy finding new ways of insulting each other.
>
> Hence why I suggested this particular thread should move.
>
> The original discussion is important, but nowadays there is no real
> discussion going on anymore. It has become a pie-throwing contest.
>
> /Joakim

6188. Check out The Bunch Demo

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 15:26:35 UTC
From: Merrill Lynch <anybody@ml.com>
Message-ID: <9du67d$j46$1@news.ml.com>
Source record: 46319

http://www.heiland.freeserve.co.uk/bunch.htm

6189. The Bunch Demo download

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 15:28:38 UTC
From: Merrill Lynch <anybody@ml.com>
Message-ID: <9du6b9$j4b$1@news.ml.com>
Source record: 46320

http://www.heiland.freeserve.co.uk/download.htm

6190. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 15:38:45 UTC
From: submarineDONTSPAM@blueyonder.co.uk
Message-ID: <3b029e35.8166162@news.blueyonder.co.uk>
Source record: 46321

OK I tried swapping the drive with the one inside my external drive case (the drives are identical sony drives) but the second one dosen't seem to work.

I can't see a jumper anywhere on the second floppy drive to make it act as drive 0. is the jumper on the ST motherboard anywhere? if so, where?

Thanks again for your help, it is much appreciated.

Chris.

6191. Re: Will this disk drive work in Falcon or MSTE???

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 16:17:23 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105161613100.83-100000@Hades060>
Source record: 46345

On Wed, 16 May 2001, Phantomm wrote:

> I have a new 1.44 disk drive and was wondering if anyone has used this model
> in a Falcon or MegaSTE.
>
> It's a SONY Model MPF920-1

I have this in my Hades:

a new SONY HD 1.4mb MPF920-Z (DS0 modified by myself)

Which is for the most part TT compatible, the Hades that is.

I would not move any pots, could render the drive useless
or mess up some critical timings.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6192. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 16:59:55 UTC
From: phantomm@bellsouth.net
Message-ID: <fmyM6.2241$M8.121974@news1.atl>
Source record: 46322

Hi,

I've used a external Golden Image drive on my TOS 1.62 STE for years with
no problems. The internal drive is stock.

GoldenImage made great external drives! Anyone have one or more for sale/trade??

If you modified the PC drive correctly, then there shouldn't be any problems.

You may want to try a different external drive Cable. I bought a second hand
one that was bad. So try another cable if possible.

phantomm@bellsouth.net

On 16 May 2001 12:00:41 , "The Caver" wrote:
>I have found out i could be my internal drivre that is causing the problem,
>if i disconnect the internal drive the external one works just fine.
>The internal drive is a modified pc drive, i wonder if that could be the
>problem.
>

6193. Re: Expose

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 17:04:26 UTC
From: phantomm@bellsouth.net
Message-ID: <uqyM6.2244$M8.121974@news1.atl>
Source record: 46323

Expose' is the best color digitiser made AFAIK, I have 2, one works and the other needs some repair. No there not for sale. :)

I was told that only around 50 were made. Cortex probably does have some PAL or NTSC versions left. But it may be hard to get one from them.

Make a phone call to them if possible if you are serious about getting one.

On 15 May 2001 22:16:27 , Lyndon Amsdon wrote:
>Hi
>
>>hi!
>>I write yesterday to cortex!
>>Just fine they reply me today!
>>
>>Just try negociate :-)
>>or just look every where, maybe somebody want to sell one "expos"
>>bye
>
>I'll try email then thanks!
>.

6194. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 17:08:05 UTC
From: bindon@madasafish.com
Message-ID: <tg5cvll38rsfe4@corp.supernews.com>
Source record: 46324

On 16 May 2001 10:06:20 , "The Caver" wrote:
>I live in Ellesmere Port nr Chester

I'm a bit far away, but maybe someon would be kind enough who lives near you. It shouldn't be a long job TBH.

6195. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 17:08:12 UTC
From: bindon@madasafish.com
Message-ID: <tg5cvs4kb5dbf3@corp.supernews.com>
Source record: 46325

Hi

>>That'll be a real shame, honest, join me on #atariscne though with the
>>other guys! I've now found an IRC server tha works.
>
>You mean that you can get on without the authentication problem? What's the
>address of this paragon? :-)

If any one wants my cfg details I'd be happy to send them. The server is
ircnet.demon.co.uk standard port for IRC (6667)

Up goes the phone bill....

6196. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 17:08:13 UTC
From: bindon@madasafish.com
Message-ID: <tg5cvtrucp4ef8@corp.supernews.com>
Source record: 46326

On 16 May 2001 08:24:00 , "Lord Gaiyan" wrote:
>That's just it. I don't know which of the icons in the RSC are conflicting.
>Is there a simple way of finding out rather that renaming all of them?

I'll report back when I get around to opening it and having a look.

6197. Re: Poll Question

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 17:26:20 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <990037600-428653AEicMi@xs4all.nl>
Source record: 46328

>From: "RobM" <rmahlert@charter.net>
>Date: Tue, 15 May 2001 23:39:50 -0400
>
>What CPU would you like to see used in an Atari clone?
>
>
>Visit www.Atari-Users.Net and cast your vote today!!
>
>Rob
>webmaster@atari-users.net

Hello,

Unfortunately, when I try to cast my vote on that site, CAB 2.8
tells me the url "pollBooth.php?op=results&polllD=4" is
invalid.

Cheers
Dan

6198. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 17:29:44 UTC
From: phantomm@bellsouth.net
Message-ID: <cOyM6.2256$M8.123193@news1.atl>
Source record: 46327

I've never tried a software only PC emulator.

But I have the FalconSpeed 286 board which has a 16mhz 286 on board. It may
not sound fast. But it really is! Runs DOS 6+ very nice as well as Win 3.1.
Makes use of the Modem Port, Printer Port and etc..Runs DOS Communications
and NET software extremely well. And will drive the modem port up at least
57600! The reason it works so well is because its running on a Falcon!
It includes an ACC that allows you to switch back to TOS and DOS really
cool if you need some PC compatibility. Also allows up to 256Colors in DOS,
but only 16 Colors in Win. 3.1 which is a drag, I Know it can do better
than that if someone were to write a good driver for it. But you do get
very large Resolutions in Win. 3.1 mode. 800x600 and larger.
It plugs into the Falcons expansion port with no soldering or recasing needed.

On the MegaSTE I use the ATonce 386SX board which has a 16mhz 386 chip.
Optional 512K of FastRam (got it) and Co-processor (looking to get it).
This is a very nice board if you can find it. It just plugs into the MegaSTE
processor socket and has a socket to plug the STE processor back in.
No soldering. There were versions for the Mega ST, 1040STE/MegaSTE
not sure about the standard STFM.
I've not fully explored this board yet. But AFAIK the Modem and Serial Ports
are supported as well as the printer.

There were other Hardware PC emulators for the ST. SuperCharger which connects
to the DMA port. I've got one of these. Also PC Speed and a few more, of
which I would like to get ahold of. Anyone thats has one for a 1040STE and
MegaST for sale or trade then hollar at me!

phantomm@bellsouth.net

On 15 May 2001 22:09:40 , Edward S. Baiz Jr. wrote:
>On 15 May 2001 00:29:13 , <music@kreed.com> wrote:
>>SOFT PC...
>>this one won't work on the STe
>>
>>PC DITTO is beginning to be acquired then test for my purposes...
>>
>>> I also use SoftPC and on my Hades it is very fast. It is made for Atari
>>> computers with a 030 CPU or better. Edward S. Baiz Jr
>
>True, SoftPC needs a cpu of 030 or better. PC Ditto is your best bet
>for the STe. I have an STe also and a copy of PC Ditto that works fine.
>
>Edward S. Baiz Jr.
> (Gamer)
>----------

>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>----------
>
>
>.

6199. Re: STFM 520 Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 17:41:31 UTC
From: bindon@madasafish.com
Message-ID: <tg5eub6e0sciff@corp.supernews.com>
Source record: 46329

On 16 May 2001 15:38:45 , -=Smurf=- wrote:
>OK I tried swapping the drive with the one inside my external drive
>case (the drives are identical sony drives) but the second one dosen't
>seem to work.
>
>I can't see a jumper anywhere on the second floppy drive to make it
>act as drive 0. is the jumper on the ST motherboard anywhere? if so,
>where?

OK this Sony mech /isn't/ off an ST but may hold some clues as it's of a computer aound thesam period (and DD). Look straight at the drive from the view as you were putting a floppy disk in and at the far right back corner should be a switch. I don't have a Sony mech for an Atari ST, but the one I saw looked very similar. The model I have is MP-F11W-L2. I hope this may help you.

6200. Re: Expose

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 18:27:54 UTC
From: bindon@madasafish.com
Message-ID: <tg5hlag64rmj63@corp.supernews.com>
Source record: 46336

Hi

>Expose' is the best color digitiser made AFAIK, I have 2, one works and the
>other needs some repair. No there not for sale. :)

Are you sure that old, dusty one in the back of the cupboard is not for
sale? :-)

>I was told that only around 50 were made. Cortex probably does have some
>PAL or NTSC versions left. But it may be hard to get one from them.
>
>Make a phone call to them if possible if you are serious about getting one.

It all depnds on price. I don't really want to look like a pickle.

6201. Re: Chapelie

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 18:28:17 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b02d4322faac61@pandora.be>
Source record: 46337

on Wed 16-05-2001 00:16 Steve Sweet wrote:

>Hi guys
>
>Does anyone know the score ref. Chapelie, even the advertised
>'temporary' server is naffed!!.

Pardon??

ftp://heracles.rma.ac.be/atari works just good (today 18:12 GMT).

The new server ftp://chapelie.rma.ac.be is however still not very
usable. Anonymous users sees only an empty dir. However if you know the
exact path and name of the file you can get it.

Don't worry sooner or later the problem will be solved. The main problem
is that the webmaster is a student who's doing this on his sparetime.
Right now he gets some help from an ex-student but alas that guy is
abroad until thursday. He has promished me to dig into the problem as
soon as he's back. The last time I've talk to him he said he had a good
idea of what is wrong.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6202. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 19:05:46 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <laAM6.1734$MM3.39611@NewsReader>
Source record: 46338

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:990035458-43672AEicMi@madasafish.com...
> Hi dave, hows the hypertension
>
> >My sincere appologies for the misunderstanding.
>
> Thats OK, i accept your most humble apology

Selective memory again or just the drink ?

>
> >The remark was not to yourself but to Betty Eggleton who rises to each
> >occasion.
>
> Is that your pet name for your organ, i understand that rises when
> Dennis winds you up, must bring back memories.
>
Is this an attempt at being funny?
You should have been on the stage.....SWEEPING UP.....

I shudder to think what you call yours "SWEET THING"

BTW. Dennis wind me up ? I think not. A good laugh? Maybee

See ya MAVIS.

WHY DON'T YOU ANSWER THE OTHER QUESTIONS OR HAVEN'T
YOU CONFIRMED YOUR STORY WITH BETTY YET.

6203. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 19:33:41 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <MyAM6.2$eB6.175@NewsReader>
Source record: 46339

Oh dear, How stories change when confronted.
If it was meant to be a hypothetical question then why have
you been spreading rumour about it. Whats wrong can't you
back up your rumours..

How many other posting and lies have you been telling ?

Dave

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:990035446-41244AEicMi@madasafish.com...
> Hi Dave, take a seat.
>
> >Mr Sweet would you like to explain your statement.
>
> I didnt make a statement, i asked a hypothetical question.
>
> >> If my Veloce 020 failed, would my machine be repaired and returned,
> >>or would it be exchanged for something technically inferior?.
>
> >Either explain your reason for the above comment by email to
> >maccdave@btinternet.com where the matter may be discussed or i will
> >take the matter further.
>
> I didnt make a comment, i asked a question, it was quite simple.
>
> >A retraction to the group will also be required.
>
> For what, asking a question.
>
> >>You may wish to contact Shiuming Lai before typing.
>
> I dont see what Shiuming has to do with this, i dont see why he should
> be dragged into this.
>
> >>Just for the groups information i designed and sold all the Veloce
> >>upgrades
>
> And a very welcome addition they were to the Atari 'hobby fraternity', i
> congratulate you for your inovation and your technical skill. In fact i
> seriously considered a purchase before i got the MegaSTE.
> And based on what ive heard folks who have owned one say about it, i
> would have no hesitation in recomending the device to any potential
> purchaser.
>

> >>And to my knowledge none have failed.
>
> And none to my knowledge either, but as you know, its possible for this
> to occur, and equally possible for the host machine and its devices to
> cause problems as well.
>
>

6204. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 19:34:11 UTC
From: phantomm@bellsouth.net
Message-ID: <TCAM6.2270$LM5.71231@news2.atl>
Source record: 46340

Great idea and I hope this can be done!!

I use Geneva/NeoDesk on all my Ataris from the CT2B Falcon to the 1040STE.
Compatibility is excellent! Especially on the CT2B Falcon. It's as Stable
as normal TOS 4.04!
However I've always wanted to get into MINT, either as a replacement OS or
with Geneva, but the problem for me is the amount of time it takes a person
who is New to Mint to get it installed correctly and setup for maximum
performance on each machine.

Dan if you are listening, Will we ever see any updates or bug fixes for
GENEVA or NEODESK???

I do have a MINT CD here titled "The Complete Atari Mint 1998" by Whiteline
CD Series but as far as I can tell, it really doesn't have a installation
process. Which is a must for those new to MINT and don't have the extra time
to search thru tons of docs to get things set right.

I think that there are alot of Atari Users out there that would like to get
into Mint and see something like this come about.

Also I need English Docs, translators do help, but things still get lost in
translation programs.

I'd be willing to be a Beta Tester or help any way that I can.
I have a CDR drive and several CDROM drives. And several Atari systems,
some stock and some upgraded. CT2B Falcon, Stock Falcon, MegaSTE, MegaST4,
1040STE, lots of Video digitisers and equipment and a nice Music/D2D Recording
setup. I can do Color Video, Graphics, and Music/Sound if needed.

If I can be of any help just hollar at me...

phantomm@bellsouth.net

On 16 May 2001 04:50:37 , Frederic Fouche wrote:
>
>Good evening,
>
>Ok, here is the deal.
>
>I have:
>
>Strong knowledge of Unix, MiNT, Sparemint, GEM, TOS, a cdrom burner and
>fast internet access.
>
>Here is what I would like to see:
>

>A cdrom MiNT installation (100% self sufficient), probably to be sold to
>you guys for a minimum fee. (at least to cover my ass).
>
>Would it be worth it? (especially my time).
>
>I can have a fully functional sparemint install for myself, I am thinking
>that it is a shame that only 5% of atari users are able to use this kind
>of setup, probably because they were the only ones to have anything > than
>a 520STF, or they just got lucky during the install. Anyway, I would like
>to see more people enjoying an advanced configuration.
>
>I would like to see a few things in order to make this possible:
>1) bootup floppy (containing a cdrom driver (SPIN? Julian Reschke?), an
>XHDI hd driver (cbhd? hddriver?) and minimum tools to start the
>installation from the cdrom then.
>2) some tech doc writers (2 for english, 1 for french, 1 for german and
>the more the merrier)
>3) some consensus, agreement, e-meetings (irc, email whatever) to keep a
>strong focus on the project.
>4) depending on the price of the cd (to be decided), the real authors
>(such as F. Naumann, Thomas Binder, Draco etc etc) would be rewarded with
>money. NOTE: the distribution would be available for free on the web as an
>ISO image, so if you have time OR fast internet access, it would be 100%
>free. (reminder, I do NOT do that for the money, i already have a job that
>pays really well).
>5) some artists (graphics, music, etc) and different developers to help in
>this project are welcome.
>
>6) some betatesters would be needed as well. (MiNT newbies prefered, or
>magic fanatics would even be better).
>
>This is a BIG project, i totally realize that, big in effort, not in time
>as we practically have all the pieces of this puzzle, it is just a matter
>of gathering all that neatly and logically.
>
>Anyway, feel free to post your comments in this very newsgroup. It could
>be a very interesting project.
>
>Thanks for your time.
>
>-------------------------
>Music Template Database:
>http://musicdb.myip.org
>
>~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
>http://www.mp3.com/coazter
>
>.

6205. Will this disk drive work in Falcon or MSTE???

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 19:34:15 UTC
From: phantomm@bellsouth.net
Message-ID: <XCAM6.2271$LM5.71231@news2.atl>
Source record: 46341

Greetings...

I have a new 1.44 disk drive and was wondering if anyone has used this model in a Falcon or MegaSTE.

It's a SONY Model MPF920-1

On the back it has the ribbon cable connection, 4 pin connection for power,etc. And that is it except for a large round component that looks like the back of a POT. I'm not sure what it is, I'm thinking that it may be somesort of switch as it looks like one might turn it, but not sure. It's connected to the PC board by a small copper ribbon cable.

Also there are no other componets on the PC Board that I can see, only a few empty holes.

On the bottom of the drive are a few access holes which have soldering connections and are labeled. Also there is one hole with a small POT labled RV1.

Is this a good working replacement drive for the Falcon?

How about as a replacement for the internal drive on a Mega STE??

And could I use it as a 2nd external drive on a MSTE if I put it in a ST GoldenImage external drive case??

I would also like to know any brands and model numbers of 1.44 drives I can use in Falcons and MegaSTEs for the Internal 1.44 and as a 2nd external 1.44 drive.

phantomm@bellsouth.net

6206. Re: Expose

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 19:43:56 UTC
From: phantomm@bellsouth.net
Message-ID: <0MAM6.2275$LM5.71231@news2.atl>
Source record: 46342

On 16 May 2001 18:27:54 , Lyndon Amsdon wrote:

>
>Are you sure that old, dusty one in the back of the cupboard is not for
>sale? :-)

Not at this time. I am going to try and get it repaired. I've done some work
on it, but it still needs some tweaking and maybe a chip replacment.
If I get it working correctly then I may sell it, but I really need it as
a backup as they are so hard to get ahold of.

>It all depnds on price. I don't really want to look like a pickle.

Not sure what they would ask for one. But other than the ScreenEye the Expose
is the only digitiser that will grab Color video.

VideoMaster Falcon (The Falcon only version) is a good 2nd choice. While it
doesn't grab Color Video, it will Grab TrueColor Stills and Grey Scale Video
or a 1 ColorScale type video such as shades of Blue, Green, Red, Sepia and
etc. And does a fine job of grabbing Audio and Video together at the same time!

One can load color .TPI pictures made with VMF or TruePaint/TrueImage into
the VMF software and make color video that way, but it takes some time.

I really like the VMF and have 3 of em with Splitters.
I also have the ST/STE/Falcon version, but it is no were as good as the Falcon
version.

6207. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 20:02:27 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9dumcjadp1@news.asu.edu>
Source record: 46343

>A cdrom MiNT installation (100% self sufficient), probably to be sold to
>you guys for a minimum fee. (at least to cover my ass).
>
>Would it be worth it? (especially my time).

YES!!!!

A RedHat-style easy installation for MiNT is Long Overdue.

Well, maybe not THAT easy, but something that has a sufficiently friendly
blend between good instruction and automation that MiNT dummies can
handle. And an up-to-date selection of kernel and utilities. That work
on most/all setups (e.g. my STfm).

I'd buy it. 'Course, I'd rather buy it from ChroMagic or SystemsForTomorrow
or some such in the U.S.!
--

6208. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 20:02:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990124342-537254AEicMi@madasafish.com>
Source record: 46295

Hi Dave

>Any spelling mistakes are not deliberate. Grade 5 CSE you see.
>
>Ah well, we can't all be perfect can we Dennis and Steve.

Its your bum chum thats setting the spelling standards.
Check the thread before you open your mouth i beleive is a phrase youve
used recently.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6209. Re: Poll Question

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 20:20:19 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tg5nm4bdu95218@corp.supernews.com>
Source record: 46344

Dan,
First I have heard of this problem.. any other details you can give?
Mint? Magic? Cab.ovl?

If you could.. try www.atarinews.org 's poll.. let me know if you have the
same problems.

Thanks

Rob

"Dan" <aahuls@xs4all.nl> wrote in message
news:990037600-428653AEicMi@xs4all.nl...
> >From: "RobM" <rmahlert@charter.net>
> >Date: Tue, 15 May 2001 23:39:50 -0400
> >
> >What CPU would you like to see used in an Atari clone?
> >
> >
> >Visit www.Atari-Users.Net and cast your vote today!!
> >
> >Rob
> >webmaster@atari-users.net
>
> Hello,
>
> Unfortunately, when I try to cast my vote on that site, CAB 2.8
> tells me the url "pollBooth.php?op=results&polllD=4" is
> invalid.
>
> Cheers
> Dan
>
>

6210. Re: Poll Question

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 20:40:48 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <990049270-225426AEicMi@xs4all.nl>
Source record: 46246

>From: "RobM" <rmahlert@charter.net>
>Date: Wed, 16 May 2001 16:20:19 -0400
>
>Dan,
> First I have heard of this problem.. any other details you can
>give?
>Mint? Magic? Cab.ovl?

Hello,
I use Magic & Iconnect
>
>If you could.. try www.atarinews.org 's poll.. let me know if
>you have the
>same problems.
>
>Thanks
>
>Rob

Also impossible to vote, this time I got : " While trying to
retrieve the URL :
http://www.atarinews.org?pollBooth.php the following
error was encountered :
Unable to determine IP adress from host name for
www.atarinews.org. The dns server returned :
server failure : the name server was unable to process this
query. This means that the cache was unable to resolve the
hostname presented in the url.Check if the adress is correct.
Your cache administrator is unixbeheer@xs4all.nl

Dan
>
>
>"Dan" <aahuls@xs4all.nl> wrote in message
>news:990037600-428653AEicMi@xs4all.nl...
>> >From: "RobM" <rmahlert@charter.net>
>> >Date: Tue, 15 May 2001 23:39:50 -0400
>> >
>> >What CPU would you like to see used in an Atari clone?
>> >
>> >
>> >Visit www.Atari-Users.Net and cast your vote today!!
>> >
>> >Rob
>> >webmaster@atari-users.net

>>
>> Hello,
>>
>> Unfortunately, when I try to cast my vote on that site, CAB 2.8
>> tells me the url "pollBooth.php?op=results&polllD=4" is
>> invalid.
>>
>> Cheers
>> Dan
>>
>>
>

6211. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 21:23:29 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B02EFD1.42E97A16@ti.com>
Source record: 46247

Frederic Fouche wrote:

> Strong knowledge of Unix, MiNT, Sparemint, GEM, TOS, a cdrom burner and
> fast internet access.

I have all of the same, though my knowledge of MiNT is probably less than
yours. I would be more than happy to lend a hand in creating such an
installation CD/Boot disk images/Documentation/Graphics/Web pages/etc.

> Would it be worth it? (especially my time).
>

Yes!

> 3) some consensus, agreement, e-meetings (irc, email whatever) to keep a
> strong focus on the project.
>

Maybe a SourceForge page should be setup for this?

--

Chris J. Martin - Email: cmartin@ti.com
Digital Audio/Video Design
Texas Instruments, Inc.

"All programmers are playwrights and all computers are lousy actors."

6212. Re: Will this disk drive work in Falcon or MSTE???

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 21:37:35 UTC
From: Graham <caver99@aol.com>
Message-ID: <990048948.733426@dionysos>
Source record: 46249

How did you mod the sony drive.
I have the same drive running my ste with the detect switch crossed and a wire going to pin 2 from the hd detector dut i cannot use a second drive.

Is it running in HD or DD mode?

6213. Re: Serial cables

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 21:39:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990124344-537850AEicMi@madasafish.com>
Source record: 46146

Yo!, Dellboy

>>>done by Christian Felsch, but he has since dropped it

>>Is he still coding for Atari, QED hasnt seen any work for some while
>>and his other software is getting dusty?.

>Guess not. Even Luna seems to have come to a stop, with the latest
>version only available from a beta-tester's area. Isn't it time that it
>was brought out into the light of day?

Pete would know a bit more about that.

I think its yet another case of Us shareware authours have your money
now and were off to the PC platform with the knowledge you helped pay
for!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6214. Re: Will this disk drive work in Falcon or MSTE???

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 21:52:26 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105162147160.161-100000@Hades060>
Source record: 46264

On Wed, 16 May 2001, Graham wrote:

> How did you mod the sony drive.
> I have the same drive running my ste with the detect switch crossed and a
> wire going to pin 2 from the hd detector dut i cannot use a second drive.
>
> Is it running in HD or DD mode?

HD of course. Reomved the metal plate on top, found 2 solder pads
labeled d0 amd d1, or ds0 and ds1, I forget the exact label.
Took the solder blob off the one labeled ds1 and place a solder blob
across the one labeled ds0. The Hades now sees the drive as ds0.
Put the metal plate back on of course.

Follow the traces from pins 10 and 12. Pin 10 is DS0 and pin 12 is DS1.
Those pins will lead you to the solder pads.

6215. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 21:54:37 UTC
From: "Tim Anderson"
Message-ID: <9dusue$g5c$1@news8.svr.pol.co.uk>
Source record: 46250

Hi,

I don't have much knowledge about Mint, but I do have a burner, Web knowledge, Fast internet connection, an STFM, Mega ST, and hopefully a Falcon. The Falcon is dead at the minute but I hope to get it fixed though.

I could help with documentation, both text based and web based.

I could help with cd production Software uploading.

You name it and I'll give it a go. It's about time I did something good for the Atari community ratger than sitting back and learning off you guys.

Tim

"Frederic Fouche" <g213778@coazter.myip.org> wrote in message news:Pine.SGI.4.10.10105151119150.6462-100000@coazter.myip.org...
>
> Good evening,
>
> Ok, here is the deal.
>
> I have:
>
> Strong knowledge of Unix, MiNT, Sparemint, GEM, TOS, a cdrom burner and
> fast internet access.
>
> Here is what I would like to see:
>
> A cdrom MiNT installation (100% self sufficient), probably to be sold to
> you guys for a minimum fee. (at least to cover my ass).
>
> Would it be worth it? (especially my time).
>
> I can have a fully functional sparemint install for myself, I am thinking
> that it is a shame that only 5% of atari users are able to use this kind
> of setup, probably because they were the only ones to have anything > than
> a 520STF, or they just got lucky during the install. Anyway, I would like
> to see more people enjoying an advanced configuration.
>
> I would like to see a few things in order to make this possible:
> 1) bootup floppy (containing a cdrom driver (SPIN? Julian Reschke?), an
> XHDI hd driver (cbhd? hddriver?) and minimum tools to start the
> installation from the cdrom then.
> 2) some tech doc writers (2 for english, 1 for french, 1 for german and
> the more the merrier)

> 3) some consensus, agreement, e-meetings (irc, email whatever) to keep a
> strong focus on the project.
> 4) depending on the price of the cd (to be decided), the real authors
> (such as F. Naumann, Thomas Binder, Draco etc etc) would be rewarded with
> money. NOTE: the distribution would be available for free on the web as an
> ISO image, so if you have time OR fast internet access, it would be 100%
> free. (reminder, I do NOT do that for the money, i already have a job that
> pays really well).
> 5) some artists (graphics, music, etc) and different developers to help in
> this project are welcome.
>
> 6) some betatesters would be needed as well. (MiNT newbies prefered, or
> magic fanatics would even be better).
>
> This is a BIG project, i totally realize that, big in effort, not in time
> as we practically have all the pieces of this puzzle, it is just a matter
> of gathering all that neatly and logically.
>
> Anyway, feel free to post your comments in this very newsgroup. It could
> be a very interesting project.
>
> Thanks for your time.
>
> -------------------------
> Music Template Database:
> http://musicdb.myip.org
>
> ~^~^~^~^~^~^~^~^~^~^~^~^~
> http://www.mp3.com/coazter
>

6216. AtarIRC v1.17 released

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 21:57:01 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105162152370.161-100000@Hades060>
Source record: 46265

As the topic suggests...

The long standing (rare) DCC file get bug has finally been fixed.
This was the one that appeared as 'No waiting DCC operation found'
even though you knew there was a file waiting.

Thank Ozk for this one! Been chasing this one for ages.

PS. If you repost this on a news site you must mention Ozk. :o)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6217. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:01:36 UTC
From: fried@dragon.achilles.net
Message-ID: <9dutc0cvg1@localhost.localdomain>
Source record: 46248

I for one am very interested. Does mint work on a Falcon with CTBII?
Mark

DAVID L. ORMAND (dlormand@aztec.asu.edu) wrote:

: >A cdrom MiNT installation (100% self sufficient), probably to be sold to
: >you guys for a minimum fee. (at least to cover my ass).
: >
: >Would it be worth it? (especially my time).

: YES!!!!

: A RedHat-style easy installation for MiNT is Long Overdue.

: Well, maybe not THAT easy, but something that has a sufficiently friendly
: blend between good instruction and automation that MiNT dummies can
: handle. And an up-to-date selection of kernel and utilities. That work
: on most/all setups (e.g. my STfm).

: I'd buy it. 'Course, I'd rather buy it from ChroMagic or SystemsForTomorrow
: or some such in the U.S.!
: --

6218. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:03:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105162159250.161-100000@Hades060>
Source record: 46269

On Thu, 17 May 2001 sinclap@nospam.net wrote:

> Eh...People do have choices...Ever hear linux, Unix and Mac!

We can run the first two, and Mac... Eh.. useless to me and most
of the people here. But then that has always been the part of the
equation you cannot grasp. That too is a choice.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6219. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:10:37 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10105160235140.6860-100000@coazter.myip.org>
Source record: 46252

On 16 May 2001, Mark Friedman wrote:

> I for one am very interested. Does mint work on a Falcon with CTBII?
> Mark

Can't confirm about the B revision, but definitely works on revision A.

>
> DAVID L. ORMAND (dlormand@aztec.asu.edu) wrote:
>
> : >A cdrom MiNT installation (100% self sufficient), probably to be sold to
> : >you guys for a minimum fee. (at least to cover my ass).
> : >
> : >Would it be worth it? (especially my time).
>
> : YES!!!!
>
> : A RedHat-style easy installation for MiNT is Long Overdue.
>
> : Well, maybe not THAT easy, but something that has a sufficiently friendly
> : blend between good instruction and automation that MiNT dummies can
> : handle. And an up-to-date selection of kernel and utilities. That work
> : on most/all setups (e.g. my STfm).
>
> : I'd buy it. 'Course, I'd rather buy it from ChroMagic or SystemsForTomorrow
> : or some such in the U.S.!
> : --
>
>

Music Template Database:
http://musicdb.myip.org

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.mp3.com/coazter

6220. OK, Free then - Star LC 24/200 (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:17:19 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1etiwlb.lpli0no9slcN%hairy.biker@ntlworld.com>
Source record: 46251

A perfect working order Star LC24/200 B/W printer - Spare ribbons
(probably dead by now, but could be re-inked) and original manual.

Was 240ukp when new - now, *free* to collector before it goes in the
bin.

Cheers.

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 03/01 http://homepage.ntlworld.com/ahewitt/index.htm

6221. Re: LBC2K1 Online

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:41:49 UTC
From: ebaiz@skyenet.net
Message-ID: <NmDM6.136$Kr.4097@newsfeed.slurp.net>
Source record: 46253

Hello,

The Gem Elite program is great. Dan's program is super also. The other programs and files and I am still looking at. Nice idea this file.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6222. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:41:52 UTC
From: ebaiz@skyenet.net
Message-ID: <QmDM6.137$Kr.4097@newsfeed.slurp.net>
Source record: 46254

On 16 May 2001 08:24:00 , "Lord Gaiyan" wrote:
>That's just it. I don't know which of the icons in the RSC are conflicting.
>Is there a simple way of finding out rather that renaming all of them?
>
>Joshua.

Well finding out is easy. Just load the RSC file into a RSC editor and
look for yourself. Doing something about it may take a while. Still it
is easy. Just click on the icon you want to edit and erase the name.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6223. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:41:54 UTC
From: ebaiz@skyenet.net
Message-ID: <SmDM6.138$Kr.4097@newsfeed.slurp.net>
Source record: 46255

On 15 May 2001 20:58:54 , Lance Ringquist wrote:
>hi all,
> i would not write off this platform entirely, what is really needed is
>dedicated people to do this with the understanding that this is a nitch
>market with a small return, but a return that will be a dribble for many
>years to come, not a get rich quick scheme.

I totally agree with you Lance....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6224. Test, ignore

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:55:49 UTC
From: Odd Skancke <try@spamming.me>
Message-ID: <Pine.MNT.4.30.0105170055050.133-100000@mail.online.no>
Source record: 46260

I'm just testing Pine a bit..

6225. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:58:17 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10105160243410.6860-100000@coazter.myip.org>
Source record: 46259

Tim,
Thank you for your help, we need as many people as possible and your help
will be greatly appreciated.

Do not think that because you do not code that you can't help.
Coders just hate to write docs, that's a fact.

The more people on this project (even if it is to create a 24x24 pixel
GIF) the faster this project will be completed. The better the quality
will be.
It's an atari thing, you will learn a lot, organization,
betatesting skills, installation procedures, deeper knowledge of your
graphic software maybe even, might even also learn something about
databases, meet new people, learn new software, the list goes on.
I would like to see a strong community spirit coming back, all working for
the same goal, a product we can be proud of.

If time was free and unlimited it is a win-all situation.
Web developers (in QED, or vi or whatever) to help maintain the pages, (I
can provide a server with php/mysql if needed).

Anyway, I am looking for more people interested, then we can switch gears
to go forward.

On Wed, 16 May 2001, it was written:

> Hi,
>
> I don't have much knowledge about Mint, but I do have a burner, Web
> knowledge, Fast internet connection, an STFM, Mega ST, and hopefully a
> Falcon. The Falcon is dead at the minute but I hope to get it fixed though.
>
> I could help with documentation, both text based and web based.
>
> I could help with cd production Software uploading.
>
> You name it and I'll give it a go. It's about time I did something good for
> the Atari community ratger than sitting back and learning off you guys.
>
>
> Tim
>
> "Frederic Fouche" <g213778@coazter.myip.org> wrote in message
> news:Pine.SGI.4.10.10105151119150.6462-100000@coazter.myip.org...
> >
> > Good evening,

> >
> > Ok, here is the deal.
> >
> > I have:
> >
> > Strong knowledge of Unix, MiNT, Sparemint, GEM, TOS, a cdrom burner and
> > fast internet access.
> >
> > Here is what I would like to see:
> >
> > A cdrom MiNT installation (100% self sufficient), probably to be sold to
> > you guys for a minimum fee. (at least to cover my ass).
> >
> > Would it be worth it? (especially my time).
> >
> > I can have a fully functional sparemint install for myself, I am thinking
> > that it is a shame that only 5% of atari users are able to use this kind
> > of setup, probably because they were the only ones to have anything > than
> > a 520STF, or they just got lucky during the install. Anyway, I would like
> > to see more people enjoying an advanced configuration.
> >
> > I would like to see a few things in order to make this possible:
> > 1) bootup floppy (containing a cdrom driver (SPIN? Julian Reschke?), an
> > XHDI hd driver (cbhd? hddriver?) and minimum tools to start the
> > installation from the cdrom then.
> > 2) some tech doc writers (2 for english, 1 for french, 1 for german and
> > the more the merrier)
> > 3) some consensus, agreement, e-meetings (irc, email whatever) to keep a
> > strong focus on the project.
> > 4) depending on the price of the cd (to be decided), the real authors
> > (such as F. Naumann, Thomas Binder, Draco etc etc) would be rewarded with
> > money. NOTE: the distribution would be available for free on the web as an
> > ISO image, so if you have time OR fast internet access, it would be 100%
> > free. (reminder, I do NOT do that for the money, i already have a job that
> > pays really well).
> > 5) some artists (graphics, music, etc) and different developers to help in
> > this project are welcome.
> >
> > 6) some betatesters would be needed as well. (MiNT newbies prefered, or
> > magic fanatics would even be better).
> >
> > This is a BIG project, i totally realize that, big in effort, not in time
> > as we practically have all the pieces of this puzzle, it is just a matter
> > of gathering all that neatly and logically.
> >
> > Anyway, feel free to post your comments in this very newsgroup. It could
> > be a very interesting project.
> >
> > Thanks for your time.
> >

> > -------------------------
> > Music Template Database:
> > http://musicdb.myip.org
> >
> > ~^~^~^~^~^~^~^~^~^~^~^~^~
> > http://www.mp3.com/coazter
> >
>
>
>
>

Music Template Database:
http://musicdb.myip.org

~^~^~^~^~^~^~^~^~^~^~^~^~^~

http://www.mp3.com/coazter

6226. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 22:59:25 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <EzDM6.44$uh2.1044@NewsReader>
Source record: 46256

Chances are it's a cableing problem. STE - Incorrectely wired external
drive. Probably
a power computing one. Check out http://www.keychange.co.uk he will be able
to fix
it for you.

Dave

"The Caver" <caver99@aol.com> wrote in message
news:mzfM6.75405$PP3.5316955@nnrp3.clara.net...
> I recived a second external floppy drive today when plugged in and
suitched
> on neither the internal or the external drive will read discs, once the
> external is swithced of the internal workes again.
>
> As far as i know the external drive works fine, could there be a problem
on
> the motherborard i.e. the westerndigital controler or somthing?
>
> please help its driving me crazzy?
>
>
>
>

6227. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 23:03:22 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <jDDM6.46$jq6.2957@NewsReader>
Source record: 46257

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:HOhM6.301$6n6.4390@newsfeed.slurp.net...
> On 15 May 2001 20:38:32 , "The Caver" wrote:
> >I recived a second external floppy drive today when plugged in and
suitched
> >on neither the internal or the external drive will read discs, once the
> >external is swithced of the internal workes again.
> >
> >As far as i know the external drive works fine, could there be a problem
on
> >the motherborard i.e. the westerndigital controler or somthing?
> >
> >please help its driving me crazzy?
>
> I have almost the same type of problem. When I use an external drive on
> my STe, the internal drive will not format or write to the inserted
> disk properly. I am not sure what the problem is, but it could be the
> controller or else a bug in the TOS.
>
Probably not a bug in TOS or the controller, most likely not a compatible
STE drive.
Inspect the connector pin out's for a clue.

I could sell you a compatible one but could i take all the shit from this
group?

Dave

6228. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 23:16:43 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <QPDM6.51$uh2.1088@NewsReader>
Source record: 46258

"The Caver" <caver99@aol.com> wrote in message
news:AorM6.55028$aE1.3790737@nnrp4.clara.net...
> I live in Ellesmere Port nr Chester
>

If you ever drive up to the roundabout at Chester services just off the
motorway
please look out for my number plate "M471". I would like it back as a
momento
of a great car. Some silly cow decided that her Ford could fit in my boot
not so
long ago.

Thanks in anticipation of you looking.

Dave.

6229. The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-16 23:58:19 UTC
From: firest@williams-net.com
Message-ID: <tg650rbkktis45@corp.supernews.com>
Source record: 46261

Everyone,
I am an avid computer user!!!!!! I have used all kinds of computers from a TI-99/4a to a 1 GHz. PC!!!!!! And yes ATARI, from an 8-bit 130XE and a 1040STf with 2.5 megs of RAM to a soon to be upgraded FALCON!!!!!! I recently read a newsgroup response from an unnamed developer that said that atari is dead and that there will be NO more development from software developers and that the XTOS project will find itself in the same predictement!!!! I dont agree, there are alot more users out there than just in this newsgroup. They just dont realize all of the stuff that can be done on the atari!!!!! I have prided myself on trying to purchase and support even shareware software and buy new software from developers. To think that there will never be another browser ever released for the atari ST compatibles or newer clones is obsurd!!!! Stand up and be counted. I use to own a PC so dont think that I have lack of experience with the newer computers I also work with a PC which crashes almost weekly!!! I am disgusted with the fact that it takes 128 megs of RAM and 5 to 20 meg programs to do a damn thing on that type of computer. That is not necessary and if more people would wake up and smell the coffee they would realize that MICROSOFT is nothing more than a MONOPOLY!!!!! If you wanted to go out an buy a new car which would you choose???? Several different brands and several different models with different options!!!! The PC does not give you this luxury. You are stuck with the same type of processor (sure they have different speeds but the technology on a 700 mhz is the same as a 966MHz.) and you are most definetely stuck with WINDOWS (that shatters all to often)!!! So stand up and protest people who say that the atari world is dead. Becasue in my eyes and several thousand other people it is most definetly NOT!!!!!!!

Thanks,
Carey

6230. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 00:01:46 UTC
From: Video61@webtv.net
Message-ID: <6674-3B0314EA-50@storefull-173.iap.bryant.webtv.net>
Source record: 46262

hi edward,
if people would only look at this atari market in perspective, and realize that this is a rebuilding effort on a very small scale. it will never be like before, but it can be somewhat active, and stabilizing if some of these programs, and hardware projects come to bear(tempest, milan III, xtos, cuzuba, etc.).
mario's project has stirred some interest, and if more like this can be done, you never know how much fun can be put back into atari computing. there is still a lot of interest in many old platforms, just look at commodore, or even the old atari game machines.
the st market is going thru right now what the 8-bit market went thru 10 years ago, the demise of antic in the summer of 1991 was a real blow. today get on the 8-bit news group, and there is still activity, and there is not even a browser for them, but there is activity.
the st/falcon/clones have a jump up on the others, you have a browser, and the ability to connect to the net, that is the greatest asset, and it can be built upon, do not let it slide.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6231. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 01:49:41 UTC
From: sinclap@nospam.net
Message-ID: <160520012049597421%sinclap@nospam.net>
Source record: 46263

In article <tg650rbkktis45@corp.supernews.com>, Carey Christenson
<firest@williams-net.com> wrote:

> Everyone,
> I am an avid computer user!!!!!! I have used all kinds of computers
> from a TI-99/4a to a 1 GHz. PC!!!!!! And yes ATARI, from an 8-bit
> 130XE and a 1040STf with 2.5 megs of RAM to a soon to be upgraded
> FALCON!!!!!! I recently read a newsgroup response from an unnamed
> developer that said that atari is dead and that there will be NO more
> development from software developers and that the XTOS project will
> find itself in the same predictement!!!! I dont agree, there are alot
> more users out there than just in this newsgroup. They just dont
> realize all of the stuff that can be done on the atari!!!!! I have
> prided myself on trying to purchase and support even shareware
> software and buy new software from developers. To think that there
> will never be another browser ever released for the atari ST
> compatibles or newer clones is obsurd!!!! Stand up and be counted. I
> use to own a PC so dont think that I have lack of experience with the
> newer computers I also work with a PC which crashes almost weekly!!! I
> am disgusted with the fact that it takes 128 megs of RAM and 5 to 20 meg
> programs to do a damn thing on that type of computer. That is not
> necessary and if more people would wake up and smell the coffee they
> would realize that MICROSOFT is nothing more than a MONOPOLY!!!!! If
> you wanted to go out an buy a new car which would you choose????
> Several different brands and several different models with different
> options!!!! The PC does not give you this luxury. You are stuck with
> the same type of processor (sure they have different speeds but the
> technology on a 700 mhz is the same as a 966MHz.) and you are most
> definetely stuck with WINDOWS (that shatters all to often)!!! So
> stand up and protest people who say that the atari world is dead.
> Becasue in my eyes and several thousand other people it is most
> definetly NOT!!!!!!!

Eh...People do have choices...Ever hear linux, Unix and Mac!

> Thanks,
> Carey

sinclap!
somewere in mn

6232. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 02:08:46 UTC
From: Stec <cstec@uplink.net>
Message-ID: <PiGM6.629$fp.835683@nntp3.onemain.com>
Source record: 46266
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

Has anyone here ordered from this guy?

"Bravo Sierra Computers" wrote in message
news:Pine.BSO.4.33.0105040124360.25358-100000@shell.pacifier.com...
>
Click for
> Atari WebSite Specials!

>
> Check the HotLink above for my Atari specials on Panasonic Printers & 1050
> Disk Drives. Also Check out my Atari Catalogs! I'm buying Atari overstock
> from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic
> Atari 8 Bit Game Software such as LucasFilm Games Plus MICROProse's F-15
> Strike Eagle and Silent Service Plus I'm adding 810 Happy Drives rev.7 and
> True 360k DSDD XF551 Drives. & NOW I'm offering a 20% Tax Relief Discount.
> E-Mail me for Details on Redeeming these offers! I'd like to say Thank You
> for letting Bravo Sierra Computers Support you & your Atari Needs. Haven't
> bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. And
> if you can't call me today? Call me tomorrow! Call anytime @(503)256-9974!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
>
e-mail: atari@benjamin.net

>
> I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com
> and as always www.atari.benjamin.net and atari@benjamin.net still work
> but are being redirected to my new ISP and since I've moved, I have
> revamped and updated my WebSite and all my WebPages. So Check it out
> and, If you don't come see me today, come see me Tomorrow!
>
>
Click for WebSite!

>
> **FREE** Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
> 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
> View Atari Catalogs on the Web at http://www.atari.benjamin.net while
> you Download Free Catalogs directly from my site. If you can't get my
> Catalogs that way, Feel free to Request catalogs by E-Mail. Really,

> it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari
> ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not
> Snail (Postal) Mail. Please let me know if I can attach text files to
> your E-Mail. Catalogs are just regular ASCII text files so you can
> download them into your text editor and view them, edit them or print
> them out! It would make things easier for me if you take my Catalogs,
> load them into your text editor, delete what you don't want and E-Mail
> me the rest! To expedite things, include your full Mailing address so
> I can figure Shipping & Handling. I'll be back after the weekend. Bye!
>
> For faster service, Please direct all replies through E-Mail to Ben at:
> atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
> am swamped and I find it hard to keep up with reading the NewsGroups.
>
> I update my catalogs once a week. Just before this message is posted.
> So when you see a new posting, check my Catalogs. After I post this
> message. I'm off for the weekend. But I'll be back after the weekend.
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web info in my Signature at the Bottom!
>
> Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on
pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories,
Software/Games & References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

6233. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 02:19:28 UTC
From: Video61@webtv.net
Message-ID: <7135-3B033530-55@storefull-178.iap.bryant.webtv.net>
Source record: 46267

sinclap,
when you are using a mac, you are using a real computer, i think that
is what he means.
linux, unix are ok, but the average user/business's only know windows,
and that is a fact.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6234. FS or FT Atari ST disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 03:27:26 UTC
From: rhudson765@aol.com
Message-ID: <20010516232726.29057.00000229@ng-cg1.aol.com>
Source record: 46268

These are the Atari ST programs that I have for sale

$125 plus shipping or best offer

Rorkes Drift
Gettysburg
Armada
Star Trek :Basic version
Police Quest (Three Program disks and three copy disks)
Regent Word II (word Processor)
Lesiure Suit Larry II (three Disks), plus Copies [At least eight total so far]

Stellar crusade [game and scenario disks]
Carrier Command
Warship and save disks
Colonial Conquest
Advanced Dungeons and Dragons: Heroes of the Lance {disks A.B & C]
Empire: Wargame Of the Century
Simcity
Civilization (three disks)
King Quest II
BloodWych
Jewels of Darkness
The Sentry
Silicon dreams
Financial Cookbook
Assempro
Lords of Conquest
Stumble Blocks
Cinko
Monopoly
CardMaster
Sorceror Lord
Test Drive {two disks}
Universal Military Simulator
ST Assembly Language Workshop
Lords of Conquest map disk
Atari ST USA language disk [Shrinkwrapped and unopened]
Global commander
St hard disk utility backup
Dungeon Master editor
Dungeon Master utilities
Drakkhen [two disks]
Dungeon Master main disk
Dungeon master hint disk

Carrier command game disk and save disk
Mega ST system disk
Spectrum Holobyte Tetris [two disks]
Legend of Faerhail [four disks]
Copy of Original hard disk back utilities
Mega STe Advanced Hard disk utilities
Defender of the Crown [two disks]
Mindshadow [two disks]
Risk
Flight Simulator II
Tv Sports football
Wizards of the crown game disk and copy
Wizards of the crown save disk and copy
Bloodwych save disk
Silent Service Submarine simulation
Atari St User Cover Disk 45 Agust 1990 :Side 1,Runtime,Degas Display,and a playable demo {unknown]
Side 2 Breakout,Flexmono, magbase, xbios

St Action Games disk 11: Nine lives, Turrican, Saint Dragon, Spellbound
Dragon's breath [two disks]
KIng's Quest [two disks]
Middle earth {three disks]
Phantasie [data disk, game disk and two copies of data disk]
Phantasie III: The wrath of Nikademus [game disk and data disk plus one copy of each = 4]
Rings if Zilfin {three disks}
The Chessmaster 2000 (game disk, data disk and copy of Game disk}
Shadowgate {two disks}

MicroLeauge Baseball {Five Disks} Game & Box Score disk,General Manager/Owner's Disk,Stat Compiler
Disk
MBL 1987 Teams and copy of 1987 MNB disks

Hillsfar {two disks and save}
Faegerhail save disk
GFL CHampionship Football
Crunch Time Football AI Doctor
TV Football Leauge Disk
Gold Rush {five disks}
Star Trek: The Rebel Universe ans save disk
Psycnosis {four disks}
Armada data and program disk
Exodus: Ultima III {five disks}
Timeworks {seven master disks and seven copies] = 14
Zork Trilogy plus game disks and save disk = 3
Wordperfect For the Atari ST {five disks}
Laser C {three disks}
Knight Orc {three disks}
Populous {two disks}

Populous: the promised lands

Breach= Scenario disk,Program disk,Seraychi Campaign disk, Game disk, plus three copies Totalling 7 disks

Breach two= five disk

Compute!'s Second book of Atari ST and Copy

Compute!'s Atari ST disk
Compute!'s Atart ST Games '89
St Game disk Articles
St game disk Sources
Compute Mag disk
St Game disk programs 89

27 Start magazine disks

47 Atari st Public domain disks

Email for details

Richard Hudson I'm an 25 year old Autistic Disability Right Activist & Computer Tech currently single and looking

Mine is
http://www.geocities.com/HotSprings/Resort/3613/index.htm

6235. Review on Marios IDE Interface.

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 03:46:33 UTC
From: Don <dons@qnet.com>
Message-ID: <3B034999.9660316@qnet.com>
Source record: 46270

I put together a little review of the IDE interface made by Mario
Becroft. Check it out at:

http://www.qnet.com/~dons/ideinterface.html

Don

6236. Shadow of the Beast boxed for Atari ST look! Like new!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 03:48:46 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9dvip2ghr1@nnrp2.phx.gblx.net>
Source record: 46176

I have a Shadow of the Beast for ST with mint looking box and manual and original disk up on Ebay this week, along with tons of Atari 8-bit cartridges that are totally hard to find, and tons of Atari 2600 and Colecovision and TI-99 4a cartridges and accessories! Please click here for the Shadow of the Beast auction, then while you are there please click on "view sellers other auctions" for all of the goodies! Thanks for reading my post and good luck! -Satcom2

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1238688048

6237. Re: How to get Quantum LPS340S to work with Mega STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 05:04:58 UTC
From: themroc@aol.com
Message-ID: <20010517010458.20327.00000127@ng-fg1.aol.com>
Source record: 46271

Some Quantum drives(I had a Lps270) only work with the SCSI parity feature provided by the host(adapter),due to a HD firmware bug.This aint possible with the Atari hostadapter.I exchanged the internal adapter(forgot model),and at least external ones may be still acquirable somehow.Only other possibility:get different hd.The first LPS series didntï¿½t have this problem,and later drives of the second series(yours) may have this bug fixed.

6238. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 05:11:35 UTC
From: themroc@aol.com
Message-ID: <20010517011135.20327.00000129@ng-fg1.aol.com>
Source record: 46272

With some quantum drives there was no way of disabling parity(hd firmware bug).I had such one,and i remember a neverending thread on Maus-Netz about this topic.

6239. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 05:46:02 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B036599.2CBB178D@siemens.at>
Source record: 46273

Frederic Fouche wrote:
>
> On 16 May 2001, Mark Friedman wrote:
>
> > I for one am very interested. Does mint work on a Falcon with CTBII?
> > Mark
>
> Can't confirm about the B revision, but definitely works on revision A.

Mint itself runs fine on my CTIIB Falcon. Only thing that somehow
didn't work was updating packages from the sparemint rpm archives.

Gerhard

6240. WTB: Mega ST keyboards..

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 06:09:45 UTC
From: David Messenger <riverbnd@teleport.com>
Message-ID: <3B036B29.B8DCCC38@teleport.com>
Source record: 46274

Hi:

I'm looking for keyboards for my small pile of old megas.
I can get floppy drives from Keiths Atari, but I could also
use an extra monitor or so.

Thanks..

D.

6241. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 10:17:32 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <iANM6.701$9C6.2185@NewsReader>
Source record: 46276

Hello.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:990035454-43036AEicMi@madasafish.com...
> Hi Barrie
>
> >Readers should be aware I have not and never will knowingly
> >supply Sweat with any Atari goods.
>
> That sweet.

As far as I'm concerned it's sweat, as in underarm and smelly.
Probably fat and ugly too, with a very firm grip, (according to his only
friend,)
but I've never met him so I'm guessing.

> "Knowingly", thats a nice word, one that will make you wonder for the
> rest of your life if the next stamp you lick will end up at my door.

I don't care either way, except that,
1. I will already have your money and
2. It could mean I then had your address to send the court docs to.

Laff now, pillock.

> You do accept postal orders as a valid means of payment dont you, as if
> i didnt already know.. :-) :-)

If you have purchased from me by deception.............

You certainly haven't complained about anything directly to me,
but then, you wouldn't, you gutless bag.
>

> Regards from STEve & his nice warm tea cosey?

Barrie at Keychange. www.keychange.co.uk

6242. Re: Will this disk drive work in Falcon or MSTE???

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 10:18:22 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <QzNM6.408$fi2.10762@news.cpqcorp.net>
Source record: 46275

> On the back it has the ribbon cable connection, 4 pin connection for
power,etc.
> And that is it except for a large round component that looks like the back
of
> a POT. I'm not sure what it is, I'm thinking that it may be somesort of
switch
> as it looks like one might turn it, but not sure. It's connected to the PC
board
> by a small copper ribbon cable.

This is the stepper motor that drives the disk head back and forth.

6243. Re: Mega ST keyboards..

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 10:29:10 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <cLNM6.61$9F1.2511@NewsReader>
Source record: 46277

Hello

"David Messenger" <riverbnd@teleport.com> wrote in message
news:3B036B29.B8DCCC38@teleport.com...
>
> Hi:
>
> I'm looking for keyboards for my small pile of old megas.
> I can get floppy drives from Keiths Atari, but I could also
> use an extra monitor or so.

I have new Mega STE keyboards with some Spanish keytops and some used
Mega ST keyboards in English and German.

For info.

1. The keyboards type using the language of the host machine.

2. All the letters and figures are usually in the correct places.

3. I move some keycaps to the nearest suitable position.

4. There's about 5 keycaps that need labeling but they don't appear to have
bothered the 20 or so current users.

Barrie at Keychange. www.keychange.co.uk

6244. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 11:17:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990169226-64944AEicMi@cwcom.net>
Source record: 46186

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Wed, 16 May 2001 17:08:12 -0000

>>address of this paragon? :-)
>
>If any one wants my cfg details I'd be happy to send them. The server is
>ircnet.demon.co.uk standard port for IRC (6667)

Hmm, every IRC server I've tried (including this one) comes back with the
dreaded authentication failure error.

I'm using IConnect and the IRC client Chatter. Anyone got this combo
working? It used to!
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6245. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 11:32:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990169228-65420AEicMi@cwcom.net>
Source record: 46187

From: themroc@aol.com (Themroc)
Date: 17 May 2001 05:11:35 GMT

>With some quantum drives there was no way of disabling parity(hd firmware
>bug).I had such one,and i remember a neverending thread on Maus-Netz about
>this
>topic.

Check on Vezz' hardware hacks pages, there is a design for a parity
generator.
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6246. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 11:53:55 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b03c03b@dnews.tpgi.com.au>
Source record: 46278

Janka Gerhard <gerhard.janka@siemens.at> wrote in message
news:3B036599.2CBB178D@siemens.at...
> Frederic Fouche wrote:
> >
> > On 16 May 2001, Mark Friedman wrote:
> >
> > > I for one am very interested. Does mint work on a Falcon with CTBII?
> > > Mark
> >
> > Can't confirm about the B revision, but definitely works on revision A.
>
> Mint itself runs fine on my CTIIB Falcon. Only thing that somehow
> didn't work was updating packages from the sparemint rpm archives.

I have just set up Mint and it is great. I use it alot, but always give it
the flick to play games. Incedently has anybody managed to get Centscreen
working under Mint? AES 4.1?

Mark

6247. FS Atari 1040STe brochure

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 12:21:52 UTC
From: tonym04@aol.com
Message-ID: <20010517082152.15635.00000291@ng-fo1.aol.com>
Source record: 46279

I have an Atari 1040Ste brochure for sale if anyone is interested. I would take $3.00 for it. It is in great condition; still bright colors and sharp text with no fading. There are creases in it where it was folded in the envelope and shipped to me way back when. Copyright date is 1990. I am sure shipping would be very cheap so I will just charge $1.00 for postage.

If interested, please Email me directly at tonym04@aol.com

6248. FS Atari Falcon brochure

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 12:23:09 UTC
From: tonym04@aol.com
Message-ID: <20010517082309.15635.00000293@ng-fo1.aol.com>
Source record: 46280

I have an Atari Falcon 030 brochure for sale if anyone is interested. I would take $3.00 for it. It is in great condition; still bright colors and sharp text with no fading. The only crease is where it is folded down the middle. Copyright date is 1992. I am sure shipping would be very cheap so I will just charge $1.00 for postage.

If interested, please Email me directly at tonym04@aol.com

6249. Re: Poll Question

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 12:51:14 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tg7hnsa41b62e6@corp.supernews.com>
Source record: 46281

Dan,

Looks like Cab is not reading the url.. it's suppose to send the
vote to
http://www.atarinews.org/pollBooth.php?op=results&pollID=6&mode=&order=0&tho
ld=0
Looks like Cab is sending it to..
pollBooth.php?op=results&pollID=6&mode=&order=0&thold=0 and not using the
full url. Is this what you are seeing?

I'll try and add the url to the poll "link" in the php codebe a while.. too
busy .. but it might lately.
But it looks like this is a Iconnect-Cab.ovl problem. From what I know
Stik/Sting users have no problem with the link.

If anyone else has this problem.. please let me know!!

Rob

"Dan" <aahuls@xs4all.nl> wrote in message
news:990049270-225426AEicMi@xs4all.nl...
> >From: "RobM" <rmahlert@charter.net>
> >Date: Wed, 16 May 2001 16:20:19 -0400
> >
> >Dan,
> > First I have heard of this problem.. any other details you can
> >give?
> >Mint? Magic? Cab.ovl?
>
> Hello,
> I use Magic & Iconnect
> >
> >If you could.. try www.atarinews.org 's poll.. let me know if
> >you have the
> >same problems.
> >
> >Thanks
> >
> >Rob
>
> Also impossible to vote, this time I got : " While trying to
> retrieve the URL :
> http://www.atarinews.org?pollBooth.php the following
> error was encountered :
> Unable to determine IP adress from host name for
> www.atarinews.org. The dns server returned :

> server failure : the name server was unable to process this
> query. This means that the cache was unable to resolve the
> hostname presented in the url.Check if the adress is correct.
> Your cache administrator is unixbeheer@xs4all.nl
>
> Dan
> >

6250. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 13:02:52 UTC
From: pjsmith@netins.net
Message-ID: <slrn9g7ivs.cp0.pjsmith@worf.netins.net>
Source record: 46282
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

In article <PiGM6.629$fp.835683@nntp3.onemain.com>, Stec wrote:
>Has anyone here ordered from this guy?
>
>"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
>news:Pine.BSO.4.33.0105040124360.25358-100000@shell.pacifier.com...
>> <h3>Click for
>> Atari WebSite Specials!</h3>

Yes, I have ordered stuff from him a couple of times. Most of the time I
am against constant spamming of newsgroups, but this guy is legit, has
really good prices on software, and a large inventory. He also
has a very quick turnaround on orders.

There aren't a lot of good places to get Atari stuff anymore, so I wish
people would just get off his back. Please not that comment is not directed
at the person asking this question, just a general statement to the public.

Phil

6251. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 13:23:40 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B03D0DC.18778215@siemens.at>
Source record: 46283
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Stec wrote:
> Has anyone here ordered from this guy?

Since he offers lots of items one can't get here in Europe I ordered
from him a few weeks ago and have been quite satisfied with both his
service and the goods.

Gerhard

6252. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 13:58:33 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7292719.3E99%bobo_snyder@hotmail.com>
Source record: 46284
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

i have ordered from him and was quite happy with the result.

bo

> From: Janka Gerhard <gerhard.janka@siemens.at>
> Organization: SIEMENS AG AUSTRIA
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: Thu, 17 May 2001 15:23:40 +0200
> Subject: Re: FREE Atari Catalogs! Specials! Discount! More Atari!
>
> Stec wrote:
>> Has anyone here ordered from this guy?
>
> Since he offers lots of items one can't get here in Europe I ordered
> from him a few weeks ago and have been quite satisfied with both his
> service and the goods.
>
> Gerhard

6253. Re: Review on Marios IDE Interface.

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 14:48:34 UTC
From: Video61@webtv.net
Message-ID: <7051-3B03E4C2-6@storefull-172.iap.bryant.webtv.net>
Source record: 46286

don,
nice thoughtfull review on a new product, we need more of this,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6254. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 14:54:55 UTC
From: starlord <starlord@qnet>
Message-ID: <3b03e645$1@news.qnet.com>
Source record: 46285

What is a wanker? must admit I've never even head that word before. I just question where the person(?) who said that, how they know me, have we meet? And gee ... I do so much posting here that maybe they've figured out just what I'm like. Hmmm ... Amature Astronomer, Model Rocketeer, Computer User, Gardner, Photographer (Award Winning), Rockhound,Cat Breeder, Disabiled Vetnat Vet, but gee ... just can't find wanker anywere at all.

--

The Babylon project was our last best hope
for Peace, it failed ... In the year of the Shadow
War it became something bigger ... Our
last best hope for Victory! The year is
2260 ... The Place is Babylon 5

www.starlords.org

> >Dennis (in my opinion) you really are a wanker of the highest order.
>

6255. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 15:58:46 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <pwSM6.159$FW.3863@newsfeed.slurp.net>
Source record: 46288

Darn, I renamed every single icon and I still get the error message. I use
RSM 3.11

Joshua.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:QmDM6.137$Kr.4097@newsfeed.slurp.net...
> On 16 May 2001 08:24:00 , "Lord Gaiyan" wrote:
> >That's just it. I don't know which of the icons in the RSC are
conflicting.
> >Is there a simple way of finding out rather that renaming all of them?
> >
> >Joshua.
>
> Well finding out is easy. Just load the RSC file into a RSC editor and
> look for yourself. Doing something about it may take a while. Still it
> is easy. Just click on the icon you want to edit and erase the name.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

6256. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 16:10:11 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105171559150.84-100000@Hades060>
Source record: 46152

On Thu, 17 May 2001, Barrie at Atarispares wrote:

> Hello.
>
> "Steve Sweet" <steve_sweet@madasafish.com> wrote in message
> news:990035454-43036AEicMi@madasafish.com...
> > Hi Barrie
> >
> > >Readers should be aware I have not and never will knowingly
> > >supply Sweat with any Atari goods.
> >
> > That sweet.
>
> As far as I'm concerned it's sweat, as in underarm and smelly.
> Probably fat and ugly too, with a very firm grip, (according to his only
> friend,)
> but I've never met him so I'm guessing.
>
> > "Knowingly", thats a nice word, one that will make you wonder for the
> > rest of your life if the next stamp you lick will end up at my door.
>
> I don't care either way, except that,
> 1. I will already have your money and
> 2. It could mean I then had your address to send the court docs to.
>
> Laff now, pillock.
>
> > You do accept postal orders as a valid means of payment dont you, as if
> > i didnt already know.. :-) :-)
>
> If you have purchased from me by deception.............
>
> You certainly haven't complained about anything directly to me,
> but then, you wouldn't, you gutless bag.

Please capture this post and add it to your massive pile
of evidence. At some point one has to draw the line,
and now I'm certain I would never purchase anything
from you. I was considering a keyboard, I could of
swapped the keycaps from the dead one, but now I'd rather
do without.

Such talk... I understand one might want to
defends ones own honor, but this stuff is crossing over
the line into plain sillyness. If the original problem

was false to begin with, and you claim you are not loosing
customers then for heaven sake don't stoop to their level.
Now you are loosing customers. I won't read this thread anymore,
it's my own fault for doing so.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6257. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 16:12:28 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <TESM6.22$f43.15215@nsw.nnrp.telstra.net>
Source record: 46289

Lance Ringquist wrote in message
<7135-3B033530-55@storefull-178.iap.bryant.webtv.net>...
sinclap,
when you are using a mac, you are using a real computer, i think that
is what he means.
linux, unix are ok, but the average user/business's only know windows,
and that is a fact.

And ofcourse the fact that MS operating systems and applications are nowhere
near as bad as the "alternative platform" people would have you believe...

Regards,

Clockmeister.

6258. Re: Will this disk drive work in Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 16:47:37 UTC
From: phantomm@bellsouth.net
Message-ID: <JgTM6.3406$M8.164424@news1.atl>
Source record: 46290

So as is the drive should work in a Falcon or MegaSTE as Drive 1.
But if I wanted to use it as a 2nd 1.44 drive then I would have to modify it?

Right now all my stock Falcon and MegaSTE drives work fine, but I do have
a Falcon Mother Board here that needs a 1.44 Drive and some other work and
bought the Sony to use as a replacement.

Also wanted to install a 1.4meg drive mech into a GoldenImage DD drive to
use as a 2nd HD drive on my MegaSTE. If this Sony can be modified to do so
easily then I will by another one or two.

On 16 May 2001 16:17:23 , Lonny Pursell wrote:
>On Wed, 16 May 2001, Phantomm wrote:
>
>> I have a new 1.44 disk drive and was wondering if anyone has used this model
>> in a Falcon or MegaSTE.
>>
>> It's a SONY Model MPF920-1
>
>I have this in my Hades:
>
>a new SONY HD 1.4mb MPF920-Z (DS0 modified by myself)
>
>Which is for the most part TT compatible, the Hades that is.
>
>I would not move any pots, could render the drive useless
>or mess up some critical timings.
>
>____
>Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>.

6259. Re: Poll Question

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 16:48:03 UTC
From: bindon@madasafish.com
Message-ID: <tg80634kej9q10@corp.supernews.com>
Source record: 46291

It worked here OK (CAB/Sting) and so I feel it may be the OVL. I get the "post was redirected" but if I hit Get this it works fine.

news:990037600-428653AEicMi@xs4all.nl...
> >From: "RobM" <rmahlert@charter.net>
> >Date: Tue, 15 May 2001 23:39:50 -0400
> >
> >What CPU would you like to see used in an Atari clone?
> >
> >
> >Visit www.Atari-Users.Net and cast your vote today!!
> >
> >Rob
> >webmaster@atari-users.net
>
> Hello,
>
> Unfortunately, when I try to cast my vote on that site, CAB 2.8
> tells me the url "pollBooth.php?op=results&polllD=4" is
> invalid.

6260. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 17:21:46 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105171710280.222-100000@localhost>
Source record: 46287

On 16 May 2001, Mark Friedman wrote:

> I for one am very interested. Does mint work on a Falcon with CTBII?
> Mark

MiNT work perfectly with CT2.. Right now im betatesting new kernel
which enabley memory protection on CT2 which was not possible till now.

to all:

Someone mentioned updating of kernel and tools.. CVS repository is
ported on MiNT quite some time, and via CVS u can get almost daily updates
of things in development.. Also redhat package manager is arround qute a
long time, so i suggest anyone interested in MiNT to check
www.freemint.de and www.sparemint.de and check in person whats going on in
MiNT world and there is a LOT of happening...

SWE/YesCREW

****
* yescrew.atari.org *
****

6261. [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 17:24:48 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b040f0ac54c30@free.fr>
Source record: 46292

Hi all,

PhotoTip 3.0 is available.
The first goal of this program to manage digital cameras as best as possible. It is now also a very good images manager (listing, small retouching...). Therefore it become an indispensable tool for all Atari users.
PhotoTip webpage (in French):
http://www.europe-shareware.org/atari/logiciels/phototip.html

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

6262. [ANN] FaST Club softwares...

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 17:24:49 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b040f0ac54c31@free.fr>
Source record: 46293

Hi All,

As the new version of PhotoTip surpasses Image Copy 4 in many points, we
decided to remove the FaST Club programs from our catalog.

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

6263. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 18:26:35 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b0410781c1a631@pandora.be>
Source record: 46147

on Thu 17-05-2001 17:21 SWE/YesCREW wrote:

>Someone mentioned updating of kernel and tools.. CVS repository is
>ported on MiNT quite some time, and via CVS u can get almost daily updates
>of things in development.. Also redhat package manager is arround qute a
>long time, so i suggest anyone interested in MiNT to check
>www.freemint.de and www.sparemint.de and check in person whats going on in
>MiNT world and there is a LOT of happening...

There surely happens lots of things in the MiNT world but I think that
for quite some users (including myself) CVS is out of reach. I don't
have problems with RPM though, except with one ghostscript which refuse
to install.
I can't imagine how live would be without MiNT.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6264. Re: Atari ST Boot disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 18:54:41 UTC
From: steve666@clara.co.uk
Message-ID: <1etkhsy.9ypa0c16vkxscN%steve666@clara.co.uk>
Source record: 46148

Mark Bedingfield <atari@tpg.com.au> wrote:

> > Is there any way for me to get hold of an atari boot disk from the
> internet
> > ? I've been given a 520 and a 1040 but living in remote Australia it is a
> > little hard to get the boot disk.
>
> Hi where are you? there is no boot disk for the ST as TOS is in rom. Insert
> a blank disk and hey presto. If you need any shareware utilities to beef her
> up let me know.

I thought the orginal STs had tos on floppy? Or at least gem...?

I did have a floppy that had TOS 1.0 on it (my ST had TOS 1.02 on ROM),
I remember buying this from a PD library - why I dunno! :-)
But I did have one. Anyway, you need the boot block of the floppy disc
to automatically load the TOS.IMG file so that it bypasses the rom TOS.

I'd love one of these also, wish I still had mine! :-(

Steve

6265. Re: Atari ST Boot disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 18:59:06 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b041f7a$0$21936@news.zetnet.co.uk>
Source record: 46149

On 16 May 2001 10:54:01 , "frances" wrote:
|Is there any way for me to get hold of an atari boot disk from the internet
|? I've been given a 520 and a 1040 but living in remote Australia it is a
|little hard to get the boot disk.

You don't need a boot disk. If no disk is inserted the desktop
should appear in less than a minute. If ANY readable disc is
inserted, it will appear much quicker.

--
JI Logan

6266. Re: Will this disk drive work in Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 19:45:18 UTC
From: bindon@madasafish.com
Message-ID: <tg8aiesgc93g6a@corp.supernews.com>
Source record: 46150

On 17 May 2001 16:47:37 , Phantomm wrote:

Hi

>So as is the drive should work in a Falcon or MegaSTE as Drive 1.
>But if I wanted to use it as a 2nd 1.44 drive then I would have to modify it?

DS0 = drive A and DS1 = drive B

>Right now all my stock Falcon and MegaSTE drives work fine, but I do have
>a Falcon Mother Board here that needs a 1.44 Drive and some other work and
>bought the Sony to use as a replacement.

Falcon does not support an additional drive as B, although TOS does! THis
is from past experience and Mark also experiencing this. A small hack is
needed (soon to be tested)

>Also wanted to install a 1.4meg drive mech into a GoldenImage DD drive to
>use as a 2nd HD drive on my MegaSTE. If this Sony can be modified to do so
>easily then I will by another one or two.

Hmm, AFAIK the ST to Mega STE had the same pinouts for the external floppy
port then you'll need an aditional line (to tell the mega to switch to HD
mode) and possibly some simple logic involving the disk select lines.

6267. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 19:45:23 UTC
From: bindon@madasafish.com
Message-ID: <tg8aijdiq01974@corp.supernews.com>
Source record: 46151

Hi Peter

>There is also an emulator called SoftPC
>
> www.holleman.demon.nl
>
> I tried it on my Milan but it requires 640x400 16 colours so I think
> that limits it to Falcon or TT. Maybe it will run on a Hades but I
> know it doesn't work on my Milan because I can't get 16 colour
> screens, which is a shame.

Hmm, so what rez /do/ you use? Surely you don't run in 4 or 2 colours?

6268. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 20:17:59 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b0415d7.0@energise.enta.net>
Source record: 46294

On 13 May 2001 16:53:06 , Bob Retelle wrote:
>On Sun, 13 May 2001 17:45:06 GMT, <music@kreed.com> wrote:
>
>>Hello,
>>
>>I was referred to this newsgroup from the Notator newsgroup.
>>I'm looking for software that will help me resolve a theory.
>>The software needs to run DOS on my Atari. There are
>>many emulators out there to run Atari on PC.. but not many
>>that run PC/DOS on an Atari. If you have this software
>>please let me know, and provide an *.ftp where I may
>>download this.
>
>Well, there WAS a software-only IBM emulator which ran on unmodified
>STs and which would allow you to boot MS-DOS and run PC applications.
>
>It was a commercial product called "PC-DITTO", and I have no idea what
>the copyright status may be today, but I doubt it's available freely
>for download.
>
>If you could locate someone with the original PC-DITTO package for
>sale, it might be worth a try.
>
>The biggest problem was that the Atari ST is SO SLOW that software
>emulation is exceptionally painful to watch. However, for your
>application the speed might be acceptable.
>
>
>(Later emulation efforts on the ST were hardware based, essentially
>requiring you to install a circuit board with an 80286 based PC on it
>inside the ST. The ST turned control over to the PC inside it and
>became nothing more than a "dumb terminal" offering keyboard and
>monitor support. These were very expensive and attained only marginal
>success.)
>
>
There is also an emulator called SoftPC

www.holleman.demon.nl

I tried it on my Milan but it requires 640x400 16 colours so I think
that limits it to Falcon or TT. Maybe it will run on a Hades but I
know it doesn't work on my Milan because I can't get 16 colour
screens, which is a shame.

I once wondered if it would be possible to convert a DOS executable into a TOS program but there is probably too much reliance on PC hardware to make it work.

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6269. WTB Graphics card or ET4000 for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 20:40:07 UTC
From: ian <ian@dotqr.com>
Message-ID: <990131818.29527.0.nnrp-09.9e98e6ee@news.demon.co.uk>
Source record: 46153

Anyone with a graphics card for a Mega ST for sale?
Ian.

6270. ECLIPSE upgrade for FALCON!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 20:42:51 UTC
From: firest@williams-net.com
Message-ID: <tg8dub33dhhpe9@corp.supernews.com>
Source record: 46154

Anyone,
Does anyone own the ECLIPSE graphics card for there FALCON030????? If so, how do you like it????? Does it give any problems with operation of the computer????? I am thinking of upgrading my FALCON with cortex designs TEMPEST accelerator and there ECLIPSE graphics card!!!!! Once I know whether anyone has this card and can tell me any pros or cons to it I will be able to decide if I want it now or wait till the bugs are fixed!!!

Thanks for any help!!!!
Carey

6271. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 20:43:22 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3b0437ea$0$21938@news.zetnet.co.uk>
Source record: 46155

Hi Folks.

For anyone interested an Atari 520ST with 24 games + mouse +
joystick,one is tonight being advertised in the "Forester"
Newspaper. I have just rang the number to check that it is still
there,and asked permission to post their telephone number on the
Atari lists.

Asking price is £25
Their number is Tel:01452 423364

Location is UK.

Cheers,

~ Paul ~

6272. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 21:18:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990205616-841822AEicMi@madasafish.com>
Source record: 46208

Hi Stec

>Has anyone here ordered from this guy?
>
>"Bravo Sierra Computers"

Did you have to quote the whole thing. Ive got it filterd coz i object
to its size and you deliver it anyway!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6273. Re: Chapelie

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 21:27:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990205620-842406AEicMi@madasafish.com>
Source record: 46209

Hi Martin

>>Does anyone know the score ref. Chapelie, even the advertised
>>'temporary' server is naffed!!.
>
>Pardon??

Does anyone know the score ref. Chapelie, even the advertised
'temporary' server is naffed!!.

>ftp://heracles.rma.ac.be/atari works just good (today 18:12 GMT).

Fiffi always reports that i should check the hostname spelling as the
server does not recognize it. I did have it working when it was first
anounced, but not since.

>The new server ftp://chapelie.rma.ac.be is however still not very
>usable. Anonymous users sees only an empty dir. However if you know the
>exact path and name of the file you can get it.

That is handy to know, i'l keep an eye on yur announce's for now.

Thanks for getting back to me.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6274. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 21:42:57 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9e1gl1ac1@plutonium.compulink.co.uk>
Source record: 46157

In message <990010732.896955@dionysos>, caver99@aol.com said:

>I have found out i could be my internal drivre that is causing the problem,
>if i disconnect the internal drive the external one works just fine.
>The internal drive is a modified pc drive, i wonder if that could be the
>problem.

Are you sure they are both set to correct IDs? The internal one
should be 0 and I believe the external one too. There is some
means for the computer selecting A: and B: but am not sure what it
is :-(

Regards, /Peter/

6275. Re: ECLIPSE upgrade for FALCON!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 21:52:28 UTC
From: osian@zetnet.co.uk
Message-ID: <3b04481c$0$21937@news.zetnet.co.uk>
Source record: 46158

On 17 May 2001 20:42:51 , Carey Christenson wrote:
>Does anyone own the ECLIPSE graphics card for there FALCON030?????

Yes, I have one.

>If so, how do you like it?????

I'm extremely pleased with it.

>Does it give any problems with operation of the computer?????

The driver software fVDI has a few difficulties with some programs, but it has some variables in its configuration file that you can tweak. For example, I find that GTLook won't work unless you turn on the xbiosfix switch. Papyrus Office bombs when you try to run a report, but the only way I've been able to work around that is to disable fVDI. Disabling fVDI is a bit messy if you also have NVDI because you have to delete/rename the 5 NVDI driver files. Some programs also won't redraw their windows correctly, leaving black holes, but this has been improving with various releases of fVDI. Make sure you get the very latest release from the author's web site!

Anyway, I'm running at 1024x768 in more-or-less true colour at 75Hz refresh, at the speed of a Falcon in 16-colour 640x480.

>I am thinking of upgrading my FALCON with cortex
>designs TEMPEST accelerator and there ECLIPSE graphics card!!!!! Once
>I know whether anyone has this card and can tell me any pros or cons
>to it I will be able to decide if I want it now or wait till the bugs
>are fixed!!!

Two problems which *may* hinder you are:

1) I'm not sure Eclipse is in production any more. There were some problems with the supply of the Rage graphics cards.

2) Tempest is not released yet and doesn't have a definite release date. However, I'm assured by the developers that the project is still underway.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

6276. Re: ECLIPSE upgrade for FALCON!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 22:11:08 UTC
From: osian@zetnet.co.uk
Message-ID: <3b044c7c$0$21937@news.zetnet.co.uk>
Source record: 46159

PS. I relate some of my difficulties for your benefit and for anyone else's benefit!

1) The version of fVDI that Cortex supply with Eclipse is hopelessly out of date and very buggy. As I mentioned, get the latest version from the author's web site first.

2) The configuration file that Cortex supply will not work. It isn't even set up to recognise the ATI Rage card so it has no hope of working! If anyone wants a copy of my working file, let me know.

3) The fVDI option to configure the resolution and number of colours interactively at boot time doesn't work (at least I couldn't get it to work) and simply corrupts the fVDI program, needing a restore. I have to explicitly hardcode the configuration and edit it and reboot when I want to change.

4) The installation of the hardware is relatively painless, however it does require you to cut the main power supply lead inside the Falcon to feed it into Eclipse! This was extremely fiddly and nerve-wracking for me - the cable just isn't long enough.

5) The ribbon cable that connects the Eclipse board to the Rage board wasn't long enough to fit the Rage board inside my tower case. I had to feed the cable out through the cartridge port hole and sit the box externally on top of the tower case. I've not got an extension cable to allow me to put it inside the case.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

6277. Re: ECLIPSE upgrade for FALCON!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 22:14:23 UTC
From: osian@zetnet.co.uk
Message-ID: <3b044d3f$0$21936@news.zetnet.co.uk>
Source record: 46160

On 17 May 2001 22:11:08 , Chris Simon wrote:
>I've not got an extension cable
>to allow me to put it inside the case.

That should read "I've NOW got...."

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

6278. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 22:18:29 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <o4YM6.881$9F1.8930@NewsReader>
Source record: 46161

Hi Sean,

> >Sean's hard drive.
> >Believe me, Sean has been very conservative with the truth on this
> >one. I have stated previously "i know because i was there". I really
> >should not elaborate any further because of the pending legal action
> >but i will say that i checked it twice - DOES MR SWEET WISH
> >TO QUESTION MY TECHNICAL ABILITY.
>
> Dave, everything I have said about this matter is true and am surprised
> and amazed to read this and some of the postings you have issued
recently -
> I thought you were well above all this.
>
As i implied (in private) many months ago this situation could
never have a winner and would cause offence on both sides. I have
kept quiet for 6 months but after postings implying fraud and bringing
my products and customers into the fray then I'm afraid I have had
enough. I know a lot of people still active in the scene and they have
informed me what else is being said.
You well know that up untill now i have always been an extremely
polite and placid person, I never took the piss out of anyones technical
ability and spent many hours talking people through fitting parts supplied
by myself. However, other members of this group have enjoyed causing
offence and i really believe that they have taken the piss out of yourself
just as much as they have tried to do to Barrie.
Posting back to these people in an abusive way is the only language
they understand.

> As far as the drive goes I wouldn't dream to question your technical
ability
> on this but you *must* be missing some crucial information somewhere - and
reading
> Barrie's accounts It's obvious that he is - in a big way. But I've said
> all this before so will not go into it all again.
>
My comment was only directed towards Mr Sweet, please do not
take it out of context. As i have said before you see it your way
and he sees it his way. Are you really happy that it has esculated
into todays mess?

The main problem i have is the continuall attacks on each others
character, Dennis seems to think that what he posts is the
truth, the whole truth and nothing but the truth and is holding
a Kangaroo court. All i want Dennis to do is answer my

questions put to him in previous postings.

I am sure that once it goes to court we will hear the truth.
Enough evidence has passed between postings and i am
sure the group has had enough. Why not stop the remarks,
let it go to court and then we will see.

Dave

6279. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 22:20:30 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3b04416e6c8420@ic24.net>
Source record: 46156

Hi Dave,

on Wed 16-05-2001 00:50 (+0100) Dave wrote:

>Sean's hard drive.
>Believe me, Sean has been very conservative with the truth on this
>one. I have stated previously "i know because i was there". I really
>should not elaborate any further because of the pending legal action
>but i will say that i checked it twice - DOES MR SWEET WISH
>TO QUESTION MY TECHNICAL ABILITY.

Dave, everything I have said about this matter is true and am surprised
and amazed to read this and some of the postings you have issued recently -
I thought you were well above all this.

As far as the drive goes I wouldn't dream to question your technical ability
on this but you *must* be missing some crucial information somewhere - and reading
Barrie's accounts It's obvious that he is - in a big way. But I've said
all this before so will not go into it all again.

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.5 Kobold 3.5 ExtenDOS Gold 3.3a

6280. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 22:27:52 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <4cYM6.882$9F1.8932@NewsReader>
Source record: 46162

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:990124342-537254AEicMi@madasafish.com...
> Hi Dave
>
> >Any spelling mistakes are not deliberate. Grade 5 CSE you see.
> >
> >Ah well, we can't all be perfect can we Dennis and Steve.
>
> Its your bum chum
Yet another lie. Any more?
BTW At least i have friends.

> thats setting the spelling standards.
> Check the thread before you open your mouth i beleive is a phrase youve
> used recently.
>
It most certainly is.

But -
Did I question your bad spelling?

Your mental ability, ignorance and sanity. YES
Spelling NO

6281. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 22:47:09 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <nvYM6.36324$662.177322@news1-hme0>
Source record: 46163

Hi Dave,

"Dave" <maccdave@btinternet.com> wrote in message
news:o4YM6.881$9F1.8930@NewsReader...

> My comment was only directed towards Mr Sweet, please do not
> take it out of context.

Ok. It was your statement that I had been "conservative with the
truth" that struck me that's all.

>Are you really happy that it has esculated into todays mess?
>
No, but I don't feel I have said anything unfair and have tried to
keep to the issue which Barrie requested i.e. previous cutomers
to come forward and I have put my point over clearly enough I think.

> a Kangaroo court. All i want Dennis to do is answer my
> questions put to him in previous postings.

Can't comment on this as I have not kept up with newsgroups (or computing)
for a some while now due to time restrictions at present.

Regards
Sean

6282. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 22:56:09 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <BCYM6.40898$9C6.8210@NewsReader>
Source record: 46164

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10105171559150.84-100000@Hades060...
> On Thu, 17 May 2001, Barrie at Atarispares wrote:
>
> > Hello.
> >
> > "Steve Sweet" <steve_sweet@madasafish.com> wrote in message
> > news:990035454-43036AEicMi@madasafish.com...
> > > Hi Barrie
> > >
> > > >Readers should be aware I have not and never will knowingly
> > > >supply Sweat with any Atari goods.
> > >
> > > That sweet.
> >
> > As far as I'm concerned it's sweat, as in underarm and smelly.
> > Probably fat and ugly too, with a very firm grip, (according to his
only
> > friend,)
> > but I've never met him so I'm guessing.
> >
> > > "Knowingly", thats a nice word, one that will make you wonder for the
> > > rest of your life if the next stamp you lick will end up at my door.
> >
> > I don't care either way, except that,
> > 1. I will already have your money and
> > 2. It could mean I then had your address to send the court docs to.
> >
> > Laff now, pillock.
> >
> > > You do accept postal orders as a valid means of payment dont you, as
if
> > > i didnt already know.. :-) :-)
> >
> > If you have purchased from me by deception.............
> >
> > You certainly haven't complained about anything directly to me,
> > but then, you wouldn't, you gutless bag.
>
> Please capture this post and add it to your massive pile
> of evidence. At some point one has to draw the line,
> and now I'm certain I would never purchase anything
> from you. I was considering a keyboard, I could of
> swapped the keycaps from the dead one, but now I'd rather

> do without.
>
> Such talk... I understand one might want to
> defends ones own honor, but this stuff is crossing over
> the line into plain sillyness. If the original problem
> was false to begin with, and you claim you are not loosing
> customers then for heaven sake don't stoop to their level.
> Now you are loosing customers. I won't read this thread anymore,
> it's my own fault for doing so.
>
Hi Lonny,
If your not reading the thread any more then this won't
matter.
But if you are then before you go just take a quick look at how each
of these bitter threads develop. Who are the instigators?
There are 2 people starting the arguments and what for? Self gratification?
All i can say is you would be missing out on a good deal, but what
do i know for i am meant to be "The Ultimate Scam".

Dave

6283. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 23:11:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990171708-43711AEicMi@gmx.net>
Source record: 46185

From: "Dave" <maccdave@btinternet.com>
Date: Tue, 15 May 2001 01:15:41 +0100

>Really.
>I must agree that the case against you just looks better and better.
>As i said you haven't got a clue.
That's your personal opinion. But then that's worth nothing, someone far
more qualified will consider the cases and decide how strong they are.

>If you are so right then answer the question. Where you there? Do you
>have first hand knowledge or are you really Betty?
Ofcourse I wasn't there, since when does one need to be present at the place
of a crime? wouldn't this make me an accomplice?

>> >BTW action will still be taken against the online magazine if any more
>> >rubbish is posted in the same way.
>> Sorry mate.... wrong newsgroup, wrong thread if you ask me. Has anyone
>> here any idea what he's on about?
>Ask Shiuming Lai you ignorant stain.
See, that wasn't so hard was it? if you got something to say, just do it.

>> Just like your mate Barrie
>Assumption or truth?
Since you claim to be there all the time, I assume he's at least a mate.

>> you seem to think we've got a crystal ball
>> here. What online magazine is posting rubbish? what's it all about?
>> Define "rubbish" please.
>>
>What you type.
Point taken.... now please answer the question. It should be obvious by now
that nobody here has a clue what you're on about. Has anyone noticed any
"rubbish" being posted in the online uk magazines lately?
Luckily you noticed it, or it might have slipped through unnoticed !!!

>> What on earth is TUS? The Ultimate Scam ?
>Nice one.
>Believe me it's been called worse, you can insult me all you like
>but be prepared for a barrage of abuse back. You see i am no longer
>active in the Atari market
You seem to think you're world famous.... believe it or not but I didn't
had a clue who you were. And as for TUS... I remember seeing some ads in
the old Atari magazines, so what? over the years I've seen hundreds of adds
of now defunct dealers.
What's so difficult in calling a horse a horse?

>>I don't wish anything, if you want to make
>>yourself ridiculous, go ahead and post the pathetic retraction, who
>>knows what might fall out of the cupboard....
>>
>A complete arse hole could only make a comment like this. He well knows
>that the reference is to Shiuming Lai. Care to comment you gutless prick.
No not really, you seem to answered it already :-)
I can't really see Shiuming Lai writing pathetic retractions, I don't
remember seeing any public retractions lately in any of the English Atari
newsgroups and I can't recall any such threads either.
Frankly spoken : you asked if I wished to see you post it? YES please ...
unless I see this with my own eyes I'll assume it's just a figure of your
imagination.

>P.S. Do you want me to email you a few arse licking web sites.
No, but thanks anyway.
I would strongly advice you not to email me, since the reply could upset
you somewhat.... heaven knows what might come attached :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6284. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 23:12:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990171702-42467AEicMi@gmx.net>
Source record: 46183

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Mon, 14 May 2001 23:03:55 +0100

>The wheels of British justice grind exceedingly slow.....
Really? Well, then we simply must do something about this.

When I mailed you my private credentials some five weeks ago I've asked you
very politely to sent yours over as well, simply to speed up the necessary
proceedings, remember?
Sent over the details and be amazed of how fast "slow grinding wheels" can
really be....

>Nobody, repeat, nobody has been swindled by me, nor have I stolen property
>or switched machines for inferior ones.
Tell it to the judge.... BTW: is someone accusing you of switching machines
for inferior ones? care to elaborate on this... :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6285. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 23:13:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990171696-41435AEicMi@gmx.net>
Source record: 46182

From: "Dave" <maccdave@btinternet.com>
Date: Wed, 16 May 2001 00:50:35 +0100

>Firstly, I would like to appologise to the group for my abusive language.
>However, this is not extended to the the intended recipients.
...this is the lamest excuse I've heard in years.
Your postings were targetted towards me, why you needed to use abusive language in the first place is something only you know. I assumed this kind of language comes natural... anyway, if you think I'm going to step down to the same level, you're wrong.

>I have read the groups for many years and i find it difficult to believe
>that a couple of regular contributors can hold a Kangaroo court whilst
>others just stand by and watch.
Although you claim to have followed the different threads on this topic and read the arguments of both parties involved, yet, you haven't noticed that a great deal of the regular posters aired their opinion on this matter?

You must think it's full of idiots here... You know very well that everyone here will ask and even plea to stop this thread.

>As you are probably aware Barrie used to help out on my stand at
>the shows and is competent at repairing ST's. I have passed on many
>of my former customers to him over the past year as i now develop
>parts for the PC and don't have the time. You people know how much
>effort i put into TUS -
AFAIK no one is questioning Barrie's competence. And no one is questioning TUS either for that matter, why do you feel you have to defend yourself?

>would i really put my trust in Barrie if i thought he was going to swindle
>them.
Probably not, but how can you possibly know someone his real intentions? no one claims Barrie swindled certain customers *willingly*. I know very well that every story has two sides... I admire the way you stand up for a mate and fellow collegue, but the methods used will not give you much supporters for the case I'm afraid, it should be pretty clear by now that using abusive language to get your points across, has a negative effect here? one of the reasons I stepped in was because of the abusive language being used against some of the people here in the first place....

>The customer from hell always comes along at the wrong time and some are
>hell bent on causing as much trouble as possible if they don't get their
>way. I will be the first to admit that not every job went well and i took
>some pretty drastic action with some of them. If any are reading this
>then feel free to air your complaint.
I don't think a business with only satisfied customers exists anywhere in

the world. Certain deals are bound to turn "sour" from time to time.
But again... no one is questioning this either. The way in which this deals
are handled are important, Barrie may be very competent, but when it comes
down to public relations...

>Sean's hard drive.
>Believe me, Sean has been very conservative with the truth on this
>one. I have stated previously "i know because i was there". I really
>should not elaborate any further because of the pending legal action
>but i will say that i checked it twice - DOES MR SWEET WISH
>TO QUESTION MY TECHNICAL ABILITY.
That's what happens when you don't read threads completely.... care to
elaborate on selling a custumers property without his consent, and then
refunding him only a fraction of the value... (this has been publicly
admitted)

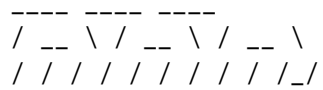
>Alleged Replacement of Superior Parts.
>ie Veloced STE with a Mega
>Once again not too much can be said in public. What i would advise
>anyone who wishes to know should contact Mr Lai who would
>appear to have spread the story and has since tried to retract it.
You've got your wires crossed! I don't recall reading anything like this
here. AFAIK this has nothing do to with Keychange either, unless you know
better?

>What i would advise anyone who wishes to know should contact Mr Lai who
>would appear to have spread the story and has since tried to retract it.
Not even mentioning the fact that it isn't very polite to put someone in a
dark spot while he's unaware of it and not able to defend himself....
This is what you're playing at.... you don't really give a toss about the
Keychange soap story, you've got some personal beef with Mr. Lai and want
to involve the newsgroup, nearly all your postings have carried some hints.
If something is bothering you, why don't you just throw it out in the open?

>Any spelling mistakes are not deliberate. Grade 5 CSE you see.
>Ah well, we can't all be perfect can we Dennis and Steve.
You conveniently seem to forget that English is not my native language,
meaning that my postings are bound to carry some spelling errors and that
some of the sentences will be build up rather awkward, so what?

>BTW Should i start spreading stories about the MOST reputable of
>UK based Atari dealers into the group. I can certainly tell a few,
>i know because i fixed them after they stuffed up.
Does it make any difference if anyone would ask you not to? it seems to me
that you're going to carry on anyway....

Cheers from Belgium
Dennis
--



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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6286. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 23:14:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990171704-43091AEicMi@gmx.net>
Source record: 46184

From: "Lord Gaiyan" <gaiyan@vianet.ca>
Date: Wed, 16 May 2001 08:24:00 -0400

Hi Joshua,

>That's just it. I don't know which of the icons in the RSC are
>conflicting. Is there a simple way of finding out rather that renaming all
>of them?
Jinnee has a peculiar way of indexing the icons. You've got to make sure
that the icons *inside the RSC* all have a unique name.
Open PPP.DATEI.RSC with a RSC-program (Interface, RSM etc..), click on
TREE1 and rename all icons in the RSC, most likely they are all called
"ICON". It doesn't matter what name or number you assign to them since
Jinnee doesn't use these anyway. I normally just assign a number to them
like "ICON01, ICON02"... etc.

While betatesting Jinnee I came across this problem several times and
like you could not figure out what was causing it. Eventually Manfred
Lippert pointed it out to me.

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6287. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-17 23:15:32 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <MUYM6.40901$9C6.8331@NewsReader>
Source record: 46165

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:nvYM6.36324$662.177322@news1-hme0...
> Hi Dave,
>
> "Dave" <maccdave@btinternet.com> wrote in message
> news:o4YM6.881$9F1.8930@NewsReader...
>
> > My comment was only directed towards Mr Sweet, please do not
> > take it out of context.
>
> Ok. It was your statement that I had been "conservative with the
> truth" that struck me that's all.

Yes Sean, IMO you have been.
Can't really say anymore because of the case but what i would like
to know is "From your enhanced computing knowledge today would
you have been prepared to help yourself a bit more all them years ago?"

> >Are you really happy that it has esculated into todays mess?
> >
> No, but I don't feel I have said anything unfair and have tried to
> keep to the issue which Barrie requested i.e. previous cutomers
> to come forward and I have put my point over clearly enough I think.
>
So are you happy that your version of events have been repeatedly used
to justify other stories for which i know are untrue?

> > a Kangaroo court. All i want Dennis to do is answer my
> > questions put to him in previous postings.
>
> Can't comment on this as I have not kept up with newsgroups (or computing)
> for a some while now due to time restrictions at present.
It has been interesting.

6288. Mega ST Internal DMA Connector question

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 00:25:51 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <tg8r2bc9mmfr71@corp.supernews.com>
Source record: 46166

Does anyone know what the pinout of the Mega ST Internal connector is in relation to the external DMA connector.

In other words: Internal Pin1 = External Pin ?

Thanks
Chris

6289. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 01:34:50 UTC
From: ebaiz@skyenet.net
Message-ID: <___M6.615$FW.7355@newsfeed.slurp.net>
Source record: 46167

On 17 May 2001 11:58:46 , "Lord Gaiyan" wrote:
>Darn, I renamed every single icon and I still get the error message. I use
>RSM 3.11
>
>Joshua.

Then I would do this. I would go into the icon folder that Jinnee uses
and delete one of the RSC files, then load in the new file. Keep doing
this until you find the one with the icons that are causes the new file
not to load. Then load that file into a RSC editor to see if you can
identify which icons are conflicting.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6290. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 01:34:52 UTC
From: ebaiz@skyenet.net
Message-ID: <0%_M6.616$FW.7355@newsfeed.slurp.net>
Source record: 46168

On 16 May 2001 19:01:46 , Lance Ringquist wrote:
>hi edward,
> if people would only look at this atari market in perspective, and
>realize that this is a rebuilding effort on a very small scale. it will
>never be like before, but it can be somewhat active, and stabilizing if
>some of these programs, and hardware projects come to bear(tempest,
>milan III, xtos, cuzuba, etc.).
> mario's project has stirred some interest, and if more like this can be
>done, you never know how much fun can be put back into atari computing.

Well the Atari platform will never die. There are many diehards, like
myself, who still use an Atari computer as their main computer. Then
there are MANY ex-Atari users who are still running Atari programs on
their PC's and Mac's under emulation.

Edward S. Baiz Jr.
(Gamer)

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Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6291. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 01:34:55 UTC
From: ebaiz@skyenet.net
Message-ID: <3%_M6.617$FW.7355@newsfeed.slurp.net>
Source record: 46169

On 16 May 2001 23:58:19 , Carey Christenson wrote:
>Everyone,
> I am an avid computer user!!!!!! I have used all kinds of computers
>from a TI-99/4a to a 1 GHz. PC!!!!!! And yes ATARI, from an 8-bit
>130XE and a 1040STf with 2.5 megs of RAM to a soon to be upgraded
>FALCON!!!!!! I recently read a newsgroup response from an unnamed
>developer that said that atari is dead and that there will be NO more
>development from software developers and that the XTOS project will
>find itself in the same predictement!!!! I dont agree, there are alot

Hello Carey,

I know which developer you are talking about. I do not agree with him either, but then he is selling a very good product and is not making harly anything, so I can see his point. One of the biggest problems the Atari market has had in the last 20 years, is that many Atari users just do not want to pay for the programs they use. The pirates really hurt the Atari platform back in the 80's and 90's. But like I said, the Atari platform will never die. I have been arguing this for the last 15 years with people including my wife who is an avid PC fan. There are still many diehard Atari users like you and myself who use an Atari as their main computer. Then there are the ex-Atari users who are still running Atari programs on Mac's and PC's under some kind of emulation. The support is out there, you just have to find it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6292. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 01:34:57 UTC
From: ebaiz@skyenet.net
Message-ID: <5%_M6.618$FW.7355@newsfeed.slurp.net>
Source record: 46170

On 17 May 2001 17:24:48 , "Pascal Ricard" wrote:
>Hi all,
>
>PhotoTip 3.0 is available.
>The first goal of this program to manage digital cameras as best as
>possible. It is now also a very good images manager (listing, small
>retouching...). Therefore it become an indispensable tool for all Atari
>users.
>PhotoTip webpage (in French):
>http://www.europe-shareware.org/atari/logiciels/phototip.html

Thank you very much for posting this. I am a registered user of
Phototip.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6293. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 01:34:59 UTC
From: ebaiz@skyenet.net
Message-ID: <7%_M6.619$FW.7355@newsfeed.slurp.net>
Source record: 46171

On 17 May 2001 19:17:59 , Peter Slegg wrote:

>There is also an emulator called SoftPC
>
> www.holleman.demon.nl
>
> I tried it on my Milan but it requires 640x400 16 colours so I think
> that limits it to Falcon or TT. Maybe it will run on a Hades but I
> know it doesn't work on my Milan because I can't get 16 colour
> screens, which is a shame.

I did get SoftPC to run on my Hades, but I had to run it in a 256 color mode. The resolution I was in did not matter. I ran it in 800x600, 1024x768 and 640x400. I could not get it to run either until I ran the little program GET_REZ4 before I ran the main program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6294. FS/T: Atari ST items and more... [05/17/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 02:24:42 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <tt19gtof70p6c2lkimnohsctbej4chepi0@4ax.com>
Source record: 46172

Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple][computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

6295. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 04:45:13 UTC
From: sinclap@nospam.net
Message-ID: <170520012345302102%sinclap@nospam.net>
Source record: 46173

In article <7135-3B033530-55@storefull-178.iap.bryant.webtv.net>, Lance Ringquist <Video61@webtv.net> wrote:

> sinclap,
> when you are using a mac, you are using a real computer, i think that
> is what he means.

Whats a real computer? Is not linux real? The Hollywood animators and Pixar are switching to Linux..

> linux, unix are ok, but the average user/business's only know windows,
> and that is a fact.
> thanks,
> lance

That may change with the continued Linux penetartion, strong sales of the iBook/2001 and the new Apple stores...which will carry 300 software titles..

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap!
somewere in mn

6296. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 04:46:05 UTC
From: sinclap@nospam.net
Message-ID: <170520012346225232%sinclap@nospam.net>
Source record: 46174

In article <Pine.MNT.4.10.10105162159250.161-100000@Hades060>, Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> On Thu, 17 May 2001 sinclap@nospam.net wrote:
>
> > Eh...People do have choices...Ever hear linux, Unix and Mac!
>
> We can run the first two, and Mac... Eh.. useless to me and most
> of the people here. But then that has always been the part of the
> equation you cannot grasp. That too is a choice.

Whats useless?

> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mn

6297. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 04:53:53 UTC
From: sinclap@nospam.net
Message-ID: <170520012354012838%sinclap@nospam.net>
Source record: 46175

In article <3%_M6.617$FW.7355@newsfeed.slurp.net>, Edward S. Baiz Jr.
<ebaiz@skyenet.net> wrote:

> On 16 May 2001 23:58:19 , Carey Christenson wrote:
> >Everyone,
> > > I am an avid computer user!!!!!! I have used all kinds of computers
> > >from a TI-99/4a to a 1 GHz. PC!!!!!! And yes ATARI, from an 8-bit
> > >130XE and a 1040STf with 2.5 megs of RAM to a soon to be upgraded
> > >FALCON!!!!!! I recently read a newsgroup response from an unnamed
> > >developer that said that atari is dead and that there will be NO more
> > >development from software developers and that the XTOS project will
> > >find itself in the same predictement!!!! I dont agree, there are alot
> >
> Hello Carey,
>
> I know which developer you are talking about. I do not agree with him
> either, but then he is selling a very good product and is not making
> harly anything, so I can see his point. One of the biggest problems the
> Atari market has had in the last 20 years, is that many Atari users
> just do not want to pay for the programs they use. The pirates really
> hurt the Atari platform back in the 80's and 90's. But like I said, the
> Atari platform will never die. I have been arguing this for the last 15
> years with people including my wife who is an avid PC fan. There are
> still many diehard Atari users like you and myself who use an Atari as
> their main computer. Then there are the ex-Atari users who are still
> running Atari programs on Mac's and PC's under some kind of emulation.
> The support is out there, you just have to find it.

An enterprizing person should set up shop at the Mall of America in
Bloomington, MN to offer one of kind Atari stuff. The Mall caters to
70,000 on a slow day and upto 300,000(mostly tourists) a day on a busy
day. Usually distinct shops populate the mall such as Sharper Image
and the new Bose store. Look for the new Apple store soon. Airlines
have special rates for travel to the MOA. Saw two folks wearing black
fugi shirts at cusa last week. So there must be interest...

>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz

sinclap!
somewere in mn

6298. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 05:20:00 UTC
From: Video61@webtv.net
Message-ID: <7135-3B04B100-220@storefull-178.iap.bryant.webtv.net>
Source record: 46179

linux is real, but not the peaces platform, that is a overblown
calculator that masquerades as a computer thru software emulation.
i agree with edward, you have to find support, as well as users for
alternative platforms, and the apple is a alternative platform, its a
good one, but the peecee has crushed everything else even if you run
alternative not so bad software on it, it still sucks.
i see nothing that can halt the march to utter domination of the peecee
in the future, but that does not mean we have to roll over, and die.
anyone remember the avanti from studebaker? it lived on for years after
studebaker went under, it is kinda like the clones, small market for a
really cool machine that really can be impressive.
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6299. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 05:26:09 UTC
From: Video61@webtv.net
Message-ID: <7136-3B04B271-78@storefull-178.iap.bryant.webtv.net>
Source record: 46180

sinclap,
atari did that way in the past, remember federated department stores? they also did that with some jaguar only stores. both were flops, and when a company has to set up there own stores it looks like a market share problem. now jobs is no jack, jobs is much smarter, and may pull it off.
i have thought about a mall of america store, but the price is way more than i can afford, as well as inventory problems, when you run out of something, you just cannot pick up the phone to reorder. but i bet if i could do it in say november-december-janurary, i could do well.
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6300. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 05:28:29 UTC
From: Video61@webtv.net
Message-ID: <7135-3B04B2FD-222@storefull-178.iap.bryant.webtv.net>
Source record: 46178

edward,
it will not die like 57 chevy's will not die.
we just need to stabilize things a bit,
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6301. Re: WTB Graphics card or ET4000 for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 05:42:07 UTC
From: markat@zetnet.co.uk
Message-ID: <3b04b62f$0$21935@news.zetnet.co.uk>
Source record: 46177

On 17 May 2001 21:40:07 , "ian" wrote:
>Anyone with a graphics card for a Mega ST for sale?
>Ian.
>
>
I have a Matrix Coco graphics card for sale (1mb)
Fits in VME slot of Mega STe or TT but not sure about Mega ST
Comes with special version of NVDI to run it.
Let me know if of interest.

Martin

6302. FA Atari St Computers & Software on EBay

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 05:53:40 UTC
From: Eddiesax <eddiesax@mediaone.net>
Message-ID: <3B04B886.622B48C4@mediaone.net>
Source record: 46181
Cross-posted to: maus.computer.atari.hardware,comp.sources.atari.st,comp.sys.atari.st,ctdl.sys.atari.st,z-netz.rechner.atari.hardware,z-netz.rechner.atari.software,zer.z-netz.rechner.atari.hardware

These items are currently available on EBay

Atari 1040 STE Personal Computer No Reserve
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1237874033

Atari 1040 STF Personal Computer No Reserve
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1237874043

Atari Computer Modem 1040 Mega ST No Reserve
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1237874049

Notator Software W/ Unitor Atari Computer NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1430942487

Sound Designer Software Atari Computer NR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1430942494

Atari Computer Modem 1040 Mega ST No Reserve
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1237874049

6303. FREE Atari Catalogs! Sales! Discounts! More Atari Stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 07:07:55 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105180002220.15738-100000@shell.pacifier.com>
Source record: 46188
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

Click for
Atari Daily Specials!

Check the HotLink above for Atari specials on my WebSite! 20% Preferred Customer Discount! 20% SoftWare Discount! Overstock including Panasonic Printers & Atari 1050 Disk Drives. Check out On-Line Atari Catalogs! I've bought overstock from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic Atari 8 Bit Games such as LucasFilm! Atari Happy Drives & Atari XF551 Drives. Also, I'm adding a Dozen Boxes of ST Software! 100's of copies of ST Software! To Redeem Discounts, sales &/or special offers, either use my HotLink above, reply in E-Mail or call Ben @(503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6304. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 07:23:32 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B04CDF4.D5EBED65@siemens.at>
Source record: 46189

SWE/YesCREW wrote:

> to all:
>
> Someone mentioned updating of kernel and tools.. CVS repository is
> ported on MiNT quite some time, and via CVS u can get almost daily updates
> of things in development.. Also redhat package manager is arround qute a
> long time, so i suggest anyone interested in MiNT to check
> www.freemint.de and www.sparemint.de and check in person whats going on in
> MiNT world and there is a LOT of happening...

Hey, thanks for reminding me of the freemint pages. Somehow I only
had sparemint in my bookmarks and since I couldn't get rpm to work
I can't use that. But at freemint things are downloadable as tgz.
So I can try whether GCC 2.95.3 works better than 2.95.2 for me
or whether I have to stay with 2.8.1.

Thanks again
Gerhard

6305. Re: WTB Graphics card or ET4000 for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 08:52:11 UTC
From: mutterback <mutterback@sprintmail.com>
Message-ID: <%o5N6.14737$gc1.1311187@newsread1.prod.itd.earthlink.net>
Source record: 46190

Martin Holmes <markat@zetnet.co.uk> wrote in message
news:3b04b62f$0$21935@news.zetnet.co.uk...
> On 17 May 2001 21:40:07 , "ian" wrote:
> >Anyone with a graphics card for a Mega ST for sale?
> >Ian.
> >
> >
> I have a Matrix Coco graphics card for sale (1mb)
> Fits in VME slot of Mega STe or TT but not sure about Mega ST
> Comes with special version of NVDI to run it.
> Let me know if of interest.
>
> Martin
>
> I might be interested in this card. Please tell me what the graphics
modes are
and asking price. I can be reach here or at mutterback@sprintmail.com

6306. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 10:07:42 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <6x6N6.51$0g4.1849@NewsReader>
Source record: 46191

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990171702-42467AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Mon, 14 May 2001 23:03:55 +0100

> >The wheels of British justice grind exceedingly slow.....

Be assured, Vermin, the court papers will arrive.

> Really? Well, then we simply must do something about this.
> When I mailed you my private credentials ...

After all the lies you've told do you think I believe you would send a
genuine address?

I'll wait until the court orders your ISP to reveal it, same for your friend
sweat.

>some five weeks ago I asked you very politely to sent yours over as well,
>simply to speed up the necessary proceedings, remember?
> Send over the details and be amazed how fast "slow grinding wheels" can
> really be....

Explain how you can speed things up, you libelled me several times so I have
to sue you.

You could always post all the alleged documented evidence

and let us all see what YOU are talking about.

I won't hold my breath.....

Barrie. www.keychange.co.uk

6307. Re: WTB Graphics card or ET4000 for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 10:32:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990258080-57390AEicMi@cwcom.net>
Source record: 46227

From: markat@zetnet.co.uk (Martin Holmes)
Date: 18 May 2001 05:42:07 GMT

>>Anyone with a graphics card for a Mega ST for sale?
>>Ian.
>>
>>
>I have a Matrix Coco graphics card for sale (1mb)
>Fits in VME slot of Mega STe or TT but not sure about Mega ST

I'm sure that it won't work with the Mega, because the bus' are not
compatible. The Mega's bus is a straight "listen" of the processor lines.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6308. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 11:06:34 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105180401590.8443-100000@shell.pacifier.com>
Source record: 46192
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

On 17 May 2001, PHIL SMITH wrote:

> In article <PiGM6.629$fp.835683@nntp3.onemain.com>, Stec wrote:
> >Has anyone here ordered from this guy?
> >
> >"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> >news:Pine.BSO.4.33.0105040124360.25358-100000@shell.pacifier.com...
> >> <h3>Click for
> >> Atari WebSite Specials!</h3>
>
> Yes, I have ordered stuff from him a couple of times. Most of the time I
> am against constant spamming of newsgroups, but this guy is legit, has
> really good prices on software, and a large inventory. He also
> has a very quick turnaround on orders.
>
> There aren't a lot of good places to get Atari stuff anymore, so I wish
> people would just get off his back. Please not that comment is not directed
> at the person asking this question, just a general statement to the public.
>
> Phil

Hello Phil, Thank You for supporting me. Please check this Link Below.

<h3>About SPAM!</h3>

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6309. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 11:25:22 UTC
From: Eddy Morfan <eddy.morfan@mail.dotcom.fr>
Message-ID: <3B0506A2.95C3490E@mail.dotcom.fr>
Source record: 46193

The Caver wrote:
>
> I have found out i could be my internal drivre that is causing the problem,
> if i disconnect the internal drive the external one works just fine.
> The internal drive is a modified pc drive, i wonder if that could be the
> problem.
>
I think it could be a drive selection problem...
When you disconnect the internal drive, what is the letter affected to
the external drive ?

With both drives connected and ON :
When you boot your computer, do the drives' selection LEDs turn ON ?
When you try to access to drive A, which drives' LEDs are ON ?
Which ones when you try to access to drive B ? Do the TOS ask you for
insterting a new disk in drive A ?
To check for correct drive selection wiring and correct drive IDs, you
can write directly to the PSG chip in order to set drive selection
signals and see if drives leds turns on. (This can be done in GFA or
with CPX basic for instance). I can give you more details if you need.

Here is a little explanation about the way external drives selection
works (from the hardware point of view).
Each ST computer (from ST to TT) has two way of selecting external
drives. This setting can be altered through two jumpers (or solder
points).
The first one could be called the "diskless" one, it lets the computer
select the first external drive (remember they are daisy chained) as
drive "A" (using the DRIVE SELECT 0 pin) and the second one as drive "B"
(using DRIVE SELECT 1). This is the way the very first STs did work, but
a more recent machine could be turned to this behaviour (just have a
look at a shematic drawing).
The second way could be called the "internal disk" one , it lets the
computer select the first external disk as drive "B" (using DRIVE SELECT
0).
To allow daisy chaining, external drives' internal wiring must use DRIVE
SELECT 0 as their own selection signal and redirect DRIVE SELECT 1 from
the input plug to the DRIVE SELECT 0 of the ouput plug.

AFAIK All ST computers with internal drive must be set to the second
operating mode.
Please note that the external drive selection mode doesn't change PSG
ouputs meanings, but only connection from PSG's outputs to Floppy
connector pins (meaning of DRIVE SELECT pins).

I hope all these will help you finding what's wrong with your system.
Regards, Eddy.

6310. FA: eBay, Atari SM124 Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 11:31:57 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B05082E.C4134575@suscom.net>
Source record: 46194
Cross-posted to: pa.forsale,comp.sys.atari.st,misc.forsales.computers.monitors

Atari SM124 Hi Res Monochrome Monitor, works with all Atari ST
computers. Great for word processing and spread sheets.

item # 1238925582

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

6311. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 12:02:04 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <990196252-879692AEicMi@xs4all.nl>
Source record: 46197

>but then he is selling a very good product
What product is that?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6312. Re: ECLIPSE upgrade for FALCON!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 12:13:53 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <Ej8N6.251$QW1.1907@newsfeed.slurp.net>
Source record: 46195

I'm waiting to receive my Eclipse which I ordered and payed for over a month ago. He was out of ATI cards but just got a new shipment in so I should be getting it shortly.

Joshua.

"Carey Christenson" <firest@williams-net.com> wrote in message news:tg8dub33dhhpe9@corp.supernews.com...
> Anyone,
> Does anyone own the ECLIPSE graphics card for there FALCON030????? If
> so, how do you like it????? Does it give any problems with operation
> of the computer????? I am thinking of upgrading my FALCON with cortex
> designs TEMPEST accelerator and there ECLIPSE graphics card!!!!! Once
> I know whether anyone has this card and can tell me any pros or cons
> to it I will be able to decide if I want it now or wait till the bugs
> are fixed!!!
>
> Thanks for any help!!!!
> Carey

6313. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 12:22:25 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <Er8N6.262$QW1.1983@newsfeed.slurp.net>
Source record: 46196

What I did was that PPP_DATEI.RSC was the only one in the ICON folder and it still gave the same error message. I figured there was a conflict in the RSC itself but I haven't been able to find it. Very weird. It's got some very nice icons in it :(

Joshua.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message news:___M6.615$FW.7355@newsfeed.slurp.net...
> On 17 May 2001 11:58:46 , "Lord Gaiyan" wrote:
> >Darn, I renamed every single icon and I still get the error message. I use
> >RSM 3.11
> >
> >Joshua.
>
> Then I would do this. I would go into the icon folder that Jinnee uses
> and delete one of the RSC files, then load in the new file. Keep doing
> this until you find the one with the icons that are causes the new file
> not to load. Then load that file into a RSC editor to see if you can
> identify which icons are conflicting.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

6314. Re: Atari ST Boot disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 13:26:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <FbmbHWAfMSB7Ew8O@atari.org.uk>
Source record: 46198

In article <1etkhsy.9ypa0c16vkxscN%steve666@clara.co.uk>, Steve
<steve666@clara.co.uk> writes
>I thought the orginal STs had tos on floppy? Or at least gem...?
>
>I did have a floppy that had TOS 1.0 on it (my ST had TOS 1.02 on ROM),
>I remember buying this from a PD library - why I dunno! :-)
>But I did have one. Anyway, you need the boot block of the floppy disc
>to automatically load the TOS.IMG file so that it bypasses the rom TOS.
>
>I'd love one of these also, wish I still had mine! :-(

HIya's

These are very handy to have. If you have a machine that won't run a
program or game, then you can boot the machine up with a disk TOS and
99% of the time it will run the awkward software.

I use it when I have software that wont run on the STE/MSTE.

Some early STOS stuff won't run on STE's, or even 1.2/1.4 TOS, and you
can't use the fix programs either. but run fine under 1.09.

I think I have it in my pd library somewhere:P

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6315. Aniplay + MagiCPC

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 14:27:20 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <LgaN6.338$QW1.3166@newsfeed.slurp.net>
Source record: 46199

Here at work away from my Falcy I'm trying to get Aniplay to work in MagiCPC. Whenever I load up a movie it tells me that I can only use a maximum of 16 colors on a 68000!! I'm running 1024x768 24bit color and it's incredibly fast! Wish there was an actual Atari this fast. Does anyone know how to make Aniplay play movies in more than 16 cols? Thanks.

Joshua.

6316. Re: Aniplay + MagiCPC

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 15:37:12 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <9e3fj8dqv1@wanadoo.fr>
Source record: 46203

Hi,

On 18 May 2001 10:27:20 , "Lord Gaiyan" wrote:
>Here at work away from my Falcy I'm trying to get Aniplay to work in
>MagiCPC. Whenever I load up a movie it tells me that I can only use a
>maximum of 16 colors on a 68000!! I'm running 1024x768 24bit color and it's
>incredibly fast! Wish there was an actual Atari this fast. Does anyone know
>how to make Aniplay play movies in more than 16 cols? Thanks.

You needs a 68020 emulation. Lot of codecs and transformations to screen uses
68020 opcodes. Aniplayer has worked under MagiC Mac before Hades ;-)

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

6317. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 15:37:13 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <9e3fj9dqv2@wanadoo.fr>
Source record: 46204

On 17 May 2001 17:21:46 , SWE/YesCREW wrote:
>On 16 May 2001, Mark Friedman wrote:
>
>> I for one am very interested. Does mint work on a Falcon with CTBII?
>> Mark
>
>
> MiNT work perfectly with CT2.. Right now im betatesting new kernel
>which enabley memory protection on CT2 which was not possible till now.

There are just a problem with the shutdown because without the MMU tree
of the 'TOS 7.0x' from Centek, the CT2 cannot reboot with TOS 4.0x in EPROM.
The RESET opcode seems not works in turbo mode ... or maybe it's another
problem. There are the same problem with Linux 68K.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

6318. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 16:36:45 UTC
From: bindon@madasafish.com
Message-ID: <tgajst4ifp3ud6@corp.supernews.com>
Source record: 46205

Hi

>>If any one wants my cfg details I'd be happy to send them. The server is
>>ircnet.demon.co.uk standard port for IRC (6667)
>
>Hmm, every IRC server I've tried (including this one) comes back with the
>dreaded authentication failure error.
>
>I'm using IConnect and the IRC client Chatter. Anyone got this combo
>working? It used to!

I've never used Chatter but do you have Ident on? I haven't a clue what I
changed (i did try this server afew months back) but I'm on IRC!

6319. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 16:39:34 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105181637140.192-100000@localhost>
Source record: 46200

Hi, Martin

> There surely happens lots of things in the MiNT world but I think that
> for quite some users (including myself) CVS is out of reach. I don't
> have problems with RPM though, except with one ghostscript which refuse
> to install.

Hm why is CVS out of reach? Compiling? But CVS is mainly used for
sources and betas etc, so main way to get packages is RPM or good old
tar.gz which i prefer... :)

> I can't imagine how live would be without MiNT.

I can, just not happy with results :)

Janez

6320. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 16:44:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105181642120.192-100000@localhost>
Source record: 46201

Hi Edward

> Well the Atari platform will never die. There are many diehards, like
> myself, who still use an Atari computer as their main computer. Then
> there are MANY ex-Atari users who are still running Atari programs on
> their PC's and Mac's under emulation.

Emulation? What are they then, "Pretended Atari fans" ? ,) I dont
believe emulator ppl add on to Atari scene and survival, just look at emu
pages worldwide, basicaly main pirate sites of the time....

Janez

6321. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 16:58:39 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b0561be465d9c2@pandora.be>
Source record: 46206

on Fri 18-05-2001 01:34 Edward S. Baiz Jr. wrote:

>On 17 May 2001 17:24:48 , "Pascal Ricard" wrote:
>>Hi all,
>>
>>PhotoTip 3.0 is available.
>>The first goal of this program to manage digital cameras as best as
>>possible. It is now also a very good images manager (listing, small
>>retouching...). Therefore it become an indispensable tool for all Atari
>>users.

>
>Thank you very much for posting this. I am a registered user of
>Phototip.

It's so damned pity that Phototip requires wdialog. Without if refuses
to start up.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6322. Re: Atari ST Boot disks

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 17:10:45 UTC
From: steve666@clara.co.uk
Message-ID: <1etm7th.1jzz3cvvalb1aN%steve666@clara.co.uk>
Source record: 46210

Steve Stupple <Steve@atari.org> wrote:

> HIya's
>
> These are very handy to have. If you have a machine that won't run a
> program or game, then you can boot the machine up with a disk TOS and
> 99% of the time it will run the awkward software.
>
> I use it when I have software that wont run on the STE/MSTE.
>
> Some early STOS stuff won't run on STE's, or even 1.2/1.4 TOS, and you
> can't use the fix programs either. but run fine under 1.09.
>
> I think I have it in my pd library somewhere:P

I'm off to the PDL now :-)

6323. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 17:12:02 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105181710120.192-100000@localhost>
Source record: 46202

> Hey, thanks for reminding me of the freemint pages. Somehow I only
> had sparemint in my bookmarks and since I couldn't get rpm to work
> I can't use that. But at freemint things are downloadable as tgz.
> So I can try whether GCC 2.95.3 works better than 2.95.2 for me
> or whether I have to stay with 2.8.1.

About your gcc problems: do u know that u must delete ALL. gcc, libs,
includes (if u use non 2.95.x) and u want to install 2.95.x rpm ???

Janez

P.S. i see u live in austria, near to Slovenia?

6324. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 18:12:07 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105181810500.97-100000@Hades060>
Source record: 46216

On Fri, 18 May 2001 sinclap@nospam.net wrote:

> In article <Pine.MNT.4.10.10105162159250.161-100000@Hades060>, Lonny
> Pursell <fatal@SYNTAX.ERROR> wrote:
>
> > On Thu, 17 May 2001 sinclap@nospam.net wrote:
> >
> > > Eh...People do have choices...Ever hear linux, Unix and Mac!
> >
> > We can run the first two, and Mac... Eh.. useless to me and most
> > of the people here. But then that has always been the part of the
> > equation you cannot grasp. That too is a choice.
>
> Whats useless?

The mac. Useless to me.
Not needed.
Why bother.

Which wording do you not grasp?

Useless as your posts...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6325. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 18:44:46 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <990219170-463744AEicMi@xs4all.nl>
Source record: 46213

>(listing, small retouching...)
I was not able to find this retouchng
capacity...Does anyone know 'where' it is?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6326. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 19:41:09 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <YSeN6.36387$662.179508@news1-hme0>
Source record: 46212

Hi Dave,

"Dave" <maccdave@btinternet.com> wrote in message
news:MUYM6.40901$9C6.8331@NewsReader...
> > Ok. It was your statement that I had been "conservative with the
> > truth" that struck me that's all.
>
> Yes Sean, IMO you have been.

Like I said before Dave I stand by everything I've said and the ppl around
me
at the time can confirm everything I've said. I can only assume you are not
aware
of the *full* facts but I will leave it at that.

> Can't really say anymore because of the case but what i would like
> to know is "From your enhanced computing knowledge today would
> you have been prepared to help yourself a bit more all them years ago?"
>
Of course I know _much_ more today than at that time *but* the fault
finding process *I* tried to implement would be exactly the same. It's a
shame I didn't
get the support or information from source at that time, but we've been
through all that before. The way this was dealt with amongst other things
(previously documented) was the thing that left a bad taste in the mouth.
In the hard drive case, devices can go wrong - these things happen, but the
response and the attititude you receive when they do is important. The
response recieved was pretty much in the same vein as those posted on this
group for all to see....enough said.

> So are you happy that your version of events have been repeatedly used
> to justify other stories for which i know are untrue?
>
I can only give my full account of the experience I had and if other users
have information than they too have a right to bring this up - as Barrie
requested. I know my version is true (even though you and Barrie disagree)
so now when you say these other stories are untrue what are ppl to think?
You see my point?

Anyway....

Regards
Sean

6327. Re: Pretend Atarians (was) "New Atari browser"

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 20:38:40 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105182020480.227-100000@localhost>
Source record: 46211

On Sat, 19 May 2001, Mike Marion wrote:

> Hi Janez and everyone.
> Yea ,I is/was a "REAL" diehard Atarian till recently. I have used Atari in my
> office since the 8-bit days.
> But real time interactive internet just became too necessary. I tried CAB but
> System Solutions turned me off so completely that even windows began to look
> good!
> So now I use Gemulator 2000 on a pentium laptop with win95.
> I still use my Gem/TOS software for business but can fax/email/browse while
> I'm doing it.
> Am a a "REAL" Atarian? who knows
> Do I miss the elegance and reliability? sure
> Do I dream of a "NEW" Atari ? sure
> Would I pay mega bucks for one? probably not
>
> Am I a "REAL" Atarian? who knows
>
> Mike Marion
> MSTE/TT030/STacy/ST/Portfolio/400/800/1200/Jaguar/2600 and Gateway2300

NO need for such sore reply, i dont doubt how much anyone is
"REAL" Atarian. But emulation do not help in survival of Atari as
platform, practicaly none with emulators only do not buy new software or
hardware and in 99% they are sure their emu is as good as some new Atari
comartible machine so no need to expect they will support that
market.. And that for sure will not help the Atari...

Janez

6328. Stargate BBS via SSH!

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 20:46:53 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B058A3D.A6FBC01D@ti.com>
Source record: 46215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi All!

You can now access the Stargate BBS via Secure Shell.
(Thanks to Martin-ï¿½ric Racine for suggesting this.) You must connect
to jybolac.dyndns.org on port 1040 to use Secure Shell.

You can find a Unix/Linux ssh client here:

http://www.openssh.org/portable.html

And information on Windows/Max clients here:

http://www.openssh.org/windows.html

The MiNT Client here:

http://www.freemint.de/en/netwrk.html
http://www.netppl.fi/~jasivu/files/ssh-1.2.26.mint.tgz

--

Main: http://www.geocities.com/doctor_clu/JYBOLAC.html

Archive: http://jybolac.virtualave.net

Telnet: telnet://jybolac.dyndns.org:520

SSH: telnet://jybolac.dyndns.org:1040

"All programmers are playwrights and all computers are lousy actors."

6329. Re: Chapelie

Newsgroup: comp.sys.atari.st
Date: 2001-05-18 22:36:05 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b058d5c687f101@pandora.be>
Source record: 46217

on Thu 17-05-2001 20:27 Steve Sweet wrote:

>
>>ftp://heracles.rma.ac.be/atari works just good (today 18:12 GMT).
>
>Fiffi always reports that i should check the hostname spelling as the
>server does not recognize it. I did have it working when it was first
>anounced, but not since.

All I can say is that heracles is fully operational. Maybe you must use
a decent ftp program:-))

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6330. FA: ebay, Atari Trak-Ball CX80, new in box

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 00:35:24 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B05BFCC.AD959E5@suscom.net>
Source record: 46218
Cross-posted to: pa.forsale,comp.sys.atari.st,comp.sys.atari.8bit,alt.atari.2600

Starting today. Atari Trak-Ball CX80, new in box. A Trak-Ball is a must for games like Missile Command for the Atari 2600 and Marble Madness for the Atari ST.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239180450

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

6331. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 02:19:20 UTC
From: ebaiz@skyenet.net
Message-ID: <IKkN6.5631$6q2.4155@newsfeed.slurp.net>
Source record: 46219

On 18 May 2001 16:44:20 , SWE/YesCREW wrote:
>
> Hi Edward
>
>> Well the Atari platform will never die. There are many diehards, like
>> myself, who still use an Atari computer as their main computer. Then
>> there are MANY ex-Atari users who are still running Atari programs on
>> their PC's and Mac's under emulation.
>
>
> Emulation? What are they then, "Pretended Atari fans" ? ,) I dont
>believe emulator ppl add on to Atari scene and survival, just look at emu
>pages worldwide, basicaly main pirate sites of the time....

The idea here is that people who are emulating an Atari will use Atari programs and in some cases, even buy Atari software. I have run into that from time to time. I think that these "pretend" Atari fans as you call them, add to the Atari scene. Why emulate something that you think is no good? Many of these ex-Atari users have confessed to me the reason they switched to the PC was not because of the software, but because of the computer being behind the times. To each his own...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6332. I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 03:37:22 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9e4ppi$s41$0@206.230.189.45>
Source record: 46221

I was sitting here reading all these lovely threads and have almost burst into tears. Man I miss my Atari! I just got a 1200mhz cpu for my pc trying to make up for the shear retardedness of my pc. What a waste. Someone sell me a Falcon please!!!

jonk

6333. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 03:53:52 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <C3mN6.725$26.11142@NewsReader>
Source record: 46222

> >Firstly, I would like to appologise to the group for my abusive language.
> >However, this is not extended to the the intended recipients.
> ...this is the lamest excuse I've heard in years.
Wrong.
I do appologise to the group for my language. Most who know me
will probably understand this.

> Your postings were targetted towards me,
Absolutley CORRECT. Spot on. 100%. For the first time in these threads
youv'e typed something factuall.

> why you needed to use abusive language in the first place is something
only you know.

Because _I_ choose to. The same way as you choose to be abusive.
Maybee different kinds of words but equally abusive.

> I assumed this kind of language comes natural... anyway,
> if you think I'm going to step down to the same level, you're wrong.
Not at all. I very rarely sware in public, in your case i have made an
exception
as i believe this is the only way to treat you.
Anyway, why single me out for abusive language. Do you remember "HAPPY"
who really got some stick of SWEET.

> >I have read the groups for many years and i find it difficult to believe
> >that a couple of regular contributors can hold a Kangaroo court whilst
> >others just stand by and watch.
> Although you claim to have followed the different threads on this topic
> and read the arguments of both parties involved, yet, you haven't noticed
> that a great deal of the regular posters aired their opinion on this
matter?
>
I agree they have been aired before. So why do you choose to follow a
certain
poster around like a bad smell instead of letting the legal action run it
course.
For all we know you could be a pauper who couldn't care about being sued.

> You must think it's full of idiots here...
Not at all. You would do well to remember that a heck of a lot of the
contributors here have been my customers aswell. I have respect for them
as many (probably untill now) have respect for me whilst i was running TUS.
But, i am accused of being "The Ultimate Scam".

>You know very well that everyone
> here will ask and even plea to stop this thread.
This is a really cheeky comment (profanaties removed on re write).
Who are the instegators each time? Please answer this one truthfully?

> >As you are probably aware Barrie used to help out on my stand at
> >the shows and is competent at repairing ST's. I have passed on many
> >of my former customers to him over the past year as i now develop
> >parts for the PC and don't have the time. You people know how much
> >effort i put into TUS -
> AFAIK no one is questioning Barrie's competence.
Pardon me. Have you missed many threads?. I would rethink that statement if
i where you. Remember "FETTLER" (or some word like it).

> And no one is questioning
> TUS either for that matter, why do you feel you have to defend yourself?
Veloce 020, Mega STE, Mr Lai.
Once again many insinuations (nearly) from certain users. Unfortunatley
for you guys this one was down to me. Mr Sweet has spread the rumor
around (before Sweet responds to this "i'm not interested in what you
say on this point so i will not respond to you") and tried to use it againts
Keychange. He invited me into the afray and i am simply responding to it.

> would i really put my trust in Barrie if i thought he was going to swindle
> >them.
> Probably not, but how can you possibly know someone his real intentions?
no
> one claims Barrie swindled certain customers *willingly*. I know very well
> that every story has two sides... I admire the way you stand up for a mate
> and fellow collegue, but the methods used will not give you much
supporters
> for the case I'm afraid, it should be pretty clear by now that using
abusive
> language to get your points across, has a negative effect here?
Oh Dear, you really don't like name calling "DO YOU".
Yes i will stand up and cause you offence as you do to others.
I have watched this develop for over six months and kept quiet.
You have tried to court user opinion and to what end?
Whats wrong?
Don't you like the idea of another person posting against you
in an agressive manner? I am simply evening up the numbers.

> reasons I stepped in was because of the abusive language being used
against
> some of the people here in the first place....
Answer the question. Who started the abusive postings all those months ago?

> >The customer from hell always comes along at the wrong time and some are
> >hell bent on causing as much trouble as possible if they don't get their
> >way. I will be the first to admit that not every job went well and i took
> >some pretty drastic action with some of them. If any are reading this
> >then feel free to air your complaint.
> I don't think a business with only satisfied customers exists anywhere in

> the world.
Oh MY. We agree on something.

> Certain deals are bound to turn "sour" from time to time.
> But again... no one is questioning this either.
Really?

> The way in which this deals
> are handled are important, Barrie may be very competent, but when it comes
> down to public relations...
Yet another detrimental comment. Have _you_ ever dealt with Barrie?
You now claim to have 4 cases, you claim this, you claim that. I am fed up
with what you claim. I also believe that the group is quite fed up
which is why i have decided to post back against you. You may not like
my abuse but in your own words "I will not loose any sleep over it".

> >Sean's hard drive.
> >Believe me, Sean has been very conservative with the truth on this
> >one. I have stated previously "i know because i was there". I really
> >should not elaborate any further because of the pending legal action
> >but i will say that i checked it twice - DOES MR SWEET WISH
> >TO QUESTION MY TECHNICAL ABILITY.
> That's what happens when you don't read threads completely.... care to
> elaborate on selling a custumers property without his consent, and then
> refunding him only a fraction of the value... (this has been publicly
> admitted)
I should not really say this but what the heck. A fraction of what? A
fraction
of the SRP of the individual component or a fraction of the overall cost
of the device? Did you ever look at it from a suppliers point of view.
BTW was the refund made? Did the customer accept the refund?

> >Alleged Replacement of Superior Parts.
> >ie Veloced STE with a Mega
> >Once again not too much can be said in public. What i would advise
> >anyone who wishes to know should contact Mr Lai who would
> >appear to have spread the story and has since tried to retract it.
> You've got your wires crossed! I don't recall reading anything like this
> here. AFAIK this has nothing do to with Keychange either, unless you know
> better?
Please do not insult my nor the groups intelligence (spelling on my behalf -
maybee).
You well know that Sweet has mad representation on this point from the start
and i will
not be goaded by you. Why don't you ask before making more stupid comments.

>
> >What i would advise anyone who wishes to know should contact Mr Lai who
> >would appear to have spread the story and has since tried to retract it.
> Not even mentioning the fact that it isn't very polite to put someone in a
> dark spot while he's unaware of it and not able to defend himself....
Why don't you at leat check what you type. You are being very very ignorant.

He is very aware of it so why don't you ask him? As i said earlier Sweet implied,
and i reacted.

> This is what you're playing at.... you don't really give a toss about the
> Keychange soap story, you've got some personal beef with Mr. Lai and want
> to involve the newsgroup, nearly all your postings have carried some hints.
No. I am not _playing_ at anything. As i have shown to Mr Lai.
However i would like to know what game you are playing?
In business you do not play. You either defend yourself or people like you will
destroy all your hard work with a few words. Untill February of this year i have
never had any dealings with Mr Lai but he chose to use my product and customer
in an allegation against Barrie. This is substiantiated by Sweet's postings (intent
has been proven). I wonder if Mr Lai would like to set this matter straight in the
group before it esculates to my original intent.

> If something is bothering you, why don't you just throw it out in the open?
See above.
You will never goad me into your pathatic web. I will always try and
rise above your comments as i have done for 6 months.
What i will ask is "Do you also have a problem with TUS ?"
A couple of days ago you called it "The Ultimate Scam".
Do you wish to try and undermine my reputation?
I will admit to using offensive language to get your atention but if
you wish to accuse me of anything then lets hear it.

> >Any spelling mistakes are not deliberate. Grade 5 CSE you see.
> >Ah well, we can't all be perfect can we Dennis and Steve.
> You conveniently seem to forget that English is not my native language,
> meaning that my postings are bound to carry some spelling errors and that
> some of the sentences will be build up rather awkward, so what?
Exactley, so what?
You and Steve have embraked on the escapade. All i am asking you to do
is justify it.

> >BTW Should i start spreading stories about the MOST reputable of
> >UK based Atari dealers into the group. I can certainly tell a few,
> >i know because i fixed them after they stuffed up.
> Does it make any difference if anyone would ask you not to?
If this is the way you feel than justify your own actions?
How many members of the group asked you to do this?

> it seems to me that you're going to carry on anyway....

Yes i will carry on posting. Your side kick involved me. Don't
you like another party posting against you. For a devout European
you certainly are one sided. BTW my abuse is only a different style
of your own. If you don't like it then tough.
Are we using double standards again. Do i remember a thread a few months
ago where someone defended Mr Sweets abrupt manner and language. Whats
good for the goose is good for the gander (I think i got that one right - it
is
quarter to five in the morning)

As i have stated before. Two people are destroying this group. You are
a small community who should enjoy the platform and the friendships it
brings. Many of you know that it is not my nature to be abusive but
now and again you have to say enough is enough and i am going to give as
good as others get. BTW I have put myself on the line to defend a good
person, It is plain to see the insinuations that have been made to myslef
because i have done this. I tried by private email but to no avail.

I hope the group will make an informed decision and i do appologise
for my abuse but believe me sometimes you fight fire with fire.

All the best for the future.

Dave

Just the same way as you have been spreading rumour.
You and your side kick involved me, every action has a reaction.
You are twisting the truth to suite yourself.

I could type all evening but i happen to enjoy the group so i won't. This is
more
than i can say for yourself or Sweet.

I bet you didn't expect someone to defend Barrie in such a vigarous manner?
As i have said before i know because "I was there" WHERE YOU?

You have made some very nasty allegations against Barrie. You should
backup your arguments with fact instead of speculative words. I care what
my customers think about my business and

6334. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 04:08:41 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <thmN6.239$0g4.14369@NewsReader>
Source record: 46223

Dennis,
I for one am fed up with this. Grow up.

Let the wheels grind on then we will see.

Dave

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990171702-42467AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Mon, 14 May 2001 23:03:55 +0100
>
> >The wheels of British justice grind exceedingly slow.....
> Really? Well, then we simply must do something about this.
>
> When I mailed you my private credentials some five weeks ago I've asked
you
> very politely to sent yours over as well, simply to speed up the necessary
> proceedings, remember?
> Sent over the details and be amazed of how fast "slow grinding wheels" can
> really be....
>
> >Nobody, repeat, nobody has been swindled by me, nor have I stolen
property
> >or switched machines for inferior ones.
> Tell it to the judge.... BTW: is someone accusing you of switching
machines
> for inferior ones? care to elaborate on this... :-)
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

6335. Mega STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 04:30:31 UTC
From: claude@pivot.net
Message-ID: <3b05e8d7_1@news.cybertours.com>
Source record: 46220

Hi, I will offer you $60.00.

Claude

6336. Pretend Atarians (was) "New Atari browser"

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 05:02:09 UTC
From: Mike Marion <mmarion@simplecom.net>
Message-ID: <3B05FE50.53631D77@simplecom.net>
Source record: 46207

Hi Janez and everyone.
Yea ,I is/was a "REAL" diehard Atarian till recently. I have used Atari in my office since the 8-bit days.
But real time interactive internet just became too necessary. I tried CAB but System Solutions turned me off so completely that even windows began to look good!
So now I use Gemulator 2000 on a pentium laptop with win95.
I still use my Gem/TOS software for business but can fax/email/browse while I'm doing it.
Am a a "REAL" Atarian? who knows
Do I miss the elegance and reliability? sure
Do I dream of a "NEW" Atari ? sure
Would I pay mega bucks for one? probably not

Am I a "REAL" Atarian? who knows

Mike Marion
MSTE/TT030/STacy/ST/Portfolio/400/800/1200/Jaguar/2600 and Gateway2300

SWE/YesCREW wrote:

> Hi Edward
>
> > Well the Atari platform will never die. There are many diehards, like
> > myself, who still use an Atari computer as their main computer. Then
> > there are MANY ex-Atari users who are still running Atari programs on
> > their PC's and Mac's under emulation.
>
> Emulation? What are they then, "Pretended Atari fans" ? ,) I dont
> believe emulator ppl add on to Atari scene and survival, just look at emu
> pages worldwide, basicaly main pirate sites of the time....
>
> Janez

6337. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 05:14:00 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <IenN6.309$0g4.14571@NewsReader>
Source record: 46224

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990171708-43711AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Tue, 15 May 2001 01:15:41 +0100
>
> >Really.
> >I must agree that the case against you just looks better and better.
> >As i said you haven't got a clue.
> That's your personal opinion. But then that's worth nothing, someone far
> more qualified will consider the cases and decide how strong they are.
>
Yes Dennis. That is my personal opinion. I am not qualified but are you?
As i said earlier for all i know or care you could be a pauper.
Oh. BTW "I was there" where you? First hand, second hand, third, forth, etc
etc etc
But my opinion is worth nothing? What the f*** does that make yours?

> >If you are so right then answer the question. Where you there? Do you
> >have first hand knowledge or are you really Betty?
> Ofcourse I wasn't there, since when does one need to be present at the
place
> of a crime? wouldn't this make me an accomplice?
Oh so it's now a crime? Are you qualified to judge this?
Are you implicating me in any wrong doing?
See ya soon Betty.

> >> >BTW action will still be taken against the online magazine if any more
> >> >rubbish is posted in the same way.
> >> Sorry mate.... wrong newsgroup, wrong thread if you ask me. Has anyone
> >> here any idea what he's on about?
> >Ask Shiuming Lai you ignorant stain.
> See, that wasn't so hard was it? if you got something to say, just do it.

TO ALL MEMBERS OF THE GROUP.

This guy is trying to bring me into disrepute. Unfortunatley for him he
hasn't got a clue.

> >> Just like your mate Barrie
> >Assumption or truth?
> Since you claim to be there all the time, I assume he's at least a mate.
All the time? We will see.

>
> >> you seem to think we've got a crystal ball
> >> here. What online magazine is posting rubbish? what's it all about?

> >> Define "rubbish" please.
> >>
> >What you type.
> Point taken.... now please answer the question. It should be obvious by
now
> that nobody here has a clue what you're on about. Has anyone noticed any
> "rubbish" being posted in the online uk magazines lately?
> Luckily you noticed it, or it might have slipped through unnoticed !!!
Only half the story made it to you then?
BTW I'm the one asking the questions.

>
> >> What on earth is TUS? The Ultimate Scam ?
> >Nice one.
> >Believe me it's been called worse, you can insult me all you like
> >but be prepared for a barrage of abuse back. You see i am no longer
> >active in the Atari market
> You seem to think you're world famous.... believe it or not but I didn't
> had a clue who you were. And as for TUS... I remember seeing some ads in
> the old Atari magazines, so what? over the years I've seen hundreds of
adds
> of now defunct dealers.
> What's so difficult in calling a horse a horse?
>
When the Ass is calling it.

No. Wrong again. I have never claimed anything as you imply. For you to
say this shows your arrogance. Yes i spent 10 years in the market. Yes i
sold
many many upgrades, yes i developed most of the parts i sold
in my business. Did i ever claim to be world famous? NO. Did i ever go
beyond my station? NO.
You are the person attacking another dealer? Most of the UK guys
know of me?
Maybee the UK guys can now understand why most postings where abrupt
as this is the attitude you get?
Dennis, you can say what ever you want against me. I am proud of what i
did over all them years. I see my products mentioned now and again
and it makes it all worthwile, Hey Trevor - do you agree. As far as i am
concerned Dennis is talking out of his ****. I do not know what mission he
is on but if anyone is nasty to him BEWARE you are insignificant.

> >>I don't wish anything, if you want to make
> >>yourself ridiculous, go ahead and post the pathetic retraction, who
> >>knows what might fall out of the cupboard....
> >>
> >A complete arse hole could only make a comment like this. He well knows
> >that the reference is to Shiuming Lai. Care to comment you gutless prick.
> No not really, you seem to answered it already :-)
What, you are a gutless prick?

> I can't really see Shiuming Lai writing pathetic retractions, I don't
> remember seeing any public retractions lately in any of the English Atari
> newsgroups and I can't recall any such threads either.
> Frankly spoken : you asked if I wished to see you post it? YES please ...
> unless I see this with my own eyes I'll assume it's just a figure of your
> imagination.
You may assume whatever you like (and do).
Once again ask Lai. Or am i a liar aswell.
Come on Dennis call me a liar. You and i know what we are on about. Do you like playing games or are you tired with the group and simply wish to destroy it?

> >P.S. Do you want me to email you a few arse licking web sites.
> No, but thanks anyway.
I take it that Steve has already sent them.

> I would strongly advice you not to email me, since the reply could upset
> you somewhat.... heaven knows what might come attached :-)

You may advise whatever you want but i would not take your advice? As you say PROVE IT?

But what could you possibly mean.
Summons? For what?
BTW Please do not post anything containing You and Steve as Beastiallity is an offence here, to be honest i don't really care what comes attached aslong as it's not you.

Do you really wish to f about with ADSL2.

Oh. BTW Anything you attach could never be as big as the chip on your shoulder
or would that be Steve trying to get a better position.

You and Steve started this, don't balme others for getting involved. Do you really feel a big man sitting behind you little keyboard typing supposedly BIG WORDS.

STeve. Who the F*** is STeve.

6338. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 05:52:54 UTC
From: sinclap@nospam.net
Message-ID: <190520010053028824%sinclap@nospam.net>
Source record: 46225

In article <7136-3B04B271-78@storefull-178.iap.bryant.webtv.net>, Lance Ringquist <Video61@webtv.net> wrote:

> sinclap,
> atari did that way in the past, remember federated department stores?
> they also did that with some jaguar only stores. both were flops, and
> when a company has to set up there own stores it looks like a market
> share problem. now jobs is no jack, jobs is much smarter, and may pull
> it off.

What Atari did was a half baked attempt. Apple is doing more than just putting product in stores..see http://www.apple.com/retail/

> i have thought about a mall of america store, but the price is way more
> than i can afford, as well as inventory problems, when you run out of
> something, you just cannot pick up the phone to reorder. but i bet if i
> could do it in say november-december-janurary, i could do well.
> thanks,
> lance
> www.atarisales.com

True..I heard that a kiosk's lease is about $30,000 month..

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap!
somewere in mn

6339. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 05:57:22 UTC
From: sinclap@nospam.net
Message-ID: <19052001005739545 2%sinclap@nospam.net>
Source record: 46226

In article <Pine.MNT.4.10.10105181810500.97-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Fri, 18 May 2001 sinclap@nospam.net wrote:
>
> > In article <Pine.MNT.4.10.10105162159250.161-100000@Hades060>, Lonny
> > Pursell <fatal@SYNTAX.ERROR> wrote:
> >
> > > On Thu, 17 May 2001 sinclap@nospam.net wrote:
> > >
> > > > Eh...People do have choices...Ever hear linux, Unix and Mac!
> > >
> > > We can run the first two, and Mac... Eh.. useless to me and most
> > > of the people here. But then that has always been the part of the
> > > equation you cannot grasp. That too is a choice.
> >
> > Whats useless?
>
> The mac. Useless to me.
> Not needed.
> Why bother.

Who needs cutting edge ease of use and awesome fit/finish thats why I
like cumbersone slap together beige boxes!

> Which wording do you not grasp?

You?

> Useless as your posts...

You must of gained something from them..

> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mn

6340. Re: Pretend Atarians (was) "New Atari browser"

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 07:59:28 UTC
From: Mike Marion <mmarion@simplecom.net>
Message-ID: <3B0627DE.7DF5A522@simplecom.net>
Source record: 46214

Hey - I'm not sore, even a bit sad to be asking myself whether I am "real" or not.
I probably worried more over "switching" than I did about my divorce!
But sure, I won't be buying any new hardware and not much software, (I did buy Uwe Seimet's HD Driver last week even though its published by System Solutions). But in reality I haven't bought much in several years. The only reason I bought HD Driver was so I could format removables for both DOS/TOS. Otherwise I was fine with my old ICD software.
Don't get me wrong, I applaud all you guys and gals who support the platform and wish you all years of happy Atari-ing.

Mike

SWE/YesCREW wrote:

> On Sat, 19 May 2001, Mike Marion wrote:
>
> > Hi Janez and everyone.
> > Yea ,I is/was a "REAL" diehard Atarian till recently. I have used Atari in my
> > office since the 8-bit days.
> > But real time interactive internet just became too necessary. I tried CAB but
> > System Solutions turned me off so completely that even windows began to look
> > good!
> > So now I use Gemulator 2000 on a pentium laptop with win95.
> > I still use my Gem/TOS software for business but can fax/email/browse while
> > I'm doing it.
> > Am a a "REAL" Atarian? who knows
> > Do I miss the elegance and reliability? sure
> > Do I dream of a "NEW" Atari ? sure
> > Would I pay mega bucks for one? probably not
> >
> > Am I a "REAL" Atarian? who knows
> >
> > Mike Marion
> > MSTE/TT030/STacy/ST/Portfolio/400/800/1200/Jaguar/2600 and Gateway2300
>
> NO need for such sore reply, i dont doubt how much anyone is
> "REAL" Atarian. But emulation do not help in survival of Atari as
> platform, practicaly none with emulators only do not buy new software or
> hardware and in 99% they are sure their emu is as good as some new Atari
> comartible machine so no need to expect they will support that
> market.. And that for sure will not help the Atari...
>
> Janez

6341. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 09:01:00 UTC
From: bindon@madasafish.com
Message-ID: <tgcdicm083l101@corp.supernews.com>
Source record: 46228

Hi

>>>PhotoTip 3.0 is available.
>>>The first goal of this program to manage digital cameras as best as
>>>possible. It is now also a very good images manager (listing, small
>>>retouching...). Therefore it become an indispensable tool for all Atari
>>>users.
>
>>
>>Thank you very much for posting this. I am a registered user of
>>Phototip.
>
>
>It's so damned pity that Phototip requires wdialog. Without if refuses
>to start up.

Does wdialog not work under Mint AES's?

6342. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 09:34:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990427148-95260AEicMi@cwcom.net>
Source record: 46129

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Fri, 18 May 2001 16:36:45 -0000

>>I'm using IConnect and the IRC client Chatter. Anyone got this combo
>>working? It used to!
>
>I've never used Chatter but do you have Ident on? I haven't a clue what I
>changed (i did try this server afew months back) but I'm on IRC!

There's no such setting in Chatter :-(

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6343. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 10:30:45 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <9e5i5jbvs1@news1.xs4all.nl>
Source record: 46229

Hi,

I also have a Falcon030, TT030, Mega STE, Mega ST2, 1040ST, 520ST, 260ST and more, but I am new to MiNT, just downloaded and burned the Debian.iso and gonna play with that, also bought 2 bionet-100 adapters for networking. I like join this project and I can help with:

1) Burn cd's for distribution
2) Maybe put-up an FTP server mirror when needed.
3) Make English to Dutch translations, or otherwise.
4) Helping to write doc's.
5) Testing it on several different Atari systems, non-modified.
6) Helping with Idea's to make the installation so that more newbies can install MiNT

I meet DRACO at Error in Line #2 and e showed me MiNT on a Falcon030 in a TT-case. It did look great to me, that's why I gonna start with MiNT.

Gtx,
TXG

6344. Looking for TT/Mega STE networkcard..

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 10:35:00 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <9e5idhckl1@news1.xs4all.nl>
Source record: 46230

Hi,

I am looking for a few Bionet-100 DMA or VME cards or other 10Mbps
networkcards.
E-mail me private when you have something for sale..

Gtx,
TXG

6345. Re: Will this disk drive work in Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 11:25:43 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b065c7b@dnews.tpgi.com.au>
Source record: 46231

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tg8aiesgc93g6a@corp.supernews.com...
> On 17 May 2001 16:47:37 , Phantomm wrote:
>
> Hi
>
> >So as is the drive should work in a Falcon or MegaSTE as Drive 1.
> >But if I wanted to use it as a 2nd 1.44 drive then I would have to modify
it?
>
> DS0 = drive A and DS1 = drive B
>
> >Right now all my stock Falcon and MegaSTE drives work fine, but I do have
> >a Falcon Mother Board here that needs a 1.44 Drive and some other work
and
> >bought the Sony to use as a replacement.
>
> Falcon does not support an additional drive as B, although TOS does! THis
> is from past experience and Mark also experiencing this. A small hack is
> needed (soon to be tested)
>
> >Also wanted to install a 1.4meg drive mech into a GoldenImage DD drive to
> >use as a 2nd HD drive on my MegaSTE. If this Sony can be modified to do
so
> >easily then I will by another one or two.
>
> Hmm, AFAIK the ST to Mega STE had the same pinouts for the external floppy
> port then you'll need an aditional line (to tell the mega to switch to HD
> mode) and possibly some simple logic involving the disk select lines.

Hi guys, actually you don't need the extra hd detect line on the MegaSTE.
Don't know why but it just works as a HD drive. I suspect if it can' read
the disk it just kicks up to 16 Mhz? Both of my megas work fine with my
external hd drive, which is just a dd external with the mechinism replaced.
Also worked on my old MegaSTE as well. 3 out of 3;-).
Whats the Falcon drive 2 thing, Lyndon? Very interested. Will be in NZ
(going home) let me know how you go.

Regards

Mark

6346. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 11:31:05 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b065dbd@dnews.tpgi.com.au>
Source record: 46232

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tgcdicm0831101@corp.supernews.com...
> Hi
>
> >>>PhotoTip 3.0 is available.
> >>>The first goal of this program to manage digital cameras as best as
> >>>possible. It is now also a very good images manager (listing, small
> >>>retouching...). Therefore it become an indispensable tool for all Atari
> >>>users.
> >
> >>
> >>Thank you very much for posting this. I am a registered user of
> >>Phototip.
> >
> >
> >It's so damned pity that Phototip requires wdialog. Without if refuses
> >to start up.
>
> Does wdialog not work under Mint AES's?

Apparently it is very "dirty", Mint isnt an AES tho;-) eh Henk. It will make
the system a little dicey. As per the Sparemint doco's. Should be the same
under Magic I expect?

Mark

6347. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 11:34:18 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b065e7d@dnews.tpgi.com.au>
Source record: 46233

jonk <atari@wcoil.com> wrote in message news:9e4ppi$s41$0@206.230.189.45...
> I was sitting here reading all these lovely threads and have almost
> burst into tears. Man I miss my Atari! I just got a 1200mhz cpu for my pc
> trying to make up for the shear retardedness of my pc. What a waste.
Someone
> sell me a Falcon please!!!

Silly lad, I got two and would never part with either, except for maybe a
Jag....Nah;-)

Mark

PS never sell an Atari, you will regret it.

6348. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 11:39:20 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105191133110.83-100000@Hades060>
Source record: 46046

On Sat, 19 May 2001, Lyndon Amsdon wrote:

> >It's so damned pity that Phototip requires wdialog. Without if refuses
> >to start up.
>
> Does wdialog not work under Mint AES's?

It works here for the most part, but behaves strangely.
After the computer runs for some hours, and I start and exit
apps which use wdialog, eventually they start refusing to run.
Actually crashing and issuing a msg in the console.
If I rerun wdialog from the desktop they magically work again.
This is happening with CAB and QED and I suspect PhotoTip
might react the same.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6349. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 11:41:45 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105191141010.83-100000@Hades060>
Source record: 46047

On 19 May 2001, jonk wrote:

> I was sitting here reading all these lovely threads and have almost
> burst into tears. Man I miss my Atari! I just got a 1200mhz cpu for my pc
> trying to make up for the shear retardedness of my pc. What a waste. Someone
> sell me a Falcon please!!!

Better days will come. I am sure of it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6350. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 11:44:08 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105191143040.83-100000@Hades060>
Source record: 46048

On Sat, 19 May 2001 sinclap@nospam.net wrote:

> > Useless as your posts...
>
> You must of gained something from them..

Yes, just just that your posts are even more useless than I
had previously thought.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6351. Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 12:05:26 UTC
From: danap8@aol.com
Message-ID: <20010519080526.28859.00000742@ng-fc1.aol.com>
Source record: 46234

```
A-ONE #0320 05/18/01

~ Can Spam Be Stopped?! ~ People Are Talking! ~ E3 Highlights!
~ Sony, AOL Join Forces! ~ MS Rivals Turn Up Heat ~ PhotoTip 3.0 Out!
~ 1GHz Mobile Athlon 4! ~ GameCube In November! ~ Keeper of the Flame!
~ Xbox Debuts In Fall! ~ .Biz, .Info Approved! ~ 3-D Monitor Screens!

-* AOL, Microsoft - All Out War *-
-* New Worm Spreads Political Message! *-
-* Gamebits! New Online Gaming Forum Opens Up *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

6352. GFA Challenge update

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 12:20:21 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105191214350.93-100000@Hades060>
Source record: 46049

```
The pledges have crossed over the 200 USD mark!

I'd like to again thank those that are interested in this project.

_____________________________________________________________
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

6353. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 12:31:30 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <990280438-48300AEicMi@xs4all.nl>
Source record: 46237

Hi Mark,

> I got two and would never part with either
Got four hands either?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6354. Re: Looking for TT/Mega STE networkcard..

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 12:50:35 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105191546320.18177-100000@hal.pp.fishpool.fi>
Source record: 46238

On Sat, 19 May 2001, TXG wrote:

> I am looking for a few 10Mbps networkcards.

Axel Gehringer of AG Computerteknik in Germany still has various
models. If you don't write fluent German, you might have some
troubles getting good service, though...

He apparently has a web site, but I have yet to see it.

Another alternative is Mario Becroft's Galaxy VME graphics card
which has a built-in Ethernet solution. Drivers for the network
part of the card are still being written but, knowing Mario, it
shouldn't take too long before that is completed. More info:

http://win.gem.co.nz/

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6355. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 13:38:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990300380-62547AEicMi@gmx.net>
Source record: 46052

From: "Dave" <maccdave@btinternet.com>
Date: Wed, 16 May 2001 15:31:59 +0100

>BTW. Why don't you try and answer the relevant questions put forward in a
>different message. Too scared to admit that you didn't have all the facts?
The postings in which these questions were asked are written in a abusive
way, since you claim to have followed this thread since months, you should
know that I never reply to this kind of postings....

Now, if you really like to see some answers to the "relevant" questions I
suggest asking them again... but this time in a more civilized way.

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6356. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 13:38:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990300382-63131AEicMi@gmx.net>
Source record: 46053

From: "Sean Barbieri" <root@ic24.net>
Date: Thu, 17 May 2001 22:20:30 GMT

Hi Sean,

>No, but I don't feel I have said anything unfair and have tried to
>keep to the issue which Barrie requested i.e. previous cutomers
>to come forward and I have put my point over clearly enough I think.
Don't be intimidated...
Dave is just doing the "honourable" thing, standing up for a fellow
collegue and mate. Since he finds it a bit difficult to get his point
across he decided to drag you into the discussion...

>> a Kangaroo court. All i want Dennis to do is answer my
>> questions put to him in previous postings.
>
>Can't comment on this as I have not kept up with newsgroups (or
>computing) for a some while now due to time restrictions at present.
Nothing much happened really... apart from the usual verbal abuse coming
from Keychange. And now Dave stepped in and is blowing things out of
proportion because he hasn't got a clue or is misleaded by Barrie.

Short resumee:
After the posting in which you describe how Keychange sold your LINK
without your consent and then only refunding you partially and then
seeing the buckets full of abuse and slander you received from Barrie,
it was time to do something about it: Barrie publicly admitted that he
sold your LINK without your consent and seems to think everything is OK
since he payed you back a fraction of the real value... various posters
here asked Barrie to elaborate on this, but he choose to ignore them.
So I publicly called him a thief, crook and swindler... :-) since he
claims to keep records of all his dealings it should be fairly easy to
proof that you are a liar and that you have given him consent... after
all, that's what he wanted you to produce all the time, why he wanted you
to provide proof when he got all the records, is something only he knows.

This happened some six weeks ago in CSAST-tech, his only reaction was
that he would take me to court, but so far he didn't even try to proof
that what was said is untrue... apart from the usual abuse and slander
ofcourse, but I'm used to this coming from keychange.
Oh yes, I also called him a pirate and accused him of undermining our
platform since he spreads illegal commercial harddisk drivers of ICD
and by doing this hurts the sales of the only supported harddiskdriver
left.... yep, you guessed right... no comments either, apart for the
usual slander ofcourse

Well that sums it up somewhat....

As "for taking the piss out of you"... Dave must have a very special newsreader, AFAIK no one here even mentioned or hinted at you and your unfortunate dealings with Keychange. All that needed to be said about it was done so, there was no need to comment on it again. Although you were called a liar, have been slandered and got a bucket full of sh*t poured over your head, me and a lot of other people here feel you are the "moral" winner of that particular "discussion".

Correction: Dave and Barrie several times "took the piss out of you", but this wil be denied ofcourse and blamed on my newsreader while crying out loud that I'm a liar....

Cheers from Belgium
Dennis
--


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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6357. Re: [ANN] FaST Club softwares...

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 13:38:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990300376-61963AEicMi@gmx.net>
Source record: 46051

From: "Pascal Ricard" <paricard@free.fr>
Date: Thu, 17 May 2001 17:24:49 GMT

Hi Pascal,

>As the new version of PhotoTip surpasses Image Copy 4 in many points, we
>decided to remove the FaST Club programs from our catalog.
That's a shame, while not discussing the virtues of PhotoTip in any way, I
feel that removing Image Copy from your catalogue will leave a big gap...
There's nothing out there which comes even close at the capabilities of IC,

while PhotoTip may try to close the gap, it's still very wide...
Just compare the features... :-(

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6358. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 13:53:37 UTC
From: bindon@madasafish.com
Message-ID: <tgcun196q9ah91@corp.supernews.com>
Source record: 46243

Hi

>> Does wdialog not work under Mint AES's?
>
>Apparently it is very "dirty", Mint isnt an AES tho;-) eh Henk.

Wdialog adds things to the AES though, doesn't it?

>It will make
>the system a little dicey. As per the Sparemint doco's. Should be the same
>under Magic I expect?

Magic doesn't need wdialog with new versions as it's built into it.

6359. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 13:53:39 UTC
From: bindon@madasafish.com
Message-ID: <tgcun3l888gu92@corp.supernews.com>
Source record: 46244

Hi Mark

>PS never sell an Atari, you will regret it.

True.

6360. Re: Will this disk drive work in Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 13:53:44 UTC
From: bindon@madasafish.com
Message-ID: <tgcun8d9s3pg96@corp.supernews.com>
Source record: 46245

Hi Mark

> Whats the Falcon drive 2 thing, Lyndon? Very interested. Will be in NZ
>(going home) let me know how you go.

OK so I tried it and my design worked, but the only side fect was the light stayed on on drive B. This was due to the WD not expecting a drive to beselected and so it pulled some lines low or high. It did however read the disk fine and when you access the drive A the drive B light went off. There is a way to stop this but not many want two floppys these days so I'm not going into it. Basically Mark, you take the DS0 line and invert it with a NAND or NOR to the DS1 line. I mounted this onto the drive B floppy.

6361. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 14:48:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105191430040.192-100000@localhost>
Source record: 46235

On Sat, 19 May 2001, TXG wrote:

Hi TXG,

> I also have a Falcon030, TT030, Mega STE, Mega ST2, 1040ST, 520ST, 260ST and
> more, but I am new to MiNT, just downloaded and burned the Debian.iso and
> gonna play with that, also bought 2 bionet-100 adapters for networking. I
> like join this project and I can help with:

Okey some hints :) i hope u wont get angry:

Debian is ok for testing purposes but its still far from usable, there
is basic Debian package, which installs okey, but still not usable and and
deb installer has some probs, also u need to prepare ext2 (minix not
prefered) partition manualy.. For ppl not used to cli etc, may be big
prob.

Sparemint on other hand has rpm installer, which works ok, but has no
basic package so, u have to make minix/ext2 (better) partitons, install
basic comands, create directory tree and install rpm... Again no big
deal, but prolly very confusing for ppl not used to cli (comand line
interpeter)

KGMD is complete package, relatively easy to install BUT needs some
fixing, again need some cli fiddling but atleast basic system, users and
so on are already created! After KGMD is installed u need to rearange old
directory tree, copy or remove some files.. and install rpm (to be able to
install sparemint packages). This is in my opinion best way to do it.. If
u are unix newbie u can be prepared to some trubles, even reinstalling,
but believe me, MiNT as perfect blend of Unix and GEM world will make u
happy!!! MiNT does ope new horizonts to Ataris..

Another note: KGMD claims 50mb is enough for MiNT (unix), but do NOT
install it on 50mb partiton.. Optimal size is 200mb+. because u will make
accounts and each user can have own space, u will also install new
packages etc, so do not be shy with space :) And full MiNT OS
(unix+AES) will require 14mb as minimum...

All above goes for full MiNT OS instalations, that means Unix virtual
consoles (up to 9) and AES, which can be ran at same time... Even more,
there is now XGem server, which allows to run Xwindows apps in GEM
window! That means u can run GEM and Xwindows apps at same time, Xapps
also from remote! (actual app, let say Netscape is running on remote
machine, some unix box, but output (gfx, windows) are redirected to your
machine)

Incase u just want multitasking desktop, u can MUCH easier install MiNT kernel only + N.AES + desktop (preferably Thing)....

> 6) Helping with Idea's to make the installation so that more newbies can
> install MiNT

I will sound strange now:

I prefer ppl install KGMD with minor probs ;) That way they will also get good basics anout cli and unix and in future the will be much more capable of fixing some mess they will do, and of course make less mess etc.. hope u know what i meant... And in reality, difficulty of MiNT instalation is in 99% a myth really... :)

>
> I meet DRACO at Error in Line #2 and e showed me MiNT on a Falcon030 in a
> TT-case. It did look great to me, that's why I gonna start with MiNT.

EIL was really nice, i enjoyed it a lot!

Janez

6362. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 14:53:06 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.01051914510 41.192-100000@localhost>
Source record: 46236

Hi Lyndon,

> Does wdialog not work under Mint AES's?

It does, but can make some troubles, N.AES 2.0 has own implemntation,
Ndialog but i never actualy tried it, to be honest :)

Janez

6363. Re: Pretend Atarians (was) "New Atari browser"

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 15:00:24 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105191454080.192-100000@localhost>
Source record: 46239

Hi Mike,

> Hey - I'm not sore, even a bit sad to be asking myself whether I am "real" or not.
> I probably worried more over "switching" than I did about my divorce!
> But sure, I won't be buying any new hardware and not much software, (I did buy Uwe
> Seimet's HD Driver last week even though its published by System Solutions). But in
> reality I haven't bought much in several years. The only reason I bought HD Driver
> was so I could format removables for both DOS/TOS. Otherwise I was fine with my old
> ICD software.
>
> Don't get me wrong, I applaud all you guys and gals who support the platform and
> wish you all years of happy Atari-ing.

THX, but its not hard to do so, i just love the machine :)

Janez

6364. Re: Looking for TT/Mega STE networkcard..

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 15:02:32 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105191500420.192-100000@localhost>
Source record: 46240

On Sat, 19 May 2001, TXG wrote:

> Hi,
>
> I am looking for a few Bionet-100 DMA or VME cards or other 10Mbps
> networkcards.

Well i have Riebl VME card in my TT. I run TT as full server, with ftp server, apache httpd server and as IP masquarading machine, because i have CT2 Falcon plip-ed to TT and i use Falcon as my main machine.. All works preety neat and Riebl also works slick... U can check those as well...

Janez

6365. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 15:10:44 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105191504140.192-100000@localhost>
Source record: 46241

Hi Edward,

> The idea here is that people who are emulating an Atari will use Atari
> programs and in some cases, even buy Atari software. I have run into
> that from time to time. I think that these "pretend" Atari fans as you
> call them, add to the Atari scene. Why emulate something that you
> think is no good? Many of these ex-Atari users have confessed to me the
> reason they switched to the PC was not because of the software, but
> because of the computer being behind the times. To each his own...

As i said i dont mean to judge ppl's devotion to Atari, still to sell
all off tells us something, ppl use emulators mainly from nostalgia
reasons, cause they did mistake and sell machines.. Also, when i check
emulation pages, there is TONS of barely, if at all, legal software, old
games which still are copyrighted etc.. maybe 1% of emulator ppl use it
for doing something for scene.. To be clear, i mean on ppl exclusivlely
with emulators.. And i personaly know some, which were using MagicMAC.. ad
noone ever bought something etc ... Atari as platform will not benefit
from that... There is c64 scene and 8bit Atari scene still alive, new
prods out, but none of these scenes didnt benefit a bit with
emulators. They did benefit from fanatics, which still produce hardware
extensions and odd devices for those machines.

Janez

6366. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 15:12:16 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105191511400.192-100000@localhost>
Source record: 46242

Hi Jonk

> I was sitting here reading all these lovely threads and have almost
> burst into tears. Man I miss my Atari! I just got a 1200mhz cpu for my pc
> trying to make up for the shear retardedness of my pc. What a waste. Someone
> sell me a Falcon please!!!

I have 3 and 4th on the way :))

janez

P.S. Say hi to Kath!

6367. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 17:32:37 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b06bb702622122@pandora.be>
Source record: 46050
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**IMPORTANT MESSAGE**

Due some problems on the server it's possible you will be unable
to access the chapelie properly. If this occurs please use the following
address instead ftp://heracles.rma.ac.be/atari

Si t'a des problï¿½mes avec chapelie.rma.ac.be essayez l'adress
suivante: ftp://heracles.rma.ac.be/atari

*************************************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/graph-tools/photp300.zip (634.144 bytes)
(Phototip. Graphic program with driver for digital cameras)

**html-edit**
ftp://chapelie.rma.ac.be/html-edit/htmlhelp.lzh (220.405 bytes)
(Multifunctional html helper. German/English/French version)
ftp://chapelie.rma.ac.be/html-edit/en_vogue-10.lzh (82.283 bytes)
(En Vogue is a Cascading Style Sheet editor for the Atari.)

**internet**
ftp://chapelie.rma.ac.be/internet/mjme0157.zip (105.112 bytes)
(little E-mail client for STik/STing/Gluestik)

ftp://chapelie.rma.ac.be/internet/atarirc-117.zip (195.609 bytes)
(GEM-based IRC client for STik/Sting/Gluestik)

**sound-utils**
ftp://chapelie.rma.ac.be/sound-utils/snd15.zip (90.242 bytes)
(SND Player is a program to play SNDH-format audio files.)
```

utilities
ftp://chapelie.rma.ac.be/utilities/gsexe130.zip (193.347 bytes)
(Gemscript executer)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6368. Re: Mega ST Internal DMA Connector question

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 17:56:56 UTC
From: vdjole@EUnet.yu
Message-ID: <9e6c55$bg4$3@news.eunet.yu>
Source record: 46055

On 17 May 2001 20:25:51 , "Christopher Friend" wrote:
>Does anyone know what the pinout of the Mega ST Internal connector is in
>relation to the external DMA connector.
>
>In other words: Internal Pin1 = External Pin ?

I have written this down some time ago:

D19 B24

1 2
2 4
3 6
4 8
5 10
6 12
7 14
8 16
9 18
10 24
11 1 (GND)
12 3
13 5,7 (GND)
14 11
15 9,13,15,17 (GND)
16 19
17 20,21 (GND)
18 22
19 23

but it would be a good idea to check connections with an Ohmmeter anyway.
N.B on the internal connector one 12-pin row contains all odd-numbered pins,
and the other row all even-numbered ones.

cu.

6369. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 18:19:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990359946-405082AEicMi@madasafish.com>
Source record: 46076

Hi Dave, do sit down,

>Remember "FETTLER" (or some word like it).

That was a phrase that barrie Lamb-chops introduced, he called himself
an Atari fettler, he even had it on his web page. "Atari fettlers to the
music industry" was the phrase as i recall.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6370. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 18:20:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990359950-405891AEicMi@madasafish.com>
Source record: 46077

Why its Dave again,

>I do appologise to the group for my language. Most who know me will
>probably understand this.

Its the fault of the tranquilizers i suppose..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6371. Re: Chapelie

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 18:22:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990359954-406740AEicMi@madasafish.com>
Source record: 46078

Hi Martin

>>Fiffi always reports that i should check the hostname spelling as the
>>server does not recognize it. I did have it working when it was first
>>announced, but not since.

>All I can say is that heracles is fully operational. Maybe you must use
>a decent ftp program:-))

Oooh!!, Bitch!!. :-)

Actually its now working, devils work at hand again probably.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6372. Re: LGD CD Vol 1

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 18:32:29 UTC
From: Andrew Gaunt <andy_gaunt@lineone.net>
Message-ID: <tgdesspntbncf8@corp.supernews.co.uk>
Source record: 46054

My CD arrived this morning - I also received a mail saying that he's been
"overloaded" with orders -Atari ST interest still lives on !!!!!

Thanks

Andrew Gaunt.

Mark Bedingfield <atari@tpg.com.au> wrote in message
news:3affd280$1@dnews.tpgi.com.au...
>
> AndyD <andrewd@clara.co.uk> wrote in message
> news:989764224.239992@dionysos...
> > > > > Did anyone order the "Little Green Desktop CD-Rom 1" from
> > > > > http://www.fatal-design.com/desktop/
> > > >
> > > > & it actually arrive????
> > > >
> > > > My cheque was cashed months ago and now I cannot get a reply from
> > > > rich@atarist.com and was wondering if anybody else was having
similar
> > > > problems?
> > >
> > > Same deal so far here :-(. I am assuming that he is REALLY busy. Have
> > > e-mailed a few times and got responses to that effect.
> > >
> > My copy arrived after I chased him up.
> >
> > I don't think he anticipated a big response, so wasn't prepared for the
> > amount of time it took to burn a truckload of CD-R's
>
> I guess not;-). According to the website all will be honoured by 13th of
> may.....
>
> qoute "This limited edition CD has sold out and ALL orders will be
fulfilled
> by week ending 13th May 2001. ". Yesterday cool, can't wait....
>
> Mark
>
>
>
>

6373. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 18:45:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9e6f12$57h$1@plutonium.compulink.co.uk>
Source record: 46056

In message <___M6.615$FW.7355@newsfeed.slurp.net>, ebaiz@skyenet.net said:

>Then I would do this. I would go into the icon folder that Jinnee uses
>and delete one of the RSC files, then load in the new file. Keep doing
>this until you find the one with the icons that are causes the new file
>not to load. Then load that file into a RSC editor to see if you can
>identify which icons are conflicting.

I would suggest that rather than deleting them he should rename
them from the desktop to - say - *.RSX. That way it is faster to
restore them afterwards.

Regards, /Peter/

6374. Re: Will this disk drive work in Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 19:08:53 UTC
From: phantomm@bellsouth.net
Message-ID: <9xzN6.4991$M8.249881@news1.atl>
Source record: 46057

On 17 May 2001 19:45:18 , Lyndon Amsdon wrote:
>On 17 May 2001 16:47:37 , Phantomm wrote:
>
>Hi
>
>>So as is the drive should work in a Falcon or MegaSTE as Drive 1.
>>But if I wanted to use it as a 2nd 1.44 drive then I would have to modify it?
>
>DS0 = drive A and DS1 = drive B

Yes, This I know. But I do not have a switch for this on the new Sony 1.4HD,
Unless it would be located inside the Drive Mech Case.

And since it is a new drive, I would think that it would already be configured
as Drive 1, since most PCs only come with 1 HD Drive for along time now.

I'll check inside the mech case for DS0/DS1 jumper/switch or whatever.

>
>>Right now all my stock Falcon and MegaSTE drives work fine, but I do have
>>a Falcon Mother Board here that needs a 1.44 Drive and some other work and
>>bought the Sony to use as a replacement.
>
>Falcon does not support an additional drive as B, although TOS does! THis
>is from past experience and Mark also experiencing this. A small hack is
>needed (soon to be tested)

Right, I really don't need a 2nd Floppy drive on the Falcons.
Just going to replace the missing drive on a Falcon mother board that I'm
fixing up.

>>Also wanted to install a 1.4meg drive mech into a GoldenImage DD drive to
>>use as a 2nd HD drive on my MegaSTE. If this Sony can be modified to do so
>>easily then I will by another one or two.
>
>Hmm, AFAIK the ST to Mega STE had the same pinouts for the external floppy
>port then you'll need an aditional line (to tell the mega to switch to HD
>mode) and possibly some simple logic involving the disk select lines.

I don't think all that is needed to setup a 1.4HD drive mech into a external
DD drive unless the MegaSTE was a early one with the internal 720K DD drive.
Mine has TOS 2.06 and the Internal 1.4HD Floppy Drive and Internal Hard Drive.

I hooked up a GoldenImage 720K DD external drive to the MegaSTE and it did
try to read it as HD at first, then it adjusted down to DD. It will be nicer
to have a working external HD drive on the MegaSTE for file/disk copying
and etc.

Does anyone know if a External 1.4HD drive was ever made for the Ataris?

phantomm@bellsouth.net

6375. Re: Will this disk drive work in Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 19:18:11 UTC
From: phantomm@bellsouth.net
Message-ID: <TFzN6.4993$M8.249881@news1.atl>
Source record: 46058

On 19 May 2001 21:25:43 , "Mark Bedingfield" wrote:

>Hi guys, actually you don't need the extra hd detect line on the MegaSTE.
>Don't know why but it just works as a HD drive. I suspect if it can' read
>the disk it just kicks up to 16 Mhz? Both of my megas work fine with my
>external hd drive, which is just a dd external with the mechinism replaced.
>Also worked on my old MegaSTE as well. 3 out of 3;-).
> Whats the Falcon drive 2 thing, Lyndon? Very interested. Will be in NZ
>(going home) let me know how you go.
>
>Regards
>
>Mark
>

Good! I thought that it may work like that.

There was talk about setting up a 2nd Floppy drive on the Falcon in this Group along time ago. I'll have to search my Archives and see if I can dig up some more info on this. Although I don't really need a 2nd one, it would be nice to know how to do it correctly on the Falcon.

IIRC, there was also some talk of using 120meg drives and the like on the Falcon as either a replacement for Drive 1 or maybe as a Drive 2.
Did anyone ever try any other type of Drives on the Falcon?

phantomm@bellsouth.net

6376. OverScan board Docs

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 19:47:32 UTC
From: phantomm@bellsouth.net
Message-ID: <o5AN6.5000$M8.249881@news1.atl>
Source record: 46059

I've got a OverScan board for a MegaST. But don't have the instructions for the installation. Does anyone have 'em?

If so maybe someone can e-mail them to me if they are in a text file.

Thanks,
phantomm@bellsouth.net

6377. ST Binary Files

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 19:48:52 UTC
From: phantomm@bellsouth.net
Message-ID: <E6AN6.5002$M8.249881@news1.atl>
Source record: 46060

Is there a ST newsgroup for sending Binary files to?

phantomm@bellsouth.net

6378. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 21:51:43 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <iTBN6.42817$662.189145@news1-hme0>
Source record: 46061

Hi Dennis,

Good to hear from you.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990300382-63131AEicMi@gmx.net...
> From: "Sean Barbieri" <root@ic24.net>
> Date: Thu, 17 May 2001 22:20:30 GMT
> Don't be intimidated...

I'm not at all. I was just surprised to see Dave getting involved in such a
way TBH.

> Dave is just doing the "honourable" thing, standing up for a fellow
> collegue and mate.

I can understand this, however misguided.

> now Dave stepped in and is blowing things out of
> proportion because he hasn't got a clue or is misleaded by Barrie.
>
^^^^^^^^
From what I read recently this _must_ be the case or he wouldn't have said
the things he did.

> Short resumee:
> After the posting in which you describe how Keychange sold your LINK
> without your consent and then only refunding you partially and then
> seeing the buckets full of abuse and slander you received from Barrie,

No different then from the reaction I received at that time then - shame.

> sold your LINK without your consent....
> here asked Barrie to elaborate on this, but he choose to ignore them.

Ditto then...

> since he claims to keep records of all his dealings it should be fairly
easy to
> proof that you are a liar and that you have given him consent... after
> all, that's what he wanted you to produce all the time, why he wanted you
> to provide proof when he got all the records, is something only he knows.

Because he knows that he's in the wrong but chooses to convieniently ignore
it. Plus from what he's written previously it's obvious that either he
never kept any or only partially kept some - given the total inaccuracies
or omissions in his story but that has been said before and there's no need
for me to go over all this again.

> Although you were called a liar, have been slandered and got a bucket
full of

Hopefully people who know and have had dealing with me will vouch for my ch
aracter. I would have liked to think Dave would have done too seeing I had
dealings previously with him too......

Thankyou for the update Dennis. :-)

Best Wishes
Sean

6379. Re: [ANN] FaST Club softwares...

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 22:49:07 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b0700b68d1aa71@free.fr>
Source record: 46062

Hello,

in article <990300376-61963AEicMi@gmx.net> (comp.sys.atari.st)
Dennis Vermeire wrote on Sat 19-05-2001 15:38 (+0200):

> >As the new version of PhotoTip surpasses Image Copy 4 in many points, we
> >decided to remove the FaST Club programs from our catalog.

> That's a shame, while not discussing the virtues of PhotoTip in any way, I
> feel that removing Image Copy from your catalogue will leave a big gap...

I didn't want to say something against IC, sorry if the message seemed
to let people think something like that. In fact the main problem is
that the guys at the FaST Club seem to be unreachable :-(. Did you
intend to order one of their soft to Europe Shareware ? Well, nobody did
this in the past 15 months afaik I'm afraid.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

6380. [ANN][TA] GemTrade available in French again

Newsgroup: comp.sys.atari.st
Date: 2001-05-19 22:49:07 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b0700b68d1aa72@free.fr>
Source record: 46063

Hi all,

The French files for The ;-) translator GemTrade where no more available
from the TA links. It's now fixed.

Bye,
P. Ricard (TA)
--
TransAction http://atari.transaction.free.fr

6381. Re: FS: Atari Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 00:36:28 UTC
From: claude@pivot.net
Message-ID: <3b07037c_2@news.cybertours.com>
Source record: 46064

I will offer uou $60.00 for the Mega Ste.

Claude Bourgoin

On 14 May 2001 00:10:42 , Mike Lawder wrote:
>Hi,
>I have an Atari Mega Ste that I would like to sell. It was given to me last year
>It was working when pulled from service in a hobby shop. No monitor.
>Not sure of HD capacity or Ram. Not sure what it is worth? Comes with
>keyboard and mouse. Case is clean and in good shape.
>Please make an offer (shipping extra)
>
>Thanks,
>Mike Lawder
>Bozeman, Montana
>googi1077@dejanews.com
>
>
>
>_____
>Submitted via WebNewsReader of http://www.interbulletin.com
>
>.

6382. Atari ST C compiler Mark williams

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 00:45:34 UTC
From: bill malcolm <wm65805@alltel.net>
Message-ID: <3B0713AD.AB3B5FA7@alltel.net>
Source record: 46065

I need the disc for Mark Williams C compiler --- I have the manual
(disks missing)
Help please.
thanks
wm65805@alltel.net
bill ..

6383. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 03:15:58 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9e7cte$j4h$0@206.230.189.45>
Source record: 46066

"Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:3b065e7d@dnews.tpgi.com.au...
>
with either, except for maybe a
> Jag....Nah;-)
>
> Mark
>
> PS never sell an Atari, you will regret it.
>
>

Wish someone would have told me this last year!! ;-)

6384. POV-Ray 3.1g Benchmark...

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 03:16:31 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3B07370D.B1716530@ihug.co.nz>
Source record: 46070

Hi there,

A benchmark on a some website somewhere (?) gives a POV-Ray benchmark for different CPU's. I thought I would give it a spin on my Falcon, but the results were VERY disappointing!

The command line is...

+A +Ifish13.pov +Ofish.tga +W720 +H486 +L(include path etc...)

If you use the Archimedium 030+882 version of POV 3.1g (gcc) it takes over 70 hours, and equates as slower than a bloody 386DX33. The 386 does 8 pixels/sec average and my Falcon is less than 1.5 pixels/sec! What the hell is wrong here!! I was led to believe that a 030/882 combo would be clock equivalent in float math to a 486DX, yet this is NOT true obviously. Can anyone else give me some light on this? Does a PureC compile work faster perhaps?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

PS. A Silicon Graphics machine I am looking at on ebay is about 800 times faster than my Falcon with this benchmark, for little more than about US $400!

6385. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 03:17:59 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9e7d17jdl0@206.230.189.45>
Source record: 46067

SWE- Kath says "Hello!"

> I have 3 and 4th on the way :))
>
>
> janez
>
> P.S. Say hi to Kath!
>
>
>

6386. Re: FS: Atari Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 03:20:18 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9e7d5i$jq2$0@206.230.189.45>
Source record: 46068

Do you still have the Mega STe?

jonk

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:3b07037c_2@news.cybertours.com...
> I will offer uou $60.00 for the Mega Ste.
>
> Claude Bourgoin
>
>
> On 14 May 2001 00:10:42 , Mike Lawder wrote:
> >Hi,
> >I have an Atari Mega Ste that I would like to sell. It was given to me
last year
> >It was working when pulled from service in a hobby shop. No monitor.
> >Not sure of HD capacity or Ram. Not sure what it is worth? Comes with
> >keyboard and mouse. Case is clean and in good shape.
> >Please make an offer (shipping extra)
> >
> >Thanks,
> >Mike Lawder
> >Bozeman, Montana
> >googi1077@dejanews.com
> >
> >
> >
> >_____
> >Submitted via WebNewsReader of http://www.interbulletin.com
> >
> >.

6387. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 03:58:16 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9e7fcojrf1@news.chatlink.com>
Source record: 46069

On 18 May 2001 01:34:57 , Edward S. Baiz Jr. wrote:
>On 17 May 2001 17:24:48 , "Pascal Ricard" wrote:
>>Hi all,
>>
>>PhotoTip 3.0 is available.
>>The first goal of this program to manage digital cameras as best as
>>possible. It is now also a very good images manager (listing, small
>>retouching...). Therefore it become an indispensable tool for all Atari
>>users.
>>PhotoTip webpage (in French):
>>http://www.europe-shareware.org/atari/logiciels/phototip.html
>
>Thank you very much for posting this. I am a registered user of
>Phototip.

Hi Gamer,

Is phototip in english ?? and if so is there a Demo Version to D/L. I
went to their web page which is in French the only thing I found to D/L
was a hugh Phototip.png file.

Read Ya Later, Donner.....

6388. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 05:25:29 UTC
From: sinclap@nospam.net
Message-ID: <200520010025462540%sinclap@nospam.net>
Source record: 46071

In article <20010519080526.28859.00000742@ng-fc1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> A-ONE #0320 05/18/01
>
> ~ Can Spam Be Stopped?! ~ People Are Talking! ~ E3 Highlights!
> ~ Sony, AOL Join Forces! ~ MS Rivals Turn Up Heat ~ PhotoTip 3.0 Out!
> ~ 1GHz Mobile Athlon 4! ~ GameCube In November! ~ Keeper of the Flame!
> ~ Xbox Debuts In Fall! ~ .Biz, .Info Approved! ~ 3-D Monitor Screens!
>
> -* AOL, Microsoft - All Out War *-
> -* New Worm Spreads Political Message! *-
> -* Gamebits! New Online Gaming Forum Opens Up *-
>
Why is it still called Atari Online News when the news is non Atari
related?

sinclap!
somewere in mn

6389. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 07:46:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b07839e540340@pandora.be>
Source record: 46072

on Sun 20-05-2001 03:58 Don Wolfe wrote:

>
>
>Is phototip in english ?? and if so is there a Demo Version to D/L. I
>went to their web page which is in French the only thing I found to D/L
>was a hugh Phototip.png file.

Go the webpage of the author.
http://home.sunrise.ch/dursoft/progs_e.html
There is a multilanguage demo available.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6390. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 09:36:51 UTC
From: rsmac@t-online.de
Message-ID: <1etpa9v.fx3m6u1bnkn8tN%rsmac@t-online.de>
Source record: 46073

<sinclap@nospam.net> wrote:

> In article <20010519080526.28859.00000742@ng-fc1.aol.com>, DANAP8
> <danap8@aol.com> wrote:
>
> > A-ONE #0320 05/18/01
> >
> > ~ Can Spam Be Stopped?! ~ People Are Talking! ~ E3 Highlights!
> > ~ Sony, AOL Join Forces! ~ MS Rivals Turn Up Heat ~ PhotoTip 3.0 Out!
> > ~ 1GHz Mobile Athlon 4! ~ GameCube In November! ~ Keeper of the Flame!
> > ~ Xbox Debuts In Fall! ~ .Biz, .Info Approved! ~ 3-D Monitor Screens!
> >
> > -* AOL, Microsoft - All Out War *-
> > -* New Worm Spreads Political Message! *-
> > -* Gamebits! New Online Gaming Forum Opens Up *-
> >
> Why is it still called Atari Online News when the news is non Atari
> related?

PhotoTip 3.0 is atari related software. Blindfish.

> sinclap!
> somewere in mn

Why this guy still talk here when it doasnï¿½t use atari computers?

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

6391. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 10:17:10 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <990369710-059032AEicMi@xs4all.nl>
Source record: 46086

>Why this guy still talk here when it doasn`t
>use atari computers?
Just ignore him: if you are as alone as he is
every reaction is wellcome. Therapists are
expensive in his case so don't engourage him by
answering.
"Please do not feed" it says on his cage and
that is meant in all means the phrase can
have....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6392. Re: [ANN] FaST Club softwares...

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 11:00:48 UTC
From: bindon@madasafish.com
Message-ID: <tgf8v05d6sjqdd@corp.supernews.com>
Source record: 46074

Hi

>I didn't want to say something against IC, sorry if the message seemed
>to let people think something like that. In fact the main problem is
>that the guys at the FaST Club seem to be unreachable :-(. Did you
>intend to order one of their soft to Europe Shareware ? Well, nobody did
>this in the past 15 months afaik I'm afraid.

I never realised you sold it TBH! I thought it was Fast Club only. Do
you have the upgrade from v4 to the last version ever made?

6393. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 12:38:15 UTC
From: vdjole@EUnet.yu
Message-ID: <9e8drl$5ai$1@news.eunet.yu>
Source record: 46085

On 19 May 2001 11:39:20 , Lonny Pursell wrote:

>> Does wdialog not work under Mint AES's?
>
>It works here for the most part, but behaves strangely.
>After the computer runs for some hours, and I start and exit
>apps which use wdialog, eventually they start refusing to run.
>Actually crashing and issuing a msg in the console.
>If I rerun wdialog from the desktop they magically work again.
>This is happening with CAB and QED and I suspect PhotoTip
>might react the same.

This is an interesing attitude of some developers. It seems that there is
an almost universal consensus that WDIALOG is a bad piece of software.
Yet, new applications continue to use it. As a lot of other, quite good
applications do not use WDIALOG, obviously it is not indispensable and these
extensions can be obtained in other ways. WDIALOG is not a standard.
Why can't they let WDIALOG go into history with other utilities which
caused too much compatibility problems?

cu.

6394. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 12:56:49 UTC
From: ebaiz@skyenet.net
Message-ID: <laPN6.660$yP3.1176@newsfeed.slurp.net>
Source record: 46079

Hi Janez,

Yes I will agree with you there about there being people who have not
bought anything, but received their programs through piracy. It is
unfortunate, but true. Still, nowadays, when anyone talks about using
an Atari computer/emulator and running Atari programs, I get real
excited about it.

On 19 May 2001 15:10:44 , SWE/YesCREW wrote:
>
> Hi Edward,
>
> As i said i dont mean to judge ppl's devotion to Atari, still to sell
>all off tells us something, ppl use emulators mainly from nostalgia
>reasons, cause they did mistake and sell machines.. Also, when i check
>emulation pages, there is TONS of barely, if at all, legal software, old
>games which still are copyrighted etc.. maybe 1% of emulator ppl use it
>for doing something for scene.. To be clear, i mean on ppl exclusivlely
>with emulators.. And i personaly know some, which were using MagicMAC.. ad
>noone ever bought something etc ... Atari as platform will not benefit
>from that... There is c64 scene and 8bit Atari scene still alive, new
>prods out, but none of these scenes didnt benefit a bit with
>emulators. They did benefit from fanatics, which still produce hardware
>extensions and odd devices for those machines.
>
>
> Janez
>

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6395. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 12:56:50 UTC
From: ebaiz@skyenet.net
Message-ID: <maPN6.661$yP3.1176@newsfeed.slurp.net>
Source record: 46080

Hi all,

I tried out the new version of PhotoTip and boy is it great. I am using
version 2.12, so using 3.0 is a real dream. Lots of nice new features.
The only drawback is that there is no English manual, but using it is
straight forward. Since I am a registered user, it will only cost me
$10 for the upgraded key. Download the demoversion at the site below:

http://home.sunrise.ch/dursoft/progs_e.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6396. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 13:00:58 UTC
From: danap8@aol.com
Message-ID: <20010520090058.29131.00001089@ng-fi1.aol.com>
Source record: 46081

>Why is it still called Atari Online News when the news is non Atari
>related?

Why are you still reading/posting in an an Atari newsgroup if you have no interest other than just being a PIA?

Do you read A-ONE? If not, then you know nothing about what you're asking. A-ONE has never been "just" about Atari-related news. Check out an issue and you'll see what it's all about.

-Dana @ A-ONE

6397. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 13:05:15 UTC
From: danap8@aol.com
Message-ID: <20010520090515.29131.00001091@ng-fi1.aol.com>
Source record: 46082

>PhotoTip 3.0 is atari related software. Blindfish.

Hehehe, he wouldn't know Atari items if they bit him on the ass. And naturally, he picked the one issue that didn't have a lot of Atari-related news items listed in the teaser headlines! <vbg> Thanks for pointing that out to him; I didn't bother.

>Why this guy still talk here when it doasnï¿½t use atari computers?

He has no life - pure and simple.

-Dana @ A-ONE

6398. Re: POV-Ray 3.1g Benchmark...

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 13:18:06 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105200819160.192-100000@localhost>
Source record: 46075

Hi,

> A benchmark on a some website somewhere (?) gives a POV-Ray
> benchmark for different CPU's. I thought I would give it a
> spin on my Falcon, but the results were VERY disappointing!

1st, benchmarks are NEVER adequate! Falcon WILL perform bad on any standard test, i mean bad compared to enormous raw CPU power machines have today, but on ct2 Falcon play mp3 slicker than my pals G3 mac, etc etc. Falcon is VERY weird machine and thats why i love it so much :)

Can u tell me any other machine to perform as APEX does, like CAF does, like Falcamp does (+ many others) on plain 16mhz?? BE proud, not disapointed! (i realy realy realy suggest u watch latest EIL" winner demo named "hmmm" all in there is REALTIME and Amigas need 060 for similar results (better) and Pcs need 3d card!! Falcon is hapy with 4mb and 16mhz!! Im proud to have such machine and that we have such genious coders!!)

Then again, gcc and windoze/macos apps are NOT optimizied at all, those guys have no clue what optimzation is, for them optimization means "go and buy athlon" and that makes another prob for our good old 030 :) Fine example of that are Falcamp (ppl said its impossible) or great Nocrews mp2 player which takes less as 1% cpu on plain Falcon, and their latest replayer tooks LESS time with mp2 as DSP MOD replayers! To be better, at rates above 160kb/s mp2 sounds better as mp2 while filesizes are same aproximately...

> +A +Ifish13.pov +Ofish.tga +W720 +H486 +L(include path etc...)
>
> If you use the Archimedium 030+882 version of POV 3.1g (gcc)
> it takes over 70 hours, and equates as slower than a bloody
> 386DX33. The 386 does 8 pixels/sec average and my Falcon is
> less than 1.5 pixels/sec! What the hell is wrong here!! I was
> led to believe that a 030/882 combo would be clock equivalent
> in float math to a 486DX, yet this is NOT true obviously. Can
> anyone else give me some light on this? Does a PureC compile
> work faster perhaps?

Imho whats wrong is that u compare CPU's rather than machines.. 030 is actualy in terms of CPU power opponent to 386 (if we can look that way) and 486 FPU unit is quite good actualy! U should look on machine as integrated machine... FPU stuff will work better on 486, but mp3's can play on plain falcy etc... Also Photline was compared to Photoshop on 486/100 and author of test (Photoshop user) said they are aproximately equal speed...

Povray itself do not make Falcon bad, esp since whole machine is imho a lot more usable as 386, 486 even... Also u mention an 33mhz 386... so double clock and raytrace is task which mainly rely on CPU clock. OK it also depends how many instructions CPU does in one cycle etc.. stil 030/386 are CPU's from same era.. And i think Intel's FPU wasnt bad compared to 882 at all...

Also i think your version of Povray is slow. My version of Povray 3.1 completed the task in 3h 56mins on ct2, which makes it 25pixels per second Also i need to mention that i render that pic in MiNT, while i used computer normaly as ever, which means i had 3 vcons opened, and ircing in one, did some ftping and mail/news reading reply in other, on AES i did browse some pages, even play some mp2 files etc.. also had some idle time, cause of TV watching.. so that time could be considerably lower as well. If u divide my time with factor 3 maybe 4, u can get time it would be needed on plain Falcon, but that proly is not totaly correct value...

Bottom line: U have slow version of Povray, and Falcon is NOT raytracing station :) Also it is not 68030 ONLY machine, but a Falcon :) (u can not do, i dont mean u can do it slow, but can NOT do,certain things on 386, but u can do easily on Falcon.. opposite that rule doesnt apply :)))

> PS. A Silicon Graphics machine I am looking at on ebay is
> about 800 times faster than my Falcon with this benchmark, for
> little more than about US $400!

What can i say, Falcon is not GFX station. Sell it, get SGI

Janez

6399. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:05:56 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105201705300.9643-100000@hal.pp.fishpool.fi>
Source record: 46088

On 20 May 2001, jonk wrote:

> "Mark Bedingfield" <atari@tpg.com.au> wrote in message
> > PS never sell an Atari, you will regret it.
>
> Wish someone would have told me this last year!! ;-)

We did!

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6400. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:09:08 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <CgQN6.1553$26.23580@NewsReader>
Source record: 46087

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990300382-63131AEicMi@gmx.net...
> From: "Sean Barbieri" <root@ic24.net>
> Date: Thu, 17 May 2001 22:20:30 GMT

Nothing more to add at this stage except to rebut the libel posted here.

> Hi Sean,
>
> >No, but I don't feel I have said anything unfair and have tried to
> >keep to the issue which Barrie requested i.e. previous cutomers
> >to come forward and I have put my point over clearly enough I think.
> Don't be intimidated...
> Dave is just doing the "honourable" thing, standing up for a fellow
> collegue and mate. Since he finds it a bit difficult to get his point
> across he decided to drag you into the discussion...
> >> a Kangaroo court. All i want Dennis to do is answer my
> >> questions put to him in previous postings.
> >Can't comment on this as I have not kept up with newsgroups (or
> >computing) for a some while now due to time restrictions at present.

Posted often enough......or have you a ghost writer?

> Nothing much happened really... apart from the usual verbal abuse coming
> from Keychange. And now Dave stepped in and is blowing things out of
> proportion because he hasn't got a clue or is misleaded by Barrie.

We shall see....

> Short resumee:
> After the posting in which you describe how Keychange sold your LINK
> without your consent and then only refunding you partially and then
> seeing the buckets full of abuse and slander

Not seen your corporate lawyer yet then.

you received from Barrie,
> it was time to do something about it: Barrie publicly admitted that he
> sold your LINK without your consent and seems to think everything is OK
> since he payed you back a fraction of the real value... various posters
> here asked Barrie to elaborate on this, but he choose to ignore them.
> So I publicly called him a thief, crook and swindler... :-) since he
> claims to keep records of all his dealings it should be fairly easy to
> proof that you are a liar and that you have given him consent... after
> all, that's what he wanted you to produce all the time, why he wanted you

> to provide proof when he got all the records, is something only he knows.
>
> This happened some six weeks ago in CSAST-tech, his only reaction was
> that he would take me to court, but so far he didn't even try to proof
> that what was said is untrue... apart from the usual abuse and slander
> ofcourse, but I'm used to this coming from keychange.
> Oh yes, I also called him a pirate and accused him of undermining our
> platform since he spreads illegal commercial harddisk drivers of ICD
> and by doing this hurts the sales of the only supported harddiskdriver
> left.... yep, you guessed right... no comments either, apart for the
> usual slander ofcourse
>
> Well that sums it up somewhat....
>
> As "for taking the piss out of you"... Dave must have a very special
> newsreader, AFAIK no one here even mentioned or hinted at you and your
> unfortunate dealings with Keychange. All that needed to be said about it
> was done so, there was no need to comment on it again. Although you were
> called a liar, have been slandered and got a bucket full of sh*t poured
> over your head, me and a lot of other people here feel you are the "moral"
> winner of that particular "discussion".
>
> Correction: Dave and Barrie several times "took the piss out of you", but
> this wil be denied ofcourse and blamed on my newsreader while crying out
> loud that I'm a liar....
>
> Cheers from Belgium
> Dennis
> --
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> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>

6401. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:11:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990465080-249323AEicMi@madasafish.com>
Source record: 46140

Why Dave, would that be "The usual" for you?.

>TO ALL MEMBERS OF THE GROUP.

>This guy is trying to bring me into disrepute. Unfortunatley for him he
>hasn't got a clue.

Seems like your doing OK on your own. BTW, did that last suposetory have
a sharp edge!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6402. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:18:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990465082-249891AEicMi@madasafish.com>
Source record: 46141

Hi Dennis

>Now, if you really like to see some answers to the "relevant" questions
>I suggest asking them again... but this time in a more civilized way.

Does that mean he has to chew with his mouth closed, stop soiling his pants or stop walking on his knuckles, define civilised.

Do you think he should change his prescription, he seems really edgy to me, unless youve said summat to upset him, i do hope not, you know his shrink has told him to...

Ooops, perhaps we'd better stay of this track, mental health that is, its a sore subject.
SO dont post anything that suggests that Dave is anything less than firmly planted, in control, compus mentus, in the game, fully connected, on the ball, not a pill popping loony.

I think its your turn to make the tea!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6403. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:26:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990382188-34551AEicMi@gmx.net>
Source record: 46104

From: "Dave" <maccdave@btinternet.com>
Date: Sat, 19 May 2001 04:53:52 +0100

>>You must think it's full of idiots here...
>Not at all. You would do well to remember that a heck of a lot of the
>contributors here have been my customers aswell. I have respect for them
>as many (probably untill now) have respect for me whilst i was running
>TUS.
Keep on posting like this and see how the respect you've build up over the years, will melt away like snow under the sun...
You've got a very original way to show the respect you have towards your former customers and contributers here, to say the least...

>> I assumed this kind of language comes natural... anyway,
>> if you think I'm going to step down to the same level, you're wrong.
>Not at all. I very rarely sware in public, in your case i have made an
>exception as i believe this is the only way to treat you.
Well then keep on swaring in public, and believe whatever suits you, how do you put believing and swaring together BTW?

>I agree they have been aired before. So why do you choose to follow a
>certain poster around like a bad smell instead of letting the legal action
>run it course.
Why I choose to defend myself against Barrie his abuse should be crystal clear if you read the relevant threads... legal action will never run it course if Barrie has to set it in motion. After six weeks we haven't made one single step progress.

>For all we know you could be a pauper who couldn't care about being sued.
Cherish the thought....

>But, i am accused of being "The Ultimate Scam".
You must have lost a lot of sleep over this the last week... you keep bringing it up. Taking this out of it's perspective and conveniently forget to add how it came about, action is always followed by reaction, if you don't like the reaction you should refrain from taking action. You thrown a pie, I threw one back...

>>You know very well that everyone
>> here will ask and even plea to stop this thread.
>This is a really cheeky comment (profanaties removed on re write).
>Who are the instegators each time? Please answer this one truthfully?
Thruthfully? are you sure?
You are the instegator of this thread, what's even more, you're doing all you possibly can to keep it going...

>>it should be pretty clear by now that using abusive language to get your
>>points across, has a negative effect here?
>Oh Dear, you really don't like name calling "DO YOU".
>Yes i will stand up and cause you offence as you do to others.
>I have watched this develop for over six months and kept quiet.
Funny.... I only joined the "discussion" in february, that's some three
months ago.
You're using a very weird newsreader, a newsreader that produces postings
that never have been writen, mixes up dates (maybe a YK2 bug?) and turns
the words written around in a way they suit you...

>Don't you like the idea of another person posting against you in an
>agressive manner? I am simply evening up the numbers.
I told you repeatedly that I don't take any notice of postings written in
that manner, if you really want to post against me and "even" the numbers
you'll have to think of another method... better do it quickly, or you'll
never know if "you get to me". I'm about to filter you away, since most of
your postings contain nothing relevant except for the abuse and swaring.

TBH: I must say this has broadened my knowledge of the English language
quite a bit, so this thread has had a purpose after all.... I suppose I
should thank you...

>Answer the question. Who started the abusive postings all those months
>ago?
The question was why I joined the discussions, I've answered that. Who
started what, why and when isn't relevant...

>You now claim to have 4 cases, you claim this, you claim that. I am fed up
>with what you claim. I also believe that the group is quite fed up
>which is why i have decided to post back against you.
>
Your newsreader seems to be acting up again...., I mentioned, having these
cases *once* to the group, not twice, three times and certainly not all the
time.
You and Barrie for that matter know very well that I will not elaborate on
these cases in public (not in private either), as this is the best way to
loose the trump cards....

>I should not really say this but what the heck. A fraction of what? A
>fraction of the SRP of the individual component or a fraction of the
>overall cost of the device? Did you ever look at it from a suppliers point
>of view.
Nice one this....
Have you ever sold a component or device without a customer his consent? I
would think not. Has the thought even ever occured to you to sell someones
lawfull property? I would think not...
Well that's exactly what your mate did, he seems to think that refunding
the customer for his "loss" makes it allright... If I steal your car and
sell it then that doesn't matter, it's not even important and relevant, as
long as I refund you a fraction of the real costs of the car? everything is
allright?
Strange reasoning... weird morals.... :-/

>>>What i would advise anyone who wishes to know should contact Mr Lai who
>>>would appear to have spread the story and has since tried to retract it.
>>Not even mentioning the fact that it isn't very polite to put someone in
>>a dark spot while he's unaware of it and not able to defend himself....
>Why don't you at leat check what you type. You are being very very
>ignorant. He is very aware of it so why don't you ask him? As i said
>earlier Sweet implied, and i reacted.
I'm asking you, since you're the one making claims about a certain story being spread. I have no knowledge of such a story, I can't find one single posting in which Shiuming Lai spreads anything, and for that matter I can't find any postings in which he retracts or tries to retract anything either. Tell you more, I can't even find one single message in which he comments on the keychange story, he's one of the contributors to this group that has never taken part in any of the discussions concerning this topic.
So, instead of calling me ignorant, show the group how ignorant I am. Post the offending messages, or at least give their ID-number...

>What i will ask is "Do you also have a problem with TUS ?"
>A couple of days ago you called it "The Ultimate Scam".~
NO, I do not have a problem with TUS, as for "The Ultimate Scam" bit, this was a reaction to your action, if you don't like it, well then refrain from action....

>Do you wish to try and undermine my reputation?
Not at all, but seeing the way you are carrying on in here, I have the impression that you're undermining everything you stand for and build up over the years yourself... If you think that's worth it, carry on.

>I will admit to using offensive language to get your atention but if
>you wish to accuse me of anything then lets hear it.
You would have got a lot more of my attention without the abusive bits. As for wanting to accuse you of anything... I told you repeatedly that until a week ago I never even heard of you. So no, I do not accuse you of anything, I have no knowledge of anything to accuse you with and even if I had anything, I do not have any motives to accuse you anyway.
Is this what you wanted to hear?

There's more in life then accusing people of wrongdoings, you seem to think I enjoy doing this... think whatever you like, it's quite nice outside, time to take the dog for a walk and a visit to the local pub...

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

6404. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:30:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990382180-32851AEicMi@gmx.net>
Source record: 46103

From: "Dave" <maccdave@btinternet.com>
Date: Sat, 19 May 2001 06:14:00 +0100

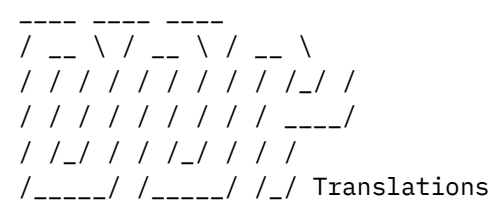
>>>>>BTW action will still be taken against the online magazine if any
>>>>>more rubbish is posted in the same way.
>>>>Sorry mate.... wrong newsgroup, wrong thread if you ask me. Has
>>>>anyone here any idea what he's on about?
>>>Ask Shiuming Lai you ignorant stain.
>>See, that wasn't so hard was it? if you got something to say, just do
>>it.
>
>TO ALL MEMBERS OF THE GROUP.
>
>This guy is trying to bring me into disrepute. Unfortunatley for him he
>hasn't got a clue.
The only one disreputing himself are you... I'm not the one accusing a
certain uk online magazine printing rubbish, and I'm not the one who's
insinuating that Mr. Shiuming Lai wrote a non-existing retraction, I'm
not the one threatening with actions being taken either...
After all your hard work *nobody* here has jumped on your wagon, nobody
noticed an article that damages your business, yourself or reputation in
any way, on top of this nobody here even supports your silly statements...
even Barrie doesn't (publicly) support you, how's that for loyalty?

TO ALL MEMBERS OF THE GROUP.
I think a public apology to Mr.Shiuming Lai is called for here!!

You don't even have the guts to tell the group what it's all about, except
for some very vague insinuations that probably only exist somewhere in the
back of you head you haven't scored one single point, and you accuse me of
disreputing you and having no clue? wake up!!

This time I am ROTFL, please continue posting more hilarious stuff.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

6405. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:32:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990382168-30484AEicMi@gmx.net>
Source record: 46102

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Fri, 18 May 2001 11:07:42 +0100

>> Really? Well, then we simply must do something about this.
>> When I mailed you my private credentials ...
>
>After all the lies you've told do you think I believe you would send a
>genuine address?
Nice try Barrie, you publicly challenged me to sent my address, adding
that I wouldn't have the guts.... remember? now that I did you publicly
doubt that I sent you the genuine one. What do you think I sent you ?
Donald Ducks address?

I have had many snailmail contacts with people in this group, they all know
my address:
Dennis Vermeire, G. Mercatorstreet 13, B9000 GHENT, Belgium

You see Barrie, unlike you, I've got nothing to hide, if this adress is a
fake, someone is bound to reply, right? Since according to your pathetic
crying here you've got nothing to hide either, publish your address also,
and this time publicly please, a business which is afraid of handing it's
address, sounds *veeeeery* fishy to me...

Wait I have a better idea: does anyone here have the Keychange address? if
so please post it or mail it to me, the sooner I can get the crook before
a judge the better....

>I'll wait until the court orders your ISP to reveal it, same for your
>friend sweat.
That's the wrong approach Barrie, this will lead to nowhere, and only let
the proceedings drag on. What ISP? certainly not GMX, they don't even have
my address... and the newsserver "zonnet" is a anonymous server.
You've got my telephone number also, just give me a call and listen to
what is being said on the answering machine....
Still think it's all fake? :-)

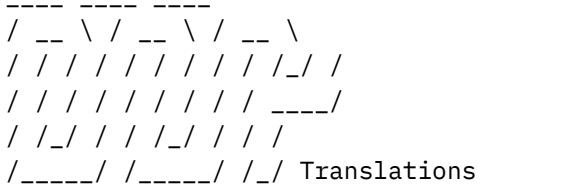
>Explain how you can speed things up,
Ask your sollicitor... isn't he supposed to be the specialist? (and please
don't reply that sollicitor is with one "l", it's not relevant at all)

>you libelled me several times so I have to sue you.
Ofcourse I did, it was the only way to get you into motion. As for libel,
you'll have to proof that... it's libel if the allegations and accusations
are fake and fabricated. It's the whole thruth and nothing but the thruth
when this "libel" happens to be true. Agree?
BTW: the knife cuts both ways. You've outdone yourself also at the slander

and libel bits, I hope you can proof *all* allegations made against me?

>You could always post all the alleged documented evidence
That's what you really would like me to do, wouldn't you? you must think
that I was born yesterday....

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6406. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:36:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990382160-28931AEicMi@gmx.net>
Source record: 46100

From: "Dave" <maccdave@btinternet.com>
Date: Sat, 19 May 2001 06:14:00 +0100

>>That's your personal opinion. But then that's worth nothing, someone
>>far more qualified will consider the cases and decide how strong they
>>are.
>>
>Yes Dennis. That is my personal opinion. I am not qualified but are you?
>As i said earlier for all i know or care you could be a pauper.
Read it again.... "someone far more qualified..."
And as for being a pauper, what if I am? even if I would be the greatest
one that has ever walked on the face of this planet? it doesn't change
anything to the facts... trying to move the topic and focusing on me,
doesn't cut wood, it's the oldest trick in the book... surely you can do
better then that?

>>Ofcourse I wasn't there, since when does one need to be present at the
>>place of a crime? wouldn't this make me an accomplice?
>Oh so it's now a crime? Are you qualified to judge this?
>Are you implicating me in any wrong doing?
Keychange has *committed* several unlawfull actions... these will be shown
to, presented and proven in a court of law.
Anyone being present at a place where a crime takes place or is about to
take place without trying to prevent it, alarming the official bodies or
in the worst scenario coorporates, legally is an accomplice....
One can ofcourse be present at a place where a crime is commited and be
unaware of it, this however has to be proven....
You publicly told us *several* times that you where there *all* the time.
Hey, I didn't make the laws...

>No. Wrong again. I have never claimed anything as you imply. For you to
>say this shows your arrogance. Yes i spent 10 years in the market. Yes i
>sold many many upgrades, yes i developed most of the parts i sold
>in my business. Did i ever claim to be world famous? NO. Did i ever go
>beyond my station? NO.
>You are the person attacking another dealer? Most of the UK guys
>know of me?
OK, you didn't claim to be world famous, but you do seem to take it for
granted that *everyone here* knows who you are....
Well, maccdave@btinternet.com, I for one didn't have a clue, after a
couple of postings I realised who you were and what you stand for, but
only because you told us so...

>Dennis, you can say what ever you want against me. I am proud of what i
>did over all them years. I see my products mentioned now and again

>and it makes it all worthwile
When and where have I even mentioned one of your products? When and where have I written something that put your products in the spotlight? I put it to you that I *never* named, hinted at and/or insinuated anything at al about your products.
Tell the group where they can find these "alleged" postings, or better yet post them...

>>Frankly spoken : you asked if I wished to see you post it? YES please
>>unless I see this with my own eyes I'll assume it's just a figure of
>>your imagination.
>You may assume whatever you like (and do).
>Once again ask Lai. Or am i a liar aswell.
You claimed publicly that you've got a retraction from Mr. Shiuming Lai and asked I if wished you to posted it publicly, agree?
You've challenged me publicly, I took it on, and *now* you chickened out, the group will certainly remember this one.
Hey, it's your reputation that's on the line, not mine :-)
Post the retraction, explain us what it's all about or just keep your trap shut. While you're at it, post the bits where I put your products in a bad light also.

>Come on Dennis call me a liar. You and i know what we are on about. Do
>you like playing games or are you tired with the group and simply wish to
>destroy it?
I certainly know what I`m on about, I'm not so sure about you though. Your nice story about coming here to support Barrie makes my heart bleed, but I don't believe a word of it. You want the skin of Shiuming Lai, Steve Sweet and Mr.Ardez.... who ever that may be. I'm following this group for years and I really can't recall someone calling Ardez posting here...

>You and Steve started this, don't balme others for getting involved. Do
>you really feel a big man sitting behind you little keyboard typing
>supposedly BIG WORDS.
LOL....
Steve hasn't got anything to do with this thread.... I replied to Barrie his posting, merely informing that MegaSTE/TT keyboards could be obtained cheaper and with an *English* keyboard layout from somewhere else. As for the weblink being out of date.... I did supply an email adress as well, but this was conveniently overlooked.

Cheers from Belgium
Dennis
--

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/ / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6407. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:36:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990382164-29883AEicMi@gmx.net>
Source record: 46101

From: "Dave" <maccdave@btinternet.com>
Date: Sat, 19 May 2001 04:53:52 +0100

>I bet you didn't expect someone to defend Barrie in such a vigarous
>manner?
Vigarous manner? LOL
All I've seen so far is you telling us that he's a good guy, competent at what he's doing and that you where there... that covers about 20% of your postings, the rest is devoted to insinuations of which I and the rest of the group have no clue....
When asked to explain these allegatation in detail you show the same gutless attitude as the fellow "you defend in such a vigarous manner".

>As i have said before i know because "I was there" WHERE YOU?
Why do you ask? you should now.... since you claim to be there. If you were there you should have noticed I if was there or not. Are you sure you were there? seems to me you're a bit confused about this particular bit....:-)

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6408. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:40:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990465086-250711AEicMi@madasafish.com>
Source record: 46142

Yo!, Dennis

>Correction: Dave and Barrie several times "took the piss out of you",
>but this wil be denied ofcourse and blamed on my newsreader while
>crying out loud that I'm a liar....

Youre also using emailer, its got a bug that adds allegtions of piss
taking. Its supposedly been fixed in version 2.3f-0ff.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6409. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 14:53:08 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-C9B67B.10530820052001@news.bellglobal.com>
Source record: 46094

In article <1etpa9v.fx3m6u1bnkn8tN%rsmac@t-online.de>,
rsmac@t-online.de (Robert Schaffner) wrote:

>
> > sinclap!
> > somewere in mn
>
> Why this guy still talk here when it doasn't use atari computers?

quite simple - "a fanatic is one who redoubles his effort when he has forgotten his aim" - George Santayana.

Quite simply, The iDiot Forever Known As Sinclap is determined to make an irritant of himself while not realizing that his attempts to disrupt the newsgroups have only shown him up for the total moron he really is - indeed, even the guys in mac.advocacy have now recognized him to be a complete embarassment to the Mac cause. But, what else would you think of a guy who, when losing an argument, resorts to try to change the subject by attacking an entire country, whose "predictions" have blown up in his face, and has been caught telling huge lies and making up "fact" out of whole cloth? Indeed, the elephantine gaffes he's made in boasting about the "superior" Mac are enough for any agency to suggest he be sent to a mental institution for industrial-strength shock treatment....

6410. Re: Will this disk drive work in Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 15:00:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990465090-251287AEicMi@madasafish.com>
Source record: 46143

Hi Phantom

>Does anyone know if a External 1.4HD drive was ever made for the
>Ataris?

I have one on my Mega, i believe its a power computing product, its
similar to the Cumana external i used to have, the cumana being DD, the
only diference is this one contains a HD mech and has a flying lead on
the connector which carries a density select line, not needed by the
MegaSTE.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6411. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 15:05:51 UTC
From: sidcelery@cix.co.uk
Message-ID: <9e8mgf$qt4$1@plutonium.compulink.co.uk>
Source record: 46089

On 13 May 2001 11:19:50 , Dennis Vermeire wrote:
>From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Hi Lonny,
>>> AFAIK Keychange sells keyboards with Spanish keyboard caps but
>>> conveniently forget to mention this.... :-/
>> I see. I retract my previous statement then. Not such a great
>> deal then, unless one wants that exact keyboard version.
> TBH if it's for replacement purposes one could always remove the
> keycaps and exchange them with the ones from the broken keyboard
> of course. Not mentioning this, isn't exactly "fair" trading. But
> "fair" trading is something one shouldn't expect from Keychange to
> start with, the chance of being swindled is quite high. Anyone
> wanting to do business with the *crook from up north* should think
> twice...

It is *entirely untrue* that Barrie does not make it clear that the keyboards are spanish. When I enquired on my replacement keyboard from him he made this *abundantly clear*. He also stated that he had already rearranged the keys provided to make them as similar to the english keyboard as possible and that to go further would require replacement from my existing keyboard and advised how this could best be done. The keyboard works perfectly and exactly as described.

I am completely fed up with the vendetta you and Steve are perpetuating based on one problem, whose validity seems to be a matter of conjecture depending on who you chose to believe.

frankly, if I had a choice, I'd be reluctant to use *any* Atari dealer. System Solutions guaranteed me they'd price match when I bought 750quid of computer gear from them. The only item available anywhere else was the monitor and when I located a price that would give me 50 quid off the whle deal they reneged on their promise! Should I blacklist them? (This was when I was writing for Karl's mag and we got stiffed on article payments when they went down). Recently I bought further hardware product from them that didn't work. They're hardly perfect. I could name a multitude of other products from other suppliers too. Would that make you happy?

Dennis - put a sock in it or a get a life. I'm fed up of your noise on this subject (feel free to talk about anything and everything else).

rgds
H (well miffed)

6412. Re: [ANN] FaST Club softwares...

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 15:07:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990465094-252055AEicMi@madasafish.com>
Source record: 46144

Hi Pascal

> In fact the main problem is that the guys at the FaST Club seem to be
>unreachable :-(.

They are busy spending the money theyve scammed from re-subscribers. :-(

I sent them money to renew my subscription and heard nothing after
receiving a single copy. emails were ignored, i say ignored as i knew
they had been collected.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6413. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 15:15:33 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b07c375.0@energise.enta.net>
Source record: 46083

On 17 May 2001 19:45:23 , Lyndon Amsdon wrote:
>Hi Peter
>
>>There is also an emulator called SoftPC
>>
>> www.holleman.demon.nl
>>
>> I tried it on my Milan but it requires 640x400 16 colours so I think
>> that limits it to Falcon or TT. Maybe it will run on a Hades but I
>> know it doesn't work on my Milan because I can't get 16 colour
>> screens, which is a shame.
>
>Hmm, so what rez /do/ you use? Surely you don't run in 4 or 2 colours?
>.

I nearly always use 64k colours. The options I have are 2, 256, 64k and
16 Million. I think this is due to the MILANDRV driver.

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6414. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 15:15:37 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b07c379.0@energise.enta.net>
Source record: 46084

On 18 May 2001 01:34:59 , Edward S. Baiz Jr. wrote:
>
>I did get SoftPC to run on my Hades, but I had to run it in a 256 color
>mode. The resolution I was in did not matter. I ran it in 800x600,
>1024x768 and 640x400. I could not get it to run either until I ran the
>little program GET_REZ4 before I ran the main program.
>

Aha. I ran GET_REZ4 and I was able to get past the resolution
warning but it was then looking for the FONT folder on the C:
partition. I moved SOFTPC to C: I would prefer to have
it on D: but I couldn't work that out.

I then downloaded the FSA archive and the Insignia archive
but I am not sure what the latter is for.

I renamed the file D_DRIVE.HDF and put it on the F: partition.

Now when I run SoftPC I get a menu bar and a black rectangle on
a white screen and the Milan crashes. I tried TOS and Mint.
I think that I now need a copy of DOS and I must try to work
out how to put the SoftPC folder on the D: partition.

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6415. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 15:32:45 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105201528520.86-100000@Hades060>
Source record: 46115

On Sun, 20 May 2001, Djordje Vukovic wrote:

> On 19 May 2001 11:39:20 , Lonny Pursell wrote:
>
> >> Does wdialog not work under Mint AES's?
> > >
> > >It works here for the most part, but behaves strangely.
> > >After the computer runs for some hours, and I start and exit
> > >apps which use wdialog, eventually they start refusing to run.
> > >Actually crashing and issuing a msg in the console.
> > >If I rerun wdialog from the desktop they magically work again.
> > >This is happening with CAB and QED and I suspect PhotoTip
> > >might react the same.
> >
> > This is an interesing attitude of some developers. It seems that there is
> > an almost universal consensus that WDIALOG is a bad piece of software.
> > Yet, new applications continue to use it. As a lot of other, quite good
> > applications do not use WDIALOG, obviously it is not indispensable and these
> > extensions can be obtained in other ways. WDIALOG is not a standard.
> > Why can't they let WDIALOG go into history with other utilities which
> > caused too much compatibility problems?

That is not an "attitude" as you put it, it's a dam bug report.
Someone asked, I reported.
You are the one making it into something it is not.
I did not say I hated wdialog, or it was crap, or anything of the
sort.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6416. FA:ebay, Atari SF314 DSDD Disk Drive

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 15:36:57 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B07E499.E1DBC384@suscom.net>
Source record: 46092

Atari SF314 Microfloppy Disk Drive, Double-Sided, Double-Density, for use with all Atari ST Computers.

The SF314 is a double-sided, double -density drive providing up to 720 kilobytes (formatted) of storage on each 3 1/2-inch disk. The drive itself takes up no more desk space than a small book. This drive is in excellent condition and includes the power adapter, interface cable and owner's manual. This drive is in like new condition and ships in the original Atari box. This is an easy way to make disk copies, provides additional online removable storage and to keep floppy flipping to a minimum.

6417. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 15:37:06 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105201535080.86-100000@Hades060>
Source record: 46117

```
On Sun, 20 May 2001, Dave wrote:

>
> "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10105191143040.83-100000@Hades060...
> > On Sat, 19 May 2001 sinclap@nospam.net wrote:
> >
> > > > Useless as your posts...
> > >
> > > You must of gained something from them..
> >
> > Yes, just just that your posts are even more useless than I
> > had previously thought.
>
> Oh dear, Lonny being abusive, should i start a file on you.

If you have the time, feel free to do so. And note my
abuse as you put it is very minor and if you think the word
"useless" is abusive and wish to defend sinfag, you my friend
have alterior motives...

-----------------------------------------------------------------
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

6418. FA:ebay, Atari SC1224 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 15:39:48 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B07E543.63DF771C@suscom.net>
Source record: 46093

Atari SC1224 Color Monitor for use with all Atari ST Computers.

Required by many games. Works with art and animation programs for the
Atari ST.

6419. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 16:07:12 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <ZURN6.1927$0g4.26914@NewsReader>
Source record: 46097

Hi Harry
>
> Dennis - put a sock in it or a get a life.
Watch out only Sweat can be abusive in this way.

> I'm fed up of your noise on
> this subject (feel free to talk about anything and everything else).
>
> rgds
> H (well miffed)

Keep on posting your views as they do.

Dave

6420. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 16:13:57 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <I%RN6.1929$0g4.27004@NewsReader>
Source record: 46098

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990300380-62547AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Wed, 16 May 2001 15:31:59 +0100
>
>
> >BTW. Why don't you try and answer the relevant questions put forward in a
> >different message. Too scared to admit that you didn't have all the
facts?
> The postings in which these questions were asked are written in a abusive
> way, since you claim to have followed this thread since months, you should
> know that I never reply to this kind of postings....
>
> Now, if you really like to see some answers to the "relevant" questions I
> suggest asking them again... but this time in a more civilized way.
>

As Del Boy would say "Dennis you PLONKER"

Double standards once again. Different styles but equally abusive.
I am only coming down to yours and Steve's level. If you don't like
my abusive language then don't be so abusive yourself.

BTW is abusive language against the rules or is it another one of your
European directives.

Dave

6421. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:05:37 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <KLSN6.2114$0g4.27308@NewsReader>
Source record: 46099

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990300382-63131AEicMi@gmx.net...
> From: "Sean Barbieri" <root@ic24.net>
> Date: Thu, 17 May 2001 22:20:30 GMT
>
> Hi Sean,
>
> >No, but I don't feel I have said anything unfair and have tried to
> >keep to the issue which Barrie requested i.e. previous cutomers
> >to come forward and I have put my point over clearly enough I think.
> Don't be intimidated...
> Dave is just doing the "honourable" thing, standing up for a fellow
> collegue and mate. Since he finds it a bit difficult to get his point
> across he decided to drag you into the discussion...
>
What "discussion" ? All i see is you and Sweet prolonging the argument.

> >> a Kangaroo court. All i want Dennis to do is answer my
> >> questions put to him in previous postings.
> >
> >Can't comment on this as I have not kept up with newsgroups (or
> >computing) for a some while now due to time restrictions at present.
> Nothing much happened really... apart from the usual verbal abuse coming
> from Keychange. And now Dave stepped in and is blowing things out of
> proportion because he hasn't got a clue or is misleaded by Barrie.
Dave is not "Blowing things out of proportion". I am simply responding
to abuse with abuse. If you don't like it then stop being abusive.

> Short resumee:
> After the posting in which you describe how Keychange sold your LINK
> without your consent and then only refunding you partially and then
> seeing the buckets full of abuse and slander you received from Barrie,
> it was time to do something about it: Barrie publicly admitted that he
> sold your LINK without your consent and seems to think everything is OK
> since he payed you back a fraction of the real value... various posters
> here asked Barrie to elaborate on this, but he choose to ignore them.
> So I publicly called him a thief, crook and swindler... :-) since he
> claims to keep records of all his dealings it should be fairly easy to
> proof that you are a liar and that you have given him consent... after
> all, that's what he wanted you to produce all the time, why he wanted you
> to provide proof when he got all the records, is something only he knows.
>
> This happened some six weeks ago in CSAST-tech, his only reaction was
> that he would take me to court, but so far he didn't even try to proof
> that what was said is untrue... apart from the usual abuse and slander

> ofcourse, but I'm used to this coming from keychange.
> Oh yes, I also called him a pirate and accused him of undermining our
> platform since he spreads illegal commercial harddisk drivers of ICD
> and by doing this hurts the sales of the only supported harddiskdriver
> left.... yep, you guessed right... no comments either, apart for the
> usual slander ofcourse
>
> Well that sums it up somewhat....
>
> As "for taking the piss out of you"... Dave must have a very special
> newsreader,
Probably the same one as you.

> AFAIK no one here even mentioned or hinted at you and your
> unfortunate dealings with Keychange. All that needed to be said about it
> was done so, there was no need to comment on it again. Although you were
> called a liar, have been slandered and got a bucket full of sh*t poured
> over your head, me and a lot of other people here feel you are the "moral"
> winner of that particular "discussion".
>
> Correction: Dave and Barrie several times "took the piss out of you", but
> this wil be denied ofcourse and blamed on my newsreader while crying out
> loud that I'm a liar....
Is your special newsreader doing it's job again. All i am saying that IMO
Sean has been conservative with the truth. Is that taking the piss?
I have no intention of intimidating Sean, this is not my style. Nor is it to
use abuse against him. I reserve abuse for people who are abusive.
To prove my point would Sean care to copy my original Email to the
group or at least tell the group the content of it. Sean, was it abusive in
any way, did it try to intimidate you, did i try to stop this esculating
into todays mess?
You see Dennis i am not usually abusive to others, i do not intimidate
to get my own way. I look at both sides berfore forming an opinion.

Are you innocent untill proven guilty by a court of law or
is there another European directive revoking the framework
of justice. Ah yes there must be, Dennis and his Kangaroo court.

I wonder who would want to play the part of be the Judge, i can
already guess the court Jester. BTW Sean don't get upset it's not you.

Just face it Dennis, If you can't take abuse then don't dish it out.

Dave.

PS. Have you ever complained to others about their abusive language or
is it only when directed at YOU. Did YOU stand up for "HAPPY" when
Sweet abused him? Ah, but i don't follow the group do i.
Who the hell do you think "HAPPY" was. What was the email address again
bizboz@whodunnit.freeserve.co.uk, from memory that's pretty close.

6422. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:12:29 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105201710480.106-100000@Hades060>
Source record: 46122

On Sun, 20 May 2001, Martin-ï¿½ric Racine wrote:

> On Sun, 20 May 2001, SWE/YesCREW wrote:
>
> > PhotoTip wont load without hsmodem drivers..
>
> I'm curious, have you tried the MFP and SCC drivers for MiNT, to
> see if their RSVF cookie is accepted by Phototip as a substitute?

It runs on my Hades with ozk's escc.XDD driver for mint.
I tossed hsmodem sometime ago.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6423. Re: ST Binary Files

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:19:34 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8m4FoJAmy$B7EwoH@atari.org.uk>
Source record: 46108

In article <E6AN6.5002$M8.249881@news1.atl>, Phantomm
<phantomm@bellsouth.net> writes
>Is there a ST newsgroup for sending Binary files to?
>
>phantomm@bellsouth.net

Hiya

yep there is

alt.binaries.atari

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6424. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:23:16 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105201722040.186-100000@localhost>
Source record: 46090

Hi Djordje,

> This is an interesing attitude of some developers. It seems that there is
> an almost universal consensus that WDIALOG is a bad piece of software.
> Yet, new applications continue to use it. As a lot of other, quite good
> applications do not use WDIALOG, obviously it is not indispensable and these
> extensions can be obtained in other ways. WDIALOG is not a standard.
> Why can't they let WDIALOG go into history with other utilities which
> caused too much compatibility problems?

THAT is a very good question! ;)

Janez

6425. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:26:56 UTC
From: bindon@madasafish.com
Message-ID: <tgfvj02341e0a7@corp.supernews.com>
Source record: 46105

Hi SWE

> Im not sharing this excitement about PhotoTip.. I must admit, nice that
>we have digital camera software!! I love that part... but to replace
>ImageCopy? I didnt seen any realy good feature which would surpase
>Imagecopy.

I find Imagecopy very useful and I'm looking for an upgrade for my version 4. I really like the layout option for batch production of PCBs, I export from Scooter as an IMG and paste them on an A4 page. Tried this on Publisher and it made a real mess and changed the size ofthe image. As you may have guessed this isn't useful, 0.5mm out and it can be a disaster.

I can't see how Phototip can be a replacement.

6426. Re: PC emulation - DOS running on STe

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:26:58 UTC
From: bindon@madasafish.com
Message-ID: <tgfvj22c033va9@corp.supernews.com>
Source record: 46106

Hi

>>Hmm, so what rez /do/ you use? Surely you don't run in 4 or 2 colours?
>>.
>
>I nearly always use 64k colours. The options I have are 2, 256, 64k and
>16 Million. I think this is due to the MILANDRV driver.

Hmm, I would have thought it would complain if you didn't have enough bit planes, but you have too many for it!

6427. ST-KEEP BBS Program

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:32:15 UTC
From: jblenkle@lanset.com
Message-ID: <3b07ff04.2166084@news.lanset.com>
Source record: 46107

I recently found the old ST-Keep BBS program on the net. I remember using this many years ago.

When you run the configuration program it has a place for a registration number - Does anyone out there know what the registration number might be?

I know you can install games as DOORS, but I can't seem to do it. I am guessing unregistered versions do not offer the DOORS feature.

jblenkle@lanset.com

6428. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:36:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105201728260.186-100000@localhost>
Source record: 46091

Hi Edward,

> Yes I will agree with you there about there being people who have not
> bought anything, but received their programs through piracy. It is
> unfortunate, but true. Still, nowadays, when anyone talks about using
> an Atari computer/emulator and running Atari programs, I get real
> excited about it.

Id like to share that excitement with u, but i dont like emulators, or better how they are used... I also run Speccy, ZX Spectrum emulator,since i had it, neat machine, but i also rebought me a ZX with couple microdrives and Interface1, i also used QL emu and 8 bit Atari emus, since i never have those machines.. And now i have 130XE and 800X and QL on the way... There is no real reason for emulator, since those machines cost next to nothing (same goes for STs for example, iwe got my 3rd Falcon with hdd, 14mb and FPU for 120usd for example) and no emu can recreate the feeling of sitting behind those machines.. A Cray emulator i would understand, big and expensive.. but to emulate Spectrum and ST which gave me so MUCH joy back then in proper days of computing, esp if they cost virtualy nothing is hm like a sin to me :)

Paying 5-10 bucks, give u real machine, 100% compatible, a hand on experience, no need to seek for illegal rom snapshots etc...

Janez

6429. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:47:04 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105201737280.186-100000@localhost>
Source record: 46095

Hi all,

> I tried out the new version of PhotoTip and boy is it great. I am using
> version 2.12, so using 3.0 is a real dream. Lots of nice new features.

Im not sharing this excitement about PhotoTip.. I must admit, nice that we have digital camera software!! I love that part... but to replace ImageCopy? I didnt seen any realy good feature which would surpase Imagecopy. Html export is nice feature, but CAB has such module as well. Thumbnails are neat,i admit that as well, ImageCopy's one is a bit shaky but batch processing of ImageCopy is very good, dithering a lot better, it is faster too, printing is very good from ImageCopy, converting is great and it know a lot more formats. Slideshow nicely loads pic while previous pic is displayed and so on.. Also under MiNT it crashes a lot, under Memory Protection wont even start, free pointers warning which is very bad, require wdialog...

This is not meant as crticism, just i saw message that since it allows all as ImageCopy and more, ImageCopy will be removed i felt i need to say something in its defence :)

Janez

6430. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 17:51:44 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105201748040.186-100000@localhost>
Source record: 46096

Forgot another very annoying feature (for me):

PhotoTip wont load without hsmodem drivers.. Since i use TT as server with Riebl drivers and plip for local net (TT is server and Ip masking machine, Falcon is my main machine) i dont use serial drivers at all. So imho PhotoTip could load without and limit that warning for camera dl/ul operations?

Janez

6431. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 18:03:20 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <RBTN6.2127$0g4.27357@NewsReader>
Source record: 46109

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:iTBN6.42817$662.189145@news1-hme0...
> Hi Dennis,
>
> Good to hear from you.
>
> "Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
> news:990300382-63131AEicMi@gmx.net...
> > From: "Sean Barbieri" <root@ic24.net>
> > Date: Thu, 17 May 2001 22:20:30 GMT
> > Don't be intimidated...
>
> I'm not at all. I was just surprised to see Dave getting involved in such
a
> way TBH.

Not half as surprised as me. I did say that this would be blown out
of proportion. You two had a difference of opinion over 5 years ago
but instead of putting it down to experience and getting on with life (as
many would), you decided to tell people your side behind closed doors.
A certain user here then spread allegations using YOUR side of the story,
and goaded another, therefore as your side has been used time and time
again to justify their actions then you are in the thick of it.

>
> > Dave is just doing the "honourable" thing, standing up for a fellow
> > collegue and mate.
>
> I can understand this, however misguided.
No Sean, not misguided. I have watched this for over 6 months, i have
had enough (like many others here). Two people always post against
Keychange so i will even up the numbers. Abuse is all they know so i use it.
At least i have first hand experience in what i post, do your mates.
I will also say that if i was still active in the Atari market then i would
still
post these messages. I don't do it for self gratification i do it because
i know how your complaint has been twisted and used to justify their
actions.

>
> > now Dave stepped in and is blowing things out of
> > proportion because he hasn't got a clue or is misleaded by Barrie.
> >
> ^^^^^^^^
> From what I read recently this _must_ be the case or he wouldn't have said

> the things he did.
Said what Sean, All i said about you was that IMO you are being Conservative
with the truth. Do you have a complaint about that?
However, Dennis is another case, us thick northern gits call a
spade a spade and a w***** a w*****.

> > Short resumee:
> > After the posting in which you describe how Keychange sold your LINK
> > without your consent and then only refunding you partially and then
> > seeing the buckets full of abuse and slander you received from Barrie,
>
> No different then from the reaction I received at that time then - shame.
In your opinion. How did you act at the time?

>
> > sold your LINK without your consent....
> > here asked Barrie to elaborate on this, but he choose to ignore them.
>
> Ditto then...
>
> > since he claims to keep records of all his dealings it should be fairly
> easy to
> > proof that you are a liar and that you have given him consent... after
> > all, that's what he wanted you to produce all the time, why he wanted
you
> > to provide proof when he got all the records, is something only he
knows.
>
> Because he knows that he's in the wrong but chooses to convieniently
ignore
> it. Plus from what he's written previously it's obvious that either he
> never kept any or only partially kept some - given the total inaccuracies
> or omissions in his story but that has been said before and there's no
need
> for me to go over all this again.
And how did you treat the supplier ? Fairly ? We will find out eventually.

>
> > Although you were called a liar, have been slandered and got a bucket
> full of
>
> Hopefully people who know and have had dealing with me will vouch for my
ch
> aracter. I would have liked to think Dave would have done too seeing I had
> dealings previously with him too......

Exactley Sean, I did have respect for you. I even emailed you at the onset.
You claim to have put it all behind you but obviously you meant
behind closed doors. You decided to spread your side of the story
so take responsibility if others rebute you allegations.
Just because you had previous dealings with me does not give you and

your mates the right to act in the way you have. BTW if you read the group
you will see how i got involved. I will not stand by and allow Sweet to
post gossip about my product, my customer and my business and use
it against Keychange (all be it in a round about way).
BTW Sweet, i don't need to justify this statement so you don't need
to click the reply button. However if you do reply in your usuall abusive
way then you only justify my right to use abuse back. Care to comment
Dennis.
Why dosen't the group take a good look at who started it late last year.

Dave

6432. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 18:45:27 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9e93aaupc02$1@news.t-online.com>
Source record: 46111

>
> This is an interesing attitude of some developers. It seems that there is
> an almost universal consensus that WDIALOG is a bad piece of software.
> Yet, new applications continue to use it. As a lot of other, quite good
> applications do not use WDIALOG, obviously it is not indispensable and
these
> extensions can be obtained in other ways.

Everything can be obtained in other ways but non-WDIALOG-apps usually carry
their own GEM lib with them which makes them bigger. Compared to other
shared libs it has the advantage that it's built into MagiC. Since many
applications are programmed for MagiC it's quite obvious that some of them
use WDIALOG's features.

>WDIALOG is not a standard.

Then again, what is a standard? The Atari world is full of "half standards".
In my opinion it should all be put into the operating system eliminating
some auto folder programs like Wdialog.

Greetings,
Matthias

6433. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 18:47:49 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <xfUN6.1966$26.25780@NewsReader>
Source record: 46110

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10105191143040.83-100000@Hades060...
> On Sat, 19 May 2001 sinclap@nospam.net wrote:
>
> > > Useless as your posts...
> >
> > You must of gained something from them..
>
> Yes, just just that your posts are even more useless than I
> had previously thought.

Oh dear, Lonny being abusive, should i start a file on you.

Dave

6434. Seeking San Framcisco Atari User Group

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 19:20:34 UTC
From: sjosulln@aol.com
Message-ID: <20010520152034.01553.00000554@ng-da1.aol.com>
Source record: 46113

There used to be an Atari ST user group in San Francisco. Does anyone have any information on how to contact the group or other Atari user group in the San Francisco Bay Area?

6435. Atari ST System Available

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 19:30:39 UTC
From: sjosulln@aol.com
Message-ID: <20010520153039.01553.00000556@ng-da1.aol.com>
Source record: 46114

I have 2 complete Atari ST systems that I no longer use. I am in the San Francisco Bay Area. If anyone is interested in taking them off my hands, let me know. Here's what I have:

2 -520 ST's with TOS in ROM
2- BW monitors
1- color monitor
3 SS disk drives
1 monitor switch box
cables for above
2 - mice

6436. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 20:00:43 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <SjVN6.2147$0g4.28456@NewsReader>
Source record: 46116

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990382180-32851AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Sat, 19 May 2001 06:14:00 +0100
>
>
> >>>>>BTW action will still be taken against the online magazine if any
> >>>>>more rubbish is posted in the same way.
> >>>>Sorry mate.... wrong newsgroup, wrong thread if you ask me. Has
> >>>>anyone here any idea what he's on about?
> >>>Ask Shiuming Lai you ignorant stain.
> >>See, that wasn't so hard was it? if you got something to say, just do
> >>it.
> > >
> > >TO ALL MEMBERS OF THE GROUP.
> > >
> > >This guy is trying to bring me into disrepute. Unfortunatley for him he
> > >hasn't got a clue.
> > The only one disreputing himself are you... I'm not the one accusing a
> > certain uk online magazine printing rubbish, and I'm not the one who's
> > *insinuating* that Mr. Shiuming Lai wrote a non-existing retraction, I'm
> > not the one threatening with actions being taken either...
> > After all your hard work *nobody* here has jumped on your wagon, nobody
> > noticed an article that damages your business, yourself or reputation in
> > any way, on top of this nobody here even supports your silly statements...
> > even Barrie doesn't (publicly) support you, how's that for loyalty?
> >

I never asked Barrie to support anything in the same way as he never
asked me to support him. But watch this space. I stayed out of this
untill Sweet posted remarks bringing me into it. You see intent has
been proven in his postings and i am responding.

> TO ALL MEMBERS OF THE GROUP.
> I think a public apology to Mr.Shiuming Lai is called for here!!

Would Mr Lai like to ask me for this apology himself or are you
speaking for him aswell ? BTW Who are you actually
standing up for?

Come on Mr Lai, tell the group. I challenge you, Dennis challenges you
and by now the group will want to know how you spread gossip
and used it against Keychange when you didn't have a clue.

For all your words Dennis i don't see Lai trying to back up his
own words. What's wrong Lai. Lost your ability to type. Are

you incapable of telling the group that you where wrong?

I have decided not to post the allegation here in the same way
as the other parties involved have.
Once again you can goad me all you want
but i will not respond to it with the allegations. All i will say
is call me a liar, cheat, swindler etc etc etc and see the responce.

I will say that Mr Lai is a story teller who got it wrong.

> You don't even have the guts to tell the group what it's all about, except
> for some very vague insinuations that probably only exist somewhere in the
> back of you head you haven't scored one single point, and you accuse me of
> disreputing you and having no clue? wake up!!
>

You should ask Sweet then Lai. Then ask me this one again?
It is not my place to tell the group. Yes it was my product, yes it was
my customer, yes it was my decision. If Dennis is so right and believes
everything Sweet implicates then why dosen't Mr Lai tell the group
how he made allegations against Keychange that were based upon
assumption instead of fact.

Come on Lai, tell the group. I have nothing to hide.

> This time I am ROTFL, please continue posting more hilarious stuff.
I take it then you have not contacted Lai. Thats a shame. Are you
implying that I have made all this up? I don't think you will be ROTFL
for long. Come on Lai tell the group

BTW i am not about to call Lai i liar as you would like me to. His
retraction has been received and that was enough for me untill Sweet
implied it against Keychange in a posting.

Come on Lai, tell the group.

Dave

6437. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 20:06:09 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <hqVN6.44527$662.194592@news1-hme0>
Source record: 46118

Hi Dave,

"Dave" <maccdave@btinternet.com> wrote in message
news:RBTN6.2127$0g4.27357@NewsReader...

> Not half as surprised as me. I did say that this would be blown out
> of proportion. You two had a difference of opinion over 5 years ago
> but instead of putting it down to experience and getting on with life (as
> many would), you decided to tell people your side behind closed doors.

I did do that - even at the time and have said so in previous postings. I mentioned my experience of keychange as I had had dealings with them. Then when Barrie asked for ppl to come forward here....how is that behind closed doors Dave?

> A certain user here then spread allegations using YOUR side of the story,
> and goaded another, therefore as your side has been used time and time
> again to justify their actions then you are in the thick of it.
>
I don't have any mystical powers over users here if they decide to give their opinions of the dealings I had with Keychange. Barrie has had the same oppertunity to give his account (which he too has done) and as far as I was concerned that was that and I just left it to other ppl here to make up their own minds - finished.

> > I can understand this, however misguided.
> No Sean, not misguided. I have watched this for over 6 months, i have

I've not posted anything against Keychange or TUS in regards to advertising etc. only to postings where I have been brought in for some reason.

> > From what I read recently this _must_ be the case or he wouldn't have
said
> > the things he did.
> Said what Sean, All i said about you was that IMO you are being
Conservative
> with the truth. Do you have a complaint about that?

You are of course entitled to your own opinion Dave but IMO as you were not there with *all* my dealings with Barrie so how on earth can you know _exactly_ what happened and was said? So from that point of view I feel that the remark was unfair - but that's your point of view so fair enough.

> > No different then from the reaction I received at that time then -
shame.
> In your opinion. How did you act at the time?
>

In retrospect I should have been far more stubborn and not be messed around like I was but basically didin't have enough experience with dealing with this sort of thing and was new to the computing side of the Atari so thought Barrie must have known better......

> And how did you treat the supplier ? Fairly ? We will find out eventually.
>
?? yes, _more_ than fairly.

> > aracter. I would have liked to think Dave would have done too seeing I had
> > dealings previously with him too......
>
> Exactley Sean, I did have respect for you. I even emailed you at the onset.

Dave, I *still* have respect for you and the work you did in the Atari scene and have never said otherwise.
> You claim to have put it all behind you but obviously you meant
> behind closed doors.
I don't understand this Dave, you contacted me *after* the CSAST threads began so things were public knowledge as it were anyway. I gave my point of view and that was that - I've said nothing since only to react to your postings lately. I replyed in a private email to you that I wouldn't disclose our conversation (as requested) and have not posted anything to that fact since.

> You decided to spread your side of the story so take responsibility if others rebute
> you allegations.

As I said the csast thread was active and was prompted to come forward by Barrie's comments to Steve - please check the full threads if you have them Dave. I think you may have accidently got confused over the timing of things here.

> Just because you had previous dealings with me does not give you and
> your mates the right to act in the way you have.

All I've done is come forward when someone was attacked here (Steve) and given my account in full - that's it. I don't know Steve or Dennis personally only through their previous help in this group. It's entirely up to them how they persue a thread and not for me to dictate to anyone what to or not to say. I'm not in some secret group? out to bad mouth Keychange - honestly I have far more important things in life to do.

Regards
Sean

6438. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 20:13:43 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <mxVN6.44528$662.194681@news1-hme0>
Source record: 46119

Hi Dave,

"Dave" <maccdave@btinternet.com> wrote in message
news:KLSN6.2114$0g4.27308@NewsReader...
> To prove my point would Sean care to copy my original Email to the
> group or at least tell the group the content of it.

I'll have a look and see if I still have it Dave and if you like will post it - and my reply? or if you still have it feel free to post both - no problems here.

> Sean, was it abusive in any way, did it try to intimidate you, did i try to stop this esculating
> into todays mess?

No intimidation on either part I hope.

Regards
Sean

6439. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 20:25:22 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105202323390.9643-100000@hal.pp.fishpool.fi>
Source record: 46120

On Sun, 20 May 2001, SWE/YesCREW wrote:

> PhotoTip wont load without hsmodem drivers..

I'm curious, have you tried the MFP and SCC drivers for MiNT, to
see if their RSVF cookie is accepted by Phototip as a substitute?

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6440. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 20:58:43 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <faWN6.2160$0g4.28515@NewsReader>
Source record: 46121

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990382160-28931AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Sat, 19 May 2001 06:14:00 +0100
>
> >>That's your personal opinion. But then that's worth nothing, someone
> >>far more qualified will consider the cases and decide how strong they
> >>are.
> >>
> >Yes Dennis. That is my personal opinion. I am not qualified but are you?
> >As i said earlier for all i know or care you could be a pauper.
> Read it again.... "someone far more qualified..."
Who really cares if you are more qualified than me? Are you a corporate
Lawyer, how do we know? You know what i and Keychange do.
All i know about you is that you are really up yourself. This in my opinion
is a fact that is substaintiated by the shit you type. (I feel abuse coming
on again).

> And as for being a pauper, what if I am? even if I would be the greatest
> one that has ever walked on the face of this planet? it doesn't change
> anything to the facts... trying to move the topic and focusing on me,
> doesn't cut wood, it's the oldest trick in the book... surely you can do
> better then that?
Of course i can. But we will have to wait for that one. IMO you may
be more articulate but who cares. IMO you are a pillock who dosen't
have anything better to do.

>
> >>Ofcourse I wasn't there, since when does one need to be present at the
> >>place of a crime? wouldn't this make me an accomplice?
> >Oh so it's now a crime? Are you qualified to judge this?
> >Are you implicating me in any wrong doing?
> Keychange has *committed* several unlawfull actions... these will be shown
> to, presented and proven in a court of law.
Exactley, proven in a court of law. Is this a class action against
Keychange.
How does one justify postings such as yours when not a single allegation
has ever been heard by a court. Jump out of the playground.

> Anyone being present at a place where a crime takes place or is about to
> take place without trying to prevent it, alarming the official bodies or
> in the worst scenario coorporates, legally is an accomplice....
> One can ofcourse be present at a place where a crime is commited and be
> unaware of it, this however has to be proven....
> You publicly told us *several* times that you where there *all* the time.

> Hey, I didn't make the laws...
So now i am an accomplice to your allegations. Not a problem. I can back up my actions and everything i have said. It's a good job that i checked before typing. Did you?

> >No. Wrong again. I have never claimed anything as you imply. For you to
> >say this shows your arrogance. Yes i spent 10 years in the market. Yes i
> >sold many many upgrades, yes i developed most of the parts i sold
> >in my business. Did i ever claim to be world famous? NO. Did i ever go
> >beyond my station? NO.
> >You are the person attacking another dealer? Most of the UK guys
> >know of me?
> OK, you didn't claim to be world famous, but you do seem to take it for
> granted that *everyone here* knows who you are....
> Well, maccdave@btinternet.com, I for one didn't have a clue, after a
> *couple* of postings I realised who you were and what you stand for, but
> only because you told us so...

What i stand for? Please expand on this point.
In the UK market most of the contributors guessed straight away.
I know that you didn't have a clue. In the same way as you did not expect someone to post against you in an abusive manner (didn't someone else basically tell you to piss off today?).

>
> >Dennis, you can say what ever you want against me. I am proud of what i
> >did over all them years. I see my products mentioned now and again
> >and it makes it all worthwile
> When and where have I even mentioned one of your products? When and where
> have I written something that put your products in the spotlight? I put it
> to you that I *never* named, hinted at and/or insinuated anything at al
> about your products.
> Tell the group where they can find these "alleged" postings, or better yet
> post them...
It is plain to see that you and Sweet have been the "peoples champions"
i will leave it at that.

> >>Frankly spoken : you asked if I wished to see you post it? YES please
> >>unless I see this with my own eyes I'll assume it's just a figure of
> >>your imagination.
> >You may assume whatever you like (and do).
> >Once again ask Lai. Or am i a liar aswell.
> You claimed publicly that you've got a retraction from Mr. Shiuming Lai
> and asked I if wished you to posted it publicly, agree?
> You've challenged me publicly, I took it on, and *now* you chickened out,
> the group will certainly remember this one.
Yes the group will, i am passing on the challenge to Mr Lai to
tell the group what happened. Care to comment Lai.

> Hey, it's your reputation that's on the line, not mine :-)
> Post the retraction,
I will gladly stake my reputation on Mr Lai's answer.

Come on Lai make a comment on your original statement.

LAI
"Did i not send you a "Statement of intent"? Or am i making
all this up. Come on Lai, tell the group you're a gossip."

> explain us what it's all about or just keep your trap
> shut.
Why should i. Are you getting annoyed. PILLOCK

>While you're at it, post the bits where I put your products in a bad
> light also.
You follow SHEEP, bah bah bah

>
> >Come on Dennis call me a liar. You and i know what we are on about. Do
> >you like playing games or are you tired with the group and simply wish to
> >destroy it?
> I certainly know what I`m on about, I'm not so sure about you though. Your
> nice story about coming here to support Barrie makes my heart bleed, but I
> don't believe a word of it. You want the skin of Shiuming Lai, Steve Sweet
> and Mr.Ardez.... who ever that may be. I'm following this group for years
> and I really can't recall someone calling Ardez posting here...
>
Nearly, but it will be saved for later.

> >You and Steve started this, don't balme others for getting involved. Do
> >you really feel a big man sitting behind you little keyboard typing
> >supposedly BIG WORDS.
> LOL....
> Steve hasn't got anything to do with this thread....
Once again. Intent.

> I replied to Barrie
> his posting, merely informing that MegaSTE/TT keyboards could be obtained
> cheaper and with an *English* keyboard layout from somewhere else. As for
> the weblink being out of date.... I did supply an email adress as well,
> but this was conveniently overlooked.
Is your memory really that short. A Goldfish comes to mind.

Dave.

6441. SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 21:09:21 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b081661.0@energise.enta.net>
Source record: 46112

One of the big frustrations of Atari Internet use
is the lack of security in CAB.

AFAIK only MintNet provides SSL when used with the
appropriate CAB overlay. Ideally I would like to
see Sting with SSL security but at the moment if
I want SSL I need to use MintNet.

I have tried at least twice to install MintNet but
the documentation isn't clear, at least to me, on
what I need to install. There always seems to be
another half-dozen things that you have to install
before it will work. Then when you manage to find
and download those archives you discover something
else is needed. And so on.

Is there a GemSetup installation out there, I doubt
it.

Ok, I have Mint on my Milan along with NAES and I
use it with the Thing desktop. I have no unix partitions
and I don't use any Unix apps which means that TAR
archives are useless.

Trying to keep the installation as simple as possible,
what do I need to install first ?

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6442. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 21:13:33 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9e9c1tpvd1@snipp.uninett.no>
Source record: 46123

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Nice try Barrie, you publicly challenged me to sent my address, adding
> that I wouldn't have the guts.... remember? now that I did you publicly
> doubt that I sent you the genuine one. What do you think I sent you ?
> Donald Ducks address?

> I have had many snailmail contacts with people in this group, they all know
> my address:
> Dennis Vermeire, G. Mercatorstreet 13, B9000 GHENT, Belgium

I can confirm that this is Dennis' correct address, other than that I
won't have anything to do with this rather silly thread...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6443. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-20 23:37:10 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <NuYN6.2369$0g4.29967@NewsReader>
Source record: 46124

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:hqVN6.44527$662.194592@news1-hme0...
> Hi Dave,
>
> "Dave" <maccdave@btinternet.com> wrote in message
> news:RBTN6.2127$0g4.27357@NewsReader...
>
> > Not half as surprised as me. I did say that this would be blown out
> > of proportion. You two had a difference of opinion over 5 years ago
> > but instead of putting it down to experience and getting on with life
(as
> > many would), you decided to tell people your side behind closed doors.
>
> I did do that - even at the time and have said so in previous postings. I
> mentioned my experience of keychange as I had had dealings with them. Then
> when Barrie asked for ppl to come forward here....how is that behind
closed
> doors Dave?
>
And i suppose you just happend to catch up with the group at that moment ?
(again)
You didn't watch events unfold and add fuel to the fire ?
If you were so sure of your actions then why not do something about it
at the time instead of behaving like a child?

> > A certain user here then spread allegations using YOUR side of the
story,
> > and goaded another, therefore as your side has been used time and time
> > again to justify their actions then you are in the thick of it.
> >
> I don't have any mystical powers over users here if they decide to give
> their opinions of the dealings I had with Keychange. Barrie has had the
> same oppertunity to give his account (which he too has done) and as far as
> I was concerned that was that and I just left it to other ppl here to make
> up their own minds - finished.
No Sean far from it.

>
> > > I can understand this, however misguided.
> > No Sean, not misguided. I have watched this for over 6 months, i have
>
> I've not posted anything against Keychange or TUS in regards to
advertising
> etc. only to postings where I have been brought in for some reason.
>

What you claim now has no bearing on the case. The fact that your
alleged experience has been used to try and justify others really puts you
in
it as they will call upon you.

> > > From what I read recently this _must_ be the case or he wouldn't have
> said
> > > the things he did.
> > Said what Sean, All i said about you was that IMO you are being
> Conservative
> > with the truth. Do you have a complaint about that?
>
> You are of course entitled to your own opinion Dave but IMO as you were
not
> there with *all* my dealings with Barrie so how on earth can you know
> _exactly_ what happened and was said? So from that point of view I feel
> that the remark was unfair - but that's your point of view so fair enough.
Not according to others.

>
> > > No different then from the reaction I received at that time then -
> shame.
> > In your opinion. How did you act at the time?
> >
> In retrospect I should have been far more stubborn and not be messed
around
> like I was but basically didin't have enough experience with dealing with
> this sort of thing and was new to the computing side of the Atari so
> thought Barrie must have known better......
Stubborn? How i should laugh at that one.

> > And how did you treat the supplier ? Fairly ? We will find out
> eventually.
> >
> ?? yes, _more_ than fairly.
Not in my opinion. Or experience.

>
> > > aracter. I would have liked to think Dave would have done too seeing I
> had
> > > dealings previously with him too......
> >
> > Exactley Sean, I did have respect for you. I even emailed you at the
> onset.
>
> Dave, I *still* have respect for you and the work you did in the Atari
> scene and have never said otherwise.
> > You claim to have put it all behind you but obviously you meant
> > behind closed doors.
> I don't understand this Dave, you contacted me *after* the CSAST threads
> began so things were public knowledge as it were anyway. I gave my point

of
> view and that was that - I've said nothing since only to react to your
> postings lately. I replyed in a private email to you that I wouldn't
> disclose our conversation (as requested) and have not posted anything to
> that fact since.
So you do agree that i tried to stop this stupidity. According to Dennis
i don't know what i am on about. See Dennis i have watched it from
that start. Care to comment?
>
> > You decided to spread your side of the story so take responsibility if
> others rebute
> > you allegations.
>
> As I said the csast thread was active and was prompted to come forward by
> Barrie's comments to Steve - please check the full threads if you have
them
> Dave. I think you may have accidently got confused over the timing of
> things here.
Sorry Sean but as everyone read the posting at the time your argument
with Keychange was being held up as a beacon. It is not my fault
if you were being used by others people. You responded to it and
have been used ever since.

>
> > Just because you had previous dealings with me does not give you and
> > your mates the right to act in the way you have.
>
> All I've done is come forward when someone was attacked here (Steve) and
> given my account in full - that's it. I don't know Steve or Dennis
> personally only through their previous help in this group. It's entirely
up
> to them how they persue a thread and not for me to dictate to anyone what
> to or not to say. I'm not in some secret group? out to bad mouth
> Keychange - honestly I have far more important things in life to do.

The rest of the group has far more important things to do aswell. Would you
like
to tell the group how you blamed veloce for corrupting your hard drive once
it
was fitted even though you hadn't read the manuall and discovered the joys
of TT ram. I suppose that telephone conversation had slipped your mind?
Remember? Ive plugged it in and it's bombing! Not exactley polite where you!
I put it to you Sean that you have been used by others to justify their
actions.

Anyway, we could argue untill the end of time as you have done. All i said
was
that you had been "conservative with the truth". You may continue with your
opinion as is your right but all i am saying is that others have used you to
justify
their own actions.

Dave

6444. Re: FS: Atari Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 03:14:17 UTC
From: claude@pivot.net
Message-ID: <3b0879f9_1@news.cybertours.com>
Source record: 46125

On 14 May 2001 00:10:42 , Mike Lawder wrote:
>Hi,
>I have an Atari Mega Ste that I would like to sell. It was given to me last year
>It was working when pulled from service in a hobby shop. No monitor.
>Not sure of HD capacity or Ram. Not sure what it is worth? Comes with
>keyboard and mouse. Case is clean and in good shape.
>Please make an offer (shipping extra)
>
>Thanks,
>Mike Lawder
>Bozeman, Montana
>googi1077@dejanews.com
>
>
>
>_____
>Submitted via WebNewsReader of http://www.interbulletin.com
>
>I offer $60.00 for the mega STE.
Claude bourgoin

6445. FA [Melb,Au]: 1040STe and Flight Sim II on eBay.com.au

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 04:40:05 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <3b089caf@pan.izone.net.au>
Source record: 46126

On eBay.com.au:

Atari 1040STe with mouse, books, etc. (c.1987):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1239671611

Flight Simulator II software for the Atari ST series of computers (c.1987):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1239678050

Atari 1020 colour printer for 8-bit Atari PCs (c.1984):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1239705161

Australian Old Computer Supply.

6446. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 05:51:17 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B08ACD5.97C379FE@siemens.at>
Source record: 46127

Didier MEQUIGNON wrote:

> There are just a problem with the shutdown because without the MMU tree
> of the 'TOS 7.0x' from Centek, the CT2 cannot reboot with TOS 4.0x in EPROM.
> The RESET opcode seems not works in turbo mode ... or maybe it's another
> problem. There are the same problem with Linux 68K.

That's right. I always have to hit the 'soft reset' key combination
after shutdown but afterwards it comes up again okay.

Gerhard

6447. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 06:10:01 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B08B139.A605BE19@siemens.at>
Source record: 46128

SWE/YesCREW wrote:

> Im not sharing this excitement about PhotoTip.. I must admit, nice that
> we have digital camera software!! I love that part... but to replace
> ImageCopy? I didnt seen any realy good feature which would surpase
> Imagecopy. Html export is nice feature, but CAB has such module as well.
> Thumbnails are neat,i admit that as well, ImageCopy's one is a bit
> shaky but batch processing of ImageCopy is very good, dithering a lot
> better, it is faster too, printing is very good from ImageCopy, converting
> is great and it know a lot more formats. Slideshow nicely loads pic
> while previous pic is displayed and so on.. Also under MiNT it crashes a
> lot, under Memory Protection wont even start, free pointers warning which
> is very bad, require wdialog...
>
> This is not meant as crticism, just i saw message that since it allows
> all as ImageCopy and more, ImageCopy will be removed i felt i need to say
> something in its defence :)

I too don't understand why ImageCopy should be obsolete because of
PhotoTip version 3.0 coming out. Each of the programs has it's own
strength and weaknesses. And if there is an update of ImageCopy
someday I surely will buy it.

Gerhard

6448. Re: OverScan board Docs

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 09:33:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990513826-81427AEicMi@cwcom.net>
Source record: 46026

From: phantomm@bellsouth.net (Phantomm)
Date: Sat, 19 May 2001 19:47:32 GMT

>I've got a OverScan board for a MegaST. But don't have the instructions for
>the installation. Does anyone have 'em?

You didn't say if this is the commercial version, AutoSwitch OverScan. The
manual for that is printed, and is quite long. My copy went with the ST I
sold, so I can't help you here.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6449. Re: [ANN][TA] GemTrade available in French again

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 09:38:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990513828-81843AEicMi@cwcom.net>
Source record: 46027

From: "Pascal Ricard" <paricard@free.fr>
Date: Sat, 19 May 2001 22:49:07 GMT

>The French files for The ;-) translator GemTrade where no more available
>from the TA links. It's now fixed.

Do you have any news about the new version that's supposed to be under
development? The latest (3.00 Beta1) public version seems to have introduced
various problems.

Mark Wherry has fallen off the face of the Earth after setting up a new web
site for Gemtrade, a pity, because I know that both you and Peter have
invested a great deal of time in this project.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6450. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 09:56:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990513830-82299AEicMi@cwcom.net>
Source record: 46028

From: SWE/YesCREW <jvalant@m42.cx>
Date: Sun, 20 May 2001 17:47:04 +0000

> Im not sharing this excitement about PhotoTip.. I must admit, nice that
>we have digital camera software!! I love that part... but to replace
>ImageCopy? I didnt seen any realy good feature which would surpase

The real problem is that the publisher of ImageCopy (the FaST Club) seem to
have vanished :-(

The author is Jeremy Hughes, j_hughes @ cix . compulink . co . uk (take out
the spaces) is the email address I have (don't know if it's current though).
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6451. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 12:08:01 UTC
From: bindon@madasafish.com
Message-ID: <tgi191sq294266@corp.supernews.com>
Source record: 46130

On 19 May 2001 09:34:50 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Fri, 18 May 2001 16:36:45 -0000
>
>>>I'm using IConnect and the IRC client Chatter. Anyone got this combo
>>>working? It used to!
>>
>>I've never used Chatter but do you have Ident on? I haven't a clue what I
>>changed (i did try this server afew months back) but I'm on IRC!
>
>There's no such setting in Chatter :-(

Use AtarIRC like the rest of us! This program is being updated too.

6452. Rhothron VME Bus Repeater/Adapter

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 12:53:28 UTC
From: phantomm@bellsouth.net
Message-ID: <cd8O6.1127$Mr5.58458@news1.atl>
Source record: 46131

Has anyone heard of the Rhothron VME Bus Repeater/Adapter for the
Atari MegaSTE or Atari TT??

Any info is appreciated.

E-mail me if you happen to have one please.
phantomm@bellsouth.net

6453. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 14:53:40 UTC
From: Odd Skancke <try@spamming.me>
Message-ID: <Pine.MNT.4.30.0105211645530.96-100000@mail.online.no>
Source record: 46136

On Sun, 20 May 2001, Djordje Vukovic wrote:

> On 19 May 2001 11:39:20 , Lonny Pursell wrote:
>
> >> Does wdialog not work under Mint AES's?
> > >
> > >It works here for the most part, but behaves strangely.
> > >After the computer runs for some hours, and I start and exit
> > >apps which use wdialog, eventually they start refusing to run.
> > >Actually crashing and issuing a msg in the console.
> > >If I rerun wdialog from the desktop they magically work again.
> > >This is happening with CAB and QED and I suspect PhotoTip
> > >might react the same.
> >
> > This is an interesing attitude of some developers. It seems that there is
> > an almost universal consensus that WDIALOG is a bad piece of software.

Well, the intentions of WDIALOG might be good, but the implementation is
terrible. I run MiNT w/memory-protection, and everything that uses WDIALOG
are killed by MiNT. If extensions are to be invented, they at least need
to make sure it does not break under any of our existing OS's.

> Yet, new applications continue to use it. As a lot of other, quite good

Yes, I was testing the new Phototip, and could not get it to run. N.AES
has a much cleaner WDIALOG implementation which works for most all apps
I've tested, but Phototip told me to install WDIALOG in my autofolder.
This makes me wonder how it checks for the existance of WDIALOG. Anyway, I
tried installing WDIALOG, and all other apps that also use WDIALOG (QED,
Papillon, etc., etc.) were killed with a mem-violation type=free. This is
just downright ugly. So, I did not get to see Phototip, and have ruled it
out because of this.

> applications do not use WDIALOG, obviously it is not indispensable and these
> extensions can be obtained in other ways. WDIALOG is not a standard.
> Why can't they let WDIALOG go into history with other utilities which
> caused too much compatibility problems?

Well, it could be a good thing, but they need to make sure it works under
every OS. At least get rid of bugs in the current implementation that
prevents it to work under Memory Protection. We don't want another Windows
situation where applications are allowed to overwrite eachother, do we?

Regards,

Odd Skancke - ozk@NOSPAM.atari.org - http://assemsoft.atari.org

6454. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 15:03:44 UTC
From: Odd Skancke <try@spamming.me>
Message-ID: <Pine.MNT.4.30.0105211701510.96-100000@mail.online.no>
Source record: 46137

On Sun, 20 May 2001, SWE/YesCREW wrote:

>
> Forgot another very annoying feature (for me):
>
>
> PhotoTip wont load without hsmodem drivers.. Since i use TT as server
> with Riebl drivers and plip for local net (TT is server and Ip masking
> machine, Falcon is my main machine) i dont use serial drivers at all. So
> imho PhotoTip could load without and limit that warning for camera dl/ul
> operations?
>
> Janez

This is not really a problem, as there are MiNT SCC.XDD drivers
available. These are hsmodem-compatible, and should work well with any
HSmodem using apps :) Try it.

Regards,

Odd Skancke - ozk@NOSPAM.atari.org - http://assemsoft.atari.org

6455. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 15:33:11 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105210733.59f7ef0@posting.google.com>
Source record: 46132

firest@williams-net.com (Carey Christenson) wrote in message
news:<tg650rbkktis45@corp.supernews.com>...
> Everyone,
> I am an avid computer user!!!!!! I have used all kinds of computers
> from a TI-99/4a to a 1 GHz. PC!!!!!! And yes ATARI, from an 8-bit
> 130XE and a 1040STf with 2.5 megs of RAM to a soon to be upgraded
> FALCON!!!!!! I recently read a newsgroup response from an unnamed
> developer that said that atari is dead and that there will be NO more
> development from software developers and that the XTOS project will
> find itself in the same predictement!!!! I dont agree, there are alot
> more users out there than just in this newsgroup. They just dont
> realize all of the stuff that can be done on the atari!!!!! I have
> prided myself on trying to purchase and support even shareware
> software and buy new software from developers. To think that there
> will never be another browser ever released for the atari ST
> compatibles or newer clones is obsurd!!!! Stand up and be counted. I
> use to own a PC so dont think that I have lack of experience with the
> newer computers I also work with a PC which crashes almost weekly!!! I
> am disgusted with the fact that it takes 128 megs of RAM and 5 to 20 meg
> programs to do a damn thing on that type of computer. That is not
> necessary and if more people would wake up and smell the coffee they
> would realize that MICROSOFT is nothing more than a MONOPOLY!!!!! If
> you wanted to go out an buy a new car which would you choose????
> Several different brands and several different models with different
> options!!!! The PC does not give you this luxury. You are stuck with
> the same type of processor (sure they have different speeds but the
> technology on a 700 mhz is the same as a 966MHz.) and you are most
> definetely stuck with WINDOWS (that shatters all to often)!!! So
> stand up and protest people who say that the atari world is dead.
> Becasue in my eyes and several thousand other people it is most
> definetly NOT!!!!!!!
>
> Thanks,
> Carey

Ditto:-).

Good to hear someone echo sentiments similar to my own. Thankfully
Google has finally enacted the ability to post messages as my
newserver has been totally screwed up since they updated it back in
August of 2000. I have still been reading this NG faithfully. Since
coming back to Ataris some 4 years ago I have pretty much managed to
collect every Atari TOS machine made. I have been playing with all the
different OS available, short of mint and Linux, (which shall be
happening, well when I get around to it:-), and I am always pleased

with what I can do with my humble ST let alone my TTs and Falcons.

Fact is, is that I like TOS based machines.

I wonder why things are said, that the 32 bit Ataris, can't handle a CAB based Javascript, while Amigas are said to be able. Macs have something built into their system that allows iCAB to handle this. (Yes, I get the two Javas mixed up). While speed does come into play, this want/need to keep up in the area of Web browsing is what will drive Atari TOS users, and returnees to newer machines. Of course, what these new machines will be to replace the likes of the Hades and Milan based 060 based units is still up in the air, the fact is that running TOS on a faster machine is still desired by many Atarians.

Hearing the stories regarding the power of Magic Mac and it's compatibility, could even entice me to play with this set up. I am not interested in running MAC programs, because computers today are nothing more than a hobby to me. I would be bored, with a MAC or PC. But seeing developement of TOS Based hardware, or improvement in TOS based software is always of interest to me.

I am an Atarian. My 520 ST with tos 1.0 and 2.5 megs of ram gets as much use as both my TT and Falcon, even with regards to web browsing. What you might ask is someone still playing with a 520st and various versions of CAB for on the interet? Well for one thing it is fun. Seeing a 15 year old computer web browsing still gives me smile. Graphics off mainly. But using a computer like this requires some innovations. TOS 1.0 has quirks. Forty Folder bug is a plague. But as many North American users have STs in their closests and left the scene some 13 to 10 years ago, when they do pull them out of the dust, one fo the questions most asked is, " Can I connect an ST to the internet." Immediately you know that the person isn't going to expect the world, but that it is done out of curiousity or hobby. But once awoken, these users, bored of their PCs, return to their roots. Perhaps the Atari, wasn't as bad or obsolete as their dealers and magazines told them back in 1988. Yes North AMerica was a strange atari market. Abandoned before it was developed. An unfortuneate circumstance. Most closet Atarians in NA don't even know about what occurred in Europe long after they retired their machines. But here you would have said that Atari is dead, that would be pick a year, 1988,89,90,91. Yet even still for some North American developers they continued, against the odds. Was Atari dead? I don't know. Was it ever profitable? I don't think developers in North America made any money in any year, but I can find lots that lost money.

Economics don't rule everything.

As long as I am using my Ataris, or Tos software, or have an interest in a newer faster atari, be it Milan, Hades, Centurbo upgrade, colour card, or a true OS replacement like, Magic, Mint, Linux, Naes, then I am still alive and dying with my Ataris. Always looking for something new to play with. Something new being developed. Something new to

buy. Looking in my house looks like an Atari Dealership. However, no matter how much I buy won't support any software or hardware developer. But every little bit I do, is intended to help.

But it is not me keeping these ataris/tos based platforms alive. It is the software and hardware developers who do it for reasons of their own satifaction.
Such as Mario Becroft. I believe he mentioned his new card is made more out of an interest and desire to support the Atari, then it is to make a profit.

From this starting point is the future of Atari. If a profit is made, then good for any developer. I want them to succeed.

So what do Atari users look for? Well it has to be the same small compact friendly OS that has been with us since day one. A web browser that can handle the modern aspects of using the web. Clearly this message has been mentioned in the past.

Can this be fullfilled by a modern browser and a new hardware platform. And what will this new platform be?

Fact is, I don't think that the Milan, and Hades power, have yet been exploited by the power of a modern browser. Nor has Magic Mac. I am in no rush to abandom my Ataris simply to run netscape or ie.

In the meantime, I will continue to look at new hardware currently available, and spend some time, locating all the old hardware hacks for the ST and enjoy upgrading my STs.

It is a hobby you know:-).

Oh yes, I also do my work on my Ataris.

Its a long post. But I haven't been able to post here in a while, and I feel like I miss this place:-).

Later Brian.

6456. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 15:39:50 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105210739.5ec04e2c@posting.google.com>
Source record: 46133

"Andy Ball" <Andy.Ballp0.f2.n8.z8@fmlynet.org> wrote in message
news:<0015ed89@fmlynet.org>...
> FamilyNet Newsgate
>
> Hello!

Sorry to see you go. Even us lurkers have been paying attention to your posts.
Your input to the Newsgroup will be missed.

Later Brian.

>
> I don't have a lot of time to read newsgroups these days, and despite my
> long-standing interest in Atari machines and software, I'm ducking out of this
> group. One of the main reasons is that it's just got far too argumentative.
>
> I couldn't go without thanking those people I've enjoyed chatting with here
> (you probably know who you are! :-) Special thanks to Uwe for his clear and
> interesting explanations of the Atari SCSI situation.
>
> - Andy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

6457. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 15:41:51 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105210741.70ee3fb6@posting.google.com>
Source record: 46134

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<9e9c1tpvd1@snipp.uninett.no>...

> I can confirm that this is Dennis' correct address, other than that I
> won't have anything to do with this rather silly thread...

Me too.

Yuck.

6458. Re: FS: Atari Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 15:46:03 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105210746.32af624b@posting.google.com>
Source record: 46135

claude@pivot.net (Claude Bourgoin) wrote in message
news:<3b0879f9_1@news.cybertours.com>...
> On 14 May 2001 00:10:42 , Mike Lawder wrote:
> >Hi,
> >I have an Atari Mega Ste that I would like to sell. It was given to me last year
> >It was working when pulled from service in a hobby shop. No monitor.
> >Not sure of HD capacity or Ram. Not sure what it is worth? Comes with
> >keyboard and mouse. Case is clean and in good shape.
> >Please make an offer (shipping extra)
> >
> >Thanks,
> >Mike Lawder
> >Bozeman, Montana
> >googi1077@dejanews.com

> >I offer $60.00 for the mega STE.
> Claude bourgoin

Just thought I would add something Funny. Google, the old deja news,
manages to thread all the forsale messages together. Thus this post
was actually attached to mega ste sales from 1996.

Anyways, I hope Claude gets his MegaSte for $60.

Good Luck. I have 2 of them myself.

Later Brian.

6459. Monitor Alternatives

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 16:07:15 UTC
From: shuffman@sherrill.kiva.net
Message-ID: <9ebefj$rk3$1@sherrill.kiva.net>
Source record: 46138

```
--
Stu Huffman, Photo:LOG {} Writing & Editorial Services
610 Artists Dr., PO Box 1215, Nashville, Indiana 47448-1215
Voice: 812-988-7558 E-mail: shuffman@kiva.net
```

6460. Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 16:31:54 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3B0942FA.3B0@fatum.umcs.lublin.pl>
Source record: 46139

Hi,

I bought a Vortex AtOnce PC Emulator for Atari ST. Unfortunately it came without any soft/manuals. All I have is a PCB. Can somebody help me in getting the stuff? Where to look for it???? Maybe someone owns that and could help...

Kylo :-)

6461. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 18:19:18 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b095c26$0$21935@news.zetnet.co.uk>
Source record: 45996

On 19 May 2001 15:38:08 , Dennis Vermeire wrote:

|From: "Sean Barbieri" <root@ic24.net>
|Date: Thu, 17 May 2001 22:20:30 GMT
|
|Hi Sean,
| . . . . . .
|Short resumee:
|After the posting in which you describe how Keychange sold your LINK
|without your consent and then only refunding you partially and then
|seeing the buckets full of abuse and slander you received from Barrie,
|it was time to do something about it: Barrie publicly admitted that he
|sold your LINK without your consent and seems to think everything is OK
|since he payed you back a fraction of the real value... various posters
|here asked Barrie to elaborate on this, but he choose to ignore them.
|So I publicly called him a thief, crook and swindler... :-) since he
|claims to keep records of all his dealings it should be fairly easy to
|proof that you are a liar and that you have given him consent... after
|all, that's what he wanted you to produce all the time, why he wanted you
|to provide proof when he got all the records, is something only he knows.
|
|This happened some six weeks ago in CSAST-tech, his only reaction was
|that he would take me to court, but so far he didn't even try to proof
|that what was said is untrue... apart from the usual abuse and slander
|ofcourse, but I'm used to this coming from keychange.
|Oh yes, I also called him a pirate and accused him of undermining our
|platform since he spreads illegal commercial harddisk drivers of ICD
|and by doing this hurts the sales of the only supported harddiskdriver
|left.... yep, you guessed right... no comments either, apart for the
|usual slander ofcourse
|
|Well that sums it up somewhat....
| . . . . .

That is a useful summary of the problem (from one side's point of
view, of course). Not downloading CSAST-tech, I missed the beginning
of this 6 weeks ago.

There doesn't seem to be much point in this argument continuing in
public, is there?
--
JI Logan

6462. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 19:19:08 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105211917200.176-100000@localhost>
Source record: 46145

Hi Odd,

> This is not really a problem, as there are MiNT SCC.XDD drivers
> available. These are hsmodem-compatible, and should work well with any
> HSmodem using apps :) Try it.

Well it is a problem, Im not happy runing drivers etc for things i
dont use :) Imho apps should only disable driver specific things i they
arent available, if no sockets MiNT still load ;))

Janez

6463. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 19:36:42 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <F4eO6.22229$D91.37301@news2-hme0>
Source record: 45997

Hello Dave,

"Dave" <maccdave@btinternet.com> wrote in message
news:NuYN6.2369$0g4.29967@NewsReader...
> And i suppose you just happend to catch up with the group at that moment
?
> (again)
Up until recently this and csast tech have been the only newsgroups I've
watched.
I have been busy and changed over to PC recently therefore the time delay.

> You didn't watch events unfold and add fuel to the fire ?
> If you were so sure of your actions then why not do something about it
> at the time instead of behaving like a child?

Just got back online now if thats what you mean and I'm sad to say it's you
that is behaving like a child Dave. I'm afraid you are beginning to sound
just like Barrie....

> > Dave, I *still* have respect for you and the work you did in the Atari
> > scene and have never said otherwise.
> The rest of the group has far more important things to do aswell. Would
you
> like
> to tell the group how you blamed veloce for corrupting your hard drive
once
> it
> was fitted even though you hadn't read the manuall and discovered the
joys
> of TT ram. I suppose that telephone conversation had slipped your mind?

No it hasn't as I have *never* had any problems with my Veloce corruping my
hard drive!
I know how TT Ram works and apart from one or two programs that don't like
it - reset the flags and everythings ok. I have _never_ contacted you about
any hard drive corruption as I've not had any using my Veloce+4.

> Remember? Ive plugged it in and it's bombing! Not exactley polite where
you!
> I put it to you Sean that you have been used by others to justify their
> actions.

I have *never* said this in any conversation to you - telephone or
otherwise as I've _never_ had this problem! The only problem I've ever had
and contacted you with for advice was that my screen split in two some
times on a warm boot - that's all. you said this was a known bug (and

offered to fix it I may add) but I left it at that as it was not a real problem. I can only assume you have got me mixed up with another client somewhere along the line. I have never been more than polite in any dealings with you so please review what you've said here when you've realised your confusion.

I've found the email from yourself btw and have also included my reply.

Regards
Sean

--------------- Dave Escott's email ---------------------------------

From abrasystems@btconnect.com
Received: from c2bapps2.btconnect.com ([193.113.209.22]) by
smtpmail.ic24.net with Microsoft SMTPSVC(5.5.1877.537.53);
Sun, 14 Jan 2001 03:07:59 +0000
Received: from notebook (actually host 81.65.56.212.in-addr.arpa) by
c2bapps2 with SMTP (XT-PP); Sun, 14 Jan 2001 03:04:42 +0000
Message-ID: <00c201c07dd7$05892ad0$9c00a8c0@notebook>
From: "Dave Escott" <abrasystems@btconnect.com>
To: <seanbarbieri@ic24.net>
References:
<3a3eb9be.39412762@news.videotron.ca><3A590E72.3ED05DC1@sympatico.ca>
<979059978-330095AEicMi@madasafish.com><STK66.156$IX3.7473@NewsReader>
<979162488-534017AEicMi@madasafish.com><Kuq76.771$ni.7091@NewsReader>
<979381340-363477AEicMi@madasafish.com><CDY76.2177$IX3.40376@NewsReader>
<3a6
b9d411bafb0@ic24.net>
Subject: Re: Atari 1040 STE
Date: Sun, 14 Jan 2001 03:06:40 -0000
MIME-Version: 1.0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Priority: 3
X-MSMail-Priority: Normal
X-Mailer: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Return-Path: abrasystems@btconnect.com

Hi Sean,
This is getting rather silly. I have read your post and spoken
to Barrie. This needs to be stopped. If we all posted comments on
suppliers over the years then nobody would trust anyone again.
I don't know Steve Sweet but as you have leapt to his defence i can
only presume that you are friends. Myself and Barrie have been
friends for 8 years and he has vigoursly defended the platform for
music use since i can remember. I do not want to see this mess
esculate further, as you inferred, Steve says as he finds an so does
Barrie. We both have the ability to stop this and come to an amicable

agreement. If you would like to try and sort this out without other peoples
intervention then either drop me a mail at dave@abrasystems.co.uk
or phone 01625 503448. As it the company phone bill i can ring you
back.
Please do not post this message to the group or any other person
as it is for our personal discussion only. I hope you can respect
my privacy in this matter as i would respect yours.

Dave Escott

------------------My reply --

To dave@abrasystems.co.uk
From: "Sean Barbieri" <root@ic24.net>
Message-ID: <3a622f66db06c0@ic24.net>
Subject: Re: Atari 1040 STE
References:
<3a3eb9be.39412762@news.videotron.ca><3A590E72.3ED05DC1@sympatico.ca>
<979059978-330095AEicMi@madasafish.com><STK66.156$IX3.7473@NewsReader>
<979162488-534017AEicMi@madasafish.com><Kuq76.771$ni.7091@NewsReader>
<979381340-363477AEicMi@madasafish.com><CDY76.2177$IX3.40376@NewsReader>
<3a60b9d411bafb0@ic24.net> <00c201c07dd7$05892ad0$9c00a8c0@notebook>
In-Reply-To: <00c201c07dd7$05892ad0$9c00a8c0@notebook>
Reply-To: seanbarbieri@ic24.net
X-Mailer: Okami Version 2.1B-21
X-Hardware: Atari STe 4MB(ST_RAM)
X-Hardware: Veloce+4 4MB(TT_RAM)
X-Hardware: 68020/68000 Motorola
X-Software: MagiC 6.01 NVDI 5.03
X-Desktop: Jinnee 2.5
Date: Sun, 14 Jan 2001 23:57:32 GMT
Lines: 91

-----BEGIN PGP SIGNED MESSAGE-----

Hi Dave,

on Sun 14-01-2001 03:06 (GMT) you wrote:

>This is getting rather silly. I have read your post and spoken
>to Barrie. This needs to be stopped. If we all posted comments on
>suppliers over the years then nobody would trust anyone again.

Yes I agree, but, suppliers who treat their customers with the
contempt that Barrie has done should also not be allowed to do so.

As I said I personally have been on the wrong end of this myself
so can only speak for myself, but all I can say is it was the worst
service and treatment I have received from *any* supplier *anywhere*.

As Barrie was the one threatening legal action I felt compelled to
back Steve here as I _know_ the service I received which, if listed,
would show Barrie in a very bad light - although he states it doesn't

bother him, which unfortunately maybe says a lot...

If I were to write you a full account of my experience with Keychange - not that I have the time atm - you would (I hope) be shocked too. Basically a catalogue of ignorance, arrogance together with lies and also selling someone's property without their permission you can also add criminal in most people's eyes. As I say, I eventually wrote it off as a bad move on my part to even get involved with Keychange rather than use my normal supplier, as the costs involved in carridge, phone calls far outweighed the worth of the goods purchased. I personally didn't have the time or inclination to continue with continually sending things back which either didn't work or were not put together properly or for that matter dealing with the rubbish Barrie was comming out with constantly.

>I don't know Steve Sweet but as you have leapt to his defence i can
>only presume that you are friends.

Only through Atari forums and the like. I obviously don't agree with some of the things he says but when he is attacked for telling the truth - - which he is and *we* know it - this is not right.

>We both have the ability to stop this and come to an amicable
>agreement. If you would like to try and sort this out without other
peoples
>intervention then either drop me a mail at dave@abrasystems.co.uk
>or phone 01625 503448. As it the company phone bill i can ring you
>back.

I have no power or influence over Steve so the more Barrie antagonises him the worse things will get as more people will give their experiences - and I personaly know of _at least_ one other case who received the same treatment I did.

>Please do not post this message to the group or any other person
>as it is for our personal discussion only. I hope you can respect
>my privacy in this matter as i would respect yours.
>
Of course, but if Barrie tries to lie about my case and say that the things stated did not happen - to which I have witnesses - I will not be happy. hopefully sense will prevail and he will not though. Although judging by his
posting today, he has already "confused" himself with total inacurracies - - to which I have replied.

Most people who know me know I'm a very reasonable man. For instance when my Veloce+4 had delays because of unavailabilty of chips etc - no problem. When after 2 months the power supply blew up, I never contacted you cause I know it is an old machine and these things can happen. So I am by no means the "customer from hell". I was greatful that you upgraded my machine to the Veloce+4 which gave the machine a new lease of life. I'm just sorry you don't continue development of Atari mods (I understand totally why you don't though) as we miss this sort of innovation these days.

On a different tact, what PC modifications do you do these days Dave? As I
am soon to get one (have not one yet) and was wondering what you do now.
I remember you saying that you've moved into PC's - hope this is going
well for you.

- --
Regards
Sean

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3ia
Charset: noconv

iQCVAwUBOmIuviQnCiX8ifhpAQH44wP/fLwmkSfbWUEgG96CxHzEKyDtY6TFC+Pe
DJPeumWZImQb60ucSrdSQhqeo16yPfDlsmsBUUrqv4Nlnwagcr8hfir8eZ0kQ/54
RZpfL34NJ/aOMji6M3goiTrpGc+YBGYnk5cFkV9N7iGyuEFoaKrMdli5HLxZl9aG
3gUN9d762vk=
=7Vz9
-----END PGP SIGNATURE-----

6464. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 19:39:05 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <R6eO6.22232$D91.37431@news2-hme0>
Source record: 45998

"JI Logan" <jlog@zetnet.co.uk> wrote in message
news:3b095c26$0$21935@news.zetnet.co.uk...
> That is a useful summary of the problem (from one side's point of
> view, of course). Not downloading CSAST-tech, I missed the beginning
> of this 6 weeks ago.
>
> There doesn't seem to be much point in this argument continuing in
> public, is there?

Not really no.

Regards
Sean

6465. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 19:40:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990553502-180485AEicMi@madasafish.com>
Source record: 45960

Why David, what colour have you popped today?.

>> Dennis - put a sock in it or a get a life.

>Watch out only Sweat can be abusive in this way.

I'l not get abusive to Harry, i dont need to, i believe we have enough
mutual respect for each other to not even warrant a raising of voices.

Harry is more than welcome to tell me 'as is'.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6466. Re: ST-KEEP BBS Program

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 19:48:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990553506-181444AEicMi@madasafish.com>
Source record: 45961

Hi Joe

>I recently found the old ST-Keep BBS program on the net. I remember
>using this many years ago.
>
>When you run the configuration program it has a place for a
>registration number - Does anyone out there know what the registration
>number might be?

I doubt its legaly publicly available, its probably available after
paying its authour a registration fee.

Is there any mention in the attendant docs.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6467. milan serial ports and sting/ stik

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 19:48:28 UTC
From: Zogging Hell!!! <tjw@zhell.co.uk>
Message-ID: <3b096e70$0$21938@news.zetnet.co.uk>
Source record: 45999

Hi,

I don't know whether anyone out there can help, I'm one of those pariahs with a Milan computer. The things is although the serial ports work (or are recognised) correctly under iConnect, they refuse bluntly to be recognised by STiK or STinG,
as you can imagine this puts a lot of the Atari's best internet software out of my reach, unless I resort to buying iFusion.I'm using your plain vanilla Milan with 32 megs of memory, with Mint/MAES as the operating system. I am also using Milan's serial drivers for HS modem.

Any help will be greatly appreciated,

Thanks

6468. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 19:55:43 UTC
From: vdjole@EUnet.yu
Message-ID: <9ebrrthun1@news.eunet.yu>
Source record: 46001

On 20 May 2001 15:32:45 , Lonny Pursell wrote:
>On Sun, 20 May 2001, Djordje Vukovic wrote:
>
>> On 19 May 2001 11:39:20 , Lonny Pursell wrote:
>> >> Does wdialog not work under Mint AES's?
>> >
>> >It works here for the most part, but behaves strangely.

>> This is an interesing attitude of some developers. It seems that there is
>> an almost universal consensus that WDIALOG is a bad piece of software.
>> Yet, new applications continue to use it.
>
>That is not an "attitude" as you put it, it's a dam bug report.
>Someone asked, I reported.
>You are the one making it into something it is not.
>I did not say I hated wdialog, or it was crap, or anything of the
>sort.

Sorry, Lonny, I think this is a misunderstanding. I surely did not want
to doubt or ridicule your statement in any way. Maybe bacause English
is not my native language, my post did not mean what I intended it to.
I questioned the wisdom of using WDIALOG, and by "developers" I meant
the author of Phototip, not you.

Best regards;

6469. Re: ST Binary Files

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 19:55:46 UTC
From: vdjole@EUnet.yu
Message-ID: <9ebrs1hun2@news.eunet.yu>
Source record: 46002

>>Is there a ST newsgroup for sending Binary files to?
>>
>>phantomm@bellsouth.net

>yep there is
>
>alt.binaries.atari

Is this still functional?

6470. Milan Homepage

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 20:05:54 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9ebsf2$q95$0@206.230.189.32>
Source record: 46000

Is Milan dead? The Milan homepage has not been updated since 1998 from what I see. (at least the English pages) Does anyone know if they ever released the Milan II? (060) Just curious.

jonk

6471. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 20:36:32 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <CYeO6.964$%T4.3049@newsfeed.slurp.net>
Source record: 46003

I know how you feel. I am going on my third Falcon now. Everytime I sell it
and buy a PC I sell the PC and buy a Falcon or TT. It's an endless loop.
I've stuck to my Falcy for a long time now. I think this is permanent.

Joshua.

"jonk" <atari@wcoil.com> wrote in message
news:9e4ppi$s41$0@206.230.189.45...
> I was sitting here reading all these lovely threads and have almost
> burst into tears. Man I miss my Atari! I just got a 1200mhz cpu for my pc
> trying to make up for the shear retardedness of my pc. What a waste.
Someone
> sell me a Falcon please!!!
>
> jonk
>
>

6472. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 20:36:52 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <lefO6.2783$0g4.39849@NewsReader>
Source record: 46004

Hello.

"Kylo" <grabek@fatum.umcs.lublin.pl> wrote in message
news:3B0942FA.3B0@fatum.umcs.lublin.pl...
> Hi,
>
> I bought a Vortex AtOnce PC Emulator for Atari ST. Unfortunately it came
> without any soft/manuals. All I have is a PCB. Can somebody help me in
> getting the stuff? Where to look for it???? Maybe someone owns that and
> could help...

Coincidental but I found two FM mobos in the cupboard today with the Vortex
fitted.
I have no use for them so they are for sale. Offers?
I may have the software, I don't have the manual but they are fitted
already.

Barrie at Keychange. www.keychange.co.uk

6473. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 20:50:53 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <mefO6.2784$0g4.39791@NewsReader>
Source record: 46005

Hello.

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:F4eO6.22229$D91.37301@news2-hme0...
> Hello Dave,

Big snip. Only this part is relevant only to me.

> If I were to write you a full account of my experience with Keychange -
> not that I have the time atm - you would (I hope) be shocked too.
> Basically a catalogue of ignorance, arrogance together with lies
> and also selling someone's property without their permission you can also
> add criminal in most people's eyes.

Once again YOU are lying. You better write a full account, it will be needed
in court.

I have never sold any customers' property, or stolen goods or swindled any
one, as time will show.

Barrie at Keychange. www.keychange.co.uk

6474. Re: [ANN] FaST Club softwares...

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 20:55:08 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b098e4a3ff48c2@free.fr>
Source record: 46006

Hello,

in article <tgf8v05d6sjqdd@corp.supernews.com> (comp.sys.atari.st)
Lyndon Amsdon wrote on Sun 20-05-2001 11:00 (GMT):

> I never realised you sold it TBH! I thought it was Fast Club only. Do
> you have the upgrade from v4 to the last version ever made?

Well, we mostly act as an intermediary between users and authors. One of
the main goals is to avoid the language and currency problems for the
user, and therefore he have no more reason not to register and can
support the shareware scheme without hassle :-).

This being said, we do not stock programs. And as I said, FaST Club
looks to be unreachable unfortunately.

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

6475. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 20:55:09 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b098e4a3ff48c3@free.fr>
Source record: 46007

Hello,

in article <3B08B139.A605BE19@siemens.at> (comp.sys.atari.st)
Janka Gerhard wrote on Mon 21-05-2001 08:10 (+0200):

> I too don't understand why ImageCopy should be obsolete because of
> PhotoTip version 3.0 coming out.

Well, IC is _not_ oblolete. Maybe our reasons where unclear, sorry
again about that, but the fact is _just_ that it is no more available
through _our_ service.

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

6476. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 20:56:43 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <EjfO6.4019$26.38603@NewsReader>
Source record: 46008

Hello.

"JI Logan" <jlog@zetnet.co.uk> wrote in message
news:3b095c26$0$21935@news.zetnet.co.uk...
> On 19 May 2001 15:38:08 , Dennis Vermeire wrote:
>
> |From: "Sean Barbieri" <root@ic24.net>
> |Date: Thu, 17 May 2001 22:20:30 GMT
> |
> |Hi Sean,
>
> That is a useful summary of the problem (from one side's point of
> view, of course).

Keep that in mind. For interest, do you believe what sean says?

>Not downloading CSAST-tech, I missed the beginning
> of this 6 weeks ago.
>
> There doesn't seem to be much point in this argument continuing in
> public, is there?

I agree, I will now only post short rebuttals where needed, I have enough
evidence.

Barrie. www.keychange.co.uk

6477. Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 21:02:54 UTC
From: ebaiz@skyenet.net
Message-ID: <2ofO6.1273$%T4.3390@newsfeed.slurp.net>
Source record: 46009

On 20 May 2001 17:36:36 , SWE/YesCREW wrote:

> Id like to share that excitement with u, but i dont like emulators, or
>better how they are used... I also run Speccy, ZX Spectrum emulator,since
>i had it, neat machine, but i also rebought me a ZX with couple
>microdrives and Interface1, i also used QL emu and 8 bit Atari emus, since
>i never have those machines.. And now i have 130XE and 800X and QL on the
>way... There is no real reason for emulator, since those machines cost

You may want to check out 800XLDJ for you 130XE and 800XL. This program
emulates an 8-bit Atari disk drive and uses the SIO2ST(PC) cable. Just
hook up the cable to a ST (or TT, Falcon, Hades, etc) through the modem
1 port and then to the 8-bit computer. Then run the program and install
DI image disk, turn on your 8-bit computer and the DI image disk with
load. Makes it nice to store your 8-bit program on the ST's hard disk.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6478. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 21:07:08 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105212105310.91-100000@Hades060>
Source record: 46024

On Mon, 21 May 2001, Djordje Vukovic wrote:

> Sorry, Lonny, I think this is a misunderstanding. I surely did not want
> to doubt or ridicule your statement in any way. Maybe bacause English
> is not my native language, my post did not mean what I intended it to.
> I questioned the wisdom of using WDIALOG, and by "developers" I meant
> the author of Phototip, not you.

Ok, I see now your meaning. Yes misunderstanding indeed.
I too am sorry. I think the idea behind wdiaolg is good, but it needs
some work. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6479. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 21:15:07 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <TwfO6.23828$D91.40113@news2-hme0>
Source record: 46010

Hello.

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:mefO6.2784$0g4.39791@NewsReader...
> Once again YOU are lying. You better write a full account, it will be
needed
> in court.
>
I think you'll find I have done that but you convieniently choose to ignore
it - typical.

> I have never sold any customers' property, or stolen goods or swindled
any
> one, as time will show.

Well we'll see what you decide to fabricate. Going by most of factually
inaccurate statements you have issued in my case (and once corrected you
have chosen to then convieniently ignore them) it should be _very_
interesting :-) You didn't agree to a hard drive refund and then change
your mind stating you were upset that I was using another supplier plus
some total fiction as to the drive case being damaged? You didn't decide to
sell my Link 97 without even bothering fixing a price and when I said I
didn't want to sell it you said it was tough you had already sold it! If
you state this is untrue then YOU are the liar and my family will bear this
out no problems whatsoever.

Sean

6480. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 21:38:10 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <xWfO6.4026$26.38936@NewsReader>
Source record: 46011

Hello.

"Sean Barbieri" <seanbarbieri@ic24.net> wrote in message
news:TwfO6.23828$D91.40113@news2-hme0...
> Hello.
>
> "Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
> news:mefO6.2784$0g4.39791@NewsReader...
> > Once again YOU are lying. You better write a full account, it will be
> needed
> > in court.
> >
> I think you'll find I have done that but you convieniently choose to
ignore
> it - typical.

Like I said, no more repetition, just a rebuttal.

Barrie. www.keychange.co.uk

6481. Falcon Scart cable

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 21:44:42 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tgj4gr4ec99e35@corp.supernews.co.uk>
Source record: 46013

Hi all,
I no longer have a Falcon but I still have the VGA to Scart adaptor
for it.Would anyone be interested in it?

Chris.

6482. ARCHON - For those who don't know it's coming to the PC, check out http://www.curvesoftware.co.uk :)

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 21:53:02 UTC
From: Adept <Adept@classicgames.com>
Message-ID: <cf3jgt43jhvld9r57b2fkbted7lf0g55f4@4ax.com>
Source record: 46012

[No readable article body recovered]

6483. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 22:13:50 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B0992CC.5EA47B82@chello.nl>
Source record: 46014

Hi

Lord Gaiyan wrote:
>
> I know how you feel. I am going on my third Falcon now. Everytime I sell it
> and buy a PC I sell the PC and buy a Falcon or TT. It's an endless loop.
> I've stuck to my Falcy for a long time now. I think this is permanent.
>
I know everything about endless loops inside computers.
Computers inside endless loops is nice for a change. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6484. Re: Milan Homepage

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 22:18:05 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9ec44onve05$1@news.t-online.com>
Source record: 46015

jonk <atari@wcoil.com> wrote in message news:9ebsf2$q95$0@206.230.189.32...
> Is Milan dead? The Milan homepage has not been updated since 1998 from
what
> I see. (at least the English pages) Does anyone know if they ever released
> the Milan II? (060) Just curious.
>

I don't know where you got that "last update date" from but look at the
bottom of the page:
"Last updated on: Saturday, March 3, 2001". The page hasn't been updated
with news on the Milan III since the "early announcement policy" seemed to
be a bad idea. The Milan II was canceled a while ago for various reasons.

Greetings,
Matthias

6485. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 23:32:15 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <3b09a4da.657956@news.freeserve.net>
Source record: 46016

On 21 May 2001 08:33:11 -0700, madmax@bfree.on.ca (madmax) wrote:
hi,

Of course the atari market is alive,

I still hang on to atari because i know what it is doing , simple as that. I am fed up with having a PC doodling away on its hard drive, sending stuff to and from the net when i am not doing anything, and with so many configuration files that you need these stupid wizards.

With an atari you are the wizard!! WYSIWUG , control is what i like, and the atari gives me that.

mac

6486. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 23:47:00 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <gKhO6.4035$26.39705@NewsReader>
Source record: 46017

Hello group. It's me again. Your abusive poster who hasn't a clue?

> > And i suppose you just happend to catch up with the group at that moment
> ?
> > (again)
> Up until recently this and csast tech have been the only newsgroups I've
> watched.
> I have been busy and changed over to PC recently therefore the time delay.
>
> > You didn't watch events unfold and add fuel to the fire ?
> > If you were so sure of your actions then why not do something about it
> > at the time instead of behaving like a child?
>
> Just got back online now if thats what you mean and I'm sad to say it's
you
> that is behaving like a child Dave. I'm afraid you are beginning to sound
> just like Barrie....
If sounding like Barrie means someone who will give on opposite point
of view to the group then so be it.

> > > Dave, I *still* have respect for you and the work you did in the Atari
> > > scene and have never said otherwise.
> > The rest of the group has far more important things to do aswell. Would
> you
> > like
> > to tell the group how you blamed veloce for corrupting your hard drive
> once
> > it
> > was fitted even though you hadn't read the manuall and discovered the
> joys
> > of TT ram. I suppose that telephone conversation had slipped your mind?
>
> No it hasn't as I have *never* had any problems with my Veloce corruping
my
> hard drive!
> I know how TT Ram works and apart from one or two programs that don't like
> it - reset the flags and everythings ok. I have _never_ contacted you
about
> any hard drive corruption as I've not had any using my Veloce+4.
>
> > Remember? Ive plugged it in and it's bombing! Not exactley polite where
> you!
> > I put it to you Sean that you have been used by others to justify their
> > actions.
>

> I have *never* said this in any conversation to you - telephone or
> otherwise as I've _never_ had this problem! The only problem I've ever had
> and contacted you with for advice was that my screen split in two some
> times on a warm boot - that's all. you said this was a known bug (and
> offered to fix it I may add) but I left it at that as it was not a real
> problem.
> I can only assume you have got me mixed up with another client
> somewhere along the line. I have never been more than polite in any
> dealings with you so please review what you've said here when you've
> realised your confusion.
Sorry, but no confusion here. The split screen problem was not a bug but
was caused by the Video ic not being ready for the data as the boot process
was
much faster with veloce. Everyone was told that no fix was 100% as
the problem was with the video i.c.
I remember you blaming veloce for crashing the system on boot
once you had loaded the software and rebooted. You may feel
that your attitude was justified but i must say that you cannot
always blame others when problems lie elsewhere.

>
> I've found the email from yourself btw and have also included my reply.
>
> Regards
> Sean
>
> ---
> --------------- Dave Escott's email ---------------------------------
>
> From abrasystems@btconnect.com
> Received: from c2bapps2.btconnect.com ([193.113.209.22]) by
> smtpmail.ic24.net with Microsoft SMTPSVC(5.5.1877.537.53);
> Sun, 14 Jan 2001 03:07:59 +0000
> Received: from notebook (actually host 81.65.56.212.in-addr.arpa) by
> c2bapps2 with SMTP (XT-PP); Sun, 14 Jan 2001 03:04:42 +0000
> Message-ID: <00c201c07dd7$05892ad0$9c00a8c0@notebook>
> From: "Dave Escott" <abrasystems@btconnect.com>
> To: <seanbarbieri@ic24.net>
> References:
> <3a3eb9be.39412762@news.videotron.ca><3A590E72.3ED05DC1@sympatico.ca>
> <979059978-330095AEicMi@madasafish.com><STK66.156$IX3.7473@NewsReader>
> <979162488-534017AEicMi@madasafish.com><Kuq76.771$ni.7091@NewsReader>
> <979381340-363477AEicMi@madasafish.com><CDY76.2177$IX3.40376@NewsReader>
> <3a6
> b9d411bafb0@ic24.net>
> Subject: Re: Atari 1040 STE
> Date: Sun, 14 Jan 2001 03:06:40 -0000
> MIME-Version: 1.0
> Content-Type: text/plain;
> charset="iso-8859-1"

> Content-Transfer-Encoding: 7bit
> X-Priority: 3
> X-MSMail-Priority: Normal
> X-Mailer: Microsoft Outlook Express 5.00.3018.1300
> X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
> Return-Path: abrasystems@btconnect.com
>
> Hi Sean,
> This is getting rather silly. I have read your post and spoken
> to Barrie. This needs to be stopped. If we all posted comments on
> suppliers over the years then nobody would trust anyone again.
> I don't know Steve Sweet but as you have leapt to his defence i can
> only presume that you are friends. Myself and Barrie have been
> friends for 8 years and he has vigoursly defended the platform for
> music use since i can remember. I do not want to see this mess
> esculate further, as you inferred, Steve says as he finds an so does
> Barrie. We both have the ability to stop this and come to an amicable
> agreement. If you would like to try and sort this out without other
peoples
> intervention then either drop me a mail at dave@abrasystems.co.uk
> or phone 01625 503448. As it the company phone bill i can ring you
> back.
> Please do not post this message to the group or any other person
> as it is for our personal discussion only. I hope you can respect
> my privacy in this matter as i would respect yours.
>
>
> Dave Escott
>
>
> -------------------My
reply --
>
>
> To dave@abrasystems.co.uk
> From: "Sean Barbieri" <root@ic24.net>
> Message-ID: <3a622f66db06c0@ic24.net>
> Subject: Re: Atari 1040 STE
> References:
> <3a3eb9be.39412762@news.videotron.ca><3A590E72.3ED05DC1@sympatico.ca>
> <979059978-330095AEicMi@madasafish.com><STK66.156$IX3.7473@NewsReader>
> <979162488-534017AEicMi@madasafish.com><Kuq76.771$ni.7091@NewsReader>
> <979381340-363477AEicMi@madasafish.com><CDY76.2177$IX3.40376@NewsReader>
> <3a60b9d411bafb0@ic24.net> <00c201c07dd7$05892ad0$9c00a8c0@notebook>
> In-Reply-To: <00c201c07dd7$05892ad0$9c00a8c0@notebook>
> Reply-To: seanbarbieri@ic24.net
> X-Mailer: Okami Version 2.1B-21
> X-Hardware: Atari STe 4MB(ST_RAM)
> X-Hardware: Veloce+4 4MB(TT_RAM)
> X-Hardware: 68020/68000 Motorola

> X-Software: MagiC 6.01 NVDI 5.03
> X-Desktop: Jinnee 2.5
> Date: Sun, 14 Jan 2001 23:57:32 GMT
> Lines: 91
>
> -----BEGIN PGP SIGNED MESSAGE-----
>
> Hi Dave,
>
> on Sun 14-01-2001 03:06 (GMT) you wrote:
>
> >This is getting rather silly. I have read your post and spoken
> >to Barrie. This needs to be stopped. If we all posted comments on
> >suppliers over the years then nobody would trust anyone again.
>
> Yes I agree, but, suppliers who treat their customers with the
> contempt that Barrie has done should also not be allowed to do so.
>
> As I said I personally have been on the wrong end of this myself
> so can only speak for myself, but all I can say is it was the worst
> service and treatment I have received from *any* supplier *anywhere*.
>
> As Barrie was the one threatening legal action I felt compelled to
> back Steve here as I _know_ the service I received which, if listed,
> would show Barrie in a very bad light - although he states it doesn't
> bother him, which unfortunately maybe says a lot...
>
> If I were to write you a full account of my experience with Keychange -
> not that I have the time atm - you would (I hope) be shocked too.
> Basically a catalogue of ignorance, arrogance together with lies
> and also selling someone's property without their permission you can also
> add criminal in most people's eyes. As I say, I eventually wrote it off
> as a bad move on my part to even get involved with Keychange rather than
> use my normal supplier, as the costs involved in carridge, phone calls far
> outweighed the worth of the goods purchased. I personally didn't have the
> time or inclination to continue with continually sending things back which
> either didn't work or were not put together properly or for that matter
> dealing with the rubbish Barrie was comming out with constantly.
>
> >I don't know Steve Sweet but as you have leapt to his defence i can
> >only presume that you are friends.
>
> Only through Atari forums and the like. I obviously don't agree with
> some of the things he says but when he is attacked for telling the truth
> - - which he is and *we* know it - this is not right.
>
> >We both have the ability to stop this and come to an amicable
> >agreement. If you would like to try and sort this out without other
> peoples
> >intervention then either drop me a mail at dave@abrasystems.co.uk

> >or phone 01625 503448. As it the company phone bill i can ring you
> >back.
>
> I have no power or influence over Steve so the more Barrie antagonises him
> the worse things will get as more people will give their experiences - and
> I personaly know of _at least_ one other case who received the same treat-
> ment I did.
>
> >Please do not post this message to the group or any other person
> >as it is for our personal discussion only. I hope you can respect
> >my privacy in this matter as i would respect yours.
> >
> Of course, but if Barrie tries to lie about my case and say that the
things
> stated did not happen - to which I have witnesses - I will not be happy.
> hopefully sense will prevail and he will not though. Although judging by
> his
> posting today, he has already "confused" himself with total inacurracies
> - - to which I have replied.
>
> Most people who know me know I'm a very reasonable man. For instance when
> my Veloce+4 had delays because of unavailabilty of chips etc - no problem.
How many calls?

> When after 2 months the power supply blew up, I never contacted you cause
> I know it is an old machine and these things can happen. So I am by no
> means the "customer from hell". I was greatful that you upgraded my
machine
> to the Veloce+4 which gave the machine a new lease of life. I'm just sorry
> you don't continue development of Atari mods (I understand totally why you
> don't though) as we miss this sort of innovation these days.
>
>
> On a different tact, what PC modifications do you do these days Dave? As I
> am soon to get one (have not one yet) and was wondering what you do now.
> I remember you saying that you've moved into PC's - hope this is going
> well for you.
>
> - --
> Regards
> Sean
>
> -----BEGIN PGP SIGNATURE-----
> Version: 2.6.3ia
> Charset: noconv
>
> iQCVAwUBOmIuviQnCiX8ifhpAQH44wP/fLwmkSfbWUEgG96CxHzEKyDtY6TFC+Pe
> DJPeumWZImQb60ucSrdSQhqeo16yPfDlsmsBUUrqv4Nlnwagcr8hfir8eZ0kQ/54
> RZpfL34NJ/aOMji6M3goiTrpGc+YBGYnk5cFkV9N7iGyuEFoaKrMdli5HLxZl9aG
> 3gUN9d762vk=

> =7Vz9
> -----END PGP SIGNATURE-----
>
>
>

According to certain people in this group i don't know what i am on
about, I never read the threads or never tried to do anything before
posting ? As i have stated before i know because i was there.
I have pointed out before that Sean sees it his way and Barrie sees
it his, if Sean had really put it behind him in _1996_ would he still
post and try to justify his manners? I will add that some people seem
to think that a supplier is there to _serve_ them instead of thinking for
themselves. This of course is my opinion but i don't know what i
type do i Dennis? Come on Lai tell the group what you typed?
Is Lai a story teller? Yep. He most certainly is. Or would Lai
like to prove me wrong?

Dave

Make up your own minds.
But do it before other members switch off aswell.

6487. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-21 23:56:19 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <%ShO6.4036$26.39495@NewsReader>
Source record: 46018

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:990465080-249323AEicMi@madasafish.com...
> Why Dave, would that be "The usual" for you?.
>
> >TO ALL MEMBERS OF THE GROUP.
>
> >This guy is trying to bring me into disrepute. Unfortunatley for him he
> >hasn't got a clue.
>
> Seems like your doing OK on your own. BTW, did that last suposetory have
> a sharp edge!.

Funny?

Was i talking to the engineer or the oily rag?

6488. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 00:08:26 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <m2iO6.4039$26.39787@NewsReader>
Source record: 46019

> >Now, if you really like to see some answers to the "relevant" questions
> >I suggest asking them again... but this time in a more civilized way.
>
> Does that mean he has to chew with his mouth closed, stop soiling his
> pants or stop walking on his knuckles, define civilised.
>
> Do you think he should change his prescription, he seems really edgy to
> me, unless youve said summat to upset him, i do hope not, you know his
> shrink has told him to...
>
> Ooops, perhaps we'd better stay of this track, mental health that is,
> its a sore subject.
> SO dont post anything that suggests that Dave is anything less than
> firmly planted, in control, compus mentus, in the game, fully connected,
> on the ball, not a pill popping loony.
>
> I think its your turn to make the tea!!.
>
And what would that be, 2 crates and a curry before hitting the bottle?

Why should i be "civilized" Dennis?
Your side kick certainly has a way with words.
Maybee when you're next over here you can help him dry out?

But then again didn't he get the sack for being a drunk or am i wrong?

6489. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 00:33:10 UTC
From: gokmase@hem.passagen.se
Message-ID: <9ecc46$8p1$1@zingo.tninet.se>
Source record: 46020

On 22 May 2001 01:08:26 , "Dave" wrote:

>Why should i be "civilized" Dennis?
>Your side kick certainly has a way with words.
>Maybee when you're next over here you can help him dry out?
>
>But then again didn't he get the sack for being a drunk or am i wrong?

Ok, this will be my last addition to this thread.
I would indeed encourage both Steve, Dennis and Dave to continue any personal vendettas in other areas. And for the last time Dave, it is not interesting or even important who started the abusive language since you are all doing it. It no longer about keychange even, you are only yelling at each other. This last one pretty much sets new low standards. Time to tweak the killfile.

As for keychange, I personally would not do business with a company that is so careless about how they appear in public. And that goes regardless of what is right or wrong about all the accusations that has been going on here lately.
I am definately convinced to look elsewhere for atari stuff.

bye,

Joakim

6490. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 00:56:41 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9ecdg9$94n$1@zingo.tninet.se>
Source record: 46021

```
On 20 May 2001 20:09:21 , Peter Slegg wrote:
snip
>
>Trying to keep the installation as simple as possible,
>what do I need to install first ?
>
>Peter
>
Hi Peter

I know the feeling, was thinking about it a long time before I did
it, mainly beacuse of the lack of doc's. But then I took a look at
Marc-Anton Kehr's site, great Mint-net info. Can't remeber the url
but I know there's a link from freemint.de. Look under Mint-Net For
Lamers.
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

6491. Re: Milan Homepage

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 01:06:44 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9ece34nsl0@206.230.189.58>
Source record: 46022

Here is where I got the last updated info:
http://www.milan-computer.com/gb/products/milan01.html

Is there somewhere I can find info on Milan III then? (in English)

jonk

"Matthias Jaap" <mjaap@t-online.de> wrote in message
news:9ec44onve05$1@news.t-online.com...
>
> jonk <atari@wcoil.com> wrote in message
news:9ebsf2$q95$0@206.230.189.32...
> > Is Milan dead? The Milan homepage has not been updated since 1998 from
> what
> > I see. (at least the English pages) Does anyone know if they ever
released
> > the Milan II? (060) Just curious.
> >
>
> I don't know where you got that "last update date" from but look at the
> bottom of the page:
> "Last updated on: Saturday, March 3, 2001". The page hasn't been updated
> with news on the Milan III since the "early announcement policy" seemed to
> be a bad idea. The Milan II was canceled a while ago for various reasons.
>
> Greetings,
> Matthias
>
>
>
>
>

6492. Sound analysis software for Falcon?...

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 02:05:16 UTC
From: De Clair <studio@iq.pl>
Message-ID: <9echj5apo1@news.onet.pl>
Source record: 46025

Hi,

Does there exist anything like that? I do hope it should have one day, but I have no idea where I could find it. I need some kind of oscilloscope, spectrum analyser and similar utils being able to work in real time on a Falcon via its audio in and out sockets. It's expected to serve for educational and professional purposes as a controlling tool for sound synthesis. Can anyone help?

Thanks & best regards,
De Clair

6493. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 03:23:06 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B09DB9B.7BBF60CE@ev1.net>
Source record: 46023

```
Mac wrote:
>
> On 21 May 2001 08:33:11 -0700, madmax@bfree.on.ca (madmax) wrote:
> hi,
>
> Of course the atari market is alive,
>
> I still hang on to atari because i know what it is doing , simple as
> that. I am fed up with having a PC doodling away on its hard drive,
> sending stuff to and from the net when i am not doing anything, and
> with so many configuration files that you need these stupid wizards.
>
You *know* what the PC is doing too...it is sending all your personal
information, along with whatever software package info is on the hard
drive, to your "friends" in Redmond...the Micro$uckies...

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

6494. Need to read Atari formated disks on a PC.

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 06:50:56 UTC
From: olczyk@interaccess.com
Message-ID: <3b09dc71.36371671@nntp.interaccess.com>
Source record: 46029

I have a few (important) Atari ST formated disk.
Know of any program that will allow me to read them from a PC?

6495. Re: ST Binary Files

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 07:09:13 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <MI0pjKAZChC7EwUz@atari.org.uk>
Source record: 46030

In article <9ebrs1hun2@news.eunet.yu>, Djordje Vukovic
<vdjole@EUnet.yu> writes
>Is this still functional?

Well it's in my newsgroup list, no entries, so should be functional!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6496. Happy Computers Discovery Cartridge on Meaga STE's

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 07:33:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <doqtLhAjZhC7Ew0o@atari.org.uk>
Source record: 46031
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone been able to run these cartridges on the mega ste's or Falcon
or is there any updated software that will allow these to work on these
machines.

I can see the additional drives that the cartridge can add would be
helpful for Falcon owners.

Just in case anyone doesn't know what these cartridges are, here are
some details.

This is the BEST disk backup hardware available for the ST and can back
up not just Atari disks. The cartridge takes over control of your floppy
drives AND only needs ONE floppy drive, unlike blitz and syncro system
hardware. It also verifies the data on the drive, making very accurate.
Compare it to the blitz turbo hardware, which is very hit and miss!

Once you have got the parameters set for a specific disk, it will
duplicate that disk EVERY time:)

It also has the facility to read the disk into a file and takes
advantage of you system memory.

Now that's the BASIC version or OPTION 0.

the other options, which can be added, are: pass through cartridge port,
an extra 2 external floppy drives, real-time clock, and even able to use
it as a Mac emulator (like the Spectre).

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6497. Re: [ANN] FaST Club softwares...

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 07:43:39 UTC
From: bindon@madasafish.com
Message-ID: <tgk65bqpic9710@corp.supernews.com>
Source record: 46032

Hi

>> I never realised you sold it TBH! I thought it was Fast Club only. Do
>> you have the upgrade from v4 to the last version ever made?
>
>Well, we mostly act as an intermediary between users and authors. One of
>the main goals is to avoid the language and currency problems for the
>user, and therefore he have no more reason not to register and can
>support the shareware scheme without hassle :-).
>
>This being said, we do not stock programs. And as I said, FaST Club
>looks to be unreachable unfortunately.

Damn, keep up the work though with Europe Shareware as it seems like it
may come in use soon. I just wonder if Fast Clubs phone number is still
in use from the adverts in AC......

Thanks

6498. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 08:49:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990600796-85579AEicMi@cwcom.net>
Source record: 45991

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 21 May 2001 12:08:01 -0000

>>There's no such setting in Chatter :-(
>
>Use AtarIRC like the rest of us! This program is being updated too.

I had the same problem (with authentication) with that too, but I haven't tried it recently TBH.

I've also found that no versions since 0.77 will run on my CT2'd Falcon. I have to cold boot the machine to get out of the lockup that takes place as soon as the program runs.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6499. [ANN] MagiC SDK

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 09:39:08 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b0a3a2eba3832@free.fr>
Source record: 46033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

MagiC SDK

Europe Shareware is now able to offer a complete software development
kit for MagiC to all the programmers. This package includes:

ï¿½ either MagiC Atari or MagiC Mac or MagiC PC, with paper manual
ï¿½ The GCC kit
ï¿½ GCC Shell, registered version
ï¿½ Ressource Master, registered version, with paper manual
ï¿½ Windom libraries with its printed documentation (200 pages)
ï¿½ EZ Edit text editor (with syntax "colourisation")
ï¿½ Many development libraries
ï¿½ Many development tools

All this for only 75.00 Euros !

This offer is for developers only. To have the advantage of this offer,
you must tell us which MagiC compatible programme you have made in the
past 24 months or which one you are going to produce in the next 12
months.

Have a look at the MagiC SDK page:
http://www.europe-shareware.org/atari/logiciels/magic_sdk.html

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

6500. [ANN] Fun Media

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 09:39:09 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b0a3a2eba3833@free.fr>
Source record: 46034

Hello,

A new version of Fun Media is out.

This version of the great video editing software by Patrick Eickhoff
fixes a few problems with MagiC.

Fun Media webpage:
http://www.europe-shareware.org/atari/logiciels/fun%20media.html

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

6501. Re: Need to read Atari formated disks on a PC.

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 10:19:32 UTC
From: Frank Zimmerman <zimmerman@uniserve.com>
Message-ID: <tgkiigfdc31n99@corp.supernews.com>
Source record: 46036

Gemulator Explorer. You can download it for free on the Gemulator
website...

Thaddeus L Olczyk <olczyk@interaccess.com> wrote in message
news:3b09dc71.36371671@nntp.interaccess.com...
> I have a few (important) Atari ST formated disk.
> Know of any program that will allow me to read them from a PC?

6502. I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 10:30:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0017f3cc@fmlynet.org>
Source record: 45948

FamilyNet Newsgate

> From: "jonk" <atari@wcoil.com>
> I was sitting here reading all these lovely threads and have almost
> burst into tears. Man I miss my Atari! I just got a 1200mhz cpu for my pc
> trying to make up for the shear retardedness of my pc. What a waste. Someone
> sell me a Falcon please!!!
> jonk

Heheh... well a 1200 mhz PC is nothing to sneeze at either.

But I have to admit, I like the fact I can check my E-mail with the
simplicity of a Atari 800 and a BBS. ;) No hard drives, a TV screen....

It's just fun.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6503. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 10:37:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0017f3cd@fmlynet.org>
Source record: 45949

FamilyNet Newsgate

> From: "jonk" <atari@wcoil.com>

>> PS never sell an Atari, you will regret it.
>>
>>
> Wish someone would have told me this last year!! ;-)

Well I know how it goes. I had a TT that I was not using very much, and figured I could get all IU wanted to get done with my 1040STf with 16mhz AdSpeed chip. Great speed, and more compatibilty with programs than the TT.

While this has remained true and I love my 1040STf (and the money for the TT was used to buy Battlesphere for the Jag), I miss the little icons on the TT screen, the various resolutions, the speed at which all things (that worked on the TT that is) ran at. Even the case, the keyboard, the scsi port.. sigh! My Atari TT 030 is missed.

Truly, if I had to do it all over again, I would get another TT or a Hades. A Falcon? Well, since it doesn't run Spectre I would have to say that is it's main deterent. :(Enough of one for me at least.

Take care, and don't worry, Falcons (and other systems) turn up on here every so often.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6504. More Atari Software Items on eBay

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 10:41:38 UTC
From: Frank Zimmerman <zimmerman@uniserve.com>
Message-ID: <tgkjruka4iga56@corp.supernews.com>
Source record: 46037

CodeKeys Macro Tool
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240067304
Minimum bid: $3.00

EditPlus
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240067396
Minimum bid: $5.00

ExtenDOS Gold / CD Writer Suite
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240067564
Minimum bid: $49.99

Genus 2 - Calamus Font Editor
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240067807
Minimum bid: $9.99

Invision Elite
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240067999
Minimum bid: $9.99

Maxifile III
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240068109
Minimum bid: $3.00

PixArt 4
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240068408
Minimum bid: $9.99

Outline Art 3
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240068277
Minimum bid: $9.99

Prospero Pascal
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240068507
Minimum bid: $5.99

Atari FullPage Scanning Software and Hardware
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240068650
Minimum bid: $9.99

Atari Music Notation Software: SharpScore 3.4
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240068806
Minimum bid: $49.99

Atari Macintosh Emulator: Spectre GCR
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240069005
Minimum bid: $3.00

Electronic Spinster Graphics Disks
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240069170
Minimum bid: $3.00

StormTracker
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240069271
Minimum bid: $9.99

VGA Simulator (registered) (Atari ST/TT screen emulator for TT high monitor)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240070128
Minimum bid: $3.00

Roget's Thesaurus Accessory
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240070998
Minimum bid: $5.00

GemSpool 3.3 (registered)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240071250
Minimum bid: $5.00

FlexMenu
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240071712
Minimum bid: $3.00

MouseBoot IV (registered)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240072022
Minimum bid: $5.00

6505. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 11:03:35 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <wJrO6.3193$0g4.44802@NewsReader>
Source record: 46035

Hello.

"GokMasE" <gokmase@hem.passagen.se> wrote in message
news:9ecc46$8p1$1@zingo.tninet.se...
> On 22 May 2001 01:08:26 , "Dave" wrote:

Big snip. Only this is relevant to me.

Time to tweak the killfile.

Your choice, certainly. Also your loss.

> As for Keychange, I personally would not do business with a company that
is so
> careless about how they appear in public.

You are right about this group being public, you are SO wrong about my
attitude.

If I let vermin and sweat post libellous and defamatory statements at will
I may as well shut up shop, which is their declared intent.
You should remember I have never knowingly dealt with either of them.
I will always fight fire with fire where my reputation is concerned.

> I am definately convinced to look elsewhere for atari stuff.

Explain.

Either you believe the rubbish that vermin and sweat have published or you
can't stand robust public debate. I have already agreed with you that
another
group would be more fitting but until the libellous posting cease I have no
real option
but to defend Keychange where necessary.

Barrie www.keychange.co.uk

6506. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 12:07:11 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9edkpf$t4j$1@news.panix.com>
Source record: 46038

Odd Skancke <try@spamming.me> writes:

: On Sun, 20 May 2001, Djordje Vukovic wrote:

: > On 19 May 2001 11:39:20 , Lonny Pursell wrote:
: >
: > >> Does wdialog not work under Mint AES's?
: > >

This seems to be a machine dependent question. It runs properly
on an STe with tos 2.06. When booting on a TT with 3.06, I think,
it either tries to or reports that some other program tried
and failed to open a window or find a file, generating alert
boxes that need to be cleared. This behavior generates fatal errors
when running MiNT on that TT, and MiNT exits immediately.

Have not tried MiNT on any other operating system version.
: Regards,

: Odd Skancke - ozk@NOSPAM.atari.org - http://assemsoft.atari.org

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6507. Most famous MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 12:30:03 UTC
From: Andreas Koch <akoch@rbg.informatik.tu-darmstadt.de>
Message-ID: <3B0A5BCB.2F641E65@rbg.informatik.tu-darmstadt.de>
Source record: 46039

Hi,

what where/are the best games for an ST with monochrome screen?

Webpages with screenshots and descriptions would be nice ;)

Andreas

6508. Re: Milan Homepage

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 12:49:57 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9edn7g$nu2$05$1@news.t-online.com>
Source record: 46040

jonk <atari@wcoil.com> wrote in message news:9ece34nsl0@206.230.189.58...
> Here is where I got the last updated info:
> http://www.milan-computer.com/gb/products/milan01.html
>

That's the Milan I page. It hasn't been updated since the Milan I was
delivered in 1997/98.

> Is there somewhere I can find info on Milan III then? (in English)

There were some discussions and news snippets a while ago. You might try a
newsgroup archive or MagiC Online's archive.

Greetings,
Matthias

6509. FS : ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 13:00:40 UTC
From: Optik@btinternet.com
Message-ID: <3b0a62f6.19568655@news.btinternet.com>
Source record: 46041
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Offers on any of the following.
UK ONLY PLEASE

SOFTWARE

Box of Cover Disks , PD/Shareware etc
Multi TOS
Speedo GDOS
Fontkit Plus 4
Protext
Supercard 2
View II
Fontkit Plus
Mag! X
Overscan
Neodisk CLI
Imagecopy Colour
Ease

HARDWARE

Quickshot Footpedal
Quickshot Joystick
Xeron Joystick
Forget Me Clock II
Ultimate Ripper

6510. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 14:10:50 UTC
From: gokmase@hem.passagen.se
Message-ID: <9eds1a$51d$1@cubacola.tninet.se>
Source record: 46044

Hi,

Obviously I have to reply one more time.

>> As for Keychange, I personally would not do business with a company that
>is so
>> careless about how they appear in public.
>
>You are right about this group being public, you are SO wrong about my
>attitude.

Seems like we have a major difference of opinion regarding that issue.

>If I let vermin and sweat post libellous and defamatory statements at will
>I may as well shut up shop, which is their declared intent.
>You should remember I have never knowingly dealt with either of them.
>I will always fight fire with fire where my reputation is concerned.
>
>> I am definately convinced to look elsewhere for atari stuff.
>
>Explain.
>Either you believe the rubbish that vermin and sweat have published or you
>can't stand robust public debate. I have already agreed with you that
>another
>group would be more fitting but until the libellous posting cease I have no
>real option
>but to defend Keychange where necessary.

I am not in the position to tell if Dennis or Steve has some truth to
their stories. I would not have a clue since I am don't know them at all.
The point is you are giving your business a very bad
name by the way you are defending it here on usenet. Fighting fire
with fire will only set your own own domains on fire I'm afraid.
But that is your choice, and the way I wish to respond to it is my
choice obviously. You should however be aware that you might loose
potential customers by your postings, which others have already
pointed out I believe. Personally I'd say that the way you have been
responding to Sean is enough for me to get a very bad feeling about this.

Enough said.

/Joakim

6511. Re: Rhothron VME Bus Repeater/Adapter

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 14:16:01 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <439.542T50T9163911optimus@canit.se>
Source record: 46045

Phantomm skrev:

>Has anyone heard of the Rhothron VME Bus Repeater/Adapter for the
>Atari MegaSTE or Atari TT??

If it's an external VME expansion chassis you're thinking of, I saw one of
those on German eBay a while ago.

BTW, would it be possible to use any old VME expander chassis on a TT/MSTE?

--
En ligne avec Thor 2.6a.

Schont die Sockel, wenn ihr die Denkm�ler st�rzt. Sie k�nnten noch gebraucht
werden.
--- Stanislaw Jerzy Lec

6512. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 14:25:48 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1398.542T2400T9256001optimus@canit.se>
Source record: 45946

sinclap skrev:

>In article <7135-3B033530-55@storefull-178.iap.bryant.webtv.net>, Lance
>Ringquist <Video61@webtv.net> wrote:

>> sinclap,
>> when you are using a mac, you are using a real computer, i think that
>> is what he means.

>Whats a real computer? Is not linux real? The Hollywood animators and
>Pixar are switching to Linux..

You're forgetting that Linux S U C K S. It really really sucks. Those animators have particular needs which Linux will supposedly fulfill, but Linux will never be a major contender in the desktop OS market. UNIX will never be. They had their chance in the 80s, nowadays people have come to expect such things as ease of use.

>> linux, unix are ok, but the average user/business's only know windows,
>> and that is a fact.
>> thanks,
>> lance

>That may change with the continued Linux penetartion, strong sales of
>the iBook/2001 and the new Apple stores...which will carry 300 software
>titles..

Granted, Apple could be, and already is, a major contender in the desktop market, but never Linux. It's not just because of the narrowmindedness of Wintel users, it's simply because Linux is a system from the 70s.

I'd sooner put my bids on BeOS. Or AmigaOS. Or TOS.

--
En ligne avec Thor 2.6a.

/* And you'll never guess what the dog had */
/* in its mouth... */
--Larry Wall in stab.c from the perl source code

6513. Looking for demos.

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 14:53:05 UTC
From: Tomasz Mazur <tmazur@aem.com.pl>
Message-ID: <3B0A7D50.A9F470DE@aem.com.pl>
Source record: 45947

Hi, looking for ST demos:
Nostalgic-O-demo
Punish Your Machine
Sytnax Terror

Can you send me* as MSA or ST image?
I'll be grateful.

*here: mailto:tmazur@aem.com.pl
--
tmazur

W a n n a | s e e | m y | s t u f f ?

HTML ----> http://www.aem.com.pl/tmazur

6514. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 14:57:01 UTC
From: rsmac@t-online.de
Message-ID: <1etrpyw.1lr8hj418f56gwN%rsmac@t-online.de>
Source record: 46042

Daniel L. Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <1etpa9v.fx3m6u1bnkn8tN%rsmac@t-online.de>,
> rsmac@t-online.de (Robert Schaffner) wrote:
>
>
> >
> > > sinclap!
> > > somewere in mn
> >
> > Why this guy still talk here when it doasnï¿½t use atari computers?
>
> quite simple - "a fanatic is one who redoubles his effort when he has
> forgotten his aim" - George Santayana.

I leave .advocacy two years ago. Looks like the same buddy as in
atari.advocacy? What a mess :->

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

6515. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 14:57:01 UTC
From: rsmac@t-online.de
Message-ID: <1etrprq.67av40owyww4N%rsmac@t-online.de>
Source record: 46043

Raoul Teulings <rt@xs4all.nl> wrote:

> >Why this guy still talk here when it doasn`t
> >use atari computers?
> Just ignore him: if you are as alone as he is

Yep, best way.
Found an nice doctor :->

```
.:\:/:.
.:\:\:/:/:.
:.:\:\:/:/:.: DO
:=.' - - '.=: NOT
'=(\ 9 9 /)=' FEED
( (_) ) THE
/`-vvv-'\ TROLLS!
/ \
/ /|,,,,,|\ \
/_// / \ \\_\
WW( ( ) )WW
__\,,\ /,,/__
(______|______)
```

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

6516. Web on an ST? Help please?

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 16:21:31 UTC
From: tonym04@aol.com
Message-ID: <20010522122131.15626.00001324@ng-fo1.aol.com>
Source record: 45950

HI everyone!

I have been reading the posts about readers missing their Falcon. I miss my 1040STFM also. My question right now though concerns the ability of an ST to do Email and browse the web? What programs allow this to be accomplished? (names, memory requirements etc) Were can they be found? How much do they cost? Who makes them? And ANYTHING at all that can explain. Thanks in advance for any help you can give.

6517. Re: Rhothron VME Bus Repeater/Adapter

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 16:45:14 UTC
From: phantomm@bellsouth.net
Message-ID: <uIwO6.2378$Mr5.112886@news1.atl>
Source record: 45952

On 22 May 2001 15:16:1 +, "Iggy Drougge" wrote:
>Phantomm skrev:
>
>>Has anyone heard of the Rhothron VME Bus Repeater/Adapter for the
>>Atari MegaSTE or Atari TT??
>
>If it's an external VME expansion chassis you're thinking of, I saw one of
>those on German eBay a while ago.

Yes, I think that is what it is! I found an old article back in 1991 were a guy had one of these connected to a TT. He had lots of wild hardware running with it and wrote his own software with GFA Basic 3.6.

>
>BTW, would it be possible to use any old VME expander chassis on a TT/MSTE?

Not sure on this, but would like to know for sure.

phantomm@bellsouth.net

6518. Re: OverScan board Docs

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 16:50:01 UTC
From: phantomm@bellsouth.net
Message-ID: <ZMwO6.2380$Mr5.112886@news1.atl>
Source record: 45953

On 21 May 2001 09:33:20 , Derryck Croker wrote:
>From: phantomm@bellsouth.net (Phantomm)
>Date: Sat, 19 May 2001 19:47:32 GMT
>
>>I've got a OverScan board for a MegaST. But don't have the instructions for
>>the installation. Does anyone have 'em?
>
>You didn't say if this is the commercial version, AutoSwitch OverScan. The
>manual for that is printed, and is quite long. My copy went with the ST I
>sold, so I can't help you here.
>
>
AFAIK it is the commercial version.

phantomm@bellsouth.net

6519. Re: Happy Computers Discovery Cartridge on

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 16:54:01 UTC
From: phantomm@bellsouth.net
Message-ID: <JQwO6.2385$Mr5.112886@news1.atl>
Source record: 45955

I know it works on the 1040STE, but haven't tried it on my MegaSTE or Falcon.
If you find any updated software or info on it let me know and I'll do the
same.

phantomm@bellsouth.net

On 22 May 2001 08:33:55 , Steve Stupple wrote:

>Has anyone been able to run these cartridges on the mega ste's or Falcon
>or is there any updated software that will allow these to work on these
>machines.
>
>I can see the additional drives that the cartridge can add would be
>helpful for Falcon owners.
>
>Just in case anyone doesn't know what these cartridges are, here are
>some details.
>
>This is the BEST disk backup hardware available for the ST and can back
>up not just Atari disks. The cartridge takes over control of your floppy
>drives AND only needs ONE floppy drive, unlike blitz and syncro system
>hardware. It also verifies the data on the drive, making very accurate.
>Compare it to the blitz turbo hardware, which is very hit and miss!
>
>Once you have got the parameters set for a specific disk, it will
>duplicate that disk EVERY time:)
>
>It also has the facility to read the disk into a file and takes
>advantage of you system memory.
>
>Now that's the BASIC version or OPTION 0.
>
>the other options, which can be added, are: pass through cartridge port,
>an extra 2 external floppy drives, real-time clock, and even able to use
>it as a Mac emulator (like the Spectre).
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>.

6520. Hardware RamDisks on ST/STE DMA port

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 17:27:41 UTC
From: phantomm@bellsouth.net
Message-ID: <hkxO6.2407$Mr5.114628@news1.atl>
Source record: 45958

Anyone know if any Hardware RamDisks were created to use on the ST/STE's DMA port??

Names of product with amount of Ram would be helpful.

phantomm@bellsouth.net

6521. Re: Looking for demos.

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 17:30:53 UTC
From: BMaedicke@t-online.de
Message-ID: <1ettq5i.1vds2pq6vpq6yN%BMaedicke@t-online.de>
Source record: 45959

Tomasz Mazur <tmazur@aem.com.pl> wrote:

> Hi, looking for ST demos:
> Nostalgic-O-demo
> Punish Your Machine
> Sytnax Terror
>
> Can you send me* as MSA or ST image?
> I'll be grateful.

Try here: http://pacidemo.planet-d.net/

Need JavaScript or Flash :-(
But itï¿½s a very good Atari demo site!

--
Url: http://home.t-online.de/home/BMaedicke/

6522. Re: More Atari Software Items on eBay

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 17:46:28 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105221745100.86-100000@Hades060>
Source record: 45969

On Tue, 22 May 2001, Frank Zimmerman wrote:

> MouseBoot IV (registered)
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240072022
> Minimum bid: $5.00

MouseBoot is a free download (registered) from my homepage.
The author has moved on and given permission.
Thought you might wish to know that.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6523. Re: Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 18:28:28 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105221826220.194-100000@localhost>
Source record: 45951

Hi Edward,

> You may want to check out 800XLDJ for you 130XE and 800XL. This program
> emulates an 8-bit Atari disk drive and uses the SIO2ST(PC) cable. Just
> hook up the cable to a ST (or TT, Falcon, Hades, etc) through the modem
> 1 port and then to the 8-bit computer. Then run the program and install
> DI image disk, turn on your 8-bit computer and the DI image disk with
> load. Makes it nice to store your 8-bit program on the ST's hard disk.

Yes iwe considered that option already, thx for tip anyway!Id got
myself 1050 drive, but newest demos and stuff require hardware updates on
floppy etc.. do u know if this software can emulate those new floppy
formats?

Janez

6524. Re: [ANN] MagiC SDK

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 18:32:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200105222032.a43388@b.maus.de>
Source record: 45980

>This offer is for developers only. To have the advantage of this
>offer, you must tell us which MagiC compatible programme you have made
>in the past 24 months or which one you are going to produce in the
>next 12 months.

Why so restrictive?

6525. Re: Sound analysis software for Falcon?...

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 18:53:02 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105221846020.194-100000@localhost>
Source record: 45954

On Tue, 22 May 2001, De Clair wrote:

> Hi,
>
> Does there exist anything like that? I do hope it should have one day, but I
> have no idea where I could find it. I need some kind of oscilloscope,
> spectrum analyser and similar utils being able to work in real time on a
> Falcon via its audio in and out sockets. It's expected to serve for
> educational and professional purposes as a controlling tool for sound
> synthesis. Can anyone help?

There is software named Analyzer.. U have two osciloscopes, two
spectral analysator (for each channel), 2 VU meters and some odd oscilo
look thingie... all works realtime, just resolution is not profesional...

Also i think Whip! would be VERY good for educational purposes, it
process incoming soumd, and display various effects then, from hires
spectral analyser, flight into osciloscope to demo effects etc... a VERY
VERY good app, a lot better as Jaguar's VLM for example..

janez

6526. Re: Most famous MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 18:56:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105221855180.194-100000@localhost>
Source record: 45956

Hi Andreas,

Esprit, Oxyd, Spacola and BoLo... I dont have snaps, but u WANT those games :))

Janez

6527. Re: Looking for demos.

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 18:59:18 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105221858400.194-100000@localhost>
Source record: 45957

On Tue, 22 May 2001, Tomasz Mazur wrote:

> Hi, looking for ST demos:
> Nostalgic-O-demo
> Punish Your Machine
> Sytnax Terror
>
> Can you send me* as MSA or ST image?
> I'll be grateful.

Check ftp sites, ftp.lip6.fr, ftp.funet.fi

Janez

6528. Re: Web on an ST? Help please?

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 19:08:16 UTC
From: bindon@madasafish.com
Message-ID: <tgle90sao2g6ce@corp.supernews.com>
Source record: 45962

On 22 May 2001 16:21:31 , TonyM04 wrote:

Hi

>I have been reading the posts about readers missing their Falcon. I miss my
>1040STFM also. My question right now though concerns the ability of an ST to
>do Email and browse the web? What programs allow this to be accomplished?
>(names, memory requirements etc) Were can they be found? How much do they
>cost? Who makes them? And ANYTHING at all that can explain. Thanks in
>advance for any help you can give.

Depending on how much you already know the thread may become lenghthy. If
you need help just email me and I'd be more than happy to get you going
with some software. CAB 1.5 on an ST is pretty bad these days, but 2.7 is
fine for non flash/java sites, but you may find a lack of speed. Email,
news, well that's easy for an ST!!

6529. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 19:50:01 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <2nzO6.47415$662.208043@news1-hme0>
Source record: 45963

Hi Dave,

"Dave" <maccdave@btinternet.com> wrote in message
news:gKhO6.4035$26.39705@NewsReader...

Veloce problems???
> Sorry, but no confusion here. The split screen problem was not a bug but
> was caused by the Video ic not being ready for the data as the boot
process
> was
> much faster with veloce. Everyone was told that no fix was 100% as
> the problem was with the video i.c.
Yes you said that. I was quite happy with your response as it was not a
real problem as I stated. You obviously have forgotten(?) but I asked if it
was something I might have done to cause this and you said no it was a
"known problem" if not a "bug".

> I remember you blaming veloce for crashing the system on boot
> once you had loaded the software and rebooted. You may feel
> that your attitude was justified but i must say that you cannot
> always blame others when problems lie elsewhere.

???? Totally incorrect and I can prove this - but I see I'm wasting my time
with you now. I thought you would have the good grace to retract what you
said but obviously not. I'll leave this ridiculas "story" at that.

> > > > Dave, I *still* have respect for you.....
I now retract this statement.....

> I have pointed out before that Sean sees it his way and Barrie sees
> it his, if Sean had really put it behind him in _1996_ would he still
> post and try to justify his manners?

I _had_ put it behind me before Barrie decided to attact Steve and laterly
Dennis for no good reason.

I shall not post *any* further comment here pertaining to this subject at
all, only to say that I will now organise my own and obtain a "first hand"
witness statement who heard "Every word" about the hard drive/Link 97 from
Barrie's own mouth - Hands free phones are a wonderful invention! Who also
incidently helped me pack the so called "damaged drive case?" and will
verify it's condition, as well as it being sent recorded delivery - as they
in fact sent it! :) This I mentioned in my second posting which will prove,
if I'm required, that I have not lied about Barrie's actions. My solicitor
will keep these on file as and if required.

Best Wishes
Sean

6530. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 20:02:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990634758-620162AEicMi@madasafish.com>
Source record: 45906

Why its dave, if i'd known i'd have got dressed.

>> I think its your turn to make the tea!!.

>And what would that be, 2 crates and a curry before hitting the bottle?

Damn good idea.

>Why should i be "civilized" Dennis?
>Your side kick certainly has a way with words.
>Maybee when you're next over here you can help him dry out?

>But then again didn't he get the sack for being a drunk

Nope, i dint get the sack, and i'm not a drunk either

>or am i wrong?

Yes, Again.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6531. Re: [ANN][TA] GemTrade available in French again

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 20:06:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990634762-620810AEicMi@madasafish.com>
Source record: 45907

Hi Derryck

>Mark Wherry has fallen off the face of the Earth after setting up a new
>web site for Gemtrade, a pity, because I know that both you and Peter
>have invested a great deal of time in this project.

Another case of thanks for the cheques guys, i'm off!!.

The last time this thread started he came to defend himself and Gemtrade
with good intentions, then buggered off to make some music.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6532. I got an ST!

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 20:15:49 UTC
From: timvanhoof@gmx.net
Message-ID: <1ettww1.1h8r4p0f3i3ykN%timvanhoof@gmx.net>
Source record: 45964

I know I should lurk for six months and wait for the FAQ to be posted, but I bought an ST for 10 marks at the flea market at the weekend and I want to know what I can do with it!

It's a 1024ST (with an E in tiny print next to the rest) with a SM124 monitor. I got some cables, WordPerfect for the Atari, some other disks and a dot matrix printer with it.

Can I do anything useful with a DD floppy disk or should I start looking for a hard disk?

6533. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 20:20:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990634764-621386AEicMi@madasafish.com>
Source record: 45908

Hi Barrie and other traders.

>I have no use for them so they are for sale. Offers?

I'm going to try to be civilised for a few moments.. :-/

I'd like to make a suggestion, in a civilised, calm tone of voice..

Since myself and a large number of other people object to the appearence
of adverts for business's in this base, could traders not reply to any
potential business opportunity directly to the requester via eMail.
You'l still get your trade and we dont have to pay to dowload it.

People could still openly request their needs and get offers as
requested.

Other peoples opinions welcome, please.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6534. Re: Looking for demos.

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 20:23:54 UTC
From: swampfax@atlantic.net
Message-ID: <uVzO6.35$In.43139@news1.atlantic.net>
Source record: 45965

```
On 22 May 2001 18:59:18 , SWE/YesCREW wrote:
>On Tue, 22 May 2001, Tomasz Mazur wrote:
>
>> Hi, looking for ST demos:
>> Nostalgic-O-demo
>> Punish Your Machine
>> Sytnax Terror
>>
>> Can you send me* as MSA or ST image?
>> I'll be grateful.
>
>
> Check ftp sites, ftp.lip6.fr, ftp.funet.fi
>
> Janez
>
>
>
>.

Also look at:
http://www.umich.edu/~archive/atari
John G.
```

6535. Re: I got an ST!

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 20:43:55 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <s9AO6.2069$Yd5.4266@newsfeed.slurp.net>
Source record: 45966

Congrats! You're better off getting a HD but you are able to get along with disks. Also, since you have an STE you can upgrade to 4MB really cheap. Get yourself 4 1MB SIMMS and put them in the slots in the computer and BOOM you've got 4 megs of memory.

Joshua

"Tim Vanhoof" <timvanhoof@gmx.net> wrote in message news:1ettww1.1h8r4p0f3i3ykN%timvanhoof@gmx.net...
> I know I should lurk for six months and wait for the FAQ to be posted,
> but I bought an ST for 10 marks at the flea market at the weekend and I
> want to know what I can do with it!
>
> It's a 1024ST (with an E in tiny print next to the rest) with a SM124
> monitor. I got some cables, WordPerfect for the Atari, some other disks
> and a dot matrix printer with it.
>
> Can I do anything useful with a DD floppy disk or should I start looking
> for a hard disk?
>

6536. Re: Rhothron VME Bus Repeater/Adapter

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 21:10:55 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9eekip$3o5$00$1@news.t-online.com>
Source record: 45967

Phantomm <phantomm@bellsouth.net> wrote in message
news:cd8O6.1127$Mr5.58458@news1.atl...
> Has anyone heard of the Rhothron VME Bus Repeater/Adapter for the
> Atari MegaSTE or Atari TT??
>
> Any info is appreciated.

I know that I have seen expansion boxes at the Atari Fachmarkt in Hamburg. I don't know for sure if it was the VME Bus adapter: www.atari-fachmarkt.de

Greetings,
Matthias

6537. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 21:31:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9eelr5jea1@plutonium.compulink.co.uk>
Source record: 45968

In message <3b095c26$0$21935@news.zetnet.co.uk>, jlog@zetnet.co.uk said:

>There doesn't seem to be much point in this argument continuing in
>public, is there?

I'll drink to that!

Regards, /Peter/

6538. intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 21:58:00 UTC
From: steve666@clara.co.uk
Message-ID: <1ettzn4.43wz9f1c0yn5sN%steve666@clara.co.uk>
Source record: 45970

I've got a 3.5inch IDE hd - Quantum Fireball - is it possible to fit
inside a Falcon?
Thanks, Steve

6539. Help : Reading a Vidi-ST (12) RGB file on a PC

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 22:11:40 UTC
From: Bob <a@b.c>
Message-ID: <ovBO6.12260$m93.1888770@news6-win.server.ntlworld.com>
Source record: 45972
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a number of RGB files grabbed with a Rombo Vidi-ST (12) digitiser.

Does anyone know an easy way of reading these files on a PC?
Or the file format perhaps?

Ideally I'd like to read the file directly into something like
PaintShopPro - rather than go the Atari emulator running the original
software route.

Any help appreciated.

6540. Re: intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 22:16:54 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <CwBO6.2290$Yd5.6759@newsfeed.slurp.net>
Source record: 45971

You'll need a 2.5" to 3.5" adapter. Physically fitting the 3.5" drive internally is possible if you remove the internal shielding and a support leg for one of the screws on the bottom.

Joshua.

"Steve" <steve666@clara.co.uk> wrote in message news:1ettzn4.43wz9f1c0yn5sN%steve666@clara.co.uk...
> I've got a 3.5inch IDE hd - Quantum Fireball - is it possible to fit
> inside a Falcon?
> Thanks, Steve

6541. Re: Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 22:40:26 UTC
From: ebaiz@skyenet.net
Message-ID: <uVBO6.2370$Yd5.6875@newsfeed.slurp.net>
Source record: 45974

On 22 May 2001 18:28:28 , SWE/YesCREW wrote:
>
> Hi Edward,
>
>> You may want to check out 800XLDJ for you 130XE and 800XL. This program
>> emulates an 8-bit Atari disk drive and uses the SIO2ST(PC) cable. Just
>> hook up the cable to a ST (or TT, Falcon, Hades, etc) through the modem
>> 1 port and then to the 8-bit computer. Then run the program and install
>> DI image disk, turn on your 8-bit computer and the DI image disk with
>> load. Makes it nice to store your 8-bit program on the ST's hard disk.
>
>
> Yes iwe considered that option already, thx for tip anyway!Id got
>myself 1050 drive, but newest demos and stuff require hardware updates on
>floppy etc.. do u know if this software can emulate those new floppy
>formats?

I would think so. I have run SpartaDOS and MyDos disks with it. What
floppy formats do you have in mind?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6542. Re: Need to read Atari formated disks on a

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 22:40:27 UTC
From: ebaiz@skyenet.net
Message-ID: <vVBO6.2371$Yd5.6875@newsfeed.slurp.net>
Source record: 45975

On 22 May 2001 06:50:56 , Thaddeus L Olczyk wrote:
>I have a few (important) Atari ST formated disk.
>Know of any program that will allow me to read them from a PC?

What TOS did the Atari computer this disk came from have? If the TOS was 1.4 or better, then you should be able to insert the disk right in the PC and have it read. If it was less than 1.4, then you might try a ST emulator. I have heard some Atari disks can be read on a PC going this route.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6543. Re: Most famous MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 22:40:30 UTC
From: ebaiz@skyenet.net
Message-ID: <yVBO6.2372$Yd5.6875@newsfeed.slurp.net>
Source record: 45976

On 22 May 2001 14:30:03 , Andreas Koch wrote:
>Hi,
>
>what where/are the best games for an ST with monochrome screen?
>
>Webpages with screenshots and descriptions would be nice ;)
>
> Andreas

I cannot remmeber the name of the program, but it is the best puzzle game I have seen. You get a puzzle to solve, then after you are done, the puzzle becomes a piece in another puzzle and so on. I have the game somewhere if you want a copy. It is freewhere and came with my ST.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6544. Re: Hardware RamDisks on ST/STE DMA port

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 22:40:31 UTC
From: ebaiz@skyenet.net
Message-ID: <zVBO6.2374$Yd5.6875@newsfeed.slurp.net>
Source record: 45977

On 22 May 2001 17:27:41 , Phantomm wrote:
>Anyone know if any Hardware RamDisks were created to use on the ST/STE's
>DMA port??
>
>Names of product with amount of Ram would be helpful.

I am not sure about that. I know there was a hardware RAM disk device
that went in the cartridge port. You could get upto 4meg I believe.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6545. Re: I got an ST!

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 22:40:34 UTC
From: ebaiz@skyenet.net
Message-ID: <CVBO6.2375$Yd5.6875@newsfeed.slurp.net>
Source record: 45978

On 22 May 2001 22:15:49 , Tim Vanhoof wrote:
>I know I should lurk for six months and wait for the FAQ to be posted,
>but I bought an ST for 10 marks at the flea market at the weekend and I
>want to know what I can do with it!
>
>It's a 1024ST (with an E in tiny print next to the rest) with a SM124
>monitor. I got some cables, WordPerfect for the Atari, some other disks
>and a dot matrix printer with it.
>
>Can I do anything useful with a DD floppy disk or should I start looking
>for a hard disk?

You have 1040STe just like mine. It can have upto 4meg of RAM, which is
alot for most anything you could do on that machine. I would get a hard
disk for it if you want to anything serious on the machine. You can do
alot with it like play games (tons of those exist for the ST), use it
for MIDI (the ST has built in MIDI ports), word processing, DTP and more.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6546. XaAES v0.912

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 22:42:35 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B0AEB09.E442E22E@chello.nl>
Source record: 45973

I uploaded a new version of XaAES. See sig.
A few important bugfixes.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6547. Re: Sound analysis software for Falcon?...

Newsgroup: comp.sys.atari.st
Date: 2001-05-22 23:25:28 UTC
From: xmusic@x-treme.gr
Message-ID: <4ecd56e2.0105221525.71ef557e@posting.google.com>
Source record: 45979

SWE/YesCREW <jvalant@m42.cx> wrote in message
news:<Pine.MNT.4.21.0105221846020.194-100000@localhost>...
> On Tue, 22 May 2001, De Clair wrote:
>
> > Hi,
> >
> > Does there exist anything like that? I do hope it should have one day, but I
> > have no idea where I could find it. I need some kind of oscilloscope,
> > spectrum analyser and similar utils being able to work in real time on a
> > Falcon via its audio in and out sockets. It's expected to serve for
> > educational and professional purposes as a controlling tool for sound
> > synthesis. Can anyone help?
>
>
> There is software named Analyzer.. U have two osciloscopes, two
> spectral analysator (for each channel), 2 VU meters and some odd oscilo
> look thingie... all works realtime, just resolution is not profesional...
>
> Also i think Whip! would be VERY good for educational purposes, it
> process incoming soumd, and display various effects then, from hires
> spectral analyser, flight into osciloscope to demo effects etc... a VERY
> VERY good app, a lot better as Jaguar's VLM for example..
>
> janez
There was a professional prog from STEINBERG!
It was an Analyzer/Correlator,very good ,but now very difficult to find...
I think the price was very high too! Soundpool has a proffesional solution
but I think they are out of busness now :-(go to www.soundpool.de
tony (xmusic studios-GR)

6548. Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 00:20:20 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0B0244.14268DB@sprint.ca>
Source record: 45982
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hiya,

I've got a used 520ST, one of the originals with external floppy disk. Its been upgraded with a zubair 2.5 meg ram upgrade and a TOS Extension Card. Its set up to boot up in TOS 2.6. Problem is, when I power it up, it does the memory test (and passes it) then does the delay to allow the hard disk to spin up, when I press a key to go on or wait for the delay the machine bombs every time with 4 bombs. Has anyone had a similar situation? or better yet does anyone remember what error is associated with 4 bombs?

thanks,
James

6549. Printing with 1st Word on a 520ST with Master-3S

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 00:20:25 UTC
From: math1947@yahoo.com
Message-ID: <a1b97c86.0105221620.6ce19554@posting.google.com>
Source record: 45981

Does anyone recognize this problem, and have a fix?

Have a 520ST with a single Master-3S floppy drive. The directory windows on 1st Word show no files at all, though can create new ones and edit old ones by typing in the file-names. However, 1st Word cannot find any files when asked to print them. (One ugly way around this problem is to replace blanks with underscores, then use the TOS operating system to print the files.)

Thanks.

GH

6550. Re: J&P Electronics Ham Radio

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 00:26:36 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0B03BB.759B2591@sprint.ca>
Source record: 45983

Hi Andy & Dolan,

I don't have the perticular programs your looking for but I do have a few pd programs in my collection that I could arrange to send to you somehow. The atari club I'm in is starting to put together a CD rom of shareware for the ST and threre'll likely be a few of these on there as well.

Andy Ball wrote:

> FamilyNet Newsgate
>
> Hello Dolan!
>
> DM> I am looking for ham radio software for the Atari Ste
> > by a company called J & P Electronics. The propieters
> > callsigns were G4OIK and G4OIL...Any info on where i
> > may find sstv,rtty,morse software for the Atari or the
> > Spectrum 48k/128k by this company would be much
> > appreciated. GM0LZE.
>
> Have you contacted G4OIK? I'm not sure how up to date these
> are, but I found them on QRZ.com...
>
> J. E. Price G4OIL J. E. Price G4OIK
> 26 Halespark 4 Housman Walk
> Bewdley Kidderminster
> Worcestershire Worcestershire
> DY12 2HT DY10 3XL
>
> ...let us know how you get on.
>
> Regards,
> - Andy KB9YLW
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

6551. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 00:33:31 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0B055B.7AED1008@sprint.ca>
Source record: 45984

His name that he used to give is Peter Sinclair Day. But since he's been spewing vitriol for years and proven to be full of crap time and time again he's been given the nicknames of sinclap, sinCRAP, or tifkas (The Idiot Forever Known As Sincrap). And what does he have to do with the useability of Atari systems or any other computers? yep, you guessed it, NOTHING!!

Michael and Nicole Freeman wrote:

> P.S. - If you were brave enough, you would post your real name and e-mail
> address, so this can be taken off the newsgroup and into e-mail, where it
> belongs. Why don't you?

6552. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 00:38:44 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0B0694.B37903E1@sprint.ca>
Source record: 45985

Henk Robbers wrote:

> Steve Sweet wrote:
>
> > And this is where the Atari fails miserably IMO, its got no masturbation
> > software.
> >
> Software?

In sincraps case would it indeed be SOFTware, distributed on FLOPPY no less.

6553. Re: Happy Computers Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 01:27:02 UTC
From: phantomm@bellsouth.net
Message-ID: <GIEO6.2831$Mr5.131376@news1.atl>
Source record: 45986

On 22 May 2001 22:10:46 , Hallvard Tangeraas wrote:

>
>Wow! This sounds like something I need for a particular program I have
>which I dare not use since I can't make a backup copy of it. I had to
>spend quite a while to find someone selling it, and it's not supported
>any longer, so it's pretty irritating to say the least.
>
>I've been thinking about making a "Blitz turbo" circuit just for this
>one disk, but reading the above makes me want to reconsider.
>Anyone got one of these for sale?
>

It's a really cool backup system. There were 2 versions that I know of
one was Large and had options like a pass-thru port and etc that Steve explained
And I think they made a small one without any of the options, about the size
of a dongle. The Large one is the biggest Cart I've seen for the ST/STE, it's
larger than the Spectre GCR cart.

I did have my large one up for sale at one time, but no one was interested
and I have changed my mind about letting it go. These things were fairly
expensive when they first came out.

If you want, you can e-mail me the name of the disk you need a backup of
and I maybe able to tell you if it can be backed up by the Blitz Turbo
or the Discovery Cart. Steve can probably tell ya as well.

phantomm@bellsouth.net

6554. Re: Supra HD driver software needed

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 01:59:42 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0B198D.A348A90C@sprint.ca>
Source record: 45987

Hi John

I've managed to get the ICD driver working on a TT system and seen it running on
a STe and megafile so it might work. You could also try HDdriver as well.
theres a demo on the web I think.

John Duncan wrote:

> I'm reassembling my Atari 4meg STE and have an old 20 meg Supra Harddrive.
> I am going to put a new mechanism in it and need to find out of the software
> drivers are available. Will ICD software work as I still have my original
> disks for that.
>
> John Duncan
>
> jduncan@apollosaturn.com

6555. Re: Whats happening

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 03:12:30 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0B2A9D.11BC1500@sprint.ca>
Source record: 45988

I hope it keeps on going for a long while. But I've noticed a lot of shrinkage. back when I got my 8bit in 1988 there were still a number of 8bitters and tons of ST users and 3 user groups in town with hundreds of users each. Now I've just gotten back into one of them last fall and its down to a short 4 page newsletter, no bbs and meetings are being moved to peoples homes due to lack of attendence, a typical meeting this hear would have from 6 to 10 people. What I suspect is that there are a number of atari users around who like me at one time, aren't part of a user group or make regular appearances in the newsgroups. I used to run into quite a few people in that position while bbs's were still popular.

Oracle wrote:

> What's happening to the atari user scene nowadays, is it inevitably going to
> shrink into non existence?
>
> I hope not

6556. Re: Sound analysis software for Falcon?...

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 04:15:51 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b0b39f7$0$18889$272ea4a1@news.execpc.com>
Source record: 45989

On 22 May 2001, TONY K. wrote:

> There was a professional prog from STEINBERG!
> It was an Analyzer/Correlator,very good ,but now very difficult to find...
> I think the price was very high too!

Hello,

I am not sure if this is what you are looking for.
There is a program called AVALON by STEINBERG.
(Maybe the one Tony K. mentioned)

It is a sample editor. Gives you graphical control over your sounds.
Works with most samplers (older ones)

ken

6557. Re: Supra HD driver software needed

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 06:04:36 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B0B52F4.9BE3F804@seimet.de>
Source record: 45990

James Alexander wrote:

> I've managed to get the ICD driver working on a TT system and seen it running on
> a STe and megafile so it might work. You could also try HDdriver as well.
> theres a demo on the web I think.

This is the URL: http://www.seimet.de/atari_english.html

HDDRIVER should work, indeed.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6558. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 07:31:12 UTC
From: jflemaire@belgacom.net
Message-ID: <3b0ca8d449a210@belgacom.net>
Source record: 45939

Hello,

Le dimanche 20-05-10 17:51, SWE/YesCREW tremblait d'ï¿½motion en ï¿½crivant:

> PhotoTip wont load without hsmodem drivers.

On my TT030, under MiNT, Phototip won't load with Hsmodem either. It
tells me there is no Hsmodem driver. I'm not too fond of that kind of
program.

J-F.

6559. Re: Printing with 1st Word on a 520ST with Master-3S

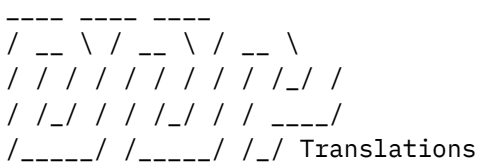
Newsgroup: comp.sys.atari.st
Date: 2001-05-23 09:09:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990696642-867525AEicMi@cwcom.net>
Source record: 45849

From: math1947@yahoo.com (Gilbert Humphrey)
Date: 22 May 2001 17:20:25 -0700

>Have a 520ST with a single Master-3S floppy drive. The directory
>windows on 1st Word show no files at all, though can create new ones
>and edit old ones by typing in the file-names. However, 1st Word
>cannot find any files when asked to print them. (One ugly way around
>this problem is to replace blanks with underscores, then use the TOS
>operating system to print the files.)

Pardon me if I've got the wrong end of the stick, but you ARE using legal DOS
filenames for your documents?

Unless you are running MagiC or MiNT you can't use blank spaces in filenames,
letters, numbers and underscores more-or-less only.
--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6560. Re: [ANN] MagiC SDK

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 10:06:56 UTC
From: Sylvain Perchaud <sylvain@europe-shareware.org>
Message-ID: <990613796-539094AEicMi@europe-shareware.org>
Source record: 45992

From: Detlef_Lewin@b.maus.de (Detlef Lewin)
Date: Tue, 22 May 2001 20:32:00 +0200

>>This offer is for developers only. To have the advantage of this
>>offer, you must tell us which MagiC compatible programme you have made
>>in the past 24 months or which one you are going to produce in the
>>next 12 months.
>
>Why so restrictive?

Because this offer is only for developpers.
The customer price for MagiC is 99.00 Euros (Aniplayer registered
version included).

So, with the MagiC SDK at only 75.00 Euros all the customers would prefer
to buy the MagiC SDK.

But the MagiC SDK is only for active developpers or beginners who want to
produce softwares for MagiC.

Every coder can contact directly the Europe Shareware staff to lower
these restrictions, but you've to show that you're here to create
softwares in the short-term.
We're open to discussion, don't hesitate to contact us !

--
Sylvain Perchaud
Europe Shareware -
premier distributeur de logiciels Atari
http://www.europe-shareware.org
http://www.chez.com/europeshareware/

6561. Re: Supra HD driver software needed

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 10:33:13 UTC
From: gokmase@hem.passagen.se
Message-ID: <9eg3l9$2ev$1@zingo.tninet.se>
Source record: 45994

On 23 May 2001 08:04:36 , Uwe Seimet wrote:
>James Alexander wrote:
>
>> I've managed to get the ICD driver working on a TT system and seen it running on
>> a STe and megafile so it might work. You could also try HDdriver as well.
>> theres a demo on the web I think.
>
>This is the URL: http://www.seimet.de/atari_english.html
>
>HDDRIVER should work, indeed.

Sorry, I lost the original posting to this thread so I reply to this one instead. I have a supradrive connected to my STe and have heard from others that these drives might be picky about the driver and not working properly under hddriver. I guess you might wish to try hddriver first, since that is a driver that is up-to-date and all, but if the fails I have the original disks and could send a copy if needed.

Regards,

Joakim

6562. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 10:34:55 UTC
From: "Jo'ogn (J.Oppermann)" <joogn@gmx.li>
Message-ID: <3B0B924F.D928F519@gmx.li>
Source record: 45993
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

James Alexander wrote:
>
> similar situation? or better yet does anyone remember what error is
> associated with 4 bombs?
4 bombs: illegal instr.
or 2x2bombs bus-error

i had this with colored icons in deskicon.rsc once
--
* Jï¿½rgen Oppermann
* http://www.joogn.de
* <-- "Here we see an ant in struggle with its life with an wolf"

6563. FA: ebay (US), Atari SM124, ends May 24

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 10:38:45 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B0B9334.296B6D63@suscom.net>
Source record: 45995

```
All information is current as of May-23-01 01:42:55 PDT
Please visit eBay for the latest information.

You have the following auctions underway:
1239386154: Atari SF314 DSDD Disk Drive, like new in box
Current bid: $6.00
Auction ends on: May-26-01 15:59:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239386154

1239180450: Atari Trak-Ball CX80, New in box.
Current bid: $8.26
Auction ends on: May-25-01 17:20:18 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239180450

1238925582: Atari SM124 Monochrome Monitor
Bidding starts at: $1.00
Auction ends on: May-24-01 17:08:40 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1238925582

1239530603: Atari SC1224 Color Monitor
Bidding starts at: $1.00
Auction ends on: May-27-01 08:26:46 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239530603

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david
```

6564. Re: Printing with 1st Word on a 520ST with

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 10:42:44 UTC
From: bindon@madasafish.com
Message-ID: <tgn514nfini436@corp.supernews.com>
Source record: 45896

On 22 May 2001 17:20:25 , Gilbert Humphrey wrote:

Hi

>Have a 520ST with a single Master-3S floppy drive. The directory
>windows on 1st Word show no files at all, though can create new ones
>and edit old ones by typing in the file-names. However, 1st Word
>cannot find any files when asked to print them. (One ugly way around
>this problem is to replace blanks with underscores, then use the TOS
>operating system to print the files.)

In a file name you can't have spaces, only underscores, which is why
they're not being seen.

6565. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 10:42:47 UTC
From: bindon@madasafish.com
Message-ID: <tgn517sju0nr38@corp.supernews.com>
Source record: 45897

On 22 May 2001 08:49:42 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Mon, 21 May 2001 12:08:01 -0000
>
>>>There's no such setting in Chatter :-(
>>
>>Use AtarIRC like the rest of us! This program is being updated too.
>
>I had the same problem (with authentication) with that too, but I haven't
>tried it recently TBH.

I can send you my config if you need it though. If you have a bug, report
it to Lonny.

6566. Re: [ANN] MagiC SDK

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 10:50:04 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b0b88a8e860b0@free.fr>
Source record: 45898

Hello,

in article <200105222032.a43388@b.maus.de> (comp.sys.atari.st)
Detlef Lewin wrote on Tue 22-05-2001 20:32 (+0200):

> Why so restrictive?

?
It's a special offer. The programmes included in the kit are available
at their regular price of course. What's the problem ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

6567. Re: Looking for demos.

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 12:02:55 UTC
From: Tomasz Mazur <tmazur@aem.com.pl>
Message-ID: <3B0BA6EF.A60E96B1@aem.com.pl>
Source record: 45900

Big thx for all answers:)

greets,
--
tmazur

W a n n a | s e e | m y | s t u f f ?

HTML ----> http://www.aem.com.pl/tmazur
FLASH ---> http://www.kielce.mtl.pl/tmazur (sie robi)

6568. Re: Need to read Atari formated disks on a

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 12:13:10 UTC
From: Tomasz Mazur <tmazur@aem.com.pl>
Message-ID: <3B0BA956.E2A47882@aem.com.pl>
Source record: 45899

"Edward S. Baiz Jr." wrote:

> On 22 May 2001 06:50:56 , Thaddeus L Olczyk wrote:
> >I have a few (important) Atari ST formated disk.
> >Know of any program that will allow me to read them from a PC?
>
> What TOS did the Atari computer this disk came from have? If the TOS
> was 1.4 or better, then you should be able to insert the disk right in
> the PC and have it read. If it was less than 1.4, then you might try a
> ST emulator. I have heard some Atari disks can be read on a PC going
> this route.

You can use "makedisk" to convert an Atari floppy disk to .st or .msa image.
Than you can view files in any ST-emulator and copy to hard disk.
The adress is: http://makedisk.atari.org.
You should run program "in real DOS mode".

--
tmazur

W a n n a | s e e | m y | s t u f f ?

HTML ----> http://www.aem.com.pl/tmazur
FLASH ---> http://www.kielce.mtl.pl/tmazur (sie robi)

6569. Re: Hardware RamDisks on ST/STE DMA port

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 13:32:11 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9egdvt$2s90b$1@ID-89932.news.dfncis.de>
Source record: 45901

"Phantomm" <phantomm@bellsouth.net> wrote in message
news:hkxO6.2407$Mr5.114628@news1.atl...
> Anyone know if any Hardware RamDisks were created to use on the ST/STE's
> DMA port??
>
> Names of product with amount of Ram would be helpful.

I don't think that such thing ever existed.
And why Ramdisk via DMA port ? It can't be much faster than any newer hard disk, and only faster in access time, but is much more expensive. So why produce such thing ?
And of course... q: why you need it ?

PP

6570. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 14:27:48 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9egh84$2qpvk$1@ID-89932.news.dfncis.de>
Source record: 45902
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"James Alexander" <jamesalexander@sprint.ca> wrote in message
news:3B0B0244.14268DB@sprint.ca...
> Hiya,
>
> I've got a used 520ST, one of the originals with external floppy disk.
> Its been upgraded with a zubair 2.5 meg ram upgrade and a TOS Extension
> Card. Its set up to boot up in TOS 2.6. Problem is, when I power it
> up, it does the memory test (and passes it) then does the delay to allow
> the hard disk to spin up, when I press a key to go on or wait for the
> delay the machine bombs every time with 4 bombs. Has anyone had a
> similar situation? or better yet does anyone remember what error is
> associated with 4 bombs?

4 bomb is for illegal statement.
I think that it happens when you don't have floppy drive attached, or there
is some error around floppy controller - TOS 2.06 specific error.

PP

6571. Checking 1040/520 memory?

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 15:16:37 UTC
From: j00ce@hotmail.com
Message-ID: <9egkdn$hc4$1@pheidippides.axion.bt.co.uk>
Source record: 45903

Hiyas,

How do I check the current amount of memory in one of the above beasties?

Managed to acquire one of each - both are working, and I have epic quantities of disks for both, but my previous experience of ye Atari ST is fairly limited (as in: I borrowed one about 5 years ago for a week, and played games on it).

I discovered a mini-faq thing, and by browsing it, discovered that the 1040 at least used 30-pin simms (and upon dismantling it discovered this to be true).

Is it worth upgrading it (if it hasn't been already) to the full 4 megs (as I have a bag full of 30 pin simms hanging around), or will none of the (5-boxes-of-floppy-disks) games take advantage of this epic amount of memory?

Cheers!
juice (the bracket using one)

6572. Re: intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 17:23:50 UTC
From: steve666@clara.co.uk
Message-ID: <1etvd3w.1jo1c0ql5eoo0N%steve666@clara.co.uk>
Source record: 45909

sounds way to difficult for someone all thumbs like me. I think I'll
look out for a 2.5inch drive. What\s the usual price of something like
this per mb?

Cheers, Steve

> You'll need a 2.5" to 3.5" adapter. Physically fitting the 3.5" drive
> internally is possible if you remove the internal shielding and a support
> leg for one of the screws on the bottom.
>
> Joshua.
>
> "Steve" <steve666@clara.co.uk> wrote in message
> news:1ettzn4.43wz9f1c0yn5sN%steve666@clara.co.uk...
> > I've got a 3.5inch IDE hd - Quantum Fireball - is it possible to fit
> > inside a Falcon?
> > Thanks, Steve

6573. Re: Hardware RamDisks on ST/STE DMA port

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 17:41:07 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <VCSO6.674$fi2.15750@news.cpqcorp.net>
Source record: 45910

If you havn't tried it don't knock it ......

Firstly, it should be significantly faster than any disk. Seek Times are
still measured in milliseconds.......
On the ST and STE you could only have 4Megs of ram without major hardware
and software surgery
so RAM disks would allow work files to be in a fast place. Seems like a
great idea to me.

Orginal cartridges looked like a readonly disk, so why not a RAM disk. The
cartridge port
has no write line, so its not an easy place to put writable media, why not
on DMA port...

About the time the ST's were produced there was considerable interest in
Bubble Memory
and it was often touted as a replcament for Floppy or Hard Drive as it had
faster access times.
However Hard Drive capacity increased much faster than bubble memory and the
costs plumetted
and it died a death.

However a quick search reveals that memotech (http://www.memtech.com/)
produce similar
devices today using flash memory, with both SCSI and IDE interfaces,
so either shoulkd work with an ST with the appropriate interface..

Cheers,
Big Daddy Dave.

"Pera Putnik" <surface@ptt.yu> wrote in message
news:9egdvt$2s90b$1@ID-89932.news.dfncis.de...
>
> "Phantomm" <phantomm@bellsouth.net> wrote in message
> news:hkxO6.2407$Mr5.114628@news1.atl...
> > Anyone know if any Hardware RamDisks were created to use on the ST/STE's
> > DMA port??
> >
> > Names of product with amount of Ram would be helpful.
>
> I don't think that such thing ever existed.
> And why Ramdisk via DMA port ? It can't be much faster than any newer hard
> disk, and only faster in access time, but is much more expensive. So why
> produce such thing ?
> And of course... q: why you need it ?
>

> PP
>
>
>

6574. Re: Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 17:52:46 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105231750540.192-100000@localhost>
Source record: 45904

Hi Edward,

> I would think so. I have run SpartaDOS and MyDos disks with it. What
> floppy formats do you have in mind?

Well hard to say, but XL scene is still active, esp in Poland, and they
have hardware updated floppies, more sectors, faster acces etc.. Some
realy amazing stuff, like for example Asskicker demo etc, runs on such
floppy drives...

Janez

6575. Re: Need to read Atari formated disks on a

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 18:16:28 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b0be25c.0@energise.enta.net>
Source record: 45905

On 22 May 2001 06:50:56 , Thaddeus L Olczyk wrote:
>I have a few (important) Atari ST formated disk.
>Know of any program that will allow me to read them from a PC?
>.

I used to know a trick for converting an ST disk to be readable
on a PC.

IIRC it was a change to the media byte in one of the first
disc sectors. By simply using a disc editor to change the
value of the media byte the PC would recognise the disc
and it could be read.

Does anyone else remember this trick ?

Don't experiment on anything you value and make a note
of any changes you make so that you can change them
back if it doesn't work.

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6576. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 18:23:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200105232023.a13623@wun.maus.de>
Source record: 45935

Hallo Derryck!

DC>I've also found that no versions since 0.77 will run on my CT2'd
DC>Falcon. I have to cold boot the machine to get out of the lockup that
DC>takes place as soon as the program runs.

That's a known limitation of AtarIRC and is _not_ machine-dependant. It will
hang as soon as as the iconnect stack is active or just loaded.
Workaround is to use STiNG, STiK(2) or MiNT-Net as IP stack and entirely
deactivate iconnect.
With STinG, AtarIRC works well on both my CT2B Falcon and my Milan 040. You may
meet me wendsdays in #atari.de (from 09:00 PM Middle European Summer Time).

with best regards
Ekkehard

6577. Re: [ANN] MagiC SDK

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 18:26:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200105232026.a43452@b.maus.de>
Source record: 45917

>It's a special offer. The programmes included in the kit are available
>at their regular price of course.

Sorry, obviously I misinterpreted your posting.

6578. Re: Hardware RamDisks on ST/STE DMA por

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 18:31:51 UTC
From: phantomm@bellsouth.net
Message-ID: <rmTO6.3226$_X1.105221@news2.atl>
Source record: 45911

There is one device that I know of for the ST/STE that does have a RamDisk
on the DMA and it is the SuperCharger PC emulator.
When not using it for DOS, you can use it's memory as a RamDisk in ST mode!
I think this is very interesting and was wondering if anyone had made
a RamDisk only device for the DMA. I know it can be done as it has already
been done with the SuperCharger.

David makes several good points. The limit of memory being around 4 megs
for the normal ST/STE. I could use a few more megs myself, Especially on a
MegaSTE.

A DMA RamDisk should be very Fast! I'm not sure what the Ram limit would
be. The SuperCharger has 1 Meg of memory that can be used as a TOS RamDisk!

phantomm@bellsouth.net

On 23 May 2001 18:41:07 , "David Wade" wrote:
>If you havn't tried it don't knock it ......
>
>Firstly, it should be significantly faster than any disk. Seek Times are
>still measured in milliseconds.......
>On the ST and STE you could only have 4Megs of ram without major hardware
>and software surgery
>so RAM disks would allow work files to be in a fast place. Seems like a
>great idea to me.
>
>Orginal cartridges looked like a readonly disk, so why not a RAM disk. The
>cartridge port
>has no write line, so its not an easy place to put writable media, why not
>on DMA port...
>
>About the time the ST's were produced there was considerable interest in
>Bubble Memory
>and it was often touted as a replcament for Floppy or Hard Drive as it had
>faster access times.
>However Hard Drive capacity increased much faster than bubble memory and the
>costs plumetted
>and it died a death.
>
>However a quick search reveals that memotech (http://www.memtech.com/)
>produce similar
>devices today using flash memory, with both SCSI and IDE interfaces,
>so either shoulkd work with an ST with the appropriate interface..
>
>

>Cheers,
>Big Daddy Dave.
>
>

6579. Re: Sound analysis software for Falcon?...

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 18:36:19 UTC
From: De Clair <studio@iq.pl>
Message-ID: <9eh01j$s8l$1@news.onet.pl>
Source record: 45912

First of all - thank you all for replying. I've never heard of anything like Steinberg's Analyzer/Correlator, but it's quite possible they released something like that years ago. Today Soundpool still supports software called Analyzer (it's about DM 200 as far as I can remember), however it's oriented towards recording rather than analyzing (thought it provides some kind of 'grown-up' peak controller). Avalon is not actually what I've been looking for. I've recently bought it second hand (v. 2.0) together with a dedicated 16 bit D/A board, but - as you write - it's a sample editor and not a stand-alone analysis application. So it won't help me showing the students the effects of, say, ring modulation the same way I could do it with a hardware oscilloscope...

Regards,
De Clair

"TONY K." wrote:
>
> > There was a professional prog from STEINBERG!
> > It was an Analyzer/Correlator,very good ,but now very difficult to
>> find...
[...]
"Ken Kosut" wrote:
> I am not sure if this is what you are looking for.
> There is a program called AVALON by STEINBERG.
> (Maybe the one Tony K. mentioned)

6580. Re: Checking 1040/520 memory?

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 18:43:39 UTC
From: bindon@madasafish.com
Message-ID: <tgo16r6kr9gjef@corp.supernews.com>
Source record: 45913

On 23 May 2001 15:16:37 , Jamie Mann wrote:
Hi

>How do I check the current amount of memory in one of the above beasties?

If the games are arcade stlye and pre 92 maybe 94 then they'll run on 1
meg fine and will not take advantage of 4mb (the official max on a ST).
You might as well put them in though, as it doesn't affect any games.
(although one or two did have a problem, it's unlikely).

If you want to see what's in it, then check out a program like Mark Baines
Profile (version 2 is the latest AFAIK).

6581. Re: intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 19:01:55 UTC
From: bindon@madasafish.com
Message-ID: <tgo293fdg5ou59@corp.supernews.com>
Source record: 45914

On 23 May 2001 18:23:50 , Steve wrote:
>sounds way to difficult for someone all thumbs like me. I think I'll
>look out for a 2.5inch drive. What\s the usual price of something like
>this per mb?

I got a 340Mb IBM that was pulled from my Falcon after recasing in a tower (and so using a 3.5" drive). I'm not that keen on selling it, but it's not used so if you find it difficult getting one the right size/price I may sell.

6582. Re: Hardware RamDisks on ST/STE DMA por

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 19:01:58 UTC
From: bindon@madasafish.com
Message-ID: <tgo29672kglk5a@corp.supernews.com>
Source record: 45915

Hi

>David makes several good points. The limit of memory being around 4 megs
>for the normal ST/STE. I could use a few more megs myself, Especially on a
>MegaSTE.

Isn't a RAM disk an icon that appears on the desktop and works as a drive
but uses the internal system RAM? Putting an external ramdrive wouldn't
give anymore system RAM. If you used an Axiat Magnum board there are some
RAMdisks that can use TTRam.

>A DMA RamDisk should be very Fast! I'm not sure what the Ram limit would
>be. The SuperCharger has 1 Meg of memory that can be used as a TOS RamDisk!

There wouldn't be one. TOS would think it is a hard drive (just like a
megafile) but the drive would jsut have chips instead of a platter. Good
idea actually, should be able to emulate a hard disk quite easily, just an
ID etc, but again the problem comes in using DRAM, can be difficult to
implement (without some hard work) and SRAM is too expensive...

6583. Re: Sound analysis software for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 19:10:55 UTC
From: bindon@madasafish.com
Message-ID: <tgo2pv65p147fe@corp.supernews.com>
Source record: 45916

On 23 May 2001 20:36:19 , "De Clair" wrote:
>First of all - thank you all for replying. I've never heard of anything like
>Steinberg's Analyzer/Correlator, but it's quite possible they released
>something like that years ago. Today Soundpool still supports software
>called Analyzer (it's about DM 200 as far as I can remember), however it's
>oriented towards recording rather than analyzing (thought it provides some
>kind of 'grown-up' peak controller). Avalon is not actually what I've been
>looking for. I've recently bought it second hand (v. 2.0) together with a
>dedicated 16 bit D/A board, but - as you write - it's a sample editor and
>not a stand-alone analysis application. So it won't help me showing the
>students the effects of, say, ring modulation the same way I could do it
>with a hardware oscilloscope...

I think it would be good to stick to a scope for this as the DAC may miss
some of the signals, and controls on a scope are always easier.

6584. Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 20:06:37 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <oIUO6.4204$006.6233@newsfeed.slurp.net>
Source record: 45918

I don't know what it is with program... I checked my HD with this utility to defrag etc and It found errors and 'fixed' them resulting in over 512 files in the root directory of the drive called "lost****.dat" It did that numerous times and I lost all my data. Was I ever pissed. The HD was fine, all the files were fine, no corrupt stuff or anything. Also Diamond Backup 3.60 crashes and wont backup. Worthless piece of crap software I've ever seen. Is there an alternative?

Joshua.

PS: My setup is Clab Falcon MKII, 530Mb internal SCSI, 2.1GB external SCSI (which is the one that got screwed by Edge). Magic 6.1 and TOS.

6585. Re: Hardware RamDisks on ST/STE DMA port

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 20:45:54 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9eh7mf$2shqm$1@ID-89932.news.dfncis.de>
Source record: 45920

"David Wade" <dave.wade@compaq.no.spam.please.com> wrote in message
news:VCSO6.674$fi2.15750@news.cpqcorp.net...
> If you havn't tried it don't knock it ......
>
> Firstly, it should be significantly faster than any disk. Seek Times are
> still measured in milliseconds.......
> On the ST and STE you could only have 4Megs of ram without major hardware
> and software surgery
> so RAM disks would allow work files to be in a fast place. Seems like a
> great idea to me.
>

Problem is that DMA of ST or STE has limited speed. You simple can not
go behind 1.5-2MB/sec .
This is main reason, why I think that it's better to use hard disk.

> However a quick search reveals that memotech (http://www.memtech.com/)
> produce similar
> devices today using flash memory, with both SCSI and IDE interfaces,
> so either shoulkd work with an ST with the appropriate interface..
>

Yes, it is good idea... if such flash modeles wouldn't be very expensive,
what they are.

Btw. Compact Flash or Smart Media cards are much cheaper and easier to
find.

I just maked last week interface for connect Smart Media card to ZX
Spectrum - 8 bit machine. It is great thing - small, low power cinsumption,
fast etc...

Making interface for ST would be also easy to construct, and as I read
Compact Flash cards can work as IDE disk.
But again, speed will not be impressive.

Finally, instead using DMA port, we have other ways to increase maximal
RAM in ST machines. Some cards existed up to 14 MB.
But maybe is best way to use some CPU card with 32 bit processor.....

PP

6586. Re: intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 20:53:58 UTC
From: steve666@clara.co.uk
Message-ID: <1etvrg0.6tmr4295xkr4N%steve666@clara.co.uk>
Source record: 45921

> >sounds way to difficult for someone all thumbs like me. I think I'll
> >look out for a 2.5inch drive. What\s the usual price of something like
> >this per mb?
>
> I got a 340Mb IBM that was pulled from my Falcon after recasing in a tower
> (and so using a 3.5" drive). I'm not that keen on selling it, but it's
> not used so if you find it difficult getting one the right size/price I
> may sell.

Fair enough, I'll get back to you. Would it simply be a case of placing
the new drive in and connecting the original leads into this one? <dumb
question, I know!>
How much would u want for the drive?

Thanks, Steve

6587. For sale: Atari STFM and STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 21:00:12 UTC
From: Brian Maskell <bmaskell@aldershot.demon.co.uk>
Message-ID: <89Ge7HBcTCD7Ewlw@ntlworld.com>
Source record: 45922

Good home sought (in the UK) for the following Atari items.

Hardware:
Computer ST-FM 1 MB
Computer ST-E 4 MB
Monitor SM 124 (intermittent fault)
Cumana CSA 354 1MB external floppy disk drive
Geniscan hand-held scanner
Joystick

Software
Steinberg Pro-24
Steinberg Masterscore
Tristan music score printer
Universal Item Selector III
ST Basic
Superbase personal database
Lattice C
C-Breeze
Microsoft Write
Hyperpaint
Hisoft WERCS
Fontkit Plus 3
Protext version 5
VIP Professional spreadsheet
Quick ST 3 software accelerator
SpiritWare 2.0 Bible Concordance
F19 Stealth Fighter
Lotus III
Starglider 2

Magazines
ST Applications 1-75
--
Brian Maskell bmaskell@aldershot.demon.co.uk

6588. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 21:24:53 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105240020590.393-100000@hal.pp.fishpool.fi>
Source record: 45925

On Wed, 23 May 2001, Lord Gaiyan wrote:

> I don't know what it is with program... I checked my HD with this utility to
> defrag etc and It found errors and 'fixed' them resulting in over 512 files
> in the root directory of the drive called "lost****.dat" It did that
> numerous times and I lost all my data. Was I ever pissed. The HD was fine,
> all the files were fine, no corrupt stuff or anything. Also Diamond Backup
> 3.60 crashes and wont backup. Worthless piece of crap software I've ever
> seen. Is there an alternative?

MiNT has a port of "dosfsck" that handles every variation on the
FAT filesystem, including VFAT long filenames and FAT32. It does
a good job of defragmenting filesystems and also cleans up lousy
file deletions done by some applications.

I never tried it on Magic, but it should work if started as a TTP
application with the drive letter as an argument.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6589. Re: Printing with 1st Word on a 520ST with

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 21:27:22 UTC
From: math1947@yahoo.com
Message-ID: <a1b97c86.0105231327.2b9ccbcb@posting.google.com>
Source record: 45923

bindon@madasafish.com (Lyndon Amsdon) wrote in message
news:<tgn514nfini436@corp.supernews.com>...
> On 22 May 2001 17:20:25 , Gilbert Humphrey wrote:
>
> Hi
>
> >Have a 520ST with a single Master-3S floppy drive. The directory
> >windows on 1st Word show no files at all, though can create new ones
> >and edit old ones by typing in the file-names. However, 1st Word
> >cannot find any files when asked to print them. (One ugly way around
> >this problem is to replace blanks with underscores, then use the TOS
> >operating system to print the files.)
>
> In a file name you can't have spaces, only underscores, which is why
> they're not being seen.

I need to be more specific: Have not used blanks in the file-names.
Used 1st Word to replace blanks in the text with underscores,
because my TOS operating system will delete blanks when it is asked
to print a file. TOS was the only way I knew to get the files
printed, as my 1st Word cannot find any files when asked to print them.

6590. Re: Most famous MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 21:32:42 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <3b0c2c50.725046@news.freeserve.net>
Source record: 45924

On Tue, 22 May 2001 22:40:30 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>On 22 May 2001 14:30:03 , Andreas Koch wrote:
>>Hi,
>>
>>what where/are the best games for an ST with monochrome screen?
>>
>>Webpages with screenshots and descriptions would be nice ;)
>>
>> Andreas
>
Monkey Island works in monochrome.

mac

6591. Re: New PROJECT, need help.

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 21:44:30 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10105211122330.1988-100000@coazter.myip.org>
Source record: 45926

Mario,
Thank you for your offer, however:

1) I am still deciding if it is worth it at this time, I will set some poll, stats etc (i don't want to start a project that i can't finish).
2) You would definitely be able to help, however the skills required in this project would be sub-standard to you. Anyone would be able to give the same kind of help as you would, you need to concentrate on things no one can do, that is finish your drivers for galaxy, ethernet etc. The Sparemint project will do fine without you, (not to reject you at all!, would love to have you onboard), just that it is very important to manage the resources I have, what's worse than using a java programer to clean the floor because it is dirty? that's mismanagement of resources, same thing in this case, you need to concentrate on what you do well. And THANK you VERY much for the offer :) very much appreciated!

On Thu, 24 May 101, Mario Becroft wrote:

> Hi,
>
> I happened to read about your project on USENET. I am still doing Atari
> stuff. Only reason you haven't seen me on IRC for a long time is because I
> can't find any IRCNET servers that I can connect to. Anyway, if there is
> anything that I can do in regard to this project (that doesn't take too
> much time), I would be pleased to be able to help. Maybe you want to set
> up a mailing list to discuss it, in which case please put me on that list.
>
> --
> Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mb/
> 68HC08 support site - http://www.hc08.net/
>

Music Template Database:
http://musicdb.myip.org

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.mp3.com/coazter

6592. IRC (was:New PROJECT, need help)

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 22:09:05 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B731911F.E02A%bengy@mac.com>
Source record: 45927

> On Thu, 24 May 101, Mario Becroft wrote:
>
<snip>
>>Only reason you haven't seen me on IRC for a long time is because I
>> can't find any IRCNET servers that I can connect to.

Try using a different port other then the standard 6667 - This seems to help especially on IRCNet servers. Anyway, I connect to irc.stealth.net just fine on 6665, where as 6667 would never let me on.

Bengy

6593. Milan I

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 22:13:37 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9ehcmh$5lc$0@206.230.189.50>
Source record: 45928

Ok now I am looking into getting a Milan I. I wrote Woller and he said
this:

>the main problem is, that unfortunatly we have no
>complete Milan-Board-Kits in stock, because the
>needed graphicscards are not available right now ...
>
>we're still working on an adaption of other PCI-
>graphic-cards, but this will need time ...

Does anyone know if this "adaption" is needed? I wouldn't mind buying it
without
the gfx card if I could get another one to work.
Also how easy is it to upgrade the 040 in the Milan to the 060?

Thanks!!
jonk

6594. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 22:16:40 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <3b0c1aa8.0@energise.enta.net>
Source record: 45919

On 22 May 2001 00:56:41 , J�rgen Nyberg wrote:
>On 20 May 2001 20:09:21 , Peter Slegg wrote:
>snip
>>
>>Trying to keep the installation as simple as possible,
>>what do I need to install first ?
>>
>>Peter
>>
>Hi Peter
>
>I know the feeling, was thinking about it a long time before I did
>it, mainly beacuse of the lack of doc's. But then I took a look at
>Marc-Anton Kehr's site, great Mint-net info. Can't remeber the url
>but I know there's a link from freemint.de. Look under Mint-Net For
>Lamers.
>
>Cheer's J�rgen
>

```
There doesn't seem to be anything on Mint-Net on his site.
The Mint-Net stuff on FreeMint is in TAR archives and is
in German.

Regards,

Peter
--------------------------------------------------------------------
| Vote for Independance |
| http://www.ukip.org |
--------------------------------------------------------------------
--------------------------------------------------------------------
| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |
--------------------------------------------------------------------
--------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
--------------------------------------------------------------------
```

6595. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 22:30:24 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9ehdm0$in7$1@cubacola.tninet.se>
Source record: 45929

On 23 May 2001 21:16:40 , Peter Slegg wrote:

>
>There doesn't seem to be anything on Mint-Net on his site.
>The Mint-Net stuff on FreeMint is in TAR archives and is
>in German.
>
>Regards,
>
>Peter
Hi Peter

If you go to Marc-Anton's homepage:
http://www.ndh.net/home/kehr/atari/menu_e.htm
And then you click on 'Projects' and then 'Mfl', you will find both
documentation and downloads. If you need any hints, email me and
I'll try and help or else email Marc-Anton. Good luck.

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

6596. Re: Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 23:12:21 UTC
From: ebaiz@skyenet.net
Message-ID: <ptXO6.74$aD6.1659@newsfeed.slurp.net>
Source record: 45930

On 23 May 2001 17:52:46 , SWE/YesCREW wrote:

>> I would think so. I have run SpartaDOS and MyDos disks with it. What
>> floppy formats do you have in mind?
>
>
> Well hard to say, but XL scene is still active, esp in Poland, and they
>have hardware updated floppies, more sectors, faster acces etc.. Some
>realy amazing stuff, like for example Asskicker demo etc, runs on such
>floppy drives...
>
> Janez

Well the 800XLDJ zip file contains a DI image of the ASSkicker demo, so
I hope that says something. <g>

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6597. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 23:12:55 UTC
From: ebaiz@skyenet.net
Message-ID: <XtXO6.75$aD6.1659@newsfeed.slurp.net>
Source record: 45931

On 23 May 2001 16:06:37 , "Lord Gaiyan" wrote:
>I don't know what it is with program... I checked my HD with this utility to
>defrag etc and It found errors and 'fixed' them resulting in over 512 files
>in the root directory of the drive called "lost****.dat" It did that
>numerous times and I lost all my data. Was I ever pissed. The HD was fine,
>all the files were fine, no corrupt stuff or anything. Also Diamond Backup
>3.60 crashes and wont backup. Worthless piece of crap software I've ever
>seen. Is there an alternative?
>
>Joshua.

I use HD-Sentry for fixing problems on my hard drive. I use CDBackup
for backing up my hard drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6598. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-23 23:26:52 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <6EXO6.79$aD6.1729@newsfeed.slurp.net>
Source record: 45932

Cool, is it freeware?

Joshua

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:XtXO6.75$aD6.1659@newsfeed.slurp.net...
> On 23 May 2001 16:06:37 , "Lord Gaiyan" wrote:
> >I don't know what it is with program... I checked my HD with this utility
to
> >defrag etc and It found errors and 'fixed' them resulting in over 512
files
> >in the root directory of the drive called "lost****.dat" It did that
> >numerous times and I lost all my data. Was I ever pissed. The HD was
fine,
> >all the files were fine, no corrupt stuff or anything. Also Diamond
Backup
> >3.60 crashes and wont backup. Worthless piece of crap software I've ever
> >seen. Is there an alternative?
> >
> >Joshua.
>
> I use HD-Sentry for fixing problems on my hard drive. I use CDBackup
> for backing up my hard drive.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

6599. Re: Sound analysis software for Falcon?...

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 00:19:32 UTC
From: xmusic@x-treme.gr
Message-ID: <4ecd56e2.0105231619.55500195@posting.google.com>
Source record: 45933

"De Clair" <studio@iq.pl> wrote in message news:<9eh01j$s8l$1@news.onet.pl>...
> First of all - thank you all for replying. I've never heard of anything like
> Steinberg's Analyzer/Correlator, but it's quite possible they released
> something like that years ago. Today Soundpool still supports software
> called Analyzer (it's about DM 200 as far as I can remember), however it's
> oriented towards recording rather than analyzing (thought it provides some
> kind of 'grown-up' peak controller). Avalon is not actually what I've been
> looking for. I've recently bought it second hand (v. 2.0) together with a
> dedicated 16 bit D/A board, but - as you write - it's a sample editor and
> not a stand-alone analysis application. So it won't help me showing the
> students the effects of, say, ring modulation the same way I could do it
> with a hardware oscilloscope...
>
> Regards,
> De Clair
>
>
> "TONY K." wrote:
> >
> > > There was a professional prog from STEINBERG!
> > > It was an Analyzer/Correlator,very good ,but now very difficult to
> >> find...
> [...]
> "Ken Kosut" wrote:
> > I am not sure if this is what you are looking for.
> > There is a program called AVALON by STEINBERG.
> > (Maybe the one Tony K. mentioned)

Hi,there is one more program and it's freeware
The Music Analyser on www.umich.edu/~archive/atari/Falcon/Programming/
TONY K.

6600. CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 00:39:20 UTC
From: xmusic@x-treme.gr
Message-ID: <4ecd56e2.0105231639.195c63fb@posting.google.com>
Source record: 45934

Hi,I've changed my old CD Recorder with a newer Yamaha CDRW-6416.
I'm using software from Soundpool but it don't work with this CDR.
I'm using Metados 2.70 with the other AUTO Folder progs.I tried all
available SCSI.BOS drivers.Can somebody help me?
Tony

6601. Shadow of the Beast ST MIB + my Atari want list!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 04:22:25 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9ei3raqru1@nnrp1.phx.gblx.net>
Source record: 45936

I have a very nice Shadow of the Beast for auctions this week with no bids yet, and a super low starting bid of $3.25. Please check it out, this is a classic, impossible to find at a dealer anymore, and easier on the eyes than the Lynx version. I also have tons of other Atari games for sale if you check my other auctions. (57 items in all!) Thanks for reading my post and good luck bidding!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1238688048

Also here is my want list if anyone is interested, feel free to use any of these items (if you actually have them) as credit towards my auctions:

800 xl Boulderdash cart I will pay $30 ($36 auction credit) for (in good condition)
800 xl Pastfinder cart I will pay $25 ($30 auction credit) for
800 xl Alley Cat complete boxed I will pay $20 ($24 auction credit) for
800 xl Agent USA complete boxed I will pay $25 ($30 auction credit) for
Atari ST Moebius RPG complete will pay $25 ($30 auction credit) for

Thanks -Satcom2

6602. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 04:54:10 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105232054.16b95727@posting.google.com>
Source record: 45937

"Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
news:<oIUO6.4204$006.6233@newsfeed.slurp.net>...
> I don't know what it is with program... I checked my HD with this utility to
> defrag etc and It found errors and 'fixed' them resulting in over 512 files
> in the root directory of the drive called "lost****.dat" It did that
> numerous times and I lost all my data. Was I ever pissed. The HD was fine,
> all the files were fine, no corrupt stuff or anything. Also Diamond Backup
> 3.60 crashes and wont backup. Worthless piece of crap software I've ever
> seen. Is there an alternative?
>
> Joshua.
>
> PS: My setup is Clab Falcon MKII, 530Mb internal SCSI, 2.1GB external SCSI
> (which is the one that got screwed by Edge). Magic 6.1 and TOS.

Hmmm, I seemed to have heard something with regard to the maximum
size hard drive diamond edge could handle. I have this software, and
have never used it for the very reason above. I am too worried, that
it will screw things up instead of fix it.

Sorry to hear about your bad luck.

Brian.

6603. Re: Most famous MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 05:01:03 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105232101.3d63628f@posting.google.com>
Source record: 45938

There was a very good arcade style hack n slash that worked in mono. Like a Barbarian fighting style game. Heavy on the digitized music. I have it, but can't find it off hand. Very good graphics for monochrome. Works in colour too of course.

I prefer easy going GEM style games, like Gemtrek. Simple easy paced;-).

But the arcade game I have, actually it surprised me that it worked in mono, really livens up a serious days work.

AH, Targhan. That's it.

Later Brian.

6604. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 06:24:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200105240824.a13657@wun.maus.de>
Source record: 45895

Hallo Peter!

PS>There doesn't seem to be anything on Mint-Net on his site. The Mint-
PS>Net stuff on FreeMint is in TAR archives and is in German.

As far as Mfl resp. MfD (German: MiNT-Net for Dummies, English: MiNT-Net for lamers) is concerned, go to
http://www.ndh.net/home/kehr/atari/atarie.htm
There, follow the link to projects and there you go.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6605. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 06:29:30 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B0CAA4A.CE88D705@seimet.de>
Source record: 45940

Lord Gaiyan wrote:
>
> I don't know what it is with program... I checked my HD with this utility to
> defrag etc and It found errors and 'fixed' them resulting in over 512 files
> in the root directory of the drive called "lost****.dat" It did that
> numerous times and I lost all my data. Was I ever pissed. The HD was fine,
> all the files were fine, no corrupt stuff or anything. Also Diamond Backup
> 3.60 crashes and wont backup. Worthless piece of crap software I've ever
> seen. Is there an alternative?

There is, but only in a German version. See the (English) web pages of
DISKUS: http://www.seimet.de/diskus_english.html. You can download the
demo version there.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6606. Re: Supra HD driver software needed

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 06:30:59 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B0CAAA3.9D7D50D8@seimet.de>
Source record: 45942

GokMasE wrote:

> Sorry, I lost the original posting to this thread so I reply to this
> one instead. I have a supradrive connected to my STe and have heard
> from others that these drives might be picky about the driver and not
> working properly under hddriver. I guess you might wish to try
> hddriver first, since that is a driver that is up-to-date and all, but
> if the fails I have the original disks and could send a copy if
> needed.

With respect to HDDRIVER you can simply check whether it works with the
demo version: http://www.seimet.de/hddriver_english.html

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6607. Re: Checking 1040/520 memory?

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 06:34:10 UTC
From: Chris Gill <nanunanu@xtra.co.nz>
Message-ID: <DT1P6.3168$yc6.576181@news.xtra.co.nz>
Source record: 45941

: I discovered a mini-faq thing, and by browsing it, discovered that the 1040 at
: least used 30-pin simms (and upon dismantling it discovered this to be true).

STe uses 30-pin simms, STFM has soldered in mem

6608. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 06:41:51 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B0CAD2F.4B75B30@seimet.de>
Source record: 45943

"TONY K." wrote:
>
> Hi,I've changed my old CD Recorder with a newer Yamaha CDRW-6416.
> I'm using software from Soundpool but it don't work with this CDR.
> I'm using Metados 2.70 with the other AUTO Folder progs.I tried all
> available SCSI.BOS drivers.Can somebody help me?

Have you already consulted SoundPool? Maybe you just need an update.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6609. Re: Stock Controller and Invoicing software

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 06:51:20 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9eib4t$2hrg$1@news.comnet.co.nz>
Source record: 45945

(Reposted due to problems with my ISPs upstream link to the world)

"Raoul Teulings" <rt@xs4all.nl> wrote ...
> Hi,
>
> It still has my attention: I will follow the
> development. I think it was my question that
> raised the thread about a proper invoicing
> software. The existing ones are or German or
> more or less coming from a database. What i
> would like to see is a 'stand-alone' invoice
> program with a nice graphic output. (Most of my
> clients are working in the 'cultural sector' and
> are impressed by beautiful designed outputs. So,
> if i can use this 'rethoric' I'll be glad to...
>
> Keep up!

Here's a work-in-progress version of the program...

(My printers [the 12-year-old 9-pin dot matrix, and the SLM laser]
have recently been failing me, so the printed output is not exactly
"pretty")

Visit my web page (http://atari.net.nz/gem) and follow the links from
there.

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

6610. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 06:53:13 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9eib7k$2hri$1@news.comnet.co.nz>
Source record: 45846

(Reposted due to problems with my ISPs upstream link)

<sinclap@nospam.net> wrote ..
> DANAP8 <danap8@aol.com> wrote:
> > A-ONE #0320 05/18/01
> >
> > ~ Can Spam Be Stopped?! ~ People Are Talking! ~ E3
Highlights!
> > ~ Sony, AOL Join Forces! ~ MS Rivals Turn Up Heat ~ PhotoTip
3.0 Out!
> > ~ 1GHz Mobile Athlon 4! ~ GameCube In November! ~ Keeper of
the Flame!
> > ~ Xbox Debuts In Fall! ~ .Biz, .Info Approved! ~ 3-D Monitor
Screens!
> >
> > -* AOL, Microsoft - All Out War *-
> > -* New Worm Spreads Political Message! *-
> > -* Gamebits! New Online Gaming Forum Opens Up *-
> >
> Why is it still called Atari Online News when the news is non Atari
> related?

... because Atarians are open-minded enough to be interested in the
rest of the computing forum.

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

6611. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 07:38:20 UTC
From: rsmac@t-online.de
Message-ID: <1etwj84.4uhtx410jabr4N%rsmac@t-online.de>
Source record: 45944

TONY K. <xmusic@x-treme.gr> wrote:

> Hi,I've changed my old CD Recorder with a newer Yamaha CDRW-6416.
> I'm using software from Soundpool but it don't work with this CDR.
> I'm using Metados 2.70 with the other AUTO Folder progs.I tried all
> available SCSI.BOS drivers.Can somebody help me?
> Tony

Ii¿½m not sure Soundpool (CD-Recorder 2?) supports your CDRW.
Drive is new. Also CDRW 2100S isnï¿½t found by Soundpool software.

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

6612. Re: Printing with 1st Word on a 520ST with

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 07:49:03 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9eieam$kn5$1@pegasus.csx.cam.ac.uk>
Source record: 45847

Gilbert Humphrey wrote in message ...
>bindon@madasafish.com (Lyndon Amsdon) wrote in message
news:<tgn514nfini436@corp.supernews.com>...
>> On 22 May 2001 17:20:25 , Gilbert Humphrey wrote:
>>
>> Hi
>>

< cut >

>I need to be more specific: Have not used blanks in the file-names.
>Used 1st Word to replace blanks in the text with underscores,
>because my TOS operating system will delete blanks when it is asked
>to print a file. TOS was the only way I knew to get the files
>printed, as my 1st Word cannot find any files when asked to print them.

That make more sence, the reason that there is no spaces in the text when
you print out from TOS is that it the file you are printing is word
processed, if you deselect the WP option in one of the menus and then save
the file a warning will appear stating something like "you are saving this
as an ASCII file" and some other stuff that I can't remember off hand. Click
on OK to save the file and you can then print it out from the desktop and
all the spaces will be in place.

However you should still be able to print from within the program, when you
have a file open try selecting "Print Current" from one of the menus this
option should print the currently displayed file.
Have you set up the Printer Driver?.
What exactly do you mean when you say it cannot find any files when asked to
print them, do you mean that they are not displayed in the file selector?,
if so are you sure that the file selector is pointing to the same directory
that your files are stored in?.

Stephen Moss

6613. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 07:58:27 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9eiesa$l64$1@pegasus.csx.cam.ac.uk>
Source record: 45848
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

James Alexander wrote in message <3B0B0244.14268DB@sprint.ca>...
>Hiya,
>
>I've got a used 520ST, one of the originals with external floppy disk.
>Its been upgraded with a zubair 2.5 meg ram upgrade and a TOS Extension
>Card. Its set up to boot up in TOS 2.6. Problem is, when I power it
>up, it does the memory test (and passes it) then does the delay to allow
>the hard disk to spin up, when I press a key to go on or wait for the
>delay the machine bombs every time with 4 bombs.

I looked it up last night, IIRC 4 bombs means an illegal instruction.

Did this set up ever work?, if it did then it could be a loose connection to one of the upgrade boards, if not then it could be a hardware problem. AFAIK TOS 2.6 will assume that there is a Blitter Chip fitted as the original STs it was installed in would have been fitted with them, most 520STs espically the early ones did not have Blitters fitted and so unless someone knows otherwise I suspect that TOS is crashing because it is looking for the the Blitter Chip and can't find it.

Stephen Moss.

6614. Re: Web on an ST? Help please?

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 09:17:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200105241117.a4428@su2.maus.de>
Source record: 45840

T>My question right now though concerns the ability of an ST to do Email
yes.

T>and browse the web?
no. (lack of speed)

6615. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 09:22:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200105241122.a4429@su2.maus.de>
Source record: 45839

TK>I'm using software from Soundpool but it don't work with this CDR.
Which version? 2.x won't work while 3.x will do.

TK>I'm using Metados 2.70 with the other AUTO Folder progs.
Fine, but you won't need METADOS for recording, only for reading, as
well as
TK>available SCSI.BOS drivers.

TK>Can somebody help me?
Get an update from SoundPool or the Anodyne package.

6616. Re: Printing with 1st Word on a 520ST w

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 09:53:43 UTC
From: bindon@madasafish.com
Message-ID: <tgpmh7affaak7b@corp.supernews.com>
Source record: 45850

Hi

>> In a file name you can't have spaces, only underscores, which is why
>> they're not being seen.
>
>I need to be more specific: Have not used blanks in the file-names.
>Used 1st Word to replace blanks in the text with underscores,
>because my TOS operating system will delete blanks when it is asked
>to print a file. TOS was the only way I knew to get the files
>printed, as my 1st Word cannot find any files when asked to print them.

So when you print using TOS it is removing all blanks from text and print
as one continous line of text? When you choose show what does it look
like, and when imported into 1st Word are there spaces or not?

Sounds like a problem with the format not quite being proper ASCII
standard.

6617. Re: Most famous MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 10:36:50 UTC
From: louis@holleman.demon.nl
Message-ID: <3b0ce293.137180815@beta-news.demon.nl>
Source record: 45851

On 22 May 2001 14:30:03 , Andreas Koch wrote:

>Hi,
>
>what where/are the best games for an ST with monochrome screen?
>
>Webpages with screenshots and descriptions would be nice ;)

Hi 2,

I always liked Flight Simulator II, in fact I bought an Atari for it.

Another one running in monochrome was Moonbase. Kinda ATC program but
purely as a game.

CU NeXT msg
LOUIS

http://www.holleman.demon.nl
email: louis@holleman.demon.nl
louis@bbst.net
ICQ 103642987

6618. FA: ebay (US), Atari Trak-Ball CX80, ends May 25

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 10:37:47 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B0CE47B.1351928F@suscom.net>
Source record: 45852

```
All information is current as of May-24-01 01:34:11 PDT
Please visit eBay for the latest information.

I have the following auctions underway:
1238925582: Atari SM124 Monochrome Monitor
Current bid: $1.00
Auction ends on: May-24-01 17:08:40 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1238925582

1239386154: Atari SF314 DSDD Disk Drive, like new in box
Current bid: $6.00
Auction ends on: May-26-01 15:59:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239386154

1239180450: Atari Trak-Ball CX80, New in box.
Current bid: $8.26
Auction ends on: May-25-01 17:20:18 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239180450

1239530603: Atari SC1224 Color Monitor
Bidding starts at: $1.00
Auction ends on: May-27-01 08:26:46 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239530603

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david
```

6619. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 11:31:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990773962-64267AEicMi@cwcom.net>
Source record: 45803

Hi Ekkehard,

>DC>I've also found that no versions since 0.77 will run on my CT2'd
>DC>Falcon. I have to cold boot the machine to get out of the lockup that

>That's a known limitation of AtarIRC and is _not_ machine-dependant. It will
>hang as soon as as the iconnect stack is active or just loaded.

I'd been coming round to thinking that the problem was most likely due to either IConnect or Ifusion, but then again no other programs actively dislike that combination. In fact, it's quite possible to have both IConnect and STinG/STiK stacks loaded together, and use their respective dialers to decide which stack is used for the actual connection. Lonny, any chance of removing this problem please?

Thanks for the reply Ekkehard, I'll work on it over this weekend :-)

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6620. Re: Leaving for a while

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 11:33:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990773960-63800AEicMi@cwcom.net>
Source record: 45802

Hi Lyndon,

>>I had the same problem (with authentication) with that too, but I haven't
>>tried it recently TBH.
>
>I can send you my config if you need it though. If you have a bug, report
>it to Lonny.

Ekkehard says it's down to an argument between AIRC and IConnect, but I'm not
in a position to test ATM.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6621. Re: intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 11:43:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990773964-64764AEicMi@cwcom.net>
Source record: 45804

From: steve666@clara.co.uk (Steve)
Date: Wed, 23 May 2001 21:53:58 +0100

>> I got a 340Mb IBM that was pulled from my Falcon after recasing in a tower
>> (and so using a 3.5" drive). I'm not that keen on selling it, but it's
>> not used so if you find it difficult getting one the right size/price I

>Fair enough, I'll get back to you. Would it simply be a case of placing
>the new drive in and connecting the original leads into this one? <dumb

I bought a 12Gig notebook drive from Computer Exchange, who I assume have
branches around the UK - they also have a web site. I paid ï¿½90 for it.

For your Falcon a 2 or 4Gig one will most likely be plenty, and will indeed
just plug straight in - make absolutely sure that you don't mis-plug it,
serious damage to your Falcon may result.

Since the new drive won't boot, you'll need to prepare a floppy disk, with a
suitable driver in its Auto folder. HDDriver is the one of choice. Once it's
run, and the Desktop appears, you can run the HDUtility prog from the same
floppy, and partition (NOT format!!!) the new drive to your requirements and
the limitations of your operating system.

HTH.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6622. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 11:51:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990773966-65276AEicMi@cwcom.net>
Source record: 45805

From: madmax@bfree.on.ca (madmax)
Date: 23 May 2001 21:54:10 -0700

>> Joshua.
>>
>> PS: My setup is Clab Falcon MKII, 530Mb internal SCSI, 2.1GB external SCSI
>> (which is the one that got screwed by Edge). Magic 6.1 and TOS.
>
>Hmmm, I seemed to have heard something with regard to the maximum
>size hard drive diamond edge could handle. I have this software, and
>have never used it for the very reason above. I am too worried, that
>it will screw things up instead of fix it.

You should both download HPOptimizer from the MISC section of my web site. It has no problems with any partition or sector sizes, and will also handle long file names. There is a seperate version for MiNT users as well.

I would, however, strongly recommend backing up partitions before going near them with a defragger, having been bitten when the NVRAM on my CT2'd Falcon got chewed up half-way through optimising my C: drive. As for backup programs...

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6623. FS/T: Atari ST items and more... [05/24/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 12:14:25 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <6iupgtkduf8h4q2shir30e86e45m1bqn6v@4ax.com>
Source record: 45853

```
Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple ][ computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

6624. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 13:14:00 UTC
From: danap8@aol.com
Message-ID: <20010524091400.15535.00001985@ng-fo1.aol.com>
Source record: 45854

>> Why is it still called Atari Online News when the news is non Atari
>> related?

>... because Atarians are open-minded enough to be interested in the
>rest of the computing forum.

Hehehe... Unlike Sinclap who is self-absorbed in his Mac fantasies (apologies to "normal" Mac users!), Atarians know that there is a world out there - and are interested in knowing more. Some day, Sinclap may actually realize that.

-Dana @ AONE

6625. Re: intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 13:54:46 UTC
From: bindon@madasafish.com
Message-ID: <tgq4l64oif2s2b@corp.supernews.com>
Source record: 45855

Hi

>> I got a 340Mb IBM that was pulled from my Falcon after recasing in a
>> (and so using a 3.5" drive). I'm not that keen on selling it, but it's
>> not used so if you find it difficult getting one the right size/price I
>> may sell.
>
>Fair enough, I'll get back to you. Would it simply be a case of placing
>the new drive in and connecting the original leads into this one? <dumb
>question, I know!>

Yep, but I'd have to delete some confidential files (ie ISP password) and
park it.

>How much would u want for the drive?

I looked on ebay and couldn't find any to see what prices. 35 ukp
including postage to the UK?

6626. Re: ST-KEEP BBS Program

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 15:46:12 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <81aP6.30147$TW.144647@tor-nn1.netcom.ca>
Source record: 45856

In article <990553506-181444AEicMi@madasafish.com>,
Steve Sweet <steve_sweet@madasafish.com> wrote:
>>I recently found the old ST-Keep BBS program on the net. I remember
>>using this many years ago.
>>
>>When you run the configuration program it has a place for a
>>registration number - Does anyone out there know what the registration
>>number might be?
>
>I doubt its legaly publicly available, its probably available after
>paying its authour a registration fee.
>
>Is there any mention in the attendant docs.

The source was released a few years back (long after the bbs scene
died); I've already given the URL to Joe. Does this imply there is
nolonger a registration possibility? Likely..

Anyone have a registration to share?

Joe: You're sure you can't hack it in the source? It was GFA,
shoudl be easy to hack up?

Theres also Fortress-ST and STadel (though STadel was weakest of
the bunch, it is free, source available in C, and the same as the other 30
or 40 varients of Citadel). I liked STKeep and Fortress in their day, so
maybe Fortress is worth looking at?

Maybe STadel is best, since it coudl network with all the other
citadels, and I'd bet there are at least a few citadels (cita88 standard
ow ahetever it was) still around. I know Cita/ux (unix, original port) is
still in use..

jeff

6627. Telnet to worls only online ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 15:47:44 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <A2aP6.30150$TW.144779@tor-nn1.netcom.ca>
Source record: 45857

My monthly spam :)

The Grove Online is available only via telnet across the Internet
.. closed my phone lines down a good 7 or 8 years ago, but the system
lives on in telnet. Its a true ST BBS with ST online games just as you
remember them!

telnet to "shadow.skeleton.org", login "bbs".

Check out the website at:

http://www.skeleton.org/~bbsindex.html

jeff

6628. Re: Hardware RamDisks on ST/STE DMA por

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 17:37:53 UTC
From: "Tim Anderson"
Message-ID: <9ejgsh$v83$1@news5.svr.pol.co.uk>
Source record: 45861

Hi,

I don't know about mem being expensive any more.

I just went and bought a 256mb Dimm obviously for my PC and it only cost
£50.

This wouldn't make a big harddisc but two of these should be sufficient and
they would be really fast in comparison.

Anyway, Would ther not be any way to be able to "Daisy-Chain" one of the
said devices and have a hard disc as well?

Or am I speaking out of my lower regions as normal?

Tim Anderson

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tgo29672kglk5a@corp.supernews.com...
> Hi
>
> >David makes several good points. The limit of memory being around 4 megs
> >for the normal ST/STE. I could use a few more megs myself, Especially on
a
> >MegaSTE.
>
> Isn't a RAM disk an icon that appears on the desktop and works as a drive
> but uses the internal system RAM? Putting an external ramdrive wouldn't
> give anymore system RAM. If you used an Axiat Magnum board there are some
> RAMdisks that can use TTRam.
>
> >A DMA RamDisk should be very Fast! I'm not sure what the Ram limit would
> >be. The SuperCharger has 1 Meg of memory that can be used as a TOS
RamDisk!
>
> There wouldn't be one. TOS would think it is a hard drive (just like a
> megafile) but the drive would jsut have chips instead of a platter. Good
> idea actually, should be able to emulate a hard disk quite easily, just an
> ID etc, but again the problem comes in using DRAM, can be difficult to
> implement (without some hard work) and SRAM is too expensive...

6629. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 17:44:36 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990724672-459992AEicMi@madasafish.com>
Source record: 45860

Hi James

>> > And this is where the Atari fails miserably IMO, its got no
>> >masturbation software.

>> Software?

>In sincraps case would it indeed be SOFTware, distributed on FLOPPY no
>less.

With plenty of BABY oil.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6630. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 18:35:40 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105241826360.194-100000@localhost>
Source record: 45858

On 22 May 2001, Iggy Drougge wrote:

> You're forgetting that Linux S U C K S. It really really sucks. Those
> animators have particular needs which Linux will supposedly fulfill, but Linux
> will never be a major contender in the desktop OS market. UNIX will never be.
> They had their chance in the 80s, nowadays people have come to expect such
> things as ease of use.

And WHY exactly Linux sux so much? Cause its free? Capable? Fast?
Cause u cant get into it? or is there any special reason u hate it soo
much? Personaly i dont use Linux, even dont like it much, but its
definatley NOT a bad or sucky os.. I use MiNT, which is Unix/TOS merging
and i dont wana use any non UNIX os again.. And so what if it wont be
major contender.. look on the road, on 1000000 ford pintos came one
Ferrari, does it sucj then?

> Granted, Apple could be, and already is, a major contender in the desktop
> market, but never Linux. It's not just because of the narrowmindedness of
> Wintel users, it's simply because Linux is a system from the 70s.

Please be real... Its clear u really hate Linux... and if we dislike
OS-es, MacOS is the worst os, slow as hell, u need 1000 plugins to make it
usable, superbad memory managment etc... not to mention rebuliding the
desktop (what nonsense) which takes ages even on G3 etc etc...

U talk about narrowmindeness of Wintel users, do u think u really are
better?? Cite: "You're forgetting that Linux S U C K S. It really really
sucks..."

Janez

6631. Re: Hardware RamDisks on ST/STE DMA por

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 18:36:08 UTC
From: phantomm@bellsouth.net
Message-ID: <swcP6.4451$Mr5.211677@news1.atl>
Source record: 45862

On 24 May 2001 18:37:53 , "Tim Anderson" wrote:
>Hi,
>
>I don't know about mem being expensive any more.
>
>I just went and bought a 256mb Dimm obviously for my PC and it only cost
>&#65533;50.
>
>This wouldn't make a big harddisc but two of these should be sufficient and
>they would be really fast in comparison.
>
>Anyway, Would ther not be any way to be able to "Daisy-Chain" one of the
>said devices and have a hard disc as well?

Yes Tim, one should be able to Daisy-Chain it. The SuperCharger has an extra
port to Daisy-Chain a hard drive, So there should be no problem having a
hard drive or 2 as well.

ICD made a similar device for the Atari 8-bits called the ICD Multi I/O (MIO).
There were 256k and 1meg versions. I have the 1 meg version and can setup
as many RamDisks as memory will allow, or just use one big one.
It really comes in handy, you can load programs into the RamDisk and run them.
I used it alot for ARCing and UNarcing files in memory. The MIO also has a 50 pin
hard drive connection, RS232, and Printer ports.

I wish the Falcon had a DMA port. Anyone know if the Falcon has the basic
hardware were one might setup a DMA port on it?

>
>Or am I speaking out of my lower regions as normal?

Na.. Speak you mind ;)

phantomm@bellsouth.net

>
>
>Tim Anderson
>
>

6632. Re: Hardware RamDisks on ST/STE DMA por

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 18:36:35 UTC
From: bindon@madasafish.com
Message-ID: <tgql5js7fl6dce@corp.supernews.com>
Source record: 45863

On 24 May 2001 18:37:53 , "Tim Anderson" wrote:

Hi

>I don't know about mem being expensive any more.
>
>I just went and bought a 256mb Dimm obviously for my PC and it only cost
>£50.

This is DRAM, and it's also 64(128?) bit and so would make it pointless on
Atari. You need a DRAM controller which IMO is difficult to make, maybe
not for someone else.

>This wouldn't make a big harddisc but two of these should be sufficient and
>they would be really fast in comparison.
>
>Anyway, Would ther not be any way to be able to "Daisy-Chain" one of the
>said devices and have a hard disc as well?

It would act like a hard disk with a unique ID.

6633. Re: Emulation

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 18:38:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105241838020.194-100000@localhost>
Source record: 45859

Hi Edward,

> Well the 800XLDJ zip file contains a DI image of the ASSkicker demo, so
> I hope that says something. <g>

Good, THX!

Janez

6634. Titan/coredesigns

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 18:43:43 UTC
From: Gill Bates <gill@microsoft.com>
Message-ID: <dIcP6.49444$662.219813@news1-hme0>
Source record: 45864

anyone still waiting for stuff or having problems ??

6635. Re: WTB: "Discovery" cartridge (was Re: Hap

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 18:51:59 UTC
From: phantomm@bellsouth.net
Message-ID: <jLcP6.4457$Mr5.211677@news1.atl>
Source record: 45865

On 24 May 2001 10:10:41 , Hallvard Tangeraas wrote:
>Steve Stupple <Steve@atari.org> wrote:
>
>> This is the BEST disk backup hardware available for the ST and can back
>> up not just Atari disks. The cartridge takes over control of your floppy
>> drives AND only needs ONE floppy drive, unlike blitz and syncro system
>> hardware. It also verifies the data on the drive, making very accurate.
>> Compare it to the blitz turbo hardware, which is very hit and miss!
>
>Has anyone got one of these for sale?
>If not, is the circuit inside complicated to duplicate? Anyone opened
>any of these to see?
>
>
Hallvard

I have opened mine up and there is alot of space on the PB for adding the
SPECTRE GCR chips and etc for the GCR option. I've got docs here explaining
how to do the upgrade. Not sure about duplicating the Happy part, one
could probably do it, but the problem would be locating the special Happy
Chip(s), IIRC, these are specially programmed. One may be able to burn
a duplicate with a EPROM burner or similar.
Someone correct me if I'm wrong.

phantomm@bellsouth.net

6636. Re: Hardware RamDisks on ST/STE DMA por

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 18:53:31 UTC
From: "Tim Anderson"
Message-ID: <9ejlabrna1@news8.svr.pol.co.uk>
Source record: 45866

Hi,

The senario given by myself is no different than any of the other one's listed here,
All extra memory solutions going onto the DMA port would require a memory controller unless using that
serial memory type used on things such as the playstion (although I would think above 1mb you do).
From my understanding of this type is it is very slow, so maybe not much if any faster than a hard-disc.

So this is not a detremental fact for the product being acheived.

The memory is 64bit (I think) because it is a DIMM (Dual - Inline - Memory - Module) so in simple terms what I understand it to be is 2 fast 72pin simms.

I wasn't saying that it would be easy, I for one wouldn't know where to start. I know what it is, where to put it and where to buy it from but that is your lot sorry.

And another thing it would slow down your startup or take a long time to fill it up by hand it it was that size.
I think the Falcon can handle 1.2mb per sec. through it's SCSI bus, don't know what the others are off hand.

Tim Anderson.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tgql5js7fl6dce@corp.supernews.com...
> On 24 May 2001 18:37:53 , "Tim Anderson" wrote:
>
> Hi
>
> >I don't know about mem being expensive any more.
> >
> >I just went and bought a 256mb Dimm obviously for my PC and it only cost
> >�50.
>
> This is DRAM, and it's also 64(128?) bit and so would make it pointless on
> Atari. You need a DRAM controller which IMO is difficult to make, maybe
> not for someone else.
>
> >This wouldn't make a big harddisc but two of these should be sufficient
and
> >they would be really fast in comparison.
> >

> >Anyway, Would ther not be any way to be able to "Daisy-Chain" one of the
> >said devices and have a hard disc as well?
>
> It would act like a hard disk with a unique ID.

6637. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 19:14:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b0d6ac04861b0@pandora.be>
Source record: 45867

on Wed 23-05-2001 16:06 Lord Gaiyan wrote:

>I don't know what it is with program... I checked my HD with this utility to
>defrag etc and It found errors and 'fixed' them resulting in over 512 files
>in the root directory of the drive called "lost****.dat" It did that
>numerous times and I lost all my data. Was I ever pissed. The HD was fine,
>all the files were fine, no corrupt stuff or anything. Also Diamond Backup
>3.60 crashes and wont backup. Worthless piece of crap software I've ever
>seen. Is there an alternative?

At it's time Diamond Edge was a very good piece of work Now it's
absolete. One of the most dangerous drawbacks
most important drawback is that it can't handle long file names at all.
That's probably the cause of your trouble. Furthermore it can't handle large
partitions too (above 500MB?).

Alternative is optimize. Works good but a little bit dangerous as it
does it's job in memory. If your machine crashes during the action
you'll loose data.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6638. Re: [ANN] PhotoTip 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 19:14:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b0d6ac04861b1@pandora.be>
Source record: 45868

on Wed 23-05-2001 09:31 Jean-Franï¿½ois Lemaire wrote:

>Hello,
>
>Le dimanche 20-05-10 17:51, SWE/YesCREW tremblait d'ï¿½motion en ï¿½crivant:
>
>> PhotoTip wont load without hsmodem drivers.
>
>On my TT030, under MiNT, Phototip won't load with Hsmodem either. It
>tells me there is no Hsmodem driver. I'm not too fond of that kind of
>program.

I don't have problems under freeMiNT/N_AES using Ozk's scc.xdd.
Nor do I've problems when I use the common HSMODA drivers.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6639. Re: ST-KEEP BBS Program

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 19:37:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990815290-58644AEicMi@madasafish.com>
Source record: 45826

Hi Jeff

>>I doubt its legaly publicly available, its probably available after
>>paying its authour a registration fee.
>>Is there any mention in the attendant docs.

> The source was released a few years back (long after the bbs scene
>died); I've already given the URL to Joe. Does this imply there is no
>longer a registration possibility? Likely..

Highly likely, so there's probably a public key available.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6640. MagiCNet and GlueSTiK

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 19:46:07 UTC
From: Mille Babic <mille@ebox.REMOVE.tninet.se>
Message-ID: <3ydP6.12311$sk3.3326316@newsb.telia.net>
Source record: 45869

Hi all!

Just have to tell that MagiCNet works all fine now.
I have managed to use apps like aFTP, aMail etc
and several ported apps to MiNT/MiNTnet like ircii-2.8, mICQ, ftp, telnet,
tracerou.

Working hard to get GlueSTiK work. Seems that one must fool the system that
MiNT is present, like set the MiNT cookie somehow. There's no point to
binary
edit gluestik and change the MiNT sentance to MagX, then maybe the author
kick my ass. There should be a solution for this.

I use most apps through the u:\ drive and u:\etc\ is properly set.

Back to GlueSTiK, I'm a newbie there. I figured out that a file called
STIK_DIR.DAT should be present with a path to C:\STIK_CFG\ with the
file DEFAULT.CFG placed there. That's all?

Maybe I can't start GlueSTiK 'course I missed something?

Mille Babic

6641. Re: Titan/coredesigns

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 19:53:23 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <CCdP6.385$k07.3213@newsfeed.slurp.net>
Source record: 45870

I ordered an Eclipse over a month ago and it was just dispatched. Should receive it next week. David had run out of ATI cards.

Joshua.

"Gill Bates" <gill@microsoft.com> wrote in message news:dIcP6.49444$662.219813@news1-hme0...
> anyone still waiting for stuff or having problems ??
>
>

6642. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 20:17:15 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9ejqcj$3at0f$1@ID-89932.news.dfncis.de>
Source record: 45871
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:9eiesa$l64$1@pegasus.csx.cam.ac.uk...
>
>
> I looked it up last night, IIRC 4 bombs means an illegal instruction.
>
> Did this set up ever work?, if it did then it could be a loose connection
to
> one of the upgrade boards, if not then it could be a hardware problem.
> AFAIK TOS 2.6 will assume that there is a Blitter Chip fitted as the
> original STs it was installed in would have been fitted with them, most
> 520STs espically the early ones did not have Blitters fitted and so unless
> someone knows otherwise I suspect that TOS is crashing because it is
looking
> for the the Blitter Chip and can't find it.
>
> Stephen Moss.

TOS 2.6, actually TOS 2.06 is right name... works very well without
Blitter chip.

You can try it without opening Atari - there is software loader, which
loads & relocates TOS 2.06 in any ST(E) machine.

PP

6643. MT32 Roland Quasimidi

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 20:27:08 UTC
From: Jos Vlietstra <joolie@superweb.nl>
Message-ID: <9ejqir$n88$1@nereid.worldonline.nl>
Source record: 45872

Hi guys
Is there anybody out there who has/had the modified MT32 with Quasimidi
EPROMS ??????
Please mailto:jo.vlie@12move.nl

Jos

6644. Re: Milan Homepage

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 20:39:46 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ejriivaa1@draco.stochastik.rwth-aachen.de>
Source record: 45873

In article <9ebsf2$q95$0@206.230.189.32>, jonk <atari@wcoil.com> wrote:
>Is Milan dead? The Milan homepage has not been updated since 1998 from what
>I see. (at least the English pages) Does anyone know if they ever released
>the Milan II? (060) Just curious.

The Milan II was cancelled due to problems with the availability of a key
component, and because a re-design would have come too late on a now too
small market.

The Milan I is still available both with 68040 and with 68060 CPU.

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

6645. Re: Milan I

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 20:43:10 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ejrouveg1@draco.stochastik.rwth-aachen.de>
Source record: 45874

In article <9ehcmh$5lc$0@206.230.189.50>, jonk <atari@wcoil.com> wrote:
>
>Does anyone know if this "adaption" is needed? I wouldn't mind buying it
>without
>the gfx card if I could get another one to work.

Without a supported card, the machine won't be able to boot at all. The
bootblobk (which does the hardware initialization before TOS is started)
needs to get the card up in VGA text mode, and unfortunately the procedure
to get there is chipset-specific and not well documented by the
manufacturers.

Getting the S3 Trio working was the work of several weeks ...

>Also how easy is it to upgrade the 040 in the Milan to the 060?

Provided the mainboard has up-to-date TOS, Bootblock and glue logic, you
simply remove the 040 from its socket and put the 68060-adapter-card with
the 68060 on top into the now empty socket. Otherwise, you need to upgrade
these first since an too-old TOS/Bootblock will not boot with the 060.

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

6646. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 20:48:46 UTC
From: Elliot <esrs@u.genie.co.uk>
Message-ID: <tgqsse8h9215a9@corp.supernews.co.uk>
Source record: 45875

DE and DB do not like the long file systems in Magic, simply turn it off and it will work fine.

Elliot...

Lord Gaiyan <gaiyan@vianet.ca> wrote in message news:oIUO6.4204$006.6233@newsfeed.slurp.net...
> I don't know what it is with program... I checked my HD with this utility to
> defrag etc and It found errors and 'fixed' them resulting in over 512 files
> in the root directory of the drive called "lost****.dat" It did that
> numerous times and I lost all my data. Was I ever pissed. The HD was fine,
> all the files were fine, no corrupt stuff or anything. Also Diamond Backup
> 3.60 crashes and wont backup. Worthless piece of crap software I've ever
> seen. Is there an alternative?
>
> Joshua.
>
> PS: My setup is Clab Falcon MKII, 530Mb internal SCSI, 2.1GB external SCSI
> (which is the one that got screwed by Edge). Magic 6.1 and TOS.
>
>

6647. Re: Supra HD driver software needed

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 20:50:50 UTC
From: Elliot <esrs@u.genie.co.uk>
Message-ID: <tgqt0b9gl3qaf@corp.supernews.co.uk>
Source record: 45876

HD Driver will work fine and will also give you some other benefits, but if you really want the Supra Utils then I have them.

Elliot...

GokMasE <gokmase@hem.passagen.se> wrote in message news:9eg3l9$2ev$1@zingo.tninet.se...
> On 23 May 2001 08:04:36 , Uwe Seimet wrote:
> >James Alexander wrote:
> >
> >> I've managed to get the ICD driver working on a TT system and seen it running on
> >> a STe and megafile so it might work. You could also try HDdriver as well.
> >> theres a demo on the web I think.
> >
> >This is the URL: http://www.seimet.de/atari_english.html
> >
> >HDDRIVER should work, indeed.
>
> Sorry, I lost the original posting to this thread so I reply to this
> one instead. I have a supradrive connected to my STe and have heard
> from others that these drives might be picky about the driver and not
> working properly under hddriver. I guess you might wish to try
> hddriver first, since that is a driver that is up-to-date and all, but
> if the fails I have the original disks and could send a copy if
> needed.
>
> Regards,
>
> Joakim

6648. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 21:14:49 UTC
From: Gill Bates <gill@microsoft.com>
Message-ID: <6WeP6.27547$D91.60884@news2-hme0>
Source record: 45880

does it want a date with a lonley over fifty guy ?

6649. Re: Checking 1040/520 memory?

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 21:15:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ejtltpgg1@plutonium.compulink.co.uk>
Source record: 45878

In message <tgo16r6kr9gjef@corp.supernews.com>, bindon@madasafish.com said:

>If the games are arcade stlye and pre 92 maybe 94 then they'll run on 1
>meg fine and will not take advantage of 4mb (the official max on a ST).
>You might as well put them in though, as it doesn't affect any games.
>(although one or two did have a problem, it's unlikely).

ISTR there were some games that wouldn't run with more than 520 kB
(or was it 1 MB?). There is a small PD program, FIGGY.PRG, which
lets you restrict the usable memory to 1/2, 1 or 2 MB though.

>If you want to see what's in it, then check out a program like Mark Baines
>Profile (version 2 is the latest AFAIK).

Very good proggy that, except that the sub-menus don't work on a
MagiCd Falcon :-(though this won't worry him on an STE.

Regards, /Peter/

6650. Re: Printing with 1st Word on a 520ST with

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 21:15:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ejtlupgq1@plutonium.compulink.co.uk>
Source record: 45877

In message <a1b97c86.0105231327.2b9ccbcb@posting.google.com>, math1947@yahoo.com said:

>I need to be more specific: Have not used blanks in the file-names.
>Used 1st Word to replace blanks in the text with underscores,
>because my TOS operating system will delete blanks when it is asked
>to print a file. TOS was the only way I knew to get the files
>printed, as my 1st Word cannot find any files when asked to print them.

In WP mode 1st Word saves with stretch spaces (ASCII 29 and 30, I think) instead of the normal ASCII 32 spaces. But if you save the file with WP Mode switched off (unticked) in the Edit menu, you will get a standard ASCII file that should print fine from the desktop. (At least you do with 1st Word Plus - can't recall if it's there for the older PD 1st Word.)

But it's very strange that 1st Word can't find your saved files! Are you sure you have selected the correct path in the file selector for saving and again for printing? With floppy systems, it is better to run the program from floppy A:\ (and keep this write protected) but save documents to B: - TOS will prompt you to change disks when necessary. Try writing a short file and saving it to B:\ as TEST.DOC. When you select print (Control-U) straight after, the saved file should be preselected in the file selector and you only need to press OK. I taker it you have the correct printer driver loaded?

Regards, /Peter/

6651. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 21:15:43 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ejtlvpgs1@plutonium.compulink.co.uk>
Source record: 45879

In message <oIUO6.4204$006.6233@newsfeed.slurp.net>, gaiyan@vianet.ca said:

>I don't know what it is with program... I checked my HD with this utility to
>defrag etc and It found errors and 'fixed' them resulting in over 512 files
>in the root directory of the drive called "lost****.dat" It did that
>numerous times and I lost all my data. Was I ever pissed. The HD was fine,
>all the files were fine, no corrupt stuff or anything. Also Diamond Backup
>3.60 crashes and wont backup. Worthless piece of crap software I've ever
>seen. Is there an alternative?

Are you using long filenames? The Diamond utilities won't handle
those. They also screw up with large partitions: I have some 840 MB
ones which give negative size numbers and won't show occupancy in
Edge. Wouldn't dream of trying to use the Diamond proggies on
them! Use the Shareware OPTIMIZER.PRG instead for defragging.

Regards, /Peter/

6652. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 21:22:57 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10105220837020.2921-100000@coazter.myip.org>
Source record: 45883

> On 22 May 2001, Iggy Drougge wrote:
>
> > You're forgetting that Linux S U C K S. It really really sucks. Those
> > animators have particular needs which Linux will supposedly fulfill, but Linux
> > will never be a major contender in the desktop OS market. UNIX will never be.
> > They had their chance in the 80s, nowadays people have come to expect such
> > things as ease of use.
>

What sucks about it?
what's hard about it?
WHat's wrong with the desktop, and icons?
WHat's wrong with their filesystem, task schedulers, memory management?
Maybe you are mixing up the OS with the applications? maybe you should
know the difference unless you want to remain clueless. Now I am not
saying that you are clueless, just saying that because you don't give good
argument to your statement, so it is very hard to take you seriously.
Give me some good stuff here so we can all bash on linux, while more and
more people, while more and more companies are shifting to it.

Could you be mad because it took you 9 years to learn microsoft windows?
and now you see that linux is showing up as being a serious contender to
what you use?

> > Granted, Apple could be, and already is, a major contender in the desktop
> > market, but never Linux. It's not just because of the narrowmindedness of
> > Wintel users, it's simply because Linux is a system from the 70s.

what are you talking about? are you buying this all NT (new technology)
advertizement crap? As long as 'they say' that it is NEW and IMPROVED,
you'll believe them, (i guess you need some source of information and
advertizement is as good as anything else huh?)

Because it's old and STILL being used, doesn't that tell you something?
There's a very important rule everyone should know, you don't change a
winning team. If it has lived 30 years and still proven to work well, it
shows that the original design was just genious because it could adapt
very well through time. That's scalable, evolutive, flexible.
(here I am talking about unix in general, not linux per se).

PS: give me this 1959 LesPaul ANYTIME, after all it's old, the technology
since then has caught up, I'll trade you my 2001 Yamaha EX2300.
PS2: what????? they still make the LesPaul model????

A good design is a good design, can't deny that. Period.

6653. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 21:28:02 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <B%eP6.411$k07.5352@newsfeed.slurp.net>
Source record: 45881

I have both long file names and partitions over 720Mbs... If I had known
this before...

Joshua.

"Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
news:oIUO6.4204$006.6233@newsfeed.slurp.net...
> I don't know what it is with program... I checked my HD with this utility
to
> defrag etc and It found errors and 'fixed' them resulting in over 512
files
> in the root directory of the drive called "lost****.dat" It did that
> numerous times and I lost all my data. Was I ever pissed. The HD was fine,
> all the files were fine, no corrupt stuff or anything. Also Diamond Backup
> 3.60 crashes and wont backup. Worthless piece of crap software I've ever
> seen. Is there an alternative?
>
> Joshua.
>
> PS: My setup is Clab Falcon MKII, 530Mb internal SCSI, 2.1GB external SCSI
> (which is the one that got screwed by Edge). Magic 6.1 and TOS.
>
>

6654. Re: MagiCNet and GlueSTiK

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 21:30:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b0d8a741d51aa1@pandora.be>
Source record: 45882

on Thu 24-05-2001 19:46 Mille Babic wrote:

>
>Back to GlueSTiK, Iï¿½m a newbie there. I figured out that a file called
>STIK_DIR.DAT should be present with a path to C:\STIK_CFG\ with the
>file DEFAULT.CFG placed there. Thatï¿½s all?
>
>Maybe I can't start GlueSTiK 'course I missed something?

STIK_DIR.DAT is for STiNG. I can't be used together with Gluestik.

You must have a dir called stik_cfg in de root of the bootdisk.
In that dir sits default.cfg which looks like this on my setup

ALLOCMEM = 300000
POP_HOST = pop.pandora.be
POP_USERNAME = my_username
POP_PASSWORD = my_secret_word
SMTP_HOST = smtp.pandora.be
FULLNAME = Martin Byttebier

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6655. WANTED: intenal Falcon 2.5" HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 21:47:05 UTC
From: steve666@clara.co.uk
Message-ID: <1etxo4o.8eudjxbalzcwN%steve666@clara.co.uk>
Source record: 45884

> >> I got a 340Mb IBM that was pulled from my Falcon after recasing in a
> >> (and so using a 3.5" drive). I'm not that keen on selling it, but it's
> >> not used so if you find it difficult getting one the right size/price I
> >> may sell.
> >
> >Fair enough, I'll get back to you. Would it simply be a case of placing
> >the new drive in and connecting the original leads into this one? <dumb
> >question, I know!>
>
> Yep, but I'd have to delete some confidential files (ie ISP password) and
> park it.

great, so long as the upgrade is easy!
I just want to unscrew the old and screw in the new :-)

> >How much would u want for the drive?
>
> I looked on ebay and couldn't find any to see what prices. 35 ukp
> including postage to the UK?

sounds a bit expensive for 340mb.. :-/ Let me think about it and shop
around a bit. Are you in a hurry to sell? If i was to buy, it'd be after
June's payday u c. (mid June)

Thanks, Steve

6656. Check this out!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 22:02:21 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <SvfP6.419$k07.5536@newsfeed.slurp.net>
Source record: 45885

Take a look at this link! My buddy ran into it :)

http://www.3drealms.com/caught/e3_2001/3/dsc00019.jpg

From the E3 show. :)

Joshua.

6657. Re: Check this out!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 22:20:21 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <MMfP6.442$k07.6038@newsfeed.slurp.net>
Source record: 45886

After further browsing I found another pic. Seems like Atari has moved on to
the bottled water business :)
http://www.3drealms.com/caught/e3_2001/3/dsc00017.jpg

Joshua.

"Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
news:SvfP6.419$k07.5536@newsfeed.slurp.net...
> Take a look at this link! My buddy ran into it :)
>
> http://www.3drealms.com/caught/e3_2001/3/dsc00019.jpg
>
> From the E3 show. :)
>
> Joshua.
>
>

6658. Re: WTB: "Discovery" cartridge (was Re: Hap

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 22:51:40 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <JgsopQA8BZD7Ew+x@atari.org.uk>
Source record: 45887

In article <jLcP6.4457$Mr5.211677@news1.atl>, Phantomm
<phantomm@bellsouth.net> writes
>Hallvard
>
>I have opened mine up and there is alot of space on the PB for adding the
>SPECTRE GCR chips and etc for the GCR option. I've got docs here explaining
>how to do the upgrade. Not sure about duplicating the Happy part, one
>could probably do it, but the problem would be locating the special Happy
>Chip(s), IIRC, these are specially programmed. One may be able to burn
>a duplicate with a EPROM burner or similar.
>Someone correct me if I'm wrong.

Unless happy comps. released the specs or details of the custom chip,
you can't duplicate it. They haven't released notes for programmers that
I know of.

To add the upgrades, the docs that come normally come with it tell you
what you need and schematics, it is also possible to add a couple of
eprom from a cartridge and install it in the cartridge. This was many
aimed for the MAC chips so you can use it as an emulator!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6659. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 22:59:41 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <CwUqteAdJZD7Ew$s@atari.org.uk>
Source record: 45888
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <9ejqcj$3at0f$1@ID-89932.news.dfncis.de>, Pera Putnik
<surface@ptt.yu> writes
> TOS 2.6, actually TOS 2.06 is right name... works very well without
>Blitter chip.
>
> You can try it without opening Atari - there is software loader, which
>loads & relocates TOS 2.06 in any ST(E) machine.

Well!!! yes you are right. a software version was produced that loaded
tos 2.06 from disk. BUT you don't get the full benefit you get on ROM,
and it eats up memory.

iirc the blitter shouldn't bother it to much, it should detect and
adjust for the blitter.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6660. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 23:23:10 UTC
From: ebaiz@skyenet.net
Message-ID: <yJgP6.488$k07.6256@newsfeed.slurp.net>
Source record: 45889

On 23 May 2001 19:26:52 , "Lord Gaiyan" wrote:
>Cool, is it freeware?
>
>Joshua
>
>"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
>> I use HD-Sentry for fixing problems on my hard drive. I use CDBackup
>> for backing up my hard drive.

Well no. Both programs are commerical. They are still being sold
though. I have seen other programs that are downloadable from the net.
One is a bckup program that works with any SCSI tape drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6661. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 23:23:13 UTC
From: ebaiz@skyenet.net
Message-ID: <BJgP6.489$k07.6256@newsfeed.slurp.net>
Source record: 45890

On 23 May 2001 17:39:20 , TONY K. wrote:
>Hi,I've changed my old CD Recorder with a newer Yamaha CDRW-6416.
>I'm using software from Soundpool but it don't work with this CDR.
>I'm using Metados 2.70 with the other AUTO Folder progs.I tried all
>available SCSI.BOS drivers.Can somebody help me?
>Tony

I use Extendos Gold and it works with my Yamaha CDRW 4*4*16, so it may
work with your drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6662. Re: Milan Homepage

Newsgroup: comp.sys.atari.st
Date: 2001-05-24 23:40:45 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9ek65t$v7t$0@206.230.189.51>
Source record: 45891

Let me get this right, I can buy a Milan I with an 060? Where?

jonk

> The Milan I is still available both with 68040 and with 68060 CPU.
>
> cu
> Michael
> --
> This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
> begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
> In the beginning there was nothing, which exploded.
> end

6663. Re: Check this out!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 00:30:20 UTC
From: BG <brentgarvey@skyenet.net>
Message-ID: <nGhP6.504$k07.7289@newsfeed.slurp.net>
Source record: 45892

WOW!! Where can I get a bottle of Atari water? ;-)

Brent

6664. Re: WTB: "Discovery" cartridge (was Re:

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 00:35:09 UTC
From: phantomm@bellsouth.net
Message-ID: <1NhP6.295$Fv2.19630@news2.atl>
Source record: 45893

On 24 May 2001 23:51:40 , Steve Stupple wrote:
>In article <jLcP6.4457$Mr5.211677@news1.atl>, Phantomm
><phantomm@bellsouth.net> writes
>>Hallvard
>>
>>I have opened mine up and there is alot of space on the PB for adding the
>>SPECTRE GCR chips and etc for the GCR option. I've got docs here explaining
>>how to do the upgrade. Not sure about duplicating the Happy part, one
>>could probably do it, but the problem would be locating the special Happy
>>Chip(s), IIRC, these are specially programmed. One may be able to burn
>>a duplicate with a EPROM burner or similar.
>>Someone correct me if I'm wrong.
>
>Unless happy comps. released the specs or details of the custom chip,
>you can't duplicate it. They haven't released notes for programmers that
>I know of.
>
>To add the upgrades, the docs that come normally come with it tell you
>what you need and schematics, it is also possible to add a couple of
>eprom from a cartridge and install it in the cartridge. This was many
>aimed for the MAC chips so you can use it as an emulator!!
>

Steve, do you know of any other cartridge eprom's one could put into the
Happy Cart, besides the GCR?

I've got a Spectre GCR cart with the Mac chips, I could probably put it
in the Happy but I'd like to try something else.

If there is some other interesting cart device that I could put into the
Happy, I'd be interested in hearing about it.

Some sort of Video or Audio Digitiser would be nice. I wonder if one could
fix a hardware RamDisk in it?

It would be cool to get it working on the Falcon! Have you ever tried it on
one?

phantomm@bellsouth.net

6665. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 01:38:22 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-94FA01.21382124052001@news.bellglobal.com>
Source record: 45796
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <20010524091400.15535.00001985@ng-fo1.aol.com>,
danap8@aol.com (DANAP8) wrote:

> Hehehe... Unlike Sinclap who is self-absorbed in his Mac fantasies (apologies
> to "normal" Mac users!), Atarians know that there is a world out there - and
> are interested in knowing more. Some day, Sinclap may actually realize that.
>

actually, The iDiot Forever Known As Sinclap is an endangered
species, namely the Drooling Mac Zealot. Its species has since evolved
past it into somewhat more informed, tolerant creatures (indeed,
recently MacAddict magazine proclaimed people like Sinclap to be nothing
more than dinosaurs whose puffing and insult tactics in public forums
like c.s.a.st are an embarrassment and a detriment to Mac evangelism).
Even those in comp.sys.mac.advocacy who have made the rare glimpse of
Sinclap in that forum realize that it's a maroon, especially in light of
its recent pronouncement that all Macs that use a 680x0 processor are
"junk".

It could be possible that Sinclap may be doing its usual puffing and
bellowing in order to find a mate, since human females have rejected its
pathetic advances once they realized it had been disqualified from the
human race for shoving! :)

I propose that we set up a fund where Sinclap be tranquilized,
captured, tagged and set inside a proper enviroment where
anthropologists may observe its actions - like, let's say the Mac
section of CompUSA. Or even better yet, in a cage at this year's
Macworld Expo in New York, where higher evolved Mac Users may wonder at
how such a creature could exist without smothering on its own hot air,
or why this one didn't jump off a cliff in order to get away from the
imaginary "Atari Jihads" who were "out to get it".

6666. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 01:46:09 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B73307AA.140F1%nameerf@flash.net>
Source record: 45894

in article 4ecd56e2.0105231639.195c63fb@posting.google.com, TONY K. at xmusic@x-treme.gr wrote on 5/23/01 4:39 PM:

> Hi,I've changed my old CD Recorder with a newer Yamaha CDRW-6416.
> I'm using software from Soundpool but it don't work with this CDR.
> I'm using Metados 2.70 with the other AUTO Folder progs.I tried all
> available SCSI.BOS drivers.Can somebody help me?
> Tony

I have a similar problem with my Yamaha CD-RW drive, which I posted here last week. No CD drivers can even see that my drive exists except for ExtenDOS (which is fine, since that's what I normally use, but wanted to try out the others). I've tried Spin with MetaDOS, CD-Lab, etc., and they all say the drive doesn't exist. Wierd!

I've also recently got another strange problem. I haven't done a whole lot of stuff with my drive, as I only have an old version of ExtenDOS, and haven't had the chance to send off for the newest version, and I can only read, not write with the drive because of this. But in my most recent experiments, I've noticed that while disks with CD-ROM data seem to work perfectly fine, *some* audio CD's have trouble. Fairly old audio CD's seem fine, newer ones are hit-and-miss (as in sometimes they work, sometimes not), and some of my newest ones completely lock-up the drive! The hit-and-miss CD's act like they are skipping, and suddenly the drive resets itself. With ones that have the most problems, either the drive says there's no disk, or part-way through the initialization process (when you first put in a disk), the drive freezes up, and I can't access it or even eject the CD. I have to put a pin in the "emergency eject" hole to get it out. Anyone have any ideas? I've got ExtenDOS 2.1, and a Yamaha CDW4416S CD-RW drive. Could my drive be bad? Could there be some new Audio CD format that the drive or driver can't understand? There's even a CD that has both audio and CD-ROM data, and I can get to the CD-ROM data fine, but only sometimes get the audio. Any help would be appreciated! Thanks!

Mike Freeman
nameerf@flash.net

6667. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 06:10:14 UTC
From: sinclap@nospam.net
Message-ID: <250520010110300631%sinclap@nospam.net>
Source record: 45797

In article <1etpa9v.fx3m6u1bnkn8tN%rsmac@t-online.de>, Robert Schaffner
<rsmac@t-online.de> wrote:

> <sinclap@nospam.net> wrote:
>
> > In article <20010519080526.28859.00000742@ng-fc1.aol.com>, DANAP8
> > <danap8@aol.com> wrote:
> >
> > > A-ONE #0320 05/18/01
> > >
> > > ~ Can Spam Be Stopped?! ~ People Are Talking! ~ E3 Highlights!
> > > ~ Sony, AOL Join Forces! ~ MS Rivals Turn Up Heat ~ PhotoTip 3.0 Out!
> > > ~ 1GHz Mobile Athlon 4! ~ GameCube In November! ~ Keeper of the
> > > Flame!
> > > ~ Xbox Debuts In Fall! ~ .Biz, .Info Approved! ~ 3-D Monitor
> > > Screens!
> > >
> > > -* AOL, Microsoft - All Out War *-
> > > -* New Worm Spreads Political Message! *-
> > > -* Gamebits! New Online Gaming Forum Opens Up *-
> > >
> > Why is it still called Atari Online News when the news is non Atari
> > related?
>
> PhotoTip 3.0 is atari related software. Blindfish.

Just one?

> > sinclap!
> > somewere in mn
>
> Why this guy still talk here when it doasnï¿½t use atari computers?

How would you know?

sinclap!
somewere in mn

6668. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 06:15:36 UTC
From: sinclap@nospam.net
Message-ID: <250520010115459545%sinclap@nospam.net>
Source record: 45798

In article <20010520090058.29131.00001089@ng-fi1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >Why is it still called Atari Online News when the news is non Atari
> >related?
>
> Why are you still reading/posting in an an Atari newsgroup if you have no
> interest other than just being a PIA?

For old times sake...What's PIA? Peter's International Airport?

> Do you read A-ONE? If not, then you know nothing about what you're asking.
> A-ONE has never been "just" about Atari-related news. Check out an issue and
> you'll see what it's all about.
>

Than why do use Atari Online name when the the content is over 99% non
Atari news? Sounds like misuse of the name..

> -Dana @ A-ONE

sinclap!
somewere in mn

6669. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 06:17:45 UTC
From: sinclap@nospam.net
Message-ID: <250520010118027808%sinclap@nospam.net>
Source record: 45799

In article <20010520090515.29131.00001091@ng-fi1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >PhotoTip 3.0 is atari related software. Blindfish.
>
> Hehehe, he wouldn't know Atari items if they bit him on the ass. And
> naturally, he picked the one issue that didn't have a lot of Atari-related
> news
> items listed in the teaser headlines! <vbg> Thanks for pointing that out to
> him; I didn't bother.
>
> >Why this guy still talk here when it doasnï¿½t use atari computers?
>
> He has no life - pure and simple.

Not according to my significant other.. Been a few days since I last
posted..

>
> -Dana @ A-ONE

sinclap!
somewere in mn

6670. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 06:20:46 UTC
From: sinclap@nospam.net
Message-ID: <250520010121038686%sinclap@nospam.net>
Source record: 45800

In article <dreibel-C9B67B.10530820052001@news.bellglobal.com>, Daniel
L. Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <1etpa9v.fx3m6u1bnkn8tN%rsmac@t-online.de>,
> rsmac@t-online.de (Robert Schaffner) wrote:
>
>
> > >
> > > > sinclap!
> > > > somewere in mn
> > >
> > > Why this guy still talk here when it doasnï¿½t use atari computers?
>
> quite simple - "a fanatic is one who redoubles his effort when he has
> forgotten his aim" - George Santayana.
>
> Quite simply, The iDiot Forever Known As Sinclap is determined to
> make an irritant of himself while not realizing that his attempts to
> disrupt the newsgroups have only shown him up for the total moron he
> really is - indeed, even the guys in mac.advocacy have now recognized
> him to be a complete embarassment to the Mac cause. But, what else would
> you think of a guy who, when losing an argument, resorts to try to
> change the subject by attacking an entire country, whose "predictions"
> have blown up in his face, and has been caught telling huge lies and
> making up "fact" out of whole cloth? Indeed, the elephantine gaffes he's
> made in boasting about the "superior" Mac are enough for any agency to
> suggest he be sent to a mental institution for industrial-strength shock
> treatment....

Chunk's...how was therapy? Still shoveling at the hardware store? Did
the female specie take pity on you? What happen to Taf?

sinclap!
somewere in mn

6671. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 06:33:55 UTC
From: sinclap@nospam.net
Message-ID: <250520010134126149%sinclap@nospam.net>
Source record: 45801

In article <3b065e7d@dnews.tpgi.com.au>, Mark Bedingfield
<atari@tpg.com.au> wrote:

> jonk <atari@wcoil.com> wrote in message news:9e4ppi$s41$0@206.230.189.45...
> > I was sitting here reading all these lovely threads and have almost
> > burst into tears. Man I miss my Atari! I just got a 1200mhz cpu for my pc
> > trying to make up for the shear retardedness of my pc. What a waste.
> Someone
> > sell me a Falcon please!!!
>
> Silly lad, I got two and would never part with either, except for maybe a
> Jag....Nah;-)
>
> Mark
>
> PS never sell an Atari, you will regret it.

I didn't!

sinclap!
somewere in mn

6672. Most _beautifull_ MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 08:05:42 UTC
From: Andreas Koch <akoch@rbg.informatik.tu-darmstadt.de>
Message-ID: <3B0E1256.20C69FCE@rbg.informatik.tu-darmstadt.de>
Source record: 45806

Hi,

as a little modification of my last question...

What games for the ST with monochrome screen do you think had/have
the nicest graphics. Not necessarily trying to do dither photos
or something, but graphics that accept the monochrome display
and still look nice :)

--
Andreas
Seeing Dune worms, i don't want to see the Dune BIRDS...

6673. Re: WTB: "Discovery" cartridge (was Re:

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 09:08:27 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <KrRY7LALEiD7EwvW@atari.org.uk>
Source record: 45807

In article <1NhP6.295$Fv2.19630@news2.atl>, Phantomm
<phantomm@bellsouth.net> writes
>ve, do you know of any other cartridge eprom's one could put into the
>Happy Cart, besides the GCR?
>
>I've got a Spectre GCR cart with the Mac chips, I could probably put it
>in the Happy but I'd like to try something else.
>
>If there is some other interesting cart device that I could put into the
>Happy, I'd be interested in hearing about it.
>
>Some sort of Video or Audio Digitiser would be nice. I wonder if one could
>fix a hardware RamDisk in it?
>
>It would be cool to get it working on the Falcon! Have you ever tried it on
>one?

The DIL sockets and the schematics look like you could drop other
cartridge program chips in them.

I don't think you'll get a digitiser or sampler chips in, as they
require extra ic support and hardware.

I would think something like backpak, possible the ultimate ripper OR
supermon, fast basic or any application type ic's.

I've tried the cartridge on the Mega STE but haven't tried the Falcon,
yet!

I got my hands on the top of the range one a few months ago, so that
leaves me with a couple of option 0's spare.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6674. Re: intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 09:14:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990865624-346453AEicMi@cwcom.net>
Source record: 45751

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Thu, 24 May 2001 13:54:46 -0000

>>Fair enough, I'll get back to you. Would it simply be a case of placing
>>the new drive in and connecting the original leads into this one? <dumb

>Yep, but I'd have to delete some confidential files (ie ISP password) and
>park it.

Modern drives use the energy stored in the "flywheel" of the spinning platter
to park the heads when you switch the drive off.

Mind you, I wonder how that works if you have a drive (like mine), which goes
into "sleep" mode when it hasn't been active for a time?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6675. Re: Milan Homepage

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 09:41:20 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9el9c0$7g8$1@draco.stochastik.rwth-aachen.de>
Source record: 45808

In article <9ek65t$v7t$0@206.230.189.51>, jonk <atari@wcoil.com> wrote:
>Let me get this right, I can buy a Milan I with an 060? Where?

From Milan Computer, or from one of the remaining dealers - I know that
Woller Systeme and AG Computertechnik have already sold boards with 060.

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

6676. Re: [ANN] MagiC SDK

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 12:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <25160_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 45809

In uno strano messaggio del 22 May 01 paricard@free.fr (2:333/608.1) scrisse
al povero All :
p> All this for only 75.00 Euros !
..
p> Have a look at the MagiC SDK page:
p> http://www.europe-shareware.org/atari/logiciels/magic_sdk.html
p> Europe Shareware http://www.europe-shareware.org

The link inside the page didn't work for me and information given is no more
then what you wrote, so please tell us where to find them, first of all, what
language is the SDK ? I expect partly english and partly german, can you
specify what and how exactly ? And where/who to ask for the SDK itself ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6677. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 13:45:59 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105251344510.85-100000@Hades060>
Source record: 45824

On Fri, 25 May 2001 sinclap@nospam.net wrote:

> > Why this guy still talk here when it doasnï¿½t use atari computers?
>
> How would you know?

The moronic contents of your posts provide the prove...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6678. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 13:48:48 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105251347060.85-100000@Hades060>
Source record: 45823

On Fri, 25 May 2001 sinclap@nospam.net wrote:
>
> > > Why this guy still talk here when it doasnï¿½t use atari computers?
> >
> > How would you know?
>
> The moronic contents of your posts provide the prove...

The moronic contents of your posts provide the proof...
lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6679. Re: WANTED: intenal Falcon 2.5" HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 13:52:39 UTC
From: bindon@madasafish.com
Message-ID: <tgsot76fa6v979@corp.supernews.com>
Source record: 45811

Hi

>> Yep, but I'd have to delete some confidential files (ie ISP password)
and
>> park it.
>
>great, so long as the upgrade is easy!
>I just want to unscrew the old and screw in the new :-)

As I say, it did come out of my Falcon!

>> >How much would u want for the drive?
>>
>> I looked on ebay and couldn't find any to see what prices. 35 ukp
>> including postage to the UK?
>
>sounds a bit expensive for 340mb.. :-/ Let me think about it and shop
>around a bit. Are you in a hurry to sell? If i was to buy, it'd be after
>June's payday u c. (mid June)

I'm in no hurry at all, I'll sell it for 25 ukp if that's better or a
trade. What items do you have, I'd much prefer a trade, as something
useless to me (the drive) is important to you, and something you feel
useless may be of good use for me. Atari stuff only though :)

Thanks

6680. Re: [ANN] MagiC SDK

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 13:59:26 UTC
From: Sylvain Perchaud <sylvain@europe-shareware.org>
Message-ID: <990799900-368493AEicMi@europe-shareware.org>
Source record: 45810

From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
(Mike De.Petris)
Date: Fri, 25 May 01 12:00:12

>p> Have a look at the MagiC SDK page:
> p> http://www.europe-
>shareware.org/atari/logiciels/magic_sdk.html
> p> Europe Shareware http://www.europe-shareware.org
>
>The link inside the page didn't work for me

There's no snapshot (if that's the link you're talking about) at this
moment.

>and information given is no more
>then what you wrote

You can directly contact us for more informations:
sylvain@europe-shareware.org (you can write in french, english or
german)
lasensio@airtel.net (spanish and english)

>, so please tell us where to find them, first of all, what
>language is the SDK ?

It's mainly in french (MagiC, GCC Shell, EZ Edit, RSM are in french).
But there're translated ressources for GCC Shell (in english), RSM
(english and german) and MagiC (german and english).
The Windom printed documentation (200 pages) is in english.

>And where/who to ask for the SDK itself ?

Europe Shareware

You can pay us via postal order or Eurocheque or any other kind of payment
without any fees for us.

Mailbox:
Europe Shareware
8 allï¿½e de Madrolle
F-18120 MEREAU

--
Sylvain Perchaud
Europe Shareware -
premier distributeur de logiciels Atari
http://www.europe-shareware.org
http://www.chez.com/europeshareware/

6681. Re: Milan I

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 14:02:12 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105251357150.85-100000@Hades060>
Source record: 45827

On 24 May 2001, Michael Schwingen wrote:

> Without a supported card, the machine won't be able to boot at all. The
> bootblobk (which does the hardware initialization before TOS is started)
> needs to get the card up in VGA text mode, and unfortunately the procedure
> to get there is chipset-specific and not well documented by the
> manufacturers.
>
> Getting the S3 Trio working was the work of several weeks ...

I think jonk was a bit unclear in his question about the video card.
He requested info on my hades, where apon I told him I got an older
gfx card from ebay for 10 USD for my hades. He is wanting a milan.

Jonk is wanting to know if he can buy the gfx card himself locally for a
milan? Or is there something special about it that would require you to
buy it from the dealer with the milan board?

If it can be gotten locally can someone provide the gfx cards exact
make and model?

He contacted woller who said they were out of video cards...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6682. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 14:13:23 UTC
From: danap8@aol.com
Message-ID: <20010525101323.14746.00002245@ng-md1.aol.com>
Source record: 45812

>> He has no life - pure and simple.
>
>Not according to my significant other.. Been a few days since I last
>posted..

Thanks for proving my point! You really do need to come up for air once in awhile; you can't stay locked up in your room caressing your Mac - it's an inanimate object. Then again, what human female would let you do the same...

-Dana @ A-ONE

6683. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 14:16:29 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9elpun$2cdh$1@ID-89932.news.dfncis.de>
Source record: 45814
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Steve Stupple" <Steve@atari.org> wrote in message
news:CwUqteAdJZD7Ew$s@atari.org.uk...
> In article <9ejqcj$3at0f$1@ID-89932.news.dfncis.de>, Pera Putnik
> <surface@ptt.yu> writes
> > TOS 2.6, actually TOS 2.06 is right name... works very well without
> >Blitter chip.
> >
> > You can try it without opening Atari - there is software loader, which
> >loads & relocates TOS 2.06 in any ST(E) machine.
>
> Well!!! yes you are right. a software version was produced that loaded
> tos 2.06 from disk. BUT you don't get the full benefit you get on ROM,
> and it eats up memory.
>

I said : you can try it... For normal use is ROM only solution.

Cheers, Pera

6684. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 14:21:41 UTC
From: danap8@aol.com
Message-ID: <20010525102141.14746.00002246@ng-md1.aol.com>
Source record: 45813

>> Why are you still reading/posting in an an Atari newsgroup if you have no
>> interest other than just being a PIA?
>
>For old times sake...What's PIA? Peter's International Airport?

Your imagination works so well most of the time, I'm surprised that you cannot
fathom its meaning - Pain In [the] Ass.

>> Do you read A-ONE? If not, then you know nothing about what you're asking.
>> A-ONE has never been "just" about Atari-related news. Check out an issue
>and
>> you'll see what it's all about.
>>
>
>Than why do use Atari Online name when the the content is over 99% non
>Atari news? Sounds like misuse of the name..

Again, read an issue or two and you will understand. Show me the proof that
the magazine contains 99% non-Atari news. The members of our staff are Atari
users. The magazine is produced using an Atari Falcon. There is plenty of
Atari news - computing and gaming. The magazine is offered online, on Atari
sites. The magazine also contains technology news as well as other gaming
platform news. As was mentioned earlier, Atari users are not living in an
Atari cave - we do realize that there's a larger world out there with news and
technology that's interesting to read and learn about. Unlike you, apparently.

-Dana @ A-ONE

6685. GEM GFA-Basic Editor update

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 14:44:37 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105251414030.89-100000@Hades060>
Source record: 45829

If there is anyone out there that is interested in this project
but does not wish to commit to a pledge please contact me.

I decided to add a category for interested users who would prefer
to wait and see the reuslts, via a demo program when it is available.
We need to know more accurately how many users really are interested
in this.

I personally have spent a considerable amount of time over the years
hacking at the '.GFA' format. It will take some work to get a new
Editor that can deal with tokenized files directly. So please
show your support.

Thank you for your time...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6686. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 15:32:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990815564-112587AEicMi@gmx.net>
Source record: 45822

From: rsmac@t-online.de (Robert Schaffner)
Date: Thu, 24 May 2001 08:38:20 +0100

Hi Robert,

>I`m not sure Soundpool (CD-Recorder 2?) supports your CDRW.
>Drive is new.
Version 2 doesn't support the Yamaha 6416 but version 3.xx does, the
update can be obtained directly from SoundPool and costs 100DM. All
the Yamaha writers up to version 8824 are supported.

>Also CDRW 2100S isn`t found by Soundpool software.
Correct, but then this is a brandnew writer, which will probably be
supported when the next update is released. We should be gratefull
that SoundPool still updates CD Recorder Pro... they are one of the
very few that are still supporting this platform.

Cheers from Belgium
Dennis
--


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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6687. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 15:32:37 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b0e7b15$0$21935@news.zetnet.co.uk>
Source record: 45816

On 23 May 2001 16:06:37 , "Lord Gaiyan" wrote:

|I don't know what it is with program... I checked my HD with this utility to
|defrag etc and It found errors and 'fixed' them resulting in over 512 files
|in the root directory of the drive called "lost****.dat" It did that
|numerous times and I lost all my data.

I have not knowingly had any problems with Diamond Edge. The only
time that I find lost clusters is when I check the NEWSie partition.
Since I turned the NEWSie logging function off as much as I can the
errors have diminished (but not gone away).

Diamond Back has also worked OK.
--
JI Logan

6688. Re: Most famous MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 15:32:38 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b0e7b16$0$21935@news.zetnet.co.uk>
Source record: 45815

Try:

ping4.ping.be/dipching-drulkhor/VGA-GAME.HTM

There are some very good adventure games by Magic Scrolls e.g.
Wonderland.
--
JI Logan

6689. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 15:37:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990815560-111843AEicMi@gmx.net>
Source record: 45821

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 20 May 2001 15:05:51 GMT

Hi Harry,

What kept you so long? I was wondering where you were.... :-)

>It is *entirely untrue* that Barrie does not make it clear that the
>keyboards are spanish.
Really?

<SNIP>
My price for (TT) Mega STE kbrd is $40 plus (2kgs) shipping,
standard
Atari gear.
<SNAP>

This advert instegated my reply, please explain me where Barrie makes it clear that these keyboards are spanish?
He did explain but only **after** I informed prospective customers about it. That's not really the same thing is it?
May I suggest to swallow your "entirely untrue" back in, I believe that "put a sock in it" is the right expression?

>I am completely fed up with the vendetta you and Steve are
>perpetuating based on one problem, whose validity seems to be a matter
>of conjecture depending on who you chose to believe.
Oh boohoo hoo...

>Recently I bought further hardware product from them that didn't work.
>They're hardly perfect. I could name a multitude of other products from
>other suppliers too. Would that make you happy?
I'm not interested at all in your dealings with SysSol.... have I ever said that they were perfect? Have I ever praised them or recommended them? Think very carefully before answering this... I might ask to proof it (learned this from Barrie).

>Dennis - put a sock in it or a get a life. I'm fed up of your noise on
>this subject (feel free to talk about anything and everything else).
You're making the noise, just like Dave you come here accusing me without verifying the facts, when asked when and where I made the alleged "noise" he answers fail or as in your pretty example simply are false. But we do know why the answers fail, don't we? Because the alleged noise was never made in the first place.

So you're fed up? it's people like you and Dave that force me to add to this thread. Did you really think that posting that your pretty "entirely

untrue" contribution would have gone unnoticed? If this is the best you
can do, then you better let this thread end....

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6690. ST TOS

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 15:57:57 UTC
From: Bruce <highpower223@home.com>
Message-ID: <3B0E8170.74AEC6B9@home.com>
Source record: 45817

I have a Mega ST which I am currently not using (I'm on a 800MHz Athlon). How can I get a Rom image to my pc to be able to run ST programs with an emulator?

6691. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 16:01:12 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <JwvP6.7824$vR1.23916@nntpserver.swip.net>
Source record: 45818

> > I don't know what it is with program... I checked my HD with this
utility to
> > defrag etc and It found errors and 'fixed' them resulting in over 512
files
> > in the root directory of the drive called "lost****.dat" It did that
> > numerous times and I lost all my data. Was I ever pissed. The HD was
fine,
> > all the files were fine, no corrupt stuff or anything. Also Diamond
Backup
> > 3.60 crashes and wont backup. Worthless piece of crap software I've ever
> > seen. Is there an alternative?
> >
> > Joshua.
> >
> > PS: My setup is Clab Falcon MKII, 530Mb internal SCSI, 2.1GB external
SCSI
> > (which is the one that got screwed by Edge). Magic 6.1 and TOS.

> Hmmm, I seemed to have heard something with regard to the maximum
> size hard drive diamond edge could handle. I have this software, and
> have never used it for the very reason above. I am too worried, that
> it will screw things up instead of fix it.

Hi,
DiamondEdge works very well and is a very useful program - but never for
larger partitions than 512MB!!!
If you work with partitions that aren't larger than 512MB, you'll be safe
with DE, since it really is a good program - but otherwise you can use
Ataris old CHKDSK3, which has worked with every HD I've tried it with - and
I'm sure there are other alternatives as well...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

6692. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 17:05:57 UTC
From: phantomm@bellsouth.net
Message-ID: <VhwP6.76$6i.3451@news1.atl>
Source record: 45819

I've used Diamond Edge without any problems for years on a number of different hard drives IDE/SCSI. I had no problems untill I put a 6.4Gig IDE hard drive in my Falcon. I setup all partitions except for the boot partition over 800megs. My boot partition is 220megs. The version of DI, i was using worked fine on the 220meg boot partition but would not work on the 800meg partitions.

I upgraded Diamond Edge to version 2.04 and this solved the problem. I can now DeFrag the 800meg partitions with no problems.

However I have ran into the LOST CLUSTERS problem and for me it is just about always on the Drive partition I use to store NET/WEB Software such as CAB, NEWSIE, AFTP, and etc.

For me the best solution was to put all the Net/Web software on one partition. And DeFrag it on a regular basis to cure the Lost Clusters problem.

It is also a very good Idea to have or make a large clear partition to copy files over from a partition that has alot of problems such as lost clusters before you use Diamond Edge to Fix it. This has saved me alot of lost data. And it will clearup alot of problems. Just re-copy the files back to the original partition and this we DeFrag and fix some problems.

While doing this you may find a file or folder that has a problem and cannot be deleted and you can use Diamond Edge or other software to fix it without risking messing up your good files.

phantomm@bellsouth.net

On 25 May 2001 18:01:12 , "Claes Holmerup" wrote:

>Hi,
>DiamondEdge works very well and is a very useful program - but never for
>larger partitions than 512MB!!!
>If you work with partitions that aren't larger than 512MB, you'll be safe
>with DE, since it really is a good program - but otherwise you can use
>Ataris old CHKDSK3, which has worked with every HD I've tried it with - and
>I'm sure there are other alternatives as well...
>

6693. Re: ST TOS

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 18:25:57 UTC
From: bindon@madasafish.com
Message-ID: <tgt8tlh6k55r88@corp.supernews.com>
Source record: 45825

On 25 May 2001 15:57:57 , Bruce wrote:

Hi

>I have a Mega ST which I am currently not using (I'm on a 800MHz
>Athlon). How can I get a Rom image to my pc to be able to run ST
>programs with an emulator?

Yeah, there are TOS extractors out there, done it myself. I think there is one included with TOSWIN or TOSBOX, one of those. I don't have a URL, sorry, I didn't like emulating :)

6694. Re: [ANN][TA] GemTrade available in French again

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 18:34:09 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <CAxP6.23006$ML4.2180642@nnrp4.clara.net>
Source record: 45828

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:990513828-81843AEicMi@cwcom.net...
> Mark Wherry has fallen off the face of the Earth after setting up a new
web
> site for Gemtrade,

Not quite... He writes for Sound on Sound magazine.

Shiuming Lai

6695. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 19:17:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200105252117.a5099@su2.maus.de>
Source record: 45769

Hello Michael!

MANF>I've tried Spin with MetaDOS, CD-Lab, etc., and they all say the
MANF>drive doesn't exist. Wierd!
If using a recent HDDRIVER you must not hide the writer from it!
'Show' the drive to HDDRUTIL and you may use it as a reader.

Und TTschï¿½
ps

6696. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 19:35:58 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <990819358.23962.0.nnrp-10.9e983130@news.demon.co.uk>
Source record: 45830

On 23 May 2001 16:06:37 , "Lord Gaiyan" wrote:
>I don't know what it is with program... I checked my HD with this utility to
>defrag etc and It found errors and 'fixed' them resulting in over 512 files
>in the root directory of the drive called "lost****.dat" It did that
>numerous times and I lost all my data. Was I ever pissed. The HD was fine,
>all the files were fine, no corrupt stuff or anything. Also Diamond Backup
>3.60 crashes and wont backup. Worthless piece of crap software I've ever
>seen. Is there an alternative?
>

Diamond edge doesn't work with long file names & will definitely screw your
files on any partition using them. There is a utility bundled with Kobold
which seems ok but I haven't tried ot out completely.

Mike Bedford

6697. Re: MagiCNet and GlueSTiK

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 19:36:02 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <3b0e9802.0@energise.enta.net>
Source record: 45820

On 24 May 2001 19:46:07 , "Mille Babic" wrote:
>Hi all!
>
>Just have to tell that MagiCNet works all fine now.
>I have managed to use apps like aFTP, aMail etc
>and several ported apps to MiNT/MiNTnet like ircii-2.8, mICQ, ftp, telnet,
>tracerou.
>
>Working hard to get GlueSTiK work. Seems that one must fool the system that
>MiNT is present, like set the MiNT cookie somehow. There's no point to
>binary
>edit gluestik and change the MiNT sentance to MagX, then maybe the author
>kick my ass. There should be a solution for this.
>
>I use most apps through the u:\ drive and u:\etc\ is properly set.
>
>Back to GlueSTiK, I'm a newbie there. I figured out that a file called
>STIK_DIR.DAT should be present with a path to C:\STIK_CFG\ with the
>file DEFAULT.CFG placed there. That's all?
>
>Maybe I can't start GlueSTiK 'course I missed something?
>
>Mille Babic

```
Does it work under Mint ? I have never managed to figure out MintNet
so MagicNet might be the easiest option. ;-)

Just kidding really but if it is easy to install it could win friends
even on Mint.

Have you tried the Cab overlay with SSL ?

Regards,

Peter
--------------------------------------------------------------------
| Vote for Independance |
| http://www.ukip.org |
--------------------------------------------------------------------
--------------------------------------------------------------------
| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |
--------------------------------------------------------------------
```

```
-------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
-------------------------------------------------------------------
```

6698. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 20:49:42 UTC
From: swampfox1@earthlink.net
Message-ID: <GzzP6.32457$BN6.1793936@newsread1.prod.itd.earthlink.net>
Source record: 45831

On 25 May 2001 17:05:57 , Phantomm wrote:

snip

>I upgraded Diamond Edge to version 2.04 and this solved the problem. I can
>now DeFrag the 800meg partitions with no problems.
>
>However I have ran into the LOST CLUSTERS problem and for me it is just about
>always on the Drive partition I use to store NET/WEB Software such as CAB,
>NEWSIE, AFTP, and etc.
>
If you put Newsie on a different drive, do the LOST.DAT files switch
drives too?
John G.

6699. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 21:02:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990876320-138353AEicMi@madasafish.com>
Source record: 45761

Yo!, SinCLAP

>> He has no life - pure and simple.

>Not according to my significant other.. Been a few days since I last
>posted..

Its been a few days since anything if you ask your significant other!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6700. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 21:09:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990876322-139093AEicMi@madasafish.com>
Source record: 45762

Hi SinCLAP

>> PS never sell an Atari, you will regret it.

>I didn't!

Thats coz you use you bollox for brains, hence youre talking tadpoles.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6701. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 22:04:45 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b0ed6fd$0$21934@news.zetnet.co.uk>
Source record: 45832

On 21 May 2001 00:37:10 , "Dave" wrote:

>If you were so sure of your actions then why not do something about it
>at the time instead of behaving like a child?

Not as childish as Barrie calling Sean Barbieri "Barbie Doll", Steve Sweet "Sweat", and Dennis Vermeire "Vermin" ??????????

This more than anything, has got my back up about this sorry person. Why he has to insult all the other people who happen to have the same family names that go back centuries as Sean, Dennis and Steve, I'll never know.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

6702. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 22:04:49 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b0ed701$0$21934@news.zetnet.co.uk>
Source record: 45833

On 15 May 2001 23:50:55 , "The Caver" wrote:
>Anyone know were i can get an STE repaired in the uk!

If you were in the South East, then Steve Sweet is handy with a soldering iron. His speciality is monitors, but he's done my Falcon PSU, and IDE hard drive before now.

Best thing of all he does it for FREE at the Cheshunt Computer Club http://www.cix.co.uk/~derryck btw :)

(unlike people like Keychange..... (don't ask))

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

6703. Re: Need to read Atari formated disks o

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 22:16:36 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b0ed9c4$0$21934@news.zetnet.co.uk>
Source record: 45834

On 23 May 2001 17:16:28 , Peter Slegg wrote:
>On 22 May 2001 06:50:56 , Thaddeus L Olczyk wrote:
>>I have a few (important) Atari ST formated disk.
>>Know of any program that will allow me to read them from a PC?
>>.
>
>I used to know a trick for converting an ST disk to be readable
>on a PC.
>
>IIRC it was a change to the media byte in one of the first
>disc sectors. By simply using a disc editor to change the
>value of the media byte the PC would recognise the disc
>and it could be read.

Yes, it can be done - but not on a PC which can't read the disk. I used to use Harlekin's memory mode to do it and, darnme, I can't remember what you have to change it to. I must research further. Or someone with a better memory will come up trumps shortly.

Charles.

6704. FA:ebay(US),Atari SF314 DSDD Disk Drive, ends May 26th

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 23:24:26 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B0EE9AA.978A62F6@suscom.net>
Source record: 45835

All information is current as of May-25-01 04:28:07 PDT
Please visit eBay for the latest information.

I have the following auctions underway:
1239386154: Atari SF314 DSDD Disk Drive, like new in box
Current bid: $6.00
Auction ends on: May-26-01 15:59:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239386154

1239180450: Atari Trak-Ball CX80, New in box.
Current bid: $8.26
Auction ends on: May-25-01 17:20:18 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239180450

1239530603: Atari SC1224 Color Monitor
Current bid: $1.00
Auction ends on: May-27-01 08:26:46 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239530603

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

6705. Re: Check this out!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 23:35:52 UTC
From: infinite <phagh@online.no>
Message-ID: <k1rtgts726r1n4rqajqa8fivfc0gi0hk09@4ax.com>
Source record: 45838

>http://www.3drealms.com/caught/e3_2001/3/dsc00019.jpg
>
>From the E3 show. :)

whadda babe!

6706. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-25 23:59:10 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2480.546T500T594333optimus@canit.se>
Source record: 45837

SWE/YesCREW skrev:

>On 22 May 2001, Iggy Drougge wrote:

>> You're forgetting that Linux S U C K S. It really really sucks. Those
>> animators have particular needs which Linux will supposedly fulfill, but
>> Linux will never be a major contender in the desktop OS market. UNIX will
>> never be. They had their chance in the 80s, nowadays people have come to
>> expect such things as ease of use.

> And WHY exactly Linux sux so much? Cause its free? Capable? Fast?
>Cause u cant get into it? or is there any special reason u hate it soo
>much? Personaly i dont use Linux, even dont like it much, but its
>definatley NOT a bad or sucky os.. I use MiNT, which is Unix/TOS merging
>and i dont wana use any non UNIX os again.. And so what if it wont be
>major contender.. look on the road, on 1000000 ford pintos came one
>Ferrari, does it sucj then?

MiNT has at least got some pieces of TOS, which makes it a non-UNIX of sorts.
With MiNT, you really don't have to get into the UNIX stuff at all, that's
only if you add some BSD environment distribution.
And why would I dislike anything which is free, capable or fast? But could one
really say that Linux is fast? What I don't like about Linux is the fact that
it is big and hard.

>> Granted, Apple could be, and already is, a major contender in the desktop
>> market, but never Linux. It's not just because of the narrowmindedness of
>> Wintel users, it's simply because Linux is a system from the 70s.

> Please be real... Its clear u really hate Linux... and if we dislike
>OS-es, MacOS is the worst os, slow as hell, u need 1000 plugins to make it
>usable, superbad memory managment etc... not to mention rebuliding the
>desktop (what nonsense) which takes ages even on G3 etc etc...

Etc etc, but at least it is consistent and easy to use.

> U talk about narrowmindeness of Wintel users, do u think u really are
>better?? Cite: "You're forgetting that Linux S U C K S. It really really
>sucks..."

I've got more computer architectures within 10 metres of reach than I could
even care to count. I've used lots of platforms, but really, why Linux?
Certainly, it may fit you, the programmer type or the polytechnic student, but
for the people who don't program much or care much for OS design, it is
worthless. Even I, a computer nerd, fail to see the point of it.

--
En ligne avec Thor 2.6a.

G&#65533; med i SUGA, Swedish Usergroup of Amiga!
WWW: http://swedish.usergroup.amiga.tm/
BBS: 08-6582572, telnet://sua.ath.cx:42512

6707. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 00:04:48 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3203.546T2400T646053optimus@canit.se>
Source record: 45836

Frederic Fouche skrev:

>> On 22 May 2001, Iggy Drougge wrote:
>>
>> > You're forgetting that Linux S U C K S. It really really sucks. Those
>> > animators have particular needs which Linux will supposedly fulfill, but
>> > Linux will never be a major contender in the desktop OS market. UNIX will
>> > never be. They had their chance in the 80s, nowadays people have come to
>> > expect such things as ease of use.

>What sucks about it?

It's a UNIX clone. Based on Minix.

>what's hard about it?

It's a UNIX clone.

>WHat's wrong with the desktop, and icons?

What bloody desktop, what bloody icons?

>WHat's wrong with their filesystem, task schedulers, memory management?

The filesystem is horrible. It falls over when you blow at it.

>Maybe you are mixing up the OS with the applications? maybe you should
>know the difference unless you want to remain clueless. Now I am not
>saying that you are clueless, just saying that because you don't give good
>argument to your statement, so it is very hard to take you seriously.
>Give me some good stuff here so we can all bash on linux, while more and
>more people, while more and more companies are shifting to it.

More and more people, yes, but who? And how many discard their old Windows
installation?

>Could you be mad because it took you 9 years to learn microsoft windows?

Hardly. MS Windows is a sad, inefficient of other, more efficient GUIs, and
requires no time to learn. FYI, I don't run any Windows machines.

>and now you see that linux is showing up as being a serious contender to
>what you use?

Hardly.

>> > Granted, Apple could be, and already is, a major contender in the desktop
>> > market, but never Linux. It's not just because of the narrowmindedness of
>> > Wintel users, it's simply because Linux is a system from the 70s.

>what are you talking about? are you buying this all NT (new technology)
>advertizement crap? As long as 'they say' that it is NEW and IMPROVED,
>you'll believe them, (i guess you need some source of information and
>advertizement is as good as anything else huh?)

I steer clear of M$ products, get it.

>Because it's old and STILL being used, doesn't that tell you something?

It tells me something. My ISP runs it. Our usergroup runs an OpenBSD server,
which is much the same. Just as long as it isn't on my desktop.

>There's a very important rule everyone should know, you don't change a
>winning team. If it has lived 30 years and still proven to work well, it
>shows that the original design was just genious because it could adapt
>very well through time. That's scalable, evolutive, flexible.
>(here I am talking about unix in general, not linux per se).

It has never scaled down to the desktop, which is what I'm referring to.

>A good design is a good design, can't deny that. Period.

And UNIX is a designer's nightmare. Come on, this is the 2000s, and you still
run a monolith kernel?

--
En ligne avec Thor 2.6a.

"Auf Sparc-Maschinen ist Linux weit weniger gut. Auf Maschinen mit sun4
Architektur ist NetBSD etwa 30% schneller. Wer auf so einer Maschine
Linux faehrt tut es aus ideologischen Gruenden oder kennt nichts anderes."
Aus: de.comp.os.unix.misc, "Was ist schneller?"

6708. Re: ST TOS

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 00:33:03 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <tgtug5o24o182d@corp.supernews.com>
Source record: 45841

Bruce wrote in message <3B0E8170.74AEC6B9@home.com>...
>I have a Mega ST which I am currently not using (I'm on a 800MHz
>Athlon). How can I get a Rom image to my pc to be able to run ST
>programs with an emulator?

Goto http://lgd.fatal-design.com and download the image of the TOS version that is in your Mega ST (Probably 1.02 or 1.04). It will be easier...I believe their is also a link to the program that will extract a TOS image somewhere on that site.

6709. FS/T: Atari An Introduction to Sound and Music

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 01:11:55 UTC
From: main@appstate.edu
Message-ID: <cbbf4eff.0105251711.2052f0e8@posting.google.com>
Source record: 45842

I have Atari's Introduction to Sound and Music availavle for sale ot trade.

This item comes with the original box, manuals, and disk and cartridge.

The cartridge plugs into the side port on the ST and allows it to digitize audio samples.

Music Master and Music Maker Plus let you compose, edit and listen to music

Sample Master allows you to capture sdamples on the cartridge and play and edit them.

I am interested in trading either Lego, Atari 8-bit games with manuals, or Atari ST games with manuals. Make me an offer and send it to main@appstate.edu

Thanks.

--
Thomas Main
main@appstate.edu

6710. Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 01:52:57 UTC
From: Raymond Collins <rcollins@voicenet.com>
Message-ID: <Z%DP6.53$9C.977@news2.voicenet.com>
Source record: 45843

I am thinking of changing to a national ISP. I would like to know which are
the most Atari compatible ISPs in the USA?

--
| Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD |
| a.k.a. Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice
|
| collins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card |
| collinrm@umdnj.edu | Die Hard, Serious Atarian since 1983
|

6711. Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 01:55:06 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3b0f0cfa$0$21935@news.zetnet.co.uk>
Source record: 45844

Hi !

Gill Bates wrote on Thu, 24 May 2001 :-

>anyone still waiting for stuff or having problems ??

Yep ! YEp ! YEP !!!..Alas,read on !

I have been waiting almost 10 months to get a 14Mb board from that guy. I paid 25 quid and was sent a board that did not work.Two independant PC engineers assured me that the 14Mb board that he sent me was not 14Mb but a 4Mb. I returned the board to Titan/Cortex with a snail mail covering note, and also an e-mail. Mr David Encil claimed that he had not received the board back, and did not know what my problem was.

E-mails have flown back and forth between myself and Core Designs arguing the toss over this for some time.I threatened Core/Titan with 'small claims' court action , and the fact that I would post my experience on the news groups. This did produce a reaction from Cortex/Titan following which :-

On Tue, 27 Mar 2001, I had a communication from Titan/Cortex telling me that My replacement board would be posted by the end of the week.This was then followed by another e-mail from Titan/Cortex apologising for the delay in sending the replacement board due to pressure of work.

Of course it has never arrived ! We are now nearing June, and shortly a year will have passed with no satisfaction from Cortex (as David now prefers to be known).

As a matter of interest, in the meantime I purchased a 14Mb 60ns Simms board from AUT which advertises in Micro Mart here in the UK. I paid them 16 quid for the board as opposed to the 25 quid that Cortex charged for a duff board.Is there a moral in this story I ask myself ?

(Incidentally - and nothing to do with Cortex as far as I am aware ,I note that on occasion some members of this group look for internal Falcon IDE drives, and I have noted silly prices being asked.
Not many months ago I replaced my internal 2.5" IDE with a Toshiba 1 gigabyte unit designated as the MK 1002 MAV.
It works brilliantly. It was brand new .No modifications were needed to fit it,and it cost just 39 quid + vat from AUT. It was listed under " 2.5 inch Notebook Drives".)

I once considered Titan/Cortex to be a good supporter of the Atari.In the past I bought a number of items from them. Now I would avoid doing any business with Cortex. I have very good personal reasons not to trust

that firm. If you have placed an order with Cortex then be very wary,
and make sure that you keep records of every receipt and communication
as I have done. I wish you luck !

I have taken considerable time in preparing this posting to be sure
that I have not included anything that is not untrue,slanderous,or
libellous concerning Titan/Cortex/Mr David Encil. I have posted the facts
as they are.

I have retained, and can produce, all mails between myself and Titan/Cortex
concerning this matter,and it grieves me that it should be necessary
to post this experience that I have had with Cortex to this newsgroup.

Regards,

~ Paul ~

6712. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 03:17:05 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10105251820001.4084-100000@coazter.myip.org>
Source record: 45746

On 26 May 2001, Iggy Drougge wrote:

> Frederic Fouche skrev:
>
> >> On 22 May 2001, Iggy Drougge wrote:
> >>
> >> > You're forgetting that Linux S U C K S. It really really sucks. Those
> >> > animators have particular needs which Linux will supposedly fulfill, but
> >> > Linux will never be a major contender in the desktop OS market. UNIX will
> >> > never be. They had their chance in the 80s, nowadays people have come to
> >> > expect such things as ease of use.
> >
> > >What sucks about it?
> >
> > It's a UNIX clone. Based on Minix.

they are all unix clones.
Are you expecting someone to clone mswindows maybe?

>
> >what's hard about it?
>
> It's a UNIX clone.

exactly, the beauty of it.
>
> >WHat's wrong with the desktop, and icons?
>
> What bloody desktop, what bloody icons?

what?????
hm for your knowledge, you really should try gnome.
Or if windows really is your kind of desktop, maybe try kde, you'll feel
right at home.

>
> >WHat's wrong with their filesystem, task schedulers, memory management?
>
> The filesystem is horrible. It falls over when you blow at it.

right, and fat16 is even better! or ever ntfs, or fat32. right?
XFS, ext2fs are quite nice, speedy and quite reliable. Hell xfs has been
used for years in production environments. (journaling fs is quite
important), but well maybe you think atari TOS FAT fs is sturdier?

>
> >Maybe you are mixing up the OS with the applications? maybe you should

> >know the difference unless you want to remain clueless. Now I am not
> >saying that you are clueless, just saying that because you don't give good
> >argument to your statement, so it is very hard to take you seriously.
> >Give me some good stuff here so we can all bash on linux, while more and
> >more people, while more and more companies are shifting to it.
>
> More and more people, yes, but who? And how many discard their old Windows
> installation?
>
> >Could you be mad because it took you 9 years to learn microsoft windows?
>
> Hardly. MS Windows is a sad, inefficient of other, more efficient GUIs, and
> requires no time to learn. FYI, I don't run any Windows machines.

hmm I am now puzzled, if mswindows has "more efficient GUIs etc" why
aren't you using it? what are you indeed using??

>
> >and now you see that linux is showing up as being a serious contender to
> >what you use?
>
> Hardly.

ignoring what's going on is your own choice.
Can't blame you i guess. "ignorance is a bliss" they say.

>
> >There's a very important rule everyone should know, you don't change a
> >winning team. If it has lived 30 years and still proven to work well, it
> >shows that the original design was just genious because it could adapt
> >very well through time. That's scalable, evolutive, flexible.
> >(here I am talking about unix in general, not linux per se).
>
> It has never scaled down to the desktop, which is what I'm referring to.

what are you talking about? are you talking about applications? or the
desktop itself?

>
> >A good design is a good design, can't deny that. Period.
>
> And UNIX is a designer's nightmare. Come on, this is the 2000s, and you still
> run a monolith kernel?

once again, VERY confusing, probably coz you don't make much sense.
designer's nightmare:
1) not EVERYONE is a designer.
2) actually unix is one of the most flexible OS you can get, which is a
sweet thing for designers for a new project.
3) do you know how many people, companies are still buying aix machines?
or solaris, hpux and dell servers for linux. Hell even mainframes are
going quite strong with linux as a host OS. What are ALL these people

thinking. You need to tell them that they are all doing a mistake, they all should buy macos or windows (or whatever you use). Unix is dead and YOU know it, actually you are probably the only one knowing it, it is your role to enlighten us, poor techies.

What are you actually using? what do you actually think should be the world's OS?

Music Template Database:
http://musicdb.myip.org

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~

http://www.mp3.com/coazter

6713. FREE Atari Catalogs! Sales! Discounts! More Atari Stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 03:17:22 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105252013460.16060-100000@shell.pacifier.com>
Source record: 45845
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/specials.htm
http://www.atari.benjamin.net Ben's WebSite.
http://www.pacifier.com/~atari/free_cat.htm for FREE Catalogs.
http://www.pacifier.com/~atari/catalogs.htm for FREE Catalogs.

Check the HotLink above for Atari specials on my WebSite! 20% Preferred Customer Discount! 20% SoftWare Discount! Overstock including Panasonic Printers & Atari 1050 Disk Drives. Check out On-Line Atari Catalogs! I've bought overstock from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic Atari 8 Bit Games such as LucasFilm! Atari Happy Drives & Atari XF551 Drives. To Redeem Discounts, sales &/or special offers, either use my HotLink above, reply in E-Mail or call Ben @(503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6714. Milan Motherboards

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 05:20:13 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <tgufak49u5oed7@corp.supernews.com>
Source record: 45749

Does anyone know where I could obtain a Milan 040 or 060 motherboard in the US and what the appox. cost would be? and do these motherboards have a standard AT/ATX footprint for placement into a PC tower case?

Board doesn't need RAM - Just the processor installed.

Chris

6715. Keyboard calls to ACCs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 05:54:31 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <9engeneqr1@newsg4.svr.pol.co.uk>
Source record: 45750

I have been looking for a program which will call a desk-accessory
from the keyboard, and have been trying

DC DESKEY by Michael Vederman V1.0(Beta) of 1988
(an accessory of 5164 bytes)

Surprisingly for its age it works reasonably well on TOS 1.62 with a
multitude of other programs loaded, but the documentation has a
apparent warning that it uses an 'accessory handler', and from my
short experience with it, I am wondering whether this produces
something resident which requires a cold-reset to clear when
accessories are changed. Can anyone enlighten me on this?

Trying to find a later, non-beta, version of this program, it appears
that even the Atari archive at the University of Michigan, which has a
large list of DC software, doesn't have this accessory at all; and the
Fast Club only has the one I already mention, the beta version, in its
collection.

Can anyone help me with a later non-beta version, or suggest a similar
SMALL program that would do the same job? There is only ONE
particular accessory that I wish to be able to call from the keyboard.

George Moulder

6716. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 06:17:25 UTC
From: rsmac@t-online.de
Message-ID: <1eu048a.c1qc946dds8kN%rsmac@t-online.de>
Source record: 45747

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> that SoundPool still updates CD Recorder Pro... they are one of the
> very few that are still supporting this platform.

Oh, what is the latest release no of CD Recorder Pro?

Regards, Robert

--
-= Home of DOIT-Archives =-
____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

6717. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 06:17:25 UTC
From: rsmac@t-online.de
Message-ID: <1eu04d5.19o03wok3hmv4N%rsmac@t-online.de>
Source record: 45748

Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> The moronic contents of your posts provide the proof...
> lol

Forgot that :) activate your filters and thatï¿½s it :->

Anytime the same shit as in .advocacy some years ago.
.advocacy must be closed? :->
What a long time he need to be found other atari groups :->

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

6718. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 08:56:35 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b0f6fc3$0$21937@news.zetnet.co.uk>
Source record: 45752

Hi all!

Barrie has replied to my message but didn't post it here. I therefore
quote him in full without changing anything.

>Hello hasnone, join the club.

Oh, so now you are insulting me too?

>> Not as childish as Barrie calling Sean Barbieri "barbie doll", Steve Sweet
>> "sweat", and Dennis Vermeire "vermin"

>not worth upper case.

Why you have to change my post I don't know.

>> This more than anything, has got my back up about this sorry person. Why
>> he has to insult all the other people who happen to have the same family
>> names that go back centuries as Sean, Dennis and Steve, I'll never know.

>Who's rattled your cage?

You have Barrie.

>It is plain to see who started the insults.
>Any one who publishes the utter and complete rubbish your mates
>have in a concerted effort to close me down deserves all the retaliation
>they get.

I think the sheer fact that you have been downright rude to lots of people
(even to those who haven't been rude to you first, like me), means that
you've just lost a lot of business. People won't take their business to
someone who they think might not respect them.

>Ponder this. barby is the only complainer to surface in response to my
>open request for any more complaints. No trading standards enquiries, just
>the whinging of a customer who didn't get his own way and screwed a good
>deal. Several years ago to boot!
>Have you actually met barby or vermin? Seen their ' evidence ?'
>I suppose you haven't seen any posts supporting Keychange......
>vermin claims to have evidence he won't reveal.
>Do you have any evidence?
>sweat seems preoccupied with ladies of the night,
>
>You keep strange company at your club.....if it's full of more
>self-opinionated old women
>like you you're welcome to it.

Hmmm, the Cheshunt Computer Club has given more support to the Atari community over the years than you've ever done. Old women support a community better than someone who is just interested in making money from them and not helping people.

James

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
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6719. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 08:56:38 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b0f6fc6$0$21937@news.zetnet.co.uk>
Source record: 45753

Hi all!

Barrie has replied to my message but didn't post it here. I therefore
quote him in full without changing anything.

>> Best thing of all he does it for FREE at the Cheshunt Computer Club
>> http://www.cix.co.uk/~derryck btw :)
>>
>> (unlike people like Keychange..... (don't ask))
>>
>Care to explain yourself or are you another of this bunch of gutless gits.

It's simple Barrie, you charge money for repairs, Steve doesn't. Guess who
I'll be getting to do the next repair? Certainly not Keychange....

James

Cheers!

James

____
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
+---+ _/|| ||_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+---+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|

6720. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 10:11:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200105261211.a5701@su2.maus.de>
Source record: 45725

Hi Dennis,

DV>the update can be obtained directly from SoundPool and costs 100DM.
still for both data and audio versions, I suppose?

DV>We should be gratefull that SoundPool still updates CD Recorder Pro...
Did you recently contact Mr Baumgaertner? I'd be glad if you did so.

And what's the most recent version? Mine is 3.1.132...

Und TTschï¿½
ps

6721. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 10:33:03 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <UELP6.1815$hD.30251@NewsReader>
Source record: 45757

Hello.

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3b0f6fc6$0$21937@news.zetnet.co.uk...

> Barrie has replied to my message but didn't post it here. I therefore
> quote him in full without changing anything.

> >> Best thing of all he does it for FREE at the Cheshunt Computer Club

Guess that makes him a dealer, what's he doing posting here?

> >> (unlike people like Keychange..... (don't ask))
> >>
> >Care to explain yourself or are you another of this bunch of gutless
gits.

> It's simple Barrie, you charge money for repairs,

Somebody explain economics to him.....

> Steve doesn't.

I don't charge friends either.

> Guess who I'll be getting to do the next repair? Certainly not
Keychange....

Guess that makes you a tight, freeloading, gutless git.
Look, hasnone, I wouldn't knowingly deal with your bunch if you paid me in
gold.
sweat can fix as many of your Ataris as he wants.
Ponder further. The customers who know me personally will realise what a
worthless bunch of wittering old women you are.
Did your ancestors sit around the guillotine knitting?

None of you except barby have or ever will be a customer,
You continue to ruin this group with this vendetta.
Continue.

Barrie.

6722. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 10:56:32 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105261040220.192-100000@localhost>
Source record: 45754

On 26 May 2001, Iggy Drougge wrote:

> MiNT has at least got some pieces of TOS, which makes it a non-UNIX of sorts.
> With MiNT, you really don't have to get into the UNIX stuff at all, that's
> only if you add some BSD environment distribution.

Yes, i like GEM, but also i like MiNT Unix part. which is now moved from
BSD to more linux like (systemV maybe) fashion, to be easier to port apps
etc.. I do refer to MiNT as kernel WITH Unix part as well... Of course i
do not run X but AES on console... (with CLI virtual consoles)

> And why would I dislike anything which is free, capable or fast? But could one
> really say that Linux is fast? What I don't like about Linux is the fact that
> it is big and hard.

Linux IS fast! I use server which run on 486 machine and since it dont
have a lot of users its VERY neat.. Also it aint big, distributions are
big, they contain all u can get, but thats way too much.. Look on windoze
what u get on 2-3CD's, a lot LESS (cause os and apps are enormous) as on 3
Linux CD's... And u shouldnt mix or equal Linux with all GUI's available
for it!! Gnome is big and slow, but that is NOT Linux, its GUI ported for
Linux, one of many.. MiNT analogy would be NAES and AES4.1... U do dont
wana use AES 4.1. U can get nice Linux setup, used for server maybe (i use
MiNT server) etc on small space!

> Etc etc, but at least it is consistent and easy to use.

Consistent it aint.. It is very touchy and prone to crashes, rebuilding
deskops are touchy, also creator bits realy limit the user, like dclicking
on jpg created by photoshop will load photoshop.. so to customize it,
takes time, lotsa pluggins and knowledge where to get them and how to use
it..

> I've got more computer architectures within 10 metres of reach than I could
> even care to count. I've used lots of platforms, but really, why Linux?

And why not? I see u have own mind and wont accept other opinions still
i will try: why i love Unix is its CLI (command line interpreter) which is
very powerfull tool, in lotsa cases way more powerfull as GUI, but i wont
make myself stupid and dont agree that also GUI is good in other cases..

> Certainly, it may fit you, the programmer type or the polytechnic student, but
> for the people who don't program much or care much for OS design, it is
> worthless. Even I, a computer nerd, fail to see the point of it.

Well u see, im actualy a wellder.. I work with metals and in our
workshoop u will not see a computer at all. I went to metalurgic school

and computers are my hobby from 1980..

To make my point: i like MiNT, i dont like as u can see MacOS, Amiga OS looks weird to me (dont interpret that as bad), windows are cramy, but i do not use vocabulary u do.. Like SUCKS, CRAP etc....

> Gå med i SUGA, Swedish Usergroup of Amiga!
> WWW: http://swedish.usergroup.amiga.tm/
> BBS: 08-6582572, telnet://sua.ath.cx:42512

Im sorry for this, but u Amiga owners are always damn offensive to other stuffs... if i had a fight with computer owner, with calling names etc, is in 99% Amiga owner... Is that a complex or what... And i should mention that i also have friends and know cool Amiga ppl

janez

6723. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 11:00:38 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <IZLP6.1491$4I5.20482@NewsReader>
Source record: 45758

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:990634758-620162AEicMi@madasafish.com...
> Why its dave, if i'd known i'd have got dressed.
>
> >> I think its your turn to make the tea!!.
>
> >And what would that be, 2 crates and a curry before hitting the bottle?
>
> Damn good idea.
>
> >Why should i be "civilized" Dennis?
> >Your side kick certainly has a way with words.
> >Maybee when you're next over here you can help him dry out?
>
> >But then again didn't he get the sack for being a drunk
>
> Nope, i dint get the sack, and i'm not a drunk either
>
> >or am i wrong?
>
> Yes, Again.
>
>
Really?

6724. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 11:09:10 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105261057380.192-100000@localhost>
Source record: 45755

On 26 May 2001, Iggy Drougge wrote:
> >What sucks about it?
>
> It's a UNIX clone. Based on Minix.

really, really powerfull argument....

> >what's hard about it?
>
> It's a UNIX clone.

This is ridicilous...

> >WHat's wrong with their filesystem, task schedulers, memory management?
>
> The filesystem is horrible. It falls over when you blow at it.

UNix filesystems are best filesystems... Reading all ur answers u have already done the verdict, aproach to Unix as hard, useless, obsolete (yes all instituts ets runs it), etc and dont even dare/care to read docs and learn 1-2h (without prejudices), thats all u need to start using Unix..

Unix filesystem are prone to crashes, fast, no need for defragmentation.. Also machines with uptimes from 1 year and more, up to 10yrs are Unix servers, constantly used by a lot of ppl etc and still up and runing!

> Hardly. MS Windows is a sad, inefficient of other, more efficient GUIs, and
> requires no time to learn. FYI, I don't run any Windows machines.

So what? And that makes u good? Or smart? I do not care what OS/Machine ppl use... i care about person BEHIND the machine... its aint computer guilt for your stupid replys here.....

> It has never scaled down to the desktop, which is what I'm referring to.

Why it should be... One of reasons for Unix success is modularity and a lot of addons, servers apps etc.. Now strip all that to desktop and what u got?

> And UNIX is a designer's nightmare. Come on, this is the 2000s, and you still
> run a monolith kernel?

Exactly, and all big organisations runs Unix, your post pass mainly Unix servers to reach us... All major companies, reserach labs etc use Unix.. clearly they are all stupid and obsolete.. What they should use? Windows? AmigaOS, GEM? Internet, and all about communications is Unix!! Some end stations runs on NT or others, core is Unix and also all

net, internet, comms etc stuff is developed on unix.. later same apps appear on other machines...

Janez

6725. Re: ST TOS

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 11:10:12 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105261109540.192-100000@localhost>
Source record: 45756

> Bruce wrote in message <3B0E8170.74AEC6B9@home.com>...
> >I have a Mega ST which I am currently not using (I'm on a 800MHz
> >Athlon). How can I get a Rom image to my pc to be able to run ST
> >programs with an emulator?
>
> Goto http://lgd.fatal-design.com and download the image of the TOS version
> that is in your Mega ST (Probably 1.02 or 1.04). It will be easier...I
> believe their is also a link to the program that will extract a TOS image
> somewhere on that site.

Run the bloody ST!!

6726. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 11:16:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990909596-38299AEicMi@gmx.net>
Source record: 45775

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 20 May 2001 21:13:33 GMT

Hi Jo Even,

>I can confirm that this is Dennis' correct address, other than that I
>won't have anything to do with this rather silly thread...
I agree that this thread is taking on silly proportions, and I also realise that I'm partial responsible for this but one can't always keep it under control. Remember the "silly" argument you've had with Woller about N.AES a while back ? Except for the verbal abuse and buckets full of sh*t, it was pretty much about the same thing....

Threads like these do serve a purpose, without having to choose a side, people following these threads should get a pretty good idea about the attitude and policy of the dealer(s) involved. If we don't stand up against these people they'll just walk all over us... I'm not going to let a crook walk all over *me* :-/

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6727. Re: intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 11:17:01 UTC
From: bindon@madasafish.com
Message-ID: <tgv45dmb7i2136@corp.supernews.com>
Source record: 45759

On 25 May 2001 09:14:54 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Thu, 24 May 2001 13:54:46 -0000
>
>>Yep, but I'd have to delete some confidential files (ie ISP password) and
>>park it.
>
>Modern drives use the energy stored in the "flywheel" of the spinning platter
>to park the heads when you switch the drive off.

Yeah, I suppose I'm being a bit old fasioned :) Just to make sure though.

>Mind you, I wonder how that works if you have a drive (like mine), which goes
>into "sleep" mode when it hasn't been active for a time?

I think when it does this it does actually park the drive. This drive
never had a sleep mode though, unless it was after quite a long time.

6728. NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 11:17:03 UTC
From: bindon@madasafish.com
Message-ID: <tgv45fo50fo937@corp.supernews.com>
Source record: 45760

Hi

Just wondered if anyone else experiences simialr problems when printing on an accelerated Falcon. I have a Phantom (like Nemesis, Centurbo 1) and if I print in "turbo" mode I get a lot of rubbish printed. However if I print with Imagecopy or Papyrus (using their own built in drivers) it prints. The only way to print with NVDI is to switch off the turbo mode and it then prints flawlessly.

Just as a check, I switched on turbo mode and printed to an image, and when displayed in Imagecopy it looked fine. Seems like NVDI can handle the accelerated bus. Does the Nemesis give similar problems, the only thing I can see it is the Yamaha chip going too fast (if the clock is divided from system clock). It's annoying as Imagecopy can print in turbo mode, so why not NVDI?

Thanks

Lyndon Amsdon

6729. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 11:18:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990909592-37515AEicMi@gmx.net>
Source record: 45774

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Fri, 25 May 2001 01:46:09 GMT

Hi Michael,

>I have a similar problem with my Yamaha CD-RW drive, which I posted here
>last week.
Sorry for jumping in this late, but last week I've had my hands full here
replying to silly mails, as you've probably noticed ;-)

>I have a similar problem with my Yamaha CD-RW drive, which I posted here
>last week. No CD drivers can even see that my drive exists except for
>ExtenDOS (which is fine, since that's what I normally use, but wanted to
>try out the others). I've tried Spin with MetaDOS, CD-Lab, etc., and they
>all say the drive doesn't exist. Wierd!
CD-R drivers like MetaDOS are getting on a bit, meaning that SCSI-3/MMC
compliant devices like the Yamaha rewriters are not recognised when used
with the normal *.bos drivers. SoundPool supplies a scsi_cd.bos that allows
using these devices under MetaDos/SPIN! compatible drivers, ExtenDos uses
a custom *.bos file which supports the Yamaha rewriters, hence it's been
recognised...
CD Lab doesn't need a CD driver, but SCSIDRV support must be activated in
HDDriver, (activate SCSI generic driver), if you don't use HDDriver then
you must install the SCSIDRV app seperately (see the CD LAB docs). This
tool is part of the CBHD harddiskdriver and can be downloaded from the
Belgian Chapelie ftp server...

>I haven't done a whole lot of stuff with my drive, as I only have an old
>version of ExtenDOS, and haven't had the chance to send off for the newest
>version, and I can only read, not write with the drive because of this.
Correct me if I'm wrong.... but I've had the impression that ExtenDOS is a
CD-R driver, the program doesn't allow you to burn CD's, to burn CD's you
need to get an ExtenDOS compatible program like Anodyne CD Writer? I don't
know this for sure since I use the SoundPool package....

>I've got ExtenDOS 2.1, and a Yamaha CDW4416S CD-RW drive. Could my drive
>be bad? Could there be some new Audio CD format that the drive or driver
>can't understand?
IIRC the Yamaha CDW4416 has a bug in it's firmware that causes this, it's
fixed (workaround) in the SoundPool scsi_cd.bos driver and probably also in
newer versions of the ExtenDOS *.bos drivers... so get an update :-)

>There's even a CD that has both audio and CD-ROM data, and I can get to
>the CD-ROM data fine, but only sometimes get the audio. Any help would be
>appreciated! Thanks!
This is the so called CD-Extra format or Mixed Mode format, Yamaha writers

support these formats, when problems are encountered this is due to using an out of date *.bos file, using the latest update of ExtenDos should fix this...

Cheers from Belgium
Dennis
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6730. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 12:17:03 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b0f9ebf$0$21935@news.zetnet.co.uk>
Source record: 45763

>Ponder further. The customers who know me personally will realise what a
>worthless bunch of wittering old women you are.

Did you know that the Cheshunt Computer Club include Derryck Croker and Peter West who have translated more German software into English than anyone else. Not to mention the dozens of beginners we've helped get online, do wordprocessing, solve problems, etc etc etc.

That's part of why the Cheshunt Computer Club has done more for this community than you have ever done.

The wider Atari community aren't like the musicians who are only interested in Atari computers if they can run Cubase, and don't want to know about the rest of the potential in these computers. IE they don't know any better and you can get away with selling Spanish keyboards to them at inflated prices etc.

Cheers!

James


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_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
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|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
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6731. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 13:10:24 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <uYNP6.1502$4I5.22027@NewsReader>
Source record: 45764

Hello.

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3b0f6fc3$0$21937@news.zetnet.co.uk...
> Hi all!
>
> Barrie has replied to my message but didn't post it here. I therefore
> quote him in full without changing anything.
>
> >Hello hasnone, join the club.
>
> Oh, so now you are insulting me too?

Fire with fire, matey. You seem as daft as your mates.

> >> Not as childish as Barrie calling Sean Barbieri "barbie doll", Steve
Sweet
> >> "sweat", and Dennis Vermeire "vermin"
>
> >not worth upper case.

Childish??? Have you read some, or indeed any, of sweats' posts?
>
> Why you have to change my post I don't know.

That's the point, you know nothing, you just repeat tittle tattle.
>
> >> This more than anything, has got my back up about this sorry person.

So who's into insults now? I'm not in the least ' sorry '.

>> Why he has to insult all the other people who happen to have the same
family
> >> names that go back centuries as Sean, Dennis and Steve, I'll never
know.
>
> >Who's rattled your cage?
>
> You have Barrie.
>
> >It is plain to see who started the insults.
> >Any one who publishes the utter and complete rubbish your mates
> >have in a concerted effort to close me down deserves all the retaliation
> >they get.

> I think the sheer fact that you have been downright rude...

Oop north it's called plain speaking, something your bunch know precious
little about.
Your use of ' abuse ' and ' rude ' seem to be catch-all terms for any
opinion you disagree with.

Care to comment on vermin and sweats' unfounded allegations or is that
against club rules?
You have proven, first hand knowledge of the facts? No, I thought not.

> you've just lost a lot of business.

You mean the stuff sweat can't fix for free? The newsgroup is the loser.

> People won't take their business to someone who they think might not
respect them.

People respect a good deal and straight talking, every one of my customers
has
spoken to me personally and discussed their needs.

None of your little gang have even met me, vermin publishes libellous
statements
about Keychange, sweat abuses my appearance with his ' lamb chop,
Noddy Holder ' comments so don't you even DARE to lecture me about abuse.
>
> >Ponder this. barby is the only complainer to surface in response to my
> >open request for any more complaints. No trading standards enquiries,
just
> >the whinging of a customer who didn't get his own way and screwed a good
> >deal. Several years ago to boot!
> >Have you actually met barby or vermin? Seen their ' evidence ' first
hand?
> >I suppose you haven't seen any posts supporting Keychange......
> >vermin claims to have evidence he won't reveal.
> >Do you have any evidence?
> >sweat seems preoccupied with ladies of the night,
> >
> >You keep strange company at your club.....if it's full of more
> >self-opinionated old women like you you're welcome to it.
>
> Hmmm, the Cheshunt Computer Club has given more support to the Atari
> community over the years than you've ever done.

Again, you just don't know what support Keychange has provided.
Where do you think the last 100 copies of Cubase v3.1 came from?
It took me 3 months of emailing and cajoling Steinberg to get some more
produced.
What have you done recently that's worthwhile?

> Old women support a community better than someone who is just
> interested in making money from them and not helping people.

Again, you personally know nothing about Keychange or the assistance
I give, but since sweat does your repairs for free......

Barrie at Keychange. www.keychange.co.uk

6732. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 13:16:49 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b0fba1a41b2d32@pandora.be>
Source record: 45765
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

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New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/upx108a.zip (179.102 bytes)
(advanced executable file compressor

**docs**
ftp://chapelie.rma.ac.be/atari/docs/hypertext/chips_fr.zip (6.728.556 bytes)
(Chips 'n Chips Final Release.
Faq about Atari-computers and Atari-hardware
[harddisk, Monitor, laserprinter, etc..].
German language only Contains lots of schematics)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/funmedia.zip (341.900 bytes)
(Video editing tool. German version)

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/htmlhelp-225.lzh (226.194 bytes)
(Multifunctional html helper. German/English/French version)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/icons/extract.lzh (1.783.351 bytes)
(Icon Extract, your extractor of icons to the ICO formats, CUR,
ICL, ANI and DLL. French/English/Spanish version)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
```

UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6733. Belgian ftp-server news

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 13:16:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b0fba1a41b2d33@pandora.be>
Source record: 45766
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
Hello/Bonjour,

The Belgian ftp-server (chapelie.rma.ac.be) is fully operational again.
Have fun with it.

Le serveur ftp Belge (chapelie.rma.ac.be) est de nouveau opï¿½rationnel.

Amusez-vous bien.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

6734. Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 13:36:42 UTC
From: Veronica Coats <rccola@ctos.com>
Message-ID: <3B0FB169.C05A1204@ctos.com>
Source record: 45767

If you wish to reply by email, do not use the email address displayed in this message header. I am typing this on a friend's computer. Public replies here are preferred, but if you do wish to send email, please reply to wordworks@greeleynet.com with a cc: to kspringer3@excite.com. I can always access one of those email accounts when I'm traveling.

My TT030 (42 megs RAM) has seen very little use over the last 4 years. I'm now trying to set it up and make it useable from a practical sense. This means productive uses, no games. <G>

I use Xboot to choose different desktops. It is slightly munged, but works. (I can't add new configurations. I have the disk, just haven't dug it out to reinstall, but I don't believe Xboot is the source of my problem.) I usually run Geneva 006 w/ NVDI, but in this case I need to have a DynaCADD configuration, as Geneva and DynaCADD have problems with each other.

So I set up a bare bones DynaCADD configuration. The current problem is the 804 is not being detected. I'm sure it's a set up problem during boot up, as the printer works fine under Geneva/NVDI and printing from Papyrus 5.15.

Only 3 ACCs are installed: Diablo 630, XControl, and Edith. TThigh resolution, for those who are interested, but that shouldn't be the problem.

I'm open for suggestions as to what to change. It's amazing what you can forget in just 4 years. :-(

Ken Springer

6735. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 13:37:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990978648-622750AEicMi@madasafish.com>
Source record: 45726

Hi Jimz and the Barrie

>>You keep strange company at your club........

Obviously, they let me in, still they dont have a rat problem anymore..

>if it's full of more self-opinionated old women like you you're welcome
>to it.

Perhaps Barrie you'd like to come one night, see how a real community
functions.

>Hmmm, the Cheshunt Computer Club has given more support to the Atari
>community over the years than you've ever done. Old women support a
>community better than someone who is just interested in making money
>from them and not helping people.

Its the women that tend the fields and bring up the kids in times of
national emergency, so Barrie lets not start insulting women or your
wife Dave will get upset and you wont get none tonight!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6736. Re: Knackered STE

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 13:40:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990978652-623402AEicMi@madasafish.com>
Source record: 45727

Hi Jimz

>>Hello hasnone, join the club.

>Oh, so now you are insulting me too?

You didnt support him so youre a threat, hence the insults.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6737. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 13:41:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990978656-623986AEicMi@madasafish.com>
Source record: 45728

Hi Barrie

>> Steve doesn't.

>I don't charge friends either.

That'd please Dave, being your only friend.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6738. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 13:44:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990978658-624570AEicMi@madasafish.com>
Source record: 45729

Hi Dave

Hows Barries Haemoroids?.

>> >But then again didn't he get the sack for being a drunk
>>
>> Nope, i dint get the sack, and i'm not a drunk either
>>
>> >or am i wrong?
>>
>> Yes, Again.

>Really?

Suprising eh!!. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6739. Re: intenal Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 14:00:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990978662-625162AEicMi@madasafish.com>
Source record: 45730

Hi Lyndon

>>Modern drives use the energy stored in the "flywheel" of the spinning
>platter to park the heads when you switch the drive off.

>Yeah, I suppose I'm being a bit old fasioned :) Just to make sure
>though.

Old fashioned!, what a boy!, phah!!, Old fashioned for you is still post
Brady bunch!, and the 3rd resurection of flared trousers. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6740. Re: Belgian ftp-server news

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 14:59:30 UTC
From: bindon@madasafish.com
Message-ID: <tgvh6ie8r6ahbb@corp.supernews.com>
Source record: 45768

On 26 May 2001 13:16:50 , "Martin \"Nightowl\" Byttebier" wrote:

Hi

>The Belgian ftp-server (chapelie.rma.ac.be) is fully operational again.
>Have fun with it.
>
>Le serveur ftp Belge (chapelie.rma.ac.be) est de nouveau op�rationnel.
>
>Amusez-vous bien.

Yippee!!

6741. Re: Chapelie

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 15:02:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990978664-625783AEicMi@madasafish.com>
Source record: 45731

Hi All

>>>ftp://heracles.rma.ac.be/atari works just good (today 18:12 GMT).
>>
>>Fiffi always reports that i should check the hostname spelling as the
>>server does not recognize it. I did have it working when it was first
>>anounced, but not since.
>
>All I can say is that heracles is fully operational. Maybe you must use
>a decent ftp program:-))

It seems that as of today some time chapellie is now operational again
and heracles is now not operational, as was stated some time ago. :-)

Well done all that are responsible for bringing us chapelie and big loud
thanks for all your time and effort.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6742. Re: Keyboard calls to ACCs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 15:03:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990978668-626470AEicMi@madasafish.com>
Source record: 45732

Hi George

>I have been looking for a program which will call a desk-accessory from
>the keyboard, and have been trying

It might help if we knew what it was you were trying to achieve and with
what.

What OS are you using, this might have a bearing on the possible answer.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6743. Re: [ANN][TA] GemTrade available in French again

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 15:43:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990948582-70056AEicMi@cwcom.net>
Source record: 45794

From: "Shiuming Lai" <lais@zetnet.co.uk>
Date: Fri, 25 May 2001 19:34:09 +0100

>> Mark Wherry has fallen off the face of the Earth after setting up a new
>web
>> site for Gemtrade,
>
>Not quite... He writes for Sound on Sound magazine.

I'd like to see him polish GEMTrade up and get it out to an admiring public in
between writing prose though! :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6744. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 15:49:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990948584-70616AEicMi@cwcom.net>
Source record: 45795

From: jfhaslam@zetnet.co.uk (James Haslam)
Date: 25 May 2001 22:04:49 GMT

>Best thing of all he does it for FREE at the Cheshunt Computer Club

We'd better make it clear that club meetings aren't repair fests!!!!

Steve's willingness to help out is one of the reasons why he's such a valued
member of the club - though I know that he'd be too shy to say that a small
contribution is always welcome, should the soldering iron frighten a piece of
equipment into life :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6745. Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 15:52:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990948586-71124AEicMi@cwcom.net>
Source record: 45696

From: nephelim@zetnet.co.uk (Paul Hopkins)
Date: 26 May 2001 01:55:06 GMT

>I have retained, and can produce, all mails between myself and Titan/Cortex
>concerning this matter,and it grieves me that it should be necessary
>to post this experience that I have had with Cortex to this newsgroup.

Problems experienced with Corex/Titan whatever have surfaced in this newsgroup
in the past, and I must say that I was surprised at the calmness experienced
by the sufferers.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6746. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 15:55:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <990948590-71744AEicMi@cwcom.net>
Source record: 45697

From: rsmac@t-online.de (Robert Schaffner)
Date: Sat, 26 May 2001 07:17:25 +0100

>> The moronic contents of your posts provide the proof...
>> lol
>
>Forgot that :) activate your filters and that`s it :->

My filter's been set for a long time now, but it's purpose is defeated by
people who rise to the bait!

Just ignore him, fellow Atarians.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6747. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 19:23:09 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3156.546T450T12233915optimus@canit.se>
Source record: 45771

SWE/YesCREW skrev:

>On 26 May 2001, Iggy Drougge wrote:
>> >What sucks about it?
>>
>> It's a UNIX clone. Based on Minix.

> really, really powerfull argument....

Well, we could turn this into a UNIX argument if you like.

>> >what's hard about it?
>>
>> It's a UNIX clone.

> This is ridicilous...

But it really is a UNIX clone, trust me.

>> >WHat's wrong with their filesystem, task schedulers, memory management?
>>
>> The filesystem is horrible. It falls over when you blow at it.

> UNix filesystems are best filesystems... Reading all ur answers u have
>already done the verdict, aproach to Unix as hard, useless, obsolete (yes
>all instituts ets runs it), etc and dont even dare/care to read docs and
>learn 1-2h (without prejudices), thats all u need to start using Unix..

I've run UNIX in various forms for years. As long as I'm not the
administrator, and it's through a terminal of some kind, it can even be a
pleasurable experience. Not so on a desktop.

> Unix filesystem are prone to crashes, fast, no need for
>defragmentation.. Also machines with uptimes from 1 year and more, up to
>10yrs are Unix servers, constantly used by a lot of ppl etc and still up
>and runing!

Please tell that to ext2fs.

>> Hardly. MS Windows is a sad, inefficient of other, more efficient GUIs, and
>> requires no time to learn. FYI, I don't run any Windows machines.

> So what? And that makes u good? Or smart? I do not care what OS/Machine
>ppl use... i care about person BEHIND the machine... its aint computer
>guilt for your stupid replys here.....

You assumed that I was a Windows luser, I rebouted that. Happy?

>> It has never scaled down to the desktop, which is what I'm referring to.

> Why it should be... One of reasons for Unix success is modularity and a
>lot of addons, servers apps etc.. Now strip all that to desktop and what u
>got?

But then you've already got my point and we need not further discuss this! I
couldn't care less about what's run on servers or workstations, but servers
and workstations are only a fraction of all computers in the world and are not
in direct competition with desktop systems like Mac, Windows or TOS!

>> And UNIX is a designer's nightmare. Come on, this is the 2000s, and you
>> still run a monolith kernel?

> Exactly, and all big organisations runs Unix, your post pass mainly Unix
>servers to reach us... All major companies, reserach labs etc use
>Unix.. clearly they are all stupid and obsolete.. What they should
>use? Windows? AmigaOS, GEM? Internet, and all about communications is
>Unix!! Some end stations runs on NT or others, core is Unix and also all
>net, internet, comms etc stuff is developed on unix.. later same apps
>appear on other machines...

Once again, I don't care about the bloody servers! We even run a UNIX server
at our usergroup, but that was never the topic in this thread!
You should read the entire thread before jumping in, since you're obviously
unable to put things into context!

--
En ligne avec Thor 2.6a.

I know it's weird, but it does make it easier to write poetry in perl.
:-)
--Larry Wall in <7865@jpl-devvax.JPL.NASA.GOV>

6748. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 19:31:59 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <5470.546T2950T12316455optimus@canit.se>
Source record: 45770

Frederic Fouche skrev:

>On 26 May 2001, Iggy Drougge wrote:

>> Frederic Fouche skrev:
>>
>> >> On 22 May 2001, Iggy Drougge wrote:
>> >>
>> >> > You're forgetting that Linux S U C K S. It really really sucks. Those
>> >> > animators have particular needs which Linux will supposedly fulfill,
>> >> > but Linux will never be a major contender in the desktop OS market.
>> >> > UNIX will never be. They had their chance in the 80s, nowadays people
>> >> > have come to expect such things as ease of use.
>>
>> >What sucks about it?
>>
>> It's a UNIX clone. Based on Minix.

>they are all unix clones.
>Are you expecting someone to clone mswindows maybe?

If they ever did, they're utter idiots. Much like the people who think it's
worthwhile to implement a new UNIX clone for the umpteenth time.

>> >what's hard about it?
>>
>> It's a UNIX clone.

>exactly, the beauty of it.

UNIX is not particularly beautiful, unless you know exactly how to communicate
with it.

>> >WHat's wrong with the desktop, and icons?
>>
>> What bloody desktop, what bloody icons?

>what?????
>hm for your knowledge, you really should try gnome.
>Or if windows really is your kind of desktop, maybe try kde, you'll feel
>right at home.

KDE is really miserable. After all, it's just a desktop for X11. And it's so
slow it's ungodly.

>> >WHat's wrong with their filesystem, task schedulers, memory management?
>>
>> The filesystem is horrible. It falls over when you blow at it.

>right, and fat16 is even better! or ever ntfs, or fat32. right?

Stupid git, was I ever advocating M$ filesystems?

>XFS, ext2fs are quite nice, speedy and quite reliable. Hell xfs has been
>used for years in production environments. (journaling fs is quite
>important), but well maybe you think atari TOS FAT fs is sturdier?

Not at all. FAT is a stone-age FS and should have been buried thirty years
ago.

>> >Maybe you are mixing up the OS with the applications? maybe you should
>> >know the difference unless you want to remain clueless. Now I am not
>> >saying that you are clueless, just saying that because you don't give good
>> >argument to your statement, so it is very hard to take you seriously. Give
>> >me some good stuff here so we can all bash on linux, while more and more
>> >people, while more and more companies are shifting to it.
>>
>> More and more people, yes, but who? And how many discard their old Windows
>> installation?
>>
>> >Could you be mad because it took you 9 years to learn microsoft windows?
>>
>> Hardly. MS Windows is a sad, inefficient of other, more efficient GUIs, and
>> requires no time to learn. FYI, I don't run any Windows machines.

>hmm I am now puzzled, if mswindows has "more efficient GUIs etc" why
>aren't you using it? what are you indeed using??

Windows has no efficient GUI, it's a travesty of a GUI.

>> >and now you see that linux is showing up as being a serious contender to
>> >what you use?
>>
>> Hardly.

>ignoring what's going on is your own choice.
>Can't blame you i guess. "ignorance is a bliss" they say.

Oh please, I could take a walk around the entire city without encountering a
LINUX system on any desktop anywhere.

>> >There's a very important rule everyone should know, you don't change a
>> >winning team. If it has lived 30 years and still proven to work well, it
>> >shows that the original design was just genious because it could adapt
>> >very well through time. That's scalable, evolutive, flexible.
>> >(here I am talking about unix in general, not linux per se).
>>
>> It has never scaled down to the desktop, which is what I'm referring to.

>what are you talking about? are you talking about applications? or the
>desktop itself?

It's a multiuser system from a DEC mini, and it still has a lot of mannerisms
from that era. Multiuser systems usually have quite a competent administrator.

Desktops hardly have an administrator at all.

>> >A good design is a good design, can't deny that. Period.
>>
>> And UNIX is a designer's nightmare. Come on, this is the 2000s, and you
>> still run a monolith kernel?

>once again, VERY confusing, probably coz you don't make much sense.
>designer's nightmare:
>1) not EVERYONE is a designer.

No, so the good design argument is irrelevant.

>2) actually unix is one of the most flexible OS you can get, which is a
>sweet thing for designers for a new project.

My experience with UNIX has been quite the opposite. It is inflexible in every
way not related to pipes and shells.
OTOH, it is a rather nice system for programmers.

>3) do you know how many people, companies are still buying aix machines?
>or solaris, hpux and dell servers for linux. Hell even mainframes are
>going quite strong with linux as a host OS. What are ALL these people
>thinking. You need to tell them that they are all doing a mistake, they
>all should buy macos or windows (or whatever you use). Unix is dead and
>YOU know it, actually you are probably the only one knowing it, it is your
>role to enlighten us, poor techies.

Why is it that everyone is stating examples of hordes of people using UNIX on
mainframes, minis or servers, when the original argument concerned the desktop
market?

>What are you actually using? what do you actually think should be the
>world's OS?

I don't believe that any particular OS should reign. To each his own.

--
En ligne avec Thor 2.6a.

"I believe OS/2 is destined to be the most important operating system, and
possibly program, of all time..."
Bill Gates 1988

6749. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 19:43:11 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <4826.546T550T12434551optimus@canit.se>
Source record: 45772

SWE/YesCREW skrev:

>On 26 May 2001, Iggy Drougge wrote:

>> MiNT has at least got some pieces of TOS, which makes it a non-UNIX of
>> sorts. With MiNT, you really don't have to get into the UNIX stuff at all,
>> that's only if you add some BSD environment distribution.

> Yes, i like GEM, but also i like MiNT Unix part. which is now moved from
>BSD to more linux like (systemV maybe) fashion, to be easier to port apps
>etc.. I do refer to MiNT as kernel WITH Unix part as well... Of course i
>do not run X but AES on console... (with CLI virtual consoles)

And then at least you've done away with X. It's really funny how a small
system like GEM is better structured than a behemoth such as X.

>> And why would I dislike anything which is free, capable or fast? But could
>> one really say that Linux is fast? What I don't like about Linux is the
>> fact that it is big and hard.

> Linux IS fast! I use server which run on 486 machine and since it dont
>have a lot of users its VERY neat.. Also it aint big, distributions are
>big, they contain all u can get, but thats way too much.. Look on windoze
>what u get on 2-3CD's, a lot LESS (cause os and apps are enormous) as on 3
>Linux CD's... And u shouldnt mix or equal Linux with all GUI's available
>for it!! Gnome is big and slow, but that is NOT Linux, its GUI ported for
>Linux, one of many.. MiNT analogy would be NAES and AES4.1... U do dont
>wana use AES 4.1. U can get nice Linux setup, used for server maybe (i use
>MiNT server) etc on small space!

And a 486 machine isn't fast, you say? Give an Atari the power of a 486 and
then run a head-to-head comparison. Which do you suppose would be faster?
And small space? Last time I looked, even a hundred megs wasn't enough!

>> Etc etc, but at least it is consistent and easy to use.

> Consistent it aint.. It is very touchy and prone to crashes, rebuilding
>deskops are touchy, also creator bits realy limit the user, like dclicking
>on jpg created by photoshop will load photoshop.. so to customize it,
>takes time, lotsa pluggins and knowledge where to get them and how to use
>it..

There is probably no OS more consistent than MacOS. Compare a dozen Mac
programs, then a dozen X programs. The X programs will be disparate in most
every way, unless they conform to one of /several/ new "standard" toolkits.
Why would the creator bit limit the user? I fail to gewt what you're grasping
at.

>> I've got more computer architectures within 10 metres of reach than I could
>> even care to count. I've used lots of platforms, but really, why Linux?

> And why not? I see u have own mind and wont accept other opinions still
>i will try: why i love Unix is its CLI (command line interpreter) which is
>very powerfull tool, in lotsa cases way more powerfull as GUI, but i wont
>make myself stupid and dont agree that also GUI is good in other cases..

I hate the UNIX CLI, since it's unfriendly to the extreme. All commands are called "blf", "srn", "tr" or "bn". Then you pass arguments using such easy-to-understand statements like "-n", "-Fr" or "zxvf". I love CLIs, I use them all day long, but the UNIX version of CLI makes it rather apparent why the CLI is very marginalised in today's world.

>> Certainly, it may fit you, the programmer type or the polytechnic student,
>> but for the people who don't program much or care much for OS design, it is
>> worthless. Even I, a computer nerd, fail to see the point of it.

> Well u see, im actualy a wellder.. I work with metals and in our
>workshoop u will not see a computer at all. I went to metalurgic school
>and computers are my hobby from 1980..

But you do program, don't you?

> To make my point: i like MiNT, i dont like as u can see MacOS, Amiga OS
>looks weird to me (dont interpret that as bad), windows are cramy, but i
>do not use vocabulary u do.. Like SUCKS, CRAP etc....

I'd be a lot more open WRT MacOS if it had a CLI, because it's a perfect example of how a GUI should be designed, only the underlying OS is horrid. Windows is not as neat a GUI, whereas the CLI is ridiculous. And UNIX is too complicated and unfriendly.

>> G
>> WWW: http://swedish.usergroup.amiga.tm/
>> BBS: 08-6582572, telnet://sua.ath.cx:42512

> Im sorry for this, but u Amiga owners are always damn offensive to
>other stuffs... if i had a fight with computer owner, with calling names
>etc, is in 99% Amiga owner... Is that a complex or what... And i should
>mention that i also have friends and know cool Amiga ppl

Actually, it's simply I who's offensive. I don't mind being offensive, not in this case. OTOH, I've never attacked you, only Linux. =)

--
En ligne avec Thor 2.6a.

Haben Sie schon mal einen Wegweiser gesehen, der selbst den Weg geht, den er weist?
--- Ludwig XV (Knig von Frankreich, 1710-1774)

6750. Re: Belgian ftp-server news

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 19:49:33 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <nKTP6.28007$D91.71590@news2-hme0>
Source record: 45776
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hi Martin,

"Martin "Nightowl" Byttebier" <tos4ever@pandora.be> wrote in message
news:3b0fba1a41b2d33@pandora.be...

> The Belgian ftp-server (chapelie.rma.ac.be) is fully operational again.
> Have fun with it.

Great news Martin & cheers for all your work with the site.

Regards
Sean

6751. Re: Most _beautifull_ MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 21:06:18 UTC
From: Andreas Koch <akoch@rbg.informatik.tu-darmstadt.de>
Message-ID: <3B101ACA.A40005C6@rbg.informatik.tu-darmstadt.de>
Source record: 45777

Andreas Koch schrieb:

> What games for the ST with monochrome screen do you think had/have
> the nicest graphics.

All ugly? Tss....

--
Andreas
Seeing Dune worms, i don't want to see the Dune BIRDS...

6752. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 21:21:00 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010526211708.214B-100000@localhost>
Source record: 45773

> Once again, I don't care about the bloody servers! We even run a UNIX server
> at our usergroup, but that was never the topic in this thread!
> You should read the entire thread before jumping in, since you're obviously
> unable to put things into context!

In what bloody context, u keep changing it.. But to remind u, u are the one which said "linux S U C K S! it really really sux".. So what u had in mind there? In what context i can understand that.. I will here close this debate, just u need to know, i dont defend Linux, im not Linux fan, but i also hate ppl like u, spitting on other stuff u dont like... etc... I dont use Linux, i dislike Linux (and some other stuff) but i wont put myself so low to yell arround it sux.. WHO force u or anyone in Linux anyway?~~

I wont follow this nonsense anyway...

Janez

6753. Re: MagiCNet and GlueSTiK

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 22:44:54 UTC
From: Mille Babic <mille@ebox.REMOVE.tninet.se>
Message-ID: <GlWP6.5162$Yu6.1225987@newsc.telia.net>
Source record: 45779

[..]

> >Maybe I can't start GlueSTiK 'course I missed something?
> >Mille Babic
>
> Does it work under Mint ? I have never managed to figure out MintNet
> so MagicNet might be the easiest option. ;-)
>
> Just kidding really but if it is easy to install it could win friends
> even on Mint.

They re MiNT-only calls like Ssystem() for the cookies in that GlueSTiK
therefore it fail.

> Have you tried the Cab overlay with SSL ?
> Regards,
> Peter

No, but I'm going to. Maybe one day I can use CAB for my banking
transactions :)

Mille Babic

6754. Re: Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 22:46:41 UTC
From: swampfox1@earthlink.net
Message-ID: <InWP6.35141$BN6.2096191@newsread1.prod.itd.earthlink.net>
Source record: 45780

On 26 May 2001 01:52:57 , "Raymond Collins" wrote:
>I am thinking of changing to a national ISP. I would like to know which are
>the most Atari compatible ISPs in the USA?
>

Two I know of (national, not sure):

Atlantic.net 1-800-921-9328
Earthlink.net 1-800-327-8454

However I'm having out-going mail problems (over 30k) with Earthlink
which maybe local in nature! Also, some can't connect with Stik but can
with Sting (both ok here).

John G.

6755. Re: Printing with 1st Word on a 520ST with Master-3S.

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 23:25:07 UTC
From: math1947@yahoo.com
Message-ID: <a1b97c86.0105261525.51436e35@posting.google.com>
Source record: 45781

xlator@cix.compulink.co.uk wrote in message
news:<9ejtlupgq1@plutonium.compulink.co.uk>...
> In message <a1b97c86.0105231327.2b9ccbcb@posting.google.com>, math1947@yahoo.com said:
>
> >I need to be more specific: Have not used blanks in the file-names.
> >Used 1st Word to replace blanks in the text with underscores,
> >because my TOS operating system will delete blanks when it is asked
> >to print a file. TOS was the only way I knew to get the files
> >printed, as my 1st Word cannot find any files when asked to print them.
>
> In WP mode 1st Word saves with stretch spaces (ASCII 29 and 30, I
> think) instead of the normal ASCII 32 spaces. But if you save the
> file with WP Mode switched off (unticked) in the Edit menu, you
> will get a standard ASCII file that should print fine from the
> desktop. (At least you do with 1st Word Plus - can't recall if
> it's there for the older PD 1st Word.)
>

Yes, just as you said. I was unaware of this fact until now.

> But it's very strange that 1st Word can't find your saved files!
> Are you sure you have selected the correct path in the file
> selector for saving and again for printing? With floppy systems,
> it is better to run the program from floppy A:\ (and keep this
> write protected) but save documents to B: - TOS will prompt you
> to change disks when necessary. Try writing a short file and
> saving it to B:\ as TEST.DOC. When you select print (Control-U)
> straight after, the saved file should be preselected in the file
> selector and you only need to press OK. I taker it you have the
> correct printer driver loaded?
>
> Regards, /Peter/

Switching drives between "A" and "B" (on my single MASTER-3S system)
on the ITEM SELECTOR screen whenever 1st Word does not show the
names of data disk files does seem to have solved that problem.

I have renamed my to-be-printed data files to end with ".DOC",
since often my 1st Word will show only those names on the directory,
though at times it shows names of all files.

As for 1st Word not being able to find files when I ask it to print
them, I remembered that for a single-drive system, we are supposed to
copy the file for the print program onto each data disk. Maybe(?) because
I did that, my 1st Word is now finding files when I ask it to print them.

Thanks for the help.

GH

6756. Re: Printing with 1st Word on a 520ST with

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 23:46:05 UTC
From: math1947@yahoo.com
Message-ID: <a1b97c86.0105261546.77355bee@posting.google.com>
Source record: 45782

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:<9eieam$kn5$1@pegasus.csx.cam.ac.uk>...
> Gilbert Humphrey wrote in message ...
> >bindon@madasafish.com (Lyndon Amsdon) wrote in message
> news:<tgn514nfini436@corp.supernews.com>...
> >> On 22 May 2001 17:20:25 , Gilbert Humphrey wrote:
> >>
> >> Hi
> >>
>
>
> < cut >
>
> >I need to be more specific: Have not used blanks in the file-names.
> >Used 1st Word to replace blanks in the text with underscores,
> >because my TOS operating system will delete blanks when it is asked
> >to print a file. TOS was the only way I knew to get the files
> >printed, as my 1st Word cannot find any files when asked to print them.
>
> That make more sence, the reason that there is no spaces in the text when
> you print out from TOS is that it the file you are printing is word
> processed, if you deselect the WP option in one of the menus and then save
> the file a warning will appear stating something like "you are saving this
> as an ASCII file" and some other stuff that I can't remember off hand. Click
> on OK to save the file and you can then print it out from the desktop and
> all the spaces will be in place.
>

You may have a later version of 1st Word. Mine dates from 1986,
and does not give such a warning message about ASCII. Thanks for
the information about how to get TOS to show and print blanks.

> However you should still be able to print from within the program, when you
> have a file open try selecting "Print Current" from one of the menus this
> option should print the currently displayed file.

My 1986 1st Word does not have "Print Current", I think.

> Have you set up the Printer Driver?.

Yes, and it seems to work fine, once 1st Word has found the file.

> What exactly do you mean when you say it cannot find any files when asked to
> print them, do you mean that they are not displayed in the file selector?,
> if so are you sure that the file selector is pointing to the same directory
> that your files are stored in?.

>
> Stephen Moss

Usually the names would not appear on the file selector.
After typing-in the name of the file to be printed,
I was getting the message <<This application can't find the
folder or file you just tried to access>>. Maybe(?) it was looking
for the print program, which I had neglected to copy onto all my
data disks, after I had to go back to a single-drive system. This
problem has not happened since I copied that program onto each disk.
I don't know the answer to your last question; it may well indicate
the problem 1st Word has in getting data from the Master-3S.
As I've mentioned in another May 26 response in this thread,
the problems seemed mostly solved, for now.

Thanks

GH

6757. Re: ST TOS

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 23:47:52 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <th0g7m9qoik6f5@corp.supernews.com>
Source record: 45783

Thats the other option...If you have the space. Unfortunately I really
don't have enough space to keep it setup all of the time.

SWE/YesCREW wrote in message ...
>
>> Bruce wrote in message <3B0E8170.74AEC6B9@home.com>...
>> >I have a Mega ST which I am currently not using (I'm on a 800MHz
>> >Athlon). How can I get a Rom image to my pc to be able to run ST
>> >programs with an emulator?
>>
>> Goto http://lgd.fatal-design.com and download the image of the TOS
version
>> that is in your Mega ST (Probably 1.02 or 1.04). It will be easier...I
>> believe their is also a link to the program that will extract a TOS image
>> somewhere on that site.
>
>
> Run the bloody ST!!
>
>

6758. Re: Printing with 1st Word on a 520ST with Master-3S

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 23:54:07 UTC
From: math1947@yahoo.com
Message-ID: <a1b97c86.0105261554.7d931169@posting.google.com>
Source record: 45784

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:<990696642-867525AEicMi@cwcom.net>...
> From: math1947@yahoo.com (Gilbert Humphrey)
> Date: 22 May 2001 17:20:25 -0700
>
> >Have a 520ST with a single Master-3S floppy drive. The directory
> >windows on 1st Word show no files at all, though can create new ones
> >and edit old ones by typing in the file-names. However, 1st Word
> >cannot find any files when asked to print them. (One ugly way around
> >this problem is to replace blanks with underscores, then use the TOS
> >operating system to print the files.)
>
> Pardon me if I've got the wrong end of the stick, but you ARE using legal DOS
> filenames for your documents?
>
> Unless you are running MagiC or MiNT you can't use blank spaces in filenames,
> letters, numbers and underscores more-or-less only.
> --

Yes, I am using legal filenames. In that parenthetical comment,
I meant the blanks in the data file itself, not in its name.
I think a few changes have mostly fixed my problems, for now.
See my response to the other threads of the same name. For some
reason, responses to my original message showed-up on new threads.

6759. Re: Most _beautifull_ MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-26 23:58:26 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010526235634.250B-100000@localhost>
Source record: 45778

On Sat, 26 May 2001, Andreas Koch wrote:

> > What games for the ST with monochrome screen do you think had/have
> > the nicest graphics.
>
> All ugly? Tss....

I think we give u guite few suggestions, actualy tried any?

Janez

6760. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 00:46:11 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <y3YP6.1597$4I5.27839@NewsReader>
Source record: 45785

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3b0f9ebf$0$21935@news.zetnet.co.uk...
>
> >Ponder further. The customers who know me personally will realise what a
> >worthless bunch of wittering old women you are.
>
> Did you know that the Cheshunt Computer Club include Derryck Croker and
> Peter West who have translated more German software into English than
> anyone else. Not to mention the dozens of beginners we've helped get
> online, do wordprocessing, solve problems, etc etc etc.
>
> That's part of why the Cheshunt Computer Club has done more for this
> community than you have ever done.
>
Really?
That is a very opinionated comment. Just like the rest of the crap
that gets posted here.
Would Derryck care to shove his 2p in aswell. It seems to me that
he is the only one with a bit of common in your group. His posting
may well be worth reading!

> The wider Atari community aren't like the musicians who are only
> interested in Atari computers if they can run Cubase, and don't want to
> know about the rest of the potential in these computers. IE they don't
> know any better and you can get away with selling Spanish keyboards to
> them at inflated prices etc.
>
BULL.
Just because you think you are one of the elite you really don't need
to type such crap. My god, you guys are so opinioniated, just like
several years ago. Just because you translate and do things for
the "communtiy" dosen't give you the right to discount the musician
who started with cubase and moved to other programs on the platform.
You really have surpassed yourself with your verbal crap.

Have a nice day.

Dave

PS. COME ON LAI,COME ON LAI,COME ON LAI,COME ON LAI,COME ON LAI,COME ON
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6761. Re: [ANN][TA] GemTrade available in French again

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 01:01:54 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <hiYP6.1601$4I5.27923@NewsReader>
Source record: 45786

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:CAxP6.23006$ML4.2180642@nnrp4.clara.net...
>
> "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> news:990513828-81843AEicMi@cwcom.net...
> > Mark Wherry has fallen off the face of the Earth after setting up a new
> web
> > site for Gemtrade,
>
> Not quite... He writes for Sound on Sound magazine.
>
> Shiuming Lai
>
>
And who do you write on behalf of LAI, yourself ? You wrote it
so tell the group who is a story teller, hey. Probably not, just hide
behind your ****.

6762. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 01:21:50 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <YAYP6.1603$4I5.27976@NewsReader>
Source record: 45787

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:990909596-38299AEicMi@gmx.net...
> From: Jo Even Skarstein <joska@nvg.ntnu.no>
> Date: 20 May 2001 21:13:33 GMT
>
> Hi Jo Even,
>
> >I can confirm that this is Dennis' correct address, other than that I
> >won't have anything to do with this rather silly thread...
> I agree that this thread is taking on silly proportions, and I also
> realise that I'm partial responsible for this but one can't always keep
> it under control. Remember the "silly" argument you've had with Woller
> about N.AES a while back ? Except for the verbal abuse and buckets full
> of sh*t, it was pretty much about the same thing....
>
> Threads like these do serve a purpose, without having to choose a side,
> people following these threads should get a pretty good idea about the
> attitude and policy of the dealer(s) involved. If we don't stand up
> against these people they'll just walk all over us... I'm not going to
> let a crook walk all over *me* :-/
>
Are you now trying to justify your shit?

I don't remember anyone trying to walk all over you!

Maybee steve changed a letter and had a **** over you, it seems to be his
style.

Just my opinion of course, but who cares, this group is going further down
hill every day.
Would LAI wish to comment at this point - i thought not.
What was that kids show around 4PM years ago in the UK?
Does Lai know the answer, he seems to have an opinion on everything else?

6763. Re: Check this out!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 02:19:31 UTC
From: Bill Repetto <brepetto@mindspring.com>
Message-ID: <9epnog$ce1$1@slb6.atl.mindspring.net>
Source record: 45788

Bravo, my Lord ...

6764. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 05:23:01 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9eq2vl$u57$1@news.chatlink.com>
Source record: 45790

Hi Ken,

On 26 May 2001 07:36:42 , Veronica Coats wrote:

>I use Xboot to choose different desktops. It is slightly munged, but
>works. (I can't add new configurations. I have the disk, just haven't
>dug it out to reinstall, but I don't believe Xboot is the source of my
>problem.) I usually run Geneva 006 w/ NVDI, but in this case I need to
>have a DynaCADD configuration, as Geneva and DynaCADD have problems with
>each other.

I use MagIC 4.10 and DynaCadd will not run under Multitasking so I run
it as a single application under MagIC and all is well. FYI I also use
NVDI and EASE for desktop, I have a 804 but stopped using it sometime
ago as it was ghost printing and I couldn't figure out the problem.
I'm using a Epson Stylus 600. If Geneva will run a APP as a single
that should solve DynaCadd's problem....

Donner.......

6765. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 06:15:41 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <hY0Q6.82617$ff.621646@news-server.bigpond.net.au>
Source record: 45792

ghosting is caused when the wiper blade in the drum unit starts decompsing/yellowing and isnt able to wipe the waist toner off the drum effectivly anymore. Mine dose the same, im uncertain if you can get replacment wiperblades, maybe from toner remanufactring companys. certainly a whole new drum kit is too expencive to worry about. If you have a SLM 804 with a good drum kit, consider yourself lucky, and its nout going to last much longer :)

6766. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 06:32:53 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B109F95.A3680A7A@seimet.de>
Source record: 45793

Dennis Vermeire wrote:

> CD Lab doesn't need a CD driver, but SCSIDRV support must be activated in
> HDDriver, (activate SCSI generic driver), if you don't use HDDriver then

Note that in current versions of HDDRIVER the SCSI driver is always
activated, i. e. it cannot be switched off anymore. This is because
HDDRIVER internally also uses this driver.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6767. Re: ST TOS

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 07:18:24 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010527071538.155A-100000@localhost>
Source record: 45789

On Sat, 26 May 2001, Christopher Friend wrote:

> Thats the other option...If you have the space. Unfortunately I really
> don't have enough space to keep it setup all of the time.

Yes i know the problem, such probs became realy annoying with
introduction of the mouse... I have few comps on desk, i managed somehow
to put them on nicely, but id manage one more IF i wouldnt need place for
mices :)

6768. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 07:26:14 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010527071920.155B-100000@localhost>
Source record: 45791

Hi Dave,

> BULL.
> Just because you think you are one of the elite you really don't need
> to type such crap. My god, you guys are so opinioniated, just like
> several years ago. Just because you translate and do things for
> the "communtiy" dosen't give you the right to discount the musician
> who started with cubase and moved to other programs on the platform.
> You really have surpassed yourself with your verbal crap.

Im scene kid, and we usualy also didnt count midi musicians as kinda part of Atari scene and true Atari lovers... But they are ATARI users and in this bad times (well lets call them that way, altough eil2 party was amazing, with amazing prods) they show one view of Ataris we usualy forget:

MIDI ppl still use ST's for professional purposes, even more, some pure MIDI musicians went back to ST from other, because it has best synchronisation, its compact and VERY VERY stable.. So little machine from 85, is still in professional usage and seems to stay there.. VERY good result especialy if we know those machines are unmodified! I dont know any other machine with that record, and time usualy show true quality of machine.. Musicians aint die hard Atarians, they use what they find best..

Janez

P.S.: On Discovery channel they showed some astronaut training facility and also free fall research plane (that was 2yrs back).. Well inside that plane there are 2 ST's with SM 124 monitors :)

6769. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 08:55:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <915205106-503787AEicMi@cwcom.net>
Source record: 45687

From: Veronica Coats <rccola@ctos.com>
Date: Sat, 26 May 2001 07:36:42 -0600

>I use Xboot to choose different desktops. It is slightly munged, but
>works. (I can't add new configurations. I have the disk, just haven't
>dug it out to reinstall, but I don't believe Xboot is the source of my
>problem.) I usually run Geneva 006 w/ NVDI, but in this case I need to

XBoot has a Y2K bug, which is the cause of this particular problem AIUI. There
have been some patches for it around, perhaps someone here can help you with
one.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6770. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 09:00:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <915205108-504288AEicMi@cwcom.net>
Source record: 45688

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 26 May 2001 11:17:03 -0000

>Just wondered if anyone else experiences simialr problems when printing on
>an accelerated Falcon. I have a Phantom (like Nemesis, Centurbo 1) and if
>I print in "turbo" mode I get a lot of rubbish printed. However if I

Try using the iPRN driver (IIRC there's a demo version on either the NVDI or
MagiC master disks). It's also worth experimenting with alternative outputs
where offered, ie direct or via the BIOS.

I also had a result with GEMSpooler, but the iPRN solution's better IMO.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6771. Re: Most _beautifull_ MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 09:08:13 UTC
From: Andreas Koch <akoch@rbg.informatik.tu-darmstadt.de>
Message-ID: <3B10C3FD.FAFE3BC1@rbg.informatik.tu-darmstadt.de>
Source record: 45698

SWE/YesCREW schrieb:

> > > What games for the ST with monochrome screen do you think had/have
> > > the nicest graphics.
> >
> > All ugly? Tss....
>
> I think we give u guite few suggestions, actualy tried any?

I know these games (all of them), and agree that they are GOOD.
I don't think they are BEAUTIFULL, thought.

--
Andreas
Seeing Dune worms, i don't want to see the Dune BIRDS...

6772. Re: Printing with 1st Word on a 520ST with Master-3S.

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 09:08:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <915205110-504828AEicMi@cwcom.net>
Source record: 45689

From: math1947@yahoo.com (Gilbert Humphrey)
Date: 26 May 2001 16:25:07 -0700

>I have renamed my to-be-printed data files to end with ".DOC",
>since often my 1st Word will show only those names on the directory,
>though at times it shows names of all files.

If the file selector is called with a mask (ie *.DOC), then it will only
display files which match that. Clearing the mask and entering *.* will show
all the files on the disk.

Work with the programs you use, if they like data files with a particular
extension then use it, makes life much easier, and you will be able to tell
which are data files and which are not.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6773. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 09:17:52 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105271207030.19145-100000@hal.pp.fishpool.fi>
Source record: 45699

On Sat, 26 May 2001, SWE/YesCREW wrote:

> Yes, i like GEM, but also i like MiNT Unix part. which is
> now moved from BSD to more linux like (systemV maybe)
> fashion, to be easier to port apps etc..

Moving away from BSD is a mistake, as FreeMiNT developpers will
eventually realize... probably too late to correct it.

The reference implementations of IPv6 and DHCP (just to mention
these two) are created first on BSD and there is where most of
the ongoing development on modern standards being done, mostly in
Japan where the shortage of IP addresses is already a problem
and BSD's are the platform of choice not Linux.

Correctly supporting BPF would unlock _most_ networking problems,
allowing MiNT to be considered a BSD variant with "configure".

Maybe people should also remember that Eric Smith based MiNT upon
BSD principles, not System V.

> Linux IS fast! Also it aint big, distributions are big,
> they contain all u can get, but thats way too much..

OpenBSD: 74mb for the base distribution.
Debian: 200mb for the "essential" packages.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6774. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 09:24:58 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105271220410.19145-100000@hal.pp.fishpool.fi>
Source record: 45701

On 26 May 2001, Iggy Drougge wrote:

> If they ever did, they're utter idiots. Much like the people
> who think it's worthwhile to implement a new UNIX clone for
> the umpteenth time. UNIX is not particularly beautiful,
> unless you know exactly how to communicate with it. KDE is
> really miserable. After all, it's just a desktop for X11. And
> it's so slow it's ungodly.

> Stupid git, was I ever advocating M$ filesystems? Not at all.
> FAT is a stone-age FS and should have been buried thirty
> years ago. Windows has no efficient GUI, it's a travesty of a
> GUI.

So, go ahead and tell us what is your ideal end-user friendly OS?
For this discussion's technically-minded crowd's sake, be precise
and mention all the specs, then move on to describing how nice
and easy-to-use your OS is to accomodate ordinary users.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6775. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 09:29:31 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105271226070.19145-100000@hal.pp.fishpool.fi>
Source record: 45702

On 26 May 2001, Iggy Drougge wrote:

> I hate the UNIX CLI, [...] I love CLIs, I use them all day
> long,

Iggy, you're nothing but a self-contradicting troll.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6776. Dennis and the Britts, beware!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 09:34:30 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105271231120.19145-100000@hal.pp.fishpool.fi>
Source record: 45703

Please take your childish fight over to private mail and stop
poluting this newsgroup with your nonsense. Be aware that you
can both be sued under Finnish laws for newsgroup abuse, and
those laws apply accross EU. Bugger off, NOW!

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6777. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 09:38:38 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <th1iki14kc9413@corp.supernews.co.uk>
Source record: 45700

I'm amazed at the elitist attitude some people in this group have.I have had contact with Barrie and found him to be a fair guy trying to make a buisness dealing in Atari products (something that isn't too common these days).You can't complain about prices as every dealer I've seen charges more than you can get the bits for second-hand.As for free repairs,well if you've got a mate who's a mechanic who fixes your car for free all well and good.But you wouldn't expect every garage to show the same courtesy.

You guys at the Cheshunt club are obviously doing your best to maintain the Atari presence in any way you can but the way your little group band together make you look more like the Atari mafia.

Chris Thorley.

6778. FS: TT030 (FIN)

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 09:53:57 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105271242460.19145-100000@hal.pp.fishpool.fi>
Source record: 45704
Cross-posted to: comp.sys.atari.st,sfnet.atk.atari,fr.comp.sys.atari

I'm selling my second TT030. Specs:

* TOS 3.06 US (plus US keyboard)
* 4mb ST-RAM
* 48mb hard-disk
* internal 56K modem (Canada/US standard - may work elsewhere)
* installed: HD-Driver 5.13, NVDI 4.11, MiNT 1.15.5, N.AES 2.0.

I would preferably sell within EU (easier and cheaper to ship
and to collect the payment), but offers from everywhere will
be given due consideration.

If you are interrested, visit http://pp.fishpool.fi/~q-funk/
for the details and my correct reply address.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6779. FA [LAST DAY - Melb,Au] 1040STe and Flight Sim 2 on eBay.com.au

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 10:06:34 UTC
From: Ian Mavric <ianmav@netspace.net.au>
Message-ID: <9eqkda$1p3c$1@otis.netspace.net.au>
Source record: 45705

On eBay.com.au:

Atari 1040STe with mouse, books, etc. (c.1987):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1239671611

Flight Simulator II software for the Atari ST series of computers (c.1987):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1239678050

Atari 1020 colour printer for 8-bit Atari PCs (c.1984):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1239705161

Australian Old Computer Supply.

6780. Re: ST TOS

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 10:36:16 UTC
From: bindon@madasafish.com
Message-ID: <th1m50sf872k03@corp.supernews.com>
Source record: 45706

Hi

>> Thats the other option...If you have the space. Unfortunately I really
>> don't have enough space to keep it setup all of the time.
>
>
> Yes i know the problem, such probs became realy annoying with
>introduction of the mouse... I have few comps on desk, i managed somehow
>to put them on nicely, but id manage one more IF i wouldnt need place for
>mices :)

I read a review on a trackball that is designed for laptops, and you hold
it in your hand like a gun. Sounded OK, but I would imagine your thumb
(on the trackball) would soon be in pain.

6781. Re: [ANN][TA] GemTrade available in Fre

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 10:36:19 UTC
From: bindon@madasafish.com
Message-ID: <th1m53l73of004@corp.supernews.com>
Source record: 45707

Hi

>"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
>news:CAxP6.23006$ML4.2180642@nnrp4.clara.net...
>>
>> "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
>> news:990513828-81843AEicMi@cwcom.net...
>> > Mark Wherry has fallen off the face of the Earth after setting up a new
>> web
>> > site for Gemtrade,
>>
>> Not quite... He writes for Sound on Sound magazine.
>>
>> Shiuming Lai
>>
>>
>And who do you write on behalf of LAI, yourself ? You wrote it
>so tell the group who is a story teller, hey. Probably not, just hide
>behind your ****.

Dave, are you going to do this to every thread that is going on in this
NG? Stick to your own thread, and please don't copy and paste repeated
phrases. It's a waste of my time downloading it.

6782. ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 11:00:30 UTC
From: ebaiz@skyenet.net
Message-ID: <i75Q6.295$882.1047@newsfeed.slurp.net>
Source record: 45709

Hello all,

I downloaded the big LBC file and have been looking at all the programs/files. I managed to get them all working except for two. Of course they are in German and I cannot read/understand that too well. One is ATmenu which puts an Atari fugi logo in the upper left hand corner of the screen. I know that when you click on it you are suppose to get a drop menu of something. Has anyone figured out how to create/load a data file so that something appears in the menu? The other program is the one called Gaston. Just was is it? Thanks for any help...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6783. Re: Most famous MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 12:07:05 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3B10EDE4.FA5C1890@wanadoo.be>
Source record: 45710

Mac wrote:

> On Tue, 22 May 2001 22:40:30 GMT, ebaiz@skyenet.net (Edward S. Baiz
> Jr.) wrote:
>
> >On 22 May 2001 14:30:03 , Andreas Koch wrote:
> >>Hi,
> >>
> >>what where/are the best games for an ST with monochrome screen?
> >>
> >>Webpages with screenshots and descriptions would be nice ;)
> >>
> >> Andreas
> >
> Monkey Island works in monochrome.

Also great are the Oxyd series and Ishar !
--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

6784. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 12:31:57 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0105271428490.186-100000@freemint>
Source record: 45711

Hello!

> > Moving away from BSD is a mistake, as FreeMiNT developpers will
> > eventually realize... probably too late to correct it.
>
> Well u know my reply on that ;)... It is free, and current developers
> choosed this way... Im not in position to judge that.. they have their

I'm interested to know in what way the FreeMiNT developers move from BSD
to SystemV. And maybe you can explain too what are the relevant things to
be a BSD system and/or a SystemV system or with other words that are the
relevant differences between BSD and SystemV (compared to uptodate BSD
and SystemV systems).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6785. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 12:47:14 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105271237580.156-100000@localhost>
Source record: 45708

On Sun, 27 May 2001, [iso-8859-1] Martin-Éric Racine wrote:

> Moving away from BSD is a mistake, as FreeMiNT developpers will
> eventually realize... probably too late to correct it.

Well u know my reply on that ;)... It is free, and current developers choosed this way... Im not in position to judge that.. they have their reasons and i respect that... And im not at all BSD/Linux patriote.. Fights about Debian/Redhat or Linux/BSD looks quite silly to me to be honest...

And on end, there is no "barrier" that unhappy ppl make own distribution based on prefered system... Users can decide then... There is already SpareMiNT, Debian in start, so noone stops u to make BSD MiNT....

> The reference implementations of IPv6 and DHCP (just to mention
> these two) are created first on BSD and there is where most of
> the ongoing development on modern standards being done, mostly in
> Japan where the shortage of IP addresses is already a problem
> and BSD's are the platform of choice not Linux.

Well tbh, im not Japan fan.. im not to conviced all from there is modern, but thats not the issue.. I do consider BSD good thing, but as i said, im not exatly patrotic toward BSD or Linux.. noone of those feed my mouth...

> Correctly supporting BPF would unlock _most_ networking problems,
> allowing MiNT to be considered a BSD variant with "configure".
>
> Maybe people should also remember that Eric Smith based MiNT upon
> BSD principles, not System V.

Yes, but also u should remeber: After Eric Smith quited, there was few empty years, noone did vrutaly nothing.. After current crew took over, a LOT, i mean A LOT was done.. we never had such reliable system, so much good and current apps to choose from.. so its not all that bad, is it??

> OpenBSD: 74mb for the base distribution.
> Debian: 200mb for the "essential" packages.

Thats not exactly correct.. It depends what packager choose to use as base... it could be as low as 10-20mb as well...

Janez

6786. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 13:09:38 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b1109e6354b830@pandora.be>
Source record: 45712

on Sun 27-05-2001 11:00 Edward S. Baiz Jr. wrote:

>Hello all,
>
>I downloaded the big LBC file and have been looking at all the
>programs/files. I managed to get them all working except for two. Of
>course they are in German and I cannot read/understand that too well.
>One is ATmenu which puts an Atari fugi logo in the upper left hand
>corner of the screen. I know that when you click on it you are suppose
>to get a drop menu of something. Has anyone figured out how to
>create/load a data file so that something appears in the menu? The
>other program is the one called Gaston. Just was is it? Thanks for any
>help...

You must create a dir called atmenu on the root of your bootdisk. In
there you can place everything what you like. Every entry in that dir
will then be listed in the popupmenu. It's a similar function as the
Apple menu on MacOS. You can start application from there or go direct
to much used directories etc..
It's probably a very good idea to use symbolic links to the atmenu dir.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6787. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 13:22:29 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b10e375.0@energise.enta.net>
Source record: 45715

On 24 May 2001 08:24:00 , Ekkehard Flessa wrote:
>Hallo Peter!
>
>
>PS>There doesn't seem to be anything on Mint-Net on his site. The Mint-
>PS>Net stuff on FreeMint is in TAR archives and is in German.
>
>As far as Mfl resp. MfD (German: MiNT-Net for Dummies, English: MiNT-Net for
>lamers) is concerned, go to

Errr. Pardon ?

>http://www.ndh.net/home/kehr/atari/atarie.htm
>There, follow the link to projects and there you go.
>
I found the English docs but it insists that a Unix partition
is needed and a whole pile of Unix software.
I don't have Unix and I don't want it either. The docs also
suggest that installing Mint-Net is likely to mess up
everything else as well. This sounds like a M$ installation. ;-)

What's wrong with copying a folder to the partition and entering my
isp details in a file ?

It takes about 2 minutes to install Sting or Stik, why does MintNet
have to be so complicated ?

Marc-Anton has put a lot of effort into producing a detailed
installation guide but if this is the simple one, I am glad I
never tried to do the old Mint-Net installation.

Part of my job as a developer requires that I write
installation guides for "experts" and none of them are
every as complex as this Mint-Net installation. It's not
Marc-Antons fault but if a piece of software requires a
68k installation guide it is trying to tell you something.

I think I might try by skipping steps 1 to 50 and see if I
can get it working on a GEM machine.

Peter

PS There is no such word as "Lamers"

| Vote for Independance |
| http://www.ukip.org |

```
-----------------------------------------------------------------
| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |
-----------------------------------------------------------------
-----------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
-----------------------------------------------------------------
```

6788. FA:ebay(US),Atari SC1224 Color Monitor,end May 27

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 13:27:20 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B1100B7.F854FC3D@suscom.net>
Source record: 45713

```
Please visit eBay for the latest information.

I have the following auctions underway:
1239530603: Atari SC1224 Color Monitor
Current bid: $8.09
Auction ends on: May-27-01 08:26:46 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239530603

1241199938: ATARI TRAK-BALL CX80, NEW, FACTORY SEALED BOX
Bidding starts at: $1.00
Auction ends on: Jun-02-01 11:55:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241199938

1241030039: HP CD-Writer Plus 9200i internal SCSI new
Bidding starts at: $10.00
Auction ends on: Jun-01-01 16:48:01 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241030039

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david
```

6789. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 13:28:32 UTC
From: bindon@madasafish.com
Message-ID: <th2080mtud11cc@corp.supernews.com>
Source record: 45714

Hi

>I downloaded the big LBC file and have been looking at all the
>programs/files. I managed to get them all working except for two. Of
>course they are in German and I cannot read/understand that too well.
>One is ATmenu which puts an Atari fugi logo in the upper left hand
>corner of the screen. I know that when you click on it you are suppose
>to get a drop menu of something. Has anyone figured out how to
>create/load a data file so that something appears in the menu? The
>other program is the one called Gaston. Just was is it? Thanks for any
>help...

Same here. If you right click or something you can get a little
configuration box, but that's as far as I got. Haven't a clue what it
does! Bengy said soemthing like the organisers of LBC actually offered a
free translation service for the programs and only one person actually
used it.

6790. Atari progs download off web and work on st?

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 13:44:11 UTC
From: K_Turner <kdt1@ukc.ac.uk>
Message-ID: <9er0gq$6ju$1@athena.ukc.ac.uk>
Source record: 45716

Hi
is there anywhere where you can download atari st games and put them onto
disk using some method so that they will play on an atari st?

6791. Re: Problem: TT030, SLM 804, and DynaC

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 14:16:35 UTC
From: jimd11@mindspring.com
Message-ID: <9er283$1cb$1@slb0.atl.mindspring.net>
Source record: 45717

On 27 May 2001 06:15:41 , "Oracle" wrote:
>ghosting is caused when the wiper blade in the drum unit starts
>decompsing/yellowing and isnt able to wipe the waist toner off the drum
>effectivly anymore. Mine dose the same, im uncertain if you can get
>replacment wiperblades, maybe from toner remanufactring companys. certainly
>a whole new drum kit is too expencive to worry about. If you have a SLM 804
>with a good drum kit, consider yourself lucky, and its nout going to last
>much longer :)

Need new subject line.

Found a source of wiper blades, but they will not sell directly to me.

There is no stock in part number 1301WBLADE, but there is lots of stock
in a corresponding Minolta number, SP6XWBLADE. The Minolta toner refill
fits too. Please excuse a bad part number, maybe, because my file on this
is at work, 225 miles (US) away. Anyway, The Epson Action Laser 1000 was
made with a TEC LB 1301 mechanism, and Minolta made parts for the Epson
printer, which is really a TEC LB 1301 printer.

The wipers seem to come in packs of ten, with individual ones selling
for about $2.50 USD. I have some on order, and will report on what
happens.

If you are in a bigger hurry, go to a DOS computer store and ask them to
get you some wiper blades for an Epson Action Laser 1000. And if you
need new toner in a hurry, go to an office supply store and ask the same
sort of question.

--
/"\ Jim DeClercq--jimd11@mindspring.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

6792. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 14:37:32 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105271721040.19145-100000@hal.pp.fishpool.fi>
Source record: 45718

On 27 May 2001, Peter Slegg wrote:

> >http://www.ndh.net/home/kehr/atari/atarie.htm

> I found the English docs but it insists that a Unix partition
> is needed and a whole pile of Unix software.

That is to be expected, since MiNT-Net is a port of NetBSD networking sockets. This obviously means installing a UNIX folder hierarchy and a few basic binaries, at the least.

> I don't have Unix and I don't want it either.

Nor do you need any.

Consider that "pile of UNIX software" at the same level as any "system applications" just like the Windows application register. In other words, assides from the fact that configuration files must be editted by hand instead of using Install Shield, those are system files like any other. Nothing to be affraid of.

As for the UNIX partition argument, a Minix filesystem is a zillion times better than a TOS filesystem, so good in fact that installing MiNT just for that would be a good enough reason, as it supports long filenames and offers better file access control than TOS partitions offer. Back when I started using MiNT, it became the first good reason to stick with it, even though any operation beyond setting up PPP meant learning UNIX basics; if you stick with setting up for your ISP, all you need to edit is the PPP script, modem Chat script and resolv.conf for the DNS servers of your ISP. That's it. See below for a package that offers just that, but nothing more.

> What's wrong with copying a folder to the partition and
> entering my isp details in a file ?

That won't give you a networking stack, will it? Configuration files without the bainaries designed to access them don't get anyone too far.

> It takes about 2 minutes to install Sting or Stik, why does
> MintNet have to be so complicated ?

So, why don't you go with those?

Alternately, look for a package called PPP-Kit 1.4 (e.g. Funet or Chapelie FTP sites should have it), which is a pared-down version of MiNT-Net designed to work on a plain TOS partition. Binaries

used are horribly outdated, though, and you will probably wanna use Jo Even Skarstein's GEM dialer instead of the clickable script kludge used in PPP-Kit.

As for STiNG, no, it is not easy to setup. I have found MiNT-Net to be _much_ easier than STiNG.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6793. FA:eBay(US) ATARI International TOS Software Catalog

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 14:52:03 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B111492.A905EDAB@suscom.net>
Source record: 45721

I have this and other Atari items for auction, email me with any questions.

ATARI International TOS Software Catalog, Winter 1992 edition

Collectors item and research resource, listing hundreds of software
titles for Atari ST & TT Computers, including the Falcon 030. This
catalog was produced using an Atari TT 030 Computer!

6794. Re: Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 15:04:09 UTC
From: Raymond Collins <rcollins@voicenet.com>
Message-ID: <JH8Q6.163$9C.3064@news2.voicenet.com>
Source record: 45722

John,

I appreciate the quick response. I the information is most helpful.

Does Earthlink have a size restriction for outgoing Email?

--
| Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD |
| a.k.a. Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice
|
| rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card |
| collinrm@umdnj.edu | Die Hard, Serious Atarian since 1983
|

"John Garone" <swampfox1@earthlink.net> wrote in message
news:lnWP6.35141$BN6.2096191@newsread1.prod.itd.earthlink.net...
> On 26 May 2001 01:52:57 , "Raymond Collins" wrote:
> >I am thinking of changing to a national ISP. I would like to know which
are
> >the most Atari compatible ISPs in the USA?
> >
>
> Two I know of (national, not sure):
>
> Atlantic.net 1-800-921-9328
> Earthlink.net 1-800-327-8454
>
> However I'm having out-going mail problems (over 30k) with Earthlink
> which maybe local in nature! Also, some can't connect with Stik but can
> with Sting (both ok here).
>
> John G.

6795. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 15:56:38 UTC
From: jflemaire@belgacom.net
Message-ID: <3b1131e63b88670@belgacom.net>
Source record: 45733

Hello,

Le dimanche 27-05-10 13:09, Martin \"Nightowl\" Byttebier tremblait
d'ï¿½motion en ï¿½crivant:

>>One is ATmenu which puts an Atari fugi logo in the upper left hand
>>corner of the screen. I know that when you click on it you are suppose
>>to get a drop menu of something. Has anyone figured out how to
>>create/load a data file so that something appears in the menu?

>You must create a dir called atmenu on the root of your bootdisk. In
>there you can place everything what you like. Every entry in that dir
>will then be listed in the popupmenu. It's a similar function as the
>Apple menu on MacOS. You can start application from there or go direct
>to much used directories etc..
>It's probably a very good idea to use symbolic links to the atmenu dir.

The problem is that with symbolic links you have to link all the files
needed by the application to run (like resources). So you end up with
"application.rsc", "application.dat" listed in the menu.
But one can also edit the .INF file to make it point to any
partition/directory on any drive. One can for example edit it to
atmenu_dir="u:/"; when one clicks on the Fuji logo it'll list all the
contents of the drives, a bit like the Jinnee desktop does.
The major drawback of this utility is that it's painfully slow. And the
screen redraws aren't that good either under MiNT/N.AES. But I'll look for
the next release.

J-F.

6796. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 16:43:32 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105271626300.179-100000@localhost>
Source record: 45719

Hi Peter,

> I found the English docs but it insists that a Unix partition
> is needed and a whole pile of Unix software.
> I don't have Unix and I don't want it either. The docs also
> suggest that installing Mint-Net is likely to mess up
> everything else as well. This sounds like a M$ installation. ;-)

Well i cant see how MiNT net could mess anything... It is physicaly on Unix partiton, and dont use and of cnf's of other stacks. And there is perfectly good reason for Unix partitons.. MiNT net aint limited only to be TCP/IP stack, but also offer server in multiuser envorment, for which access permissions and groups are needed so ppl wont mess your system..

Also whats so bad with Unix file system? It is faster and a lot more reliable as FAT based file systems, most apps run nice from them anyway so that shouldnt be a problem... Safe filesystem is a good thing to have in my opinion.

> What's wrong with copying a folder to the partition and entering my
> isp details in a file ?

Nothing, if thats single TCP/IP.. No need for filters, routers, safety mechanisms and so on...

> It takes about 2 minutes to install Sting or Stik, why does MintNet
> have to be so complicated ?

Because it offer a lot more. I have Riebl Ethernet card in my TT, MintNET take care for etherent to cable modem, plip connection to my main machine (Falcon), for IP masquarading, apache http server, ftp server, SSH server, telnet, nfs (so i can share files easily).. Both TT and riebl date from 1991, and a lot of ppl bought PC's etc as Atari supposedly didnt have good inet acces....

Another reason why it is complicated is that u want to install basicaly Unix network system on non Unix machine... Installing KGMD consist of dling 10-15mb of files, runing installer, answering few Q (like username and passord, root password and on what partition u want MiNT) and 30 mins of waiting.. Then u copy MinT net archive, depack it and type install, answer few q about hostname, ip, protocols and that is.

And a little parallel: give magic to newbie and at same time learn him about stik as well, and alice app, and that ramrom stuff etc.. and it will also look a bit confused..

> Marc-Anton has put a lot of effort into producing a detailed
> installation guide but if this is the simple one, I am glad I
> never tried to do the old Mint-Net installation.

I never found any of them hard.. Hardest stuff i ever installed was
WatchTower linux distribution... I had no clue what Unix is, all was to be
done manualy and kbd layout and docs were french.. I never regreted
though i was persistant.. unix is great..

> I think I might try by skipping steps 1 to 50 and see if I
> can get it working on a GEM machine.

Hm, i run MiNT and N.AES and i consider it a GEM machine.. There is not
much u cant run on MiNT... 99% of those are apps which require Magic... or
some very old GEM/TOS apps...

> PS There is no such word as "Lamers"

Agree 100%, but lotsa prejudices and predefined "iwe heard" opinions..

Janez

6797. Re: Atari progs download off web and work on st?

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 16:45:28 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105271644580.179-100000@localhost>
Source record: 45720

On Sun, 27 May 2001, K_Turner wrote:

> Hi
> is there anywhere where you can download atari st games and put them onto
> disk using some method so that they will play on an atari st?

Yes, u need MSA archiver...

6798. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 17:15:52 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105271708200.184-100000@localhost>
Source record: 45723

> Consider that "pile of UNIX software" at the same level as any
> "system applications" just like the Windows application register.
> In other words, assides from the fact that configuration files
> must be editted by hand instead of using Install Shield, those
> are system files like any other. Nothing to be affraid of.

Yes, i would just add that in most cases, text config files are VERY
well documented... for example u can look naes_cnf.app and actual naes.cnf
file... o lot easier to edit it in text editor.. In app u have checkbox,
manualy u have 5 lines of commentar and then u enter false or true...

> As for the UNIX partition argument, a Minix filesystem is a
> zillion times better than a TOS filesystem, so good in fact that
> installing MiNT just for that would be a good enough reason, as
> it supports long filenames and offers better file access control
> than TOS partitions offer. Back when I started using MiNT, it
> became the first good reason to stick with it, even though any
> operation beyond setting up PPP meant learning UNIX basics; if
> you stick with setting up for your ISP, all you need to edit is
> the PPP script, modem Chat script and resolv.conf for the DNS
> servers of your ISP. That's it. See below for a package that
> offers just that, but nothing more.

That area is usualy not clear enough.. MinixFS or Ext2FS are very
reliable, have good recovering mechanism (i didnt lost data since 95 on
them) and of course permissions flags exist.. And there is no problem
runing GEM apps from those partitons as well, so u can have minixfs or
ext2fs and run most of apps from them as well, exceptions are some older
or badly written apps.

> As for STiNG, no, it is not easy to setup. I have found MiNT-Net
> to be _much_ easier than STiNG.

True. Only one note, actual installing of StiNG is easier.. but thats
all.

Janez

6799. Re: TT

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 17:16:44 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105271716240.184-100000@localhost>
Source record: 45724

Q,

How much for the TT?

Janez

6800. ext2FS versus MinixFS (was: Re: SSL)

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 17:19:22 UTC
From: jflemaire@belgacom.net
Message-ID: <3b1146c44bd4f10@belgacom.net>
Source record: 45736

Hello,

Le dimanche 27-05-01 ï¿½ 17:15, SWE/YesCREW tremblait d'ï¿½motion en ï¿½crivant:

> That area is usualy not clear enough.. MinixFS or Ext2FS are very
>reliable, have good recovering mechanism (i didnt lost data since 95 on
>them) and of course permissions flags exist.. And there is no problem
>runing GEM apps from those partitons as well, so u can have minixfs or
>ext2fs and run most of apps from them as well, exceptions are some older
>or badly written apps.

A few months ago, after having read so many times that the ext2FS was so much better than the MinixFS I initialised an ext2 partition and moved on it all the GEM programs that were on my Minix partition. Almost /none/ accepted to be run from that filesystem. And I'm not talking about old or badly written programs. All the stuff in /bin was quite happy, but the GEM stuff in /usr/local wasn't. Talk about reliability. Even worse, while the MinixFS just doesn't run the 2 or 3 apps that it doesn't like, the ext2 crashed the system. I had to reboot and then be patient during the rather long process of checking the partition. I reverted to MinixFS with a sigh of relief. /That/ is a good filesystem for GEM. Are you really able to run standard GEM applications from an ext2FS?

J-F.

6801. ST Games available in UK

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 17:32:17 UTC
From: John Allen <john@johnallen.org.uk>
Message-ID: <th2ejufk3tmic1@xo.supernews.co.uk>
Source record: 45737

Going through my loft I found two boxes of Atari ST software, mostly games, from the 80's. Domark, Electronic Arts, Firebird, Grand Slam, Rainbird, etc. I don't know whether they work or not, but they are in original boxes. In the 80's I used to review software for home computers, and they are review copies.

Rather than throw them away I am happy to give them to an appreciative home (or homes - I could split, but I don't want to get into all sorts of haggling over who gets what) if you are prepared to collect them from the Fulham/West Kensington area of London or possibly from the Edgbaston area of Birmingham.

Drop me an e-mail if you can give them a good home.

John.

--
John Allen john@johnallen.org.uk

Great art: http://www.nadia.org.uk

6802. 1040 STE Computer With Lot of Software

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 17:42:52 UTC
From: Hpent <hpent@gte.net>
Message-ID: <w0bQ6.918$fL5.299942@paloalto-snr1.gtei.net>
Source record: 45738

On sale at Ebay....
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1240498460

See all the stuff at my site...
http://hp-ent.com/forsale/for_sale.htm

Thanks Wy

6803. Re: Dennis and the Britts, beware!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:02:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991071104-58939AEicMi@madasafish.com>
Source record: 45692

Hi Martin-Eric

> Be aware that you can both be sued under Finnish laws for newsgroup
>abuse, and those laws apply accross EU.

>Bugger off, NOW!

What were you saying about abuse, does that law also apply to you in
view of your bad language?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6804. Re: FS: TT030 (FIN)

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:05:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991071106-59543AEicMi@madasafish.com>
Source record: 45693

Hi Martin-Eric

>* TOS 3.06 US (plus US keyboard)
>* 4mb ST-RAM
>* 48mb hard-disk
>* internal 56K modem (Canada/US standard - may work elsewhere)

How did you acheive the internal modem?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6805. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:07:05 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b114f646b9d9f0@pandora.be>
Source record: 45739

on Sun 27-05-2001 12:22 Peter Slegg wrote:

>It takes about 2 minutes to install Sting or Stik, why does MintNet
>have to be so complicated ?

I took me exactly 20 minutes the install and setup the whole MiNT-net. It
took me several hours before STing was working.
>
>Marc-Anton has put a lot of effort into producing a detailed
>installation guide but if this is the simple one, I am glad I
>never tried to do the old Mint-Net installation.

KGMD is rather easy to use. The only problem is that is all German and rather
outdated now. There is however an English addition made by Katherine
Ellis, KGEMD of something like that. This packet holds an English
description and some newer apps.
But as you don't want to use Unix stuff it will not very useful for you.

>
>Part of my job as a developer requires that I write
>installation guides for "experts" and none of them are
>every as complex as this Mint-Net installation.

Complex they are but even I -a complete MiNT dummy who hardly understand
the way MiNT-net works- have managed to get online. You only must have the
will to succeed and (try to) read the docs. This is unfortunately
something people won't do anymore.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6806. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:07:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b114f646b9d9f1@pandora.be>
Source record: 45740

on Sun 27-05-2001 16:43 SWE/YesCREW wrote:

>Also whats so bad with Unix file system? It is faster and a lot more
>reliable as FAT based file systems, most apps run nice from them anyway so
>that shouldnt be a problem... Safe filesystem is a good thing to have in
>my opinion.

I can only confirm this. It's way better then the TOS FS.

>
>And a little parallel: give magic to newbie and at same time learn him
>about stik as well, and alice app, and that ramrom stuff etc.. and it will
>also look a bit confused..

The so called userfriendly and easy-to-use MagiC seems to me harder to
use then N_AES. I've installed MagiCMac on my G3 some months ago. It's
still not working very good.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6807. Re: Diamond Edge sucks!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:33:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9erh9r$o2$1@plutonium.compulink.co.uk>
Source record: 45742

In message <1etzrix.13k3djz1kzhzdoN%my.mail@is.invalid>, my.mail@is.invalid said:

>> Are you using long filenames? The Diamond utilities won't handle
>> those. They also screw up with large partitions: I have some 840 MB
>> ones which give negative size numbers and won't show occupancy in
>> Edge. Wouldn't dream of trying to use the Diamond proggies on
>> them! Use the Shareware OPTIMIZER.PRG instead for defragging.
>
>Is this the same as "HP optimizer"?

Yes.

Regards, /Peter/

6808. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:33:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9erh9s$o3$1@plutonium.compulink.co.uk>
Source record: 45743

In message <tgv45fo50fo937@corp.supernews.com>, bindon@madasafish.com said:

>Just wondered if anyone else experiences simialr problems when printing on
>an accelerated Falcon. I have a Phantom (like Nemesis, Centurbo 1) and if
>I print in "turbo" mode I get a lot of rubbish printed. However if I
>print with Imagecopy or Papyrus (using their own built in drivers) it
>prints. The only way to print with NVDI is to switch off the turbo mode
>and it then prints flawlessly.
>
>Just as a check, I switched on turbo mode and printed to an image, and
>when displayed in Imagecopy it looked fine. Seems like NVDI can handle
>the accelerated bus. Does the Nemesis give similar problems, the only
>thing I can see it is the Yamaha chip going too fast (if the clock is
>divided from system clock). It's annoying as Imagecopy can print in turbo
>mode, so why not NVDI?

My Nemesized Falcon prints fine from NVDI, Imagecopy, Calamus -
what have you. Are you sure you have the correct printer driver
selected in the NVDI Print dialog? The only time I have had
problems like you describe is when printing from 1st Word Plus and
using the wrong driver (I have both NEC P2200 and DeskJet 520
printers and drivers for both - occasionally I forget to switch
drivers and get rubbish due to different control codes being used
by the two). But since you print OK with Turbo off, this is
unlikely to be the problem. Maybe there is something strange with
the timing in Turbo mode...

Regards, /Peter/

6809. Re: ext2FS versus MinixFS (was: Re: SSL)

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:54:36 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b115a967465b91@pandora.be>
Source record: 45744

on Sun 27-05-2001 19:19 Jean-Franï¿½ois Lemaire wrote:

>Hello,
>

> Are you really able to run standard GEM applications from an ext2FS?

I certainly can us standard GEM applications from an ext2fs.

I haven't tried all the apps I've, but Gaston, Everest, Sysinfo,
Imagecopy,kobolt and Papyrus 8 does work. I'd a problem with Cab 2.80 but
after if converted the filenames to lowercases Cab worked just fine.
With Wordplus 3.15 I'd to convert the files to uppercases otherwise it
refused to start up.
Calamus SL2000 did crash the system. I wonder who's to blame here? Coltris
couldn't find some files and died with an illegal instruction.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6810. Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:55:08 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <th2jem1tcd3mfb@corp.supernews.com>
Source record: 45745

Does anyone know of anyway to increase the resolutions of a Mega ST4 system? I've seen projects to fit an ET4000 ISA card into the ST but they seem way too involved for me. Fitting the ST into a PC tower was one thing but I think I could build a spaceship before I'd get the ET4000 project working correctly.

Are there any alternatives?

6811. Re: Milan and sting

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:59:42 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b11327e.0@energise.enta.net>
Source record: 45734

On 23 Apr 2001 21:47:10 , Dan wrote:
>>From: "Castelot Vincent" <castvi@libertysurf.fr>
>>Date: Mon, 23 Apr 2001 18:17:46 +0200
>>
>>Hello,
>>Sting 126 don't recognize my serial 2 (uart2) but just modem1
>>in the dialer.
>>No prob with connect or wensuite (with magic).
>>An idee?
>>Regards
>>Vincent
>>
>
>Hello Vincent,
>
>
>
>This is also the case on my Milan, and I know another Milan user
>(Robert Best) who has it too. We have tried to solve it two years
>ago (we got lots of advice from this newsgroup) but without
>result. Only modem 1 works. We gave up. With Iconnect under
>Magic Milan the serial 2 is recognized as well with Draconis
>and Wensuite. On other Milans this problem doesn't seem to
>occur with Sting, for exemple on Clement Benrabah's (a french
>Milan user you might know) Milan no problem.
>I managed to get Sting recognize serial 2 when I boot from a
>floppy though, try it. On the floppy disk make an autofolder,
>cpx folder, Sting folder with all the relevant stuff, install
>Xcontrol.
>A complete mystery.
>
>Cheers
>Dan
>

Hi,
I was reading some Mint-Net docs last night and came across
something that might help unless you have all ready tried it.
It refers to the renaming of devices done in the MINT.CNF

"Another problem for the beginner is renaming of the
serial devices. With this little distribution HSMODEM
from Harun Scheutzow will be installed, too.
That MiNT programms like pppd can handle serial devices
as well as GEM programs like Connect the serial devices

have to be renamed with the ren comand.
This looks like this:

ren u:\dev\modem1 u:\dev\ttya

With this comand you make the modem device accessible
for MiNT programs, but now there's no modem1 device
any more, so you have to give the following comand
to rename the HSMODEM device to modem1 device:

ren u:\dev\HSMODEM1 u:\dev\modem1

Because of this comand, the modem device can be accessed
by programs like Connect again."

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6812. Milan Blaster software

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 18:59:55 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b11328b.0@energise.enta.net>
Source record: 45735

Has anyone ever managed to get an upgrade to the Milan Blaster
software ?

The Woller website shows a newer version but there is only
a price for the full software package and no mention of
upgrades from earlier versions.

Peter S.

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6813. Monochrome-games

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 19:08:14 UTC
From: Henning Ellert <Hennin@gmx.de>
Message-ID: <3B11509E.87A2F124@gmx.de>
Source record: 45646

Where can I find some cool games for my Atari ST in the internet?

6814. Re: ext2FS versus MinixFS (was: Re: SSL)

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 20:15:04 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105272000060.189-100000@localhost>
Source record: 45741

Hello,

> A few months ago, after having read so many times that the ext2FS was so
> much better than the MinixFS I initialised an ext2 partition and moved on
> it all the GEM programs that were on my Minix partition. Almost /none/
> accepted to be run from that filesystem. And I'm not talking about old or
> badly written programs. All the stuff in /bin was quite happy, but the GEM
> stuff in /usr/local wasn't. Talk about reliability. Even worse, while the
> MinixFS just doesn't run the 2 or 3 apps that it doesn't like, the ext2
> crashed the system. I had to reboot and then be patient during the rather
> long process of checking the partition. I reverted to MinixFS with a sigh
> of relief. /That/ is a good filesystem for GEM. Are you really able to run
> standard GEM applications from an ext2FS?

Yes, there is problem with GEM apps on ext2fs.. We discussed that with
author and it aint exactly ext2fs problem.. as i understand there should
be some fixes (cludges) added to ext2fs (minixfs has those) cause of some
GEM problems.. I run CAB, Aftp, Amail, Qed, Everest, Airc, some gem games,
Doodle etc.. i also keep N.AES and Thing on ext2fs (so u can set sticky
bit and run AES as root or user and use user dependand configs, if app is
smart enough to save inf in $HOME).. But i realy should say same as u do,
Minixfs is way to go for GEM.. I do have /usr and /home mounted on ext2fs
partitions and those runs very well...

Main point i wanted to say is, that unixfs partitons are better as FAT
ones.. Faster, more reliable and offer better access control.. PPL usualy
think that MiNT wants minixfs cause of long names.. thats not true.
Since MiNT is multiuser and open system, we need access control.. And
atleast on minixfs all properly written apps will have no probs...

Reliabilty is great.. I didnt lost any data on minicfs/ext2fs even when
i had psu failures and my GEM partition went off.. FSCK and little fidling
in lost&founf folder and i got all back... U think it took long to
check/fix partition? Try optimizing same size FAT partition.. not to
mention it can go wrong... i have minixfs from 95 and ext2fs some 3 years.

Janez

6815. Re: Monochrome-games

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 20:16:05 UTC
From: Andreas Koch <akoch@rbg.informatik.tu-darmstadt.de>
Message-ID: <3B116085.2699B7E1@rbg.informatik.tu-darmstadt.de>
Source record: 45648

Henning Ellert schrieb:

> Where can I find some cool games for my Atari ST in the internet?

http://www.dongleware.de/
--
Andreas
Seeing Dune worms, i don't want to see the Dune BIRDS...

6816. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 20:27:03 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <RheQ6.8577$vR1.25494@nntpserver.swip.net>
Source record: 45654

"Robert Schaffner" <rsmac@t-online.de> wrote:
> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>
>
> > that SoundPool still updates CD Recorder Pro... they are one of the
> > very few that are still supporting this platform.
>
> Oh, what is the latest release no of CD Recorder Pro?
>

It's 3.20 (if it hasn't been updated the last couple of months) and it
handles my Yamaha 8424 (SCSI) perfectly...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

6817. Re: Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 21:07:43 UTC
From: swampfax@atlantic.net
Message-ID: <z0eQ6.5$DZ5.15183@news1.atlantic.net>
Source record: 45649

On 27 May 2001 15:04:09 , "Raymond Collins" wrote:
>John,
>
>I appreciate the quick response. I the information is most helpful.
>
>Does Earthlink have a size restriction for outgoing Email?
>
>
Not supposed to have a restriction! Been ok for years! Now they've
"upgraded" here and have'nt found why I can't send out larger files!
I believe thr problem is a local one (might have something to do with
PC/MAC/PC/MAC/PC/MAC/PC/MAC/PC/MAC/PC/MAC)

John G.

6818. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 21:10:50 UTC
From: bindon@madasafish.com
Message-ID: <th2raqaqc5adbc@corp.supernews.com>
Source record: 45650

Hi

>You must create a dir called atmenu on the root of your bootdisk. In
>there you can place everything what you like. Every entry in that dir
>will then be listed in the popupmenu. It's a similar function as the
>Apple menu on MacOS. You can start application from there or go direct
>to much used directories etc..

Ah this could be useful actually, as I don't think Taskbar had support for putting apps there. Hmm I think I'll adjust my marks for this.

>It's probably a very good idea to use symbolic links to the atmenu dir.

Yes, it would be a bit silly putting all your apps there :)

6819. Re: Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 21:17:05 UTC
From: swampfax@atlantic.net
Message-ID: <l9eQ6.1651$Rh7.140115@newsread1.prod.itd.earthlink.net>
Source record: 45651

On 27 May 2001 15:04:09 , "Raymond Collins" wrote:
>John,
>
>I appreciate the quick response. I the information is most helpful.
>
>Does Earthlink have a size restriction for outgoing Email?
>
>
Not supposed to have a restriction! Been ok for years! Now they've
"upgraded" here and have'nt found why I can't send out larger files!
I believe the problem is a local one (might have something to do with
PC/MAC/PC/MAC/PC/MAC/PC/MAC/PC/MAC/PC/MAC)

John G.

6820. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 21:28:22 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B117119.6A61EFCE@chello.nl>
Source record: 45652

Martin-ï¿½ric Racine wrote:
>
> On 26 May 2001, Iggy Drougge wrote:
>
> > I hate the UNIX CLI, [...] I love CLIs, I use them all day
> > long,
>
> Iggy, you're nothing but a self-contradicting troll.
>

No, he is right. I worked with a CLI on a non UNIX mainframe for years.
CLI's can be made better then the current UNIX CLI's.
The one I used was a subset of Algol 68.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6821. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 21:30:19 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <SheQ6.8578$vR1.25494@nntpserver.swip.net>
Source record: 45653

> Im scene kid, and we usualy also didnt count midi musicians as kinda
> part of Atari scene and true Atari lovers... But they are ATARI users and
> in this bad times (well lets call them that way, altough eil2 party was
> amazing, with amazing prods) they show one view of Ataris we usualy
> forget:
>
> MIDI ppl still use ST's for professional purposes, even more, some pure
> MIDI musicians went back to ST from other, because it has best
> synchronisation, its compact and VERY VERY stable.. So little machine from
> 85, is still in professional usage and seems to stay there.. VERY good
> result especialy if we know those machines are unmodified! I dont know any
> other machine with that record, and time usualy show true quality of
> machine.. Musicians aint die hard Atarians, they use what they find best..

Hi,
Sorry to barge in like this, but I can't keep my mouth shut when I see such statements. This kind of rumours is the reson why people don't dare to change to a better platform for their music work. A couple of years ago, it was true - but not anymore. You can't use a cheap and crappy soundcard as your midi interface on the PC - but there are many cheap and very well functioning interfaces for the serial or USB-bus. To get the best performance with a PC, you need to put a little more money into the soundcard than you would on a game-machine, but the same extra cost (if not even more) was actually needed for a Falcon system to get good enough performance...

The ST and the Falcon were extremely good at the time they were released and several years on - but nowadays they're way behind since the platform isn't developed anymore. Face the fact that the world doesn't spin around Atari just because you want it to! There are actually people who still believe the world is flat, but that doesn't make it true...
I know that many studios still have Atari machines - but that's only because some of their customers still use the Atari - and since they can't get any money for the old machines on the second-hand market, it's better for them to keep the machines for the rare customers who still work with Ataris. For their main work, they use PC or Mac because they can make a much better job with those machines.
Most musicians I know, who still use their Ataris, are actually in the process of changing to the PC platform - the rest of them have already changed platform - because they want to use what they find best...

Today, when CPU speeds are enough to make a stable music system out of a PC, there's simply no meaning in using a reel-tape synced to an old computer running and old version of Cubase - when you can run everything in one computer. The Falcon is an option - but if you want professional

performance, you need hardware that isn't manufactured anymore. If you need more than 8 audio tracks, you can't use the Falcon either - and if you want to have the whole studio in the computer, just forget it! These are things that can be handled in a modern PC, where you can use software synths, you can use several effects units and mastering tools - all at the same time within the computer, as plugins.
The new midi interfaces use what's called LTB - Linear Time Base - which gives you a terribly much better midi sync than any Atari machine could dream about. Sync between midi and audio is also much more accurate than on an Atari, as well as sync between audio tracks, which is sample-accurate.
Don't speak of Atari as the saviour of all problems when it isn't true!
If you still use an Atari and think it's good enough - that's good for you, but don't try to convince people of getting worse equipment than what they actually want.
The only thing I regret after making the jump to hyperspace from a turtle-speed Falcon (with every musical extra equipment you can think of) to a lightning fast PC, is that I didn't make the jump earlier...

I still have some Atari support on my website and always will, as well as I'll always help people who have Atari related questions to the best of my knowledge. I still have a Falcon, which I won't part with for nostalgic reasons, but I never use it since the PC is much better for everything.
I was a die hard Atarian ever since the 520ST came to the market (I also made the main part of all warranty repairs of Atari machines in Sweden until the demise of Atari) until about two years ago when I changed platform - when I finally dared to face the facts of life...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

6822. Re: ST TOS

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 21:39:40 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B1173C3.8D5284A1@chello.nl>
Source record: 45655

Lyndon Amsdon wrote:
>
> Hi
>
> >> Thats the other option...If you have the space. Unfortunately I really
> >> don't have enough space to keep it setup all of the time.
> >
> >
> > Yes i know the problem, such probs became realy annoying with
> >introduction of the mouse... I have few comps on desk, i managed somehow
> >to put them on nicely, but id manage one more IF i wouldnt need place for
> >mices :)
>
> I read a review on a trackball that is designed for laptops, and you hold
> it in your hand like a gun. Sounded OK, but I would imagine your thumb
> (on the trackball) would soon be in pain.

When do the eyeball tracking systems come out of the labs?

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6823. Re: ext2FS versus MinixFS (was: Re: SSL)

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 22:05:08 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105272202480.193-100000@localhost>
Source record: 45647

On Sun, 27 May 2001, Martin "Nightowl" Byttebier wrote:

> > Are you really able to run standard GEM applications from an ext2FS?
>
> I certainly can us standard GEM applications from an ext2fs.
>
> I haven't tried all the apps I've, but Gaston, Everest, Sysinfo,
> Imagecopy,kobolt and Papyrus 8 does work. I'd a problem with Cab 2.80 but
> after if converted the filenames to lowercases Cab worked just fine.
> With Wordplus 3.15 I'd to convert the files to uppercases otherwise it
> refused to start up.
> Calamus SL2000 did crash the system. I wonder who's to blame here? Coltris
> couldn't find some files and died with an illegal instruction.

In lotsa cases its to blame simple error.. Coders should use lowercase
for hardcoded paths etc... Those paths are automatcaly converted to
uppercase when accessing TOSFS... Incase coder use uppercase and u copy
files to unix parrtition and default conversion is lowercase, files aint
found.. Simple converting to uppercase helps...

Janez

6824. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 22:10:50 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0105280008320.186-100000@freemint>
Source record: 45656

Hello!

> > I found the English docs but it insists that a Unix partition
> > is needed and a whole pile of Unix software.
>
> That is to be expected, since MiNT-Net is a port of NetBSD
> networking sockets.

That's totally wrong. MiNT-Net isn't a port of anything. It's written from scratch and for sure BSD compatible.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6825. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-27 22:26:36 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0105280015290.594-100000@freemint>
Source record: 45657

Hello!

> What's wrong with copying a folder to the partition and entering my
> isp details in a file ?

You answer your question self. You only see MiNT-Net from your small point of view. You have an fixed dial-up connection with some special config parameters.

But MiNT-Net is much more complex as it have much more functionality as for an simple dial-up connection. MiNT-Net support much more interfaces (ethernet, slip, ppp) and all of this need it's special configuration. Also the application interface is much more powerful and for that it require more configuration too.

Infact, for a simple client configuration you can break down the installation to copy some files and add some symlinks in u:\ and configure the ppp. If you use then wvdial you only need to tell the phone number, login and password and wvdial do all other things to establish a connection self.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6826. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 00:14:03 UTC
From: vdjole@EUnet.yu
Message-ID: <9es588$1ot$1@news.eunet.yu>
Source record: 45658

On 27 May 2001 14:55:08 , "Christopher Friend" wrote:
>Does anyone know of anyway to increase the resolutions of a Mega ST4 system?
>I've seen projects to fit an ET4000 ISA card into the ST but they seem
>[...]
>Are there any alternatives?

Well, yes.

There were once upon a time several graphic cards which could be
plugged into Mega's expansion port. Maybe you can find one.

However, from your post it appears that you are thinking of some
do-it-yourself approach. There are some possibilites here, too:

* The simplest hack would the "Overscan" which existed in several flavours,
ranging from a simple switch to a more sophisticated commercial product.
There is a simple (two chips) shareware version called "Lacescan". You can
achieve resoluton of 704 x 480 in ST-high with a well-adjusted SM-124
monitor, but in practice the figures can be slightly lower.

* A potentially most beneficial approach would be the one which involves
raising the clock frequency of the entire system to 10MHz or 12MHz.
Besides getting a noticeable acceleration of everything, this is supposed
to enable you to obtain resolutions of something like 800x500 (mono) or even
more on a SM-124 monitor- if you can get the sync rates right. There was an
article in a german computer magazine once (ST-computer, september+october
1992 ?), describing this modification, but it seems that today noone can
quote -exactly- the modification needed for video circuits. I have a general
idea of how it might work, but a tested schematics would be so much easier-
so if you find one let me know :)

cu.

6827. Swedish Atari show

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 01:17:28 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.690eccaa.545c7020.doyene@zetnet.co.uk>
Source record: 45659

Hei All.
Is the Atari show still on, and who will display their wares. What is the best way of getting
to Sweden from England, also I would like to know the nearest accomodation and transport.

regards

--
-

=+=+=+

6828. Re: Need to read Atari formated disks on a PC.

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 02:35:35 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <6l03ht8mqdq1mnk1pcafpe2dcuh3s56ev2@4ax.com>
Source record: 45660

On Tue, 22 May 2001 06:50:56 GMT, olczyk@interaccess.com (Thaddeus L Olczyk) wrote:

>I have a few (important) Atari ST formated disk.
>Know of any program that will allow me to read them from a PC?

There are some DOS utilities which will read the contents of an ST formatted disk, even when MS-DOS won't read the directory.

It may be difficult to locate these programs now, but try searching for ST2PC.EXE and STTOPC.EXE

You run the program, then insert the ST formatted disk and the program displays the contents of the disk and lets you copy the files onto the PC.

It doesn't change the ST disk at all, which is FAR safer than using a sector editor to muck around in the boot sector (which is what it takes to make the disk directly readable on the PC).

If you can no longer make a native copy of the disk on an ST, then I would immediately write-protect the disk and forget about trying to change anything on the disk, or else you run the risk of losing EVERYTHING on that disk.

Try using one of the FTP search engines for STTOPC.EXE if you can't find it on any of the "normal" file archives.

BobR

6829. Re: Problem: TT030, SLM 804, and DynaC

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 03:12:09 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9esfm9tqb1@news.chatlink.com>
Source record: 45661

On 27 May 2001 06:15:41 , "Oracle" wrote:

>ghosting is caused when the wiper blade in the drum unit starts
>decompsing/yellowing and isnt able to wipe the waist toner off the drum
>effectivly anymore. Mine dose the same, im uncertain if you can get
>replacment wiperblades, maybe from toner remanufactring companys. certainly
>a whole new drum kit is too expencive to worry about. If you have a SLM 804
>with a good drum kit, consider yourself lucky, and its nout going to last
>much longer :)

I think your right, I looked at the wiper blade and it looks like it
had the course!! and the toner container is about empty but the Drum
and the rest of the 804 is in great shape :) Of all the printers I've
played with the 804 was the quietest, fastest and the most awesome
printer to date!! Its a shame that cheap parts are not available..

Donner.......

6830. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 04:04:26 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <th3jl3a1js3uca@corp.supernews.com>
Source record: 45662

>Well, yes.
>
>There were once upon a time several graphic cards which could be
>plugged into Mega's expansion port. Maybe you can find one.
>
>However, from your post it appears that you are thinking of some
>do-it-yourself approach. There are some possibilites here, too:

At this point anything that can raise the resolution/colors I'll take. With something of this caliber I'd rather get something that will plugin and go without too much work. I have looked at some of the overscan circuits on Vezz's website and it seems that would be a good place to start. I'd also like to put a 16MHz accelerator in but an 8MHz ST isn't that bad for most stuff I use it for (games, light graphics)...I'd like to be able to use stuff like Thing desktop but you need at least 16-colors to see the "beauty" and 320x200 is very compromising when you are running a GUI :) Thanks for the ideas...I'll look into them further.

Chris

6831. Re: Swedish Atari show

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 07:19:18 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9esv2q$90r$1@pegasus.csx.cam.ac.uk>
Source record: 45663

JOHN NICHOLAS OAKES wrote in message ...
>Hei All.
> Is the Atari show still on, and who will display their wares.
What is the best way of getting
>to Sweden from England, also I would like to know the nearest accomodation
and transport.
>
>regards
>

If you mean the Nordic Atari Show in Malmo then http://www.sak.nu is the best place to go for information, they also have a map and directions for getting to the venue, though from the UK you might be better off looking at going to Copenhagen and then to Malmo as opposed to going via Stockholm as Copenhagen looks closer and I believe that a new bridge virtually links the two.

Stephen Moss

6832. Re: ext2FS versus MinixFS (was: Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 09:48:15 UTC
From: bindon@madasafish.com
Message-ID: <th47mvofhoje4e@corp.supernews.com>
Source record: 45664

Hi

> In lotsa cases its to blame simple error.. Coders should use lowercase
>for hardcoded paths etc... Those paths are automatcaly converted to
>uppercase when accessing TOSFS... Incase coder use uppercase and u copy
>files to unix parrtition and default conversion is lowercase, files aint
>found.. Simple converting to uppercase helps...

That rings a bell. I remeber having problems like this with Sting 1.12 on
my STE. Sting couldn't find it's rsc file.

6833. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 09:48:19 UTC
From: bindon@madasafish.com
Message-ID: <th47n3ln42pd54@corp.supernews.com>
Source record: 45665

Hi

>My Nemesized Falcon prints fine from NVDI, Imagecopy, Calamus -
>what have you. Are you sure you have the correct printer driver
>selected in the NVDI Print dialog? The only time I have had
>problems like you describe is when printing from 1st Word Plus and
>using the wrong driver (I have both NEC P2200 and DeskJet 520
>printers and drivers for both - occasionally I forget to switch
>drivers and get rubbish due to different control codes being used
>by the two). But since you print OK with Turbo off, this is
>unlikely to be the problem. Maybe there is something strange with
>the timing in Turbo mode...

I have two progs, one to turn turbo on, the other to turn it off. As
soon as I set it to "off" it prints fine. I do have the right driver,
tried this as I thought it may have corrupted. It seems strange that
other progs like Imagecopy work fine in turbo mode. I don't know what to
blame, NVDI or the accelerator. I'd be more worried about the accelerator
though, I wouldn't call it a work of art.

6834. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 09:48:21 UTC
From: bindon@madasafish.com
Message-ID: <th47n5njf56a56@corp.supernews.com>
Source record: 45666

On 27 May 2001 14:55:08 , "Christopher Friend" wrote:

Hi

>Does anyone know of anyway to increase the resolutions of a Mega ST4
system?
>I've seen projects to fit an ET4000 ISA card into the ST but they seem way
>too involved for me. Fitting the ST into a PC tower was one thing but I
>think I could build a spaceship before I'd get the ET4000 project working
>correctly.

Overscan/lacescan or buy a PAnther from http://www.wrsdesign.de which is
the adaptor for ET4000 ISA graphics cards. Panther should be an easy fit
onto the megabus.

Or look out for an old Matrix card for the Mega ST. Best solution would
be the panther I feel.

6835. Re: Atari progs download off web and work on st?

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 10:25:23 UTC
From: K_Turner <kdt1@ukc.ac.uk>
Message-ID: <9et985$c2g$1@athena.ukc.ac.uk>
Source record: 45667

If i have .st and .msa files for emulators containing 4 games can i convert these to there origional format so they will work on my st,

thanks
"K_Turner" <kdt1@ukc.ac.uk> wrote in message news:9er0gq$6ju$1@athena.ukc.ac.uk...
> Hi
> is there anywhere where you can download atari st games and put them onto
> disk using some method so that they will play on an atari st?
>
>
>
>

6836. 52O st fm upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 10:34:21 UTC
From: K_Turner <kdt1@ukc.ac.uk>
Message-ID: <9et9ou$c5b$1@athena.ukc.ac.uk>
Source record: 45668

I seem tio remeber my Atari the 520stfm needed an external disk drive to
play some games as the internal drive was single sided.

does anyone know where i might purchase such a drive ?
i am in England so if its an American company will they ship internationaly
and will it wior with a UK machine?

Thankyou

6837. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 10:35:20 UTC
From: ebaiz@skyenet.net
Message-ID: <IRpQ6.5602$aT2.2650@newsfeed.slurp.net>
Source record: 45669

On 27 May 2001 13:09:38 , "Martin \"Nightowl\" Byttebier" wrote:

>You must create a dir called atmenu on the root of your bootdisk. In
>there you can place everything what you like. Every entry in that dir
>will then be listed in the popupmenu. It's a similar function as the
>Apple menu on MacOS. You can start application from there or go direct
>to much used directories etc..
>It's probably a very good idea to use symbolic links to the atmenu dir.

Thanks Martin. I will give it a try.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6838. Re: Monochrome-games

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 10:35:21 UTC
From: ebaiz@skyenet.net
Message-ID: <JRpQ6.5603$aT2.2650@newsfeed.slurp.net>
Source record: 45670

On 27 May 2001 21:08:14 , Henning Ellert wrote:
>Where can I find some cool games for my Atari ST in the internet?

Try these sites:

http://www.funet.fi/pub/atari/
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6839. HD Install

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 12:13:11 UTC
From: Graham <caver99@aol.com>
Message-ID: <hfrQ6.109347$PP3.8639202@nnrp3.clara.net>
Source record: 45671

I have a PROTAR HD system and have tried to install a second drive without any luck any ideas?

What software will run from a hd?

6840. Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 12:17:44 UTC
From: danap8@aol.com
Message-ID: <20010528081744.29057.00003028@ng-cg1.aol.com>
Source record: 45672

A-ONE #0321 05/25/01

~ Fun Media Update Out! ~ People Are Talking! ~ More E3 Reports!
~ The Web Secret Police! ~ AOL Raising Its Price! ~ MagiC SDK News!
~ Finding Free Web Access~ Free Speech On The Web ~ Iomega's Peerless!
~ GameCube Price At $199 ~ Alternative Browsers! ~ HP Recycling Plan!

-* Spam Bill Scaled Back Again! *-
-* Apple Ships Mac With OS X Installed *-
-* Supreme Court To Decide Internet Porn Law! *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

6841. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 12:25:49 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <th4h1ae6sp3f5d@corp.supernews.com>
Source record: 45673

Lyndon Amsdon wrote in message ...
>On 27 May 2001 14:55:08 , "Christopher Friend" wrote:
>
>Hi
>
>>Does anyone know of anyway to increase the resolutions of a Mega ST4
>system?
>>I've seen projects to fit an ET4000 ISA card into the ST but they seem way
>>too involved for me. Fitting the ST into a PC tower was one thing but I
>>think I could build a spaceship before I'd get the ET4000 project working
>>correctly.
>
>Overscan/lacescan or buy a PAnther from http://www.wrsdesign.de which is
>the adaptor for ET4000 ISA graphics cards. Panther should be an easy fit
>onto the megabus.

I looked at the Panther and that would be great as it would allow me VGA video AND ethernet capabilities if I wanted them. Do you know if anyone at WRS Designs speaks English? I no absolutely no german.

Another dumb question. The price of the adapter and an ET4000 graphics card is 249,00DM... If that 24900 German Marks or 249 German Marks? With 249DM equal to about $110 US I assume 249DM

6842. Re: 52O st fm upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 12:58:51 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <AZrQ6.3213$hD.53495@NewsReader>
Source record: 45677

Hello.

"K_Turner" <kdt1@ukc.ac.uk> wrote in message
news:9et9ou$c5b$1@athena.ukc.ac.uk...
> I seem tio remeber my Atari the 520stfm needed an external disk drive to
> play some games as the internal drive was single sided.
>
> does anyone know where i might purchase such a drive ?
> i am in England so if its an American company will they ship
internationaly
> and will it wior with a UK machine?
>
> Thankyou

Try Keychange Music, www.keychange.co.uk

6843. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 13:09:08 UTC
From: bindon@madasafish.com
Message-ID: <th4jfk1ln76rdd@corp.supernews.com>
Source record: 45678

Hi

>>Overscan/lacescan or buy a PAnther from http://www.wrsdesign.de which is
>>the adaptor for ET4000 ISA graphics cards. Panther should be an easy fit
>>onto the megabus.
>
>I looked at the Panther and that would be great as it would allow me VGA
>video AND ethernet capabilities if I wanted them. Do you know if anyone at
>WRS Designs speaks English? I no absolutely no german.

Roland speaks English quite well, enough to be able to buy/sell. I've
bought many stuff from them and they're reliable, never had problems with
them.

>Another dumb question. The price of the adapter and an ET4000 graphics card
>is 249,00DM... If that 24900 German Marks or 249 German Marks? With 249DM
>equal to about $110 US I assume 249DM

Yeah, some countires use a comma instead of a full stop. It is 249DM, or
about 83 UKP. I never looked at the price, but I can tell you that's a
good price. They also sell PCBS only IIRC and recently they've added all
the GAL expressions ont he site so you can make your own Panther/PAK etc.

6844. Re: Keyboard calls to ACCs

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 13:22:28 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <9etjektol1@newsg3.svr.pol.co.uk>
Source record: 45679

On 26 May 2001 14:03:40 , Steve Sweet wrote:

>Hi George
>
>>I have been looking for a program which will call a desk-accessory from
>>the keyboard, and have been trying
>
>It might help if we knew what it was you were trying to achieve and with
>what.
>
>What OS are you using, this might have a bearing on the possible answer.

Hi Steve,

Thanks for replying, you're the only one so far!

The answers to your two questions are in the original posting,
although I can enlarge on the second one a bit.

The OS used is TOS 1.62, and what I'm trying to do is to call an
accessory's own menu from the keyboard so that mouse doesn't have to
be used to select one of six, as this way it is easy to get the wrong
one occasionally. Using a keyboard call the right one can be selected
each time without using the eyes, or taxing the brain as much!

The program has to small, as it will be used by other people in the
group I run on floppy-based systems (ie no hard disk).

I hope you have an alternative suggestion to using the Deskey program
which seems to have a few snags but which is a credit to its compiler
because it still works in spite of how long ago it was written.

Regards,

George Moulder

6845. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 13:42:43 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9etkh1$13sj3$1@ID-89932.news.dfncis.de>
Source record: 45680

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9es588$1ot$1@news.eunet.yu...
>
> On 27 May 2001 14:55:08 , "Christopher Friend" wrote:
> >Does anyone know of anyway to increase the resolutions of a Mega ST4
system?
> >I've seen projects to fit an ET4000 ISA card into the ST but they seem
> >[...]
> >Are there any alternatives?
>
> Well, yes.
>
> There were once upon a time several graphic cards which could be
> plugged into Mega's expansion port. Maybe you can find one.
>
> However, from your post it appears that you are thinking of some
> do-it-yourself approach. There are some possibilites here, too:
>
> * The simplest hack would the "Overscan" which existed in several
flavours,
> ranging from a simple switch to a more sophisticated commercial product.
> There is a simple (two chips) shareware version called "Lacescan". You can
> achieve resoluton of 704 x 480 in ST-high with a well-adjusted SM-124
> monitor, but in practice the figures can be slightly lower.
>

Yes, it is simple and cheap... I made it in 20 minutes & 2 $ cost.
But.... not much software can use it, and you need at least TOS 2.06 for
correct work.

> * A potentially most beneficial approach would be the one which involves
> raising the clock frequency of the entire system to 10MHz or 12MHz.
> Besides getting a noticeable acceleration of everything, this is supposed
> to enable you to obtain resolutions of something like 800x500 (mono) or
even
> more on a SM-124 monitor- if you can get the sync rates right. There was
an
> article in a german computer magazine once (ST-computer, september+october
> 1992 ?), describing this modification, but it seems that today noone can
> quote -exactly- the modification needed for video circuits. I have a
general
> idea of how it might work, but a tested schematics would be so much
easier-
> so if you find one let me know :)
>

Hmmm... I think that such projects are very hard for realize, even if you find all ST magazines involved.

Btw. best Atari ST projects were in German CT magazine, you can still order them on CD's from them: http://www.heise.de/ct .

PP

6846. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 13:58:07 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <7RsQ6.3295$hD.53973@NewsReader>
Source record: 45681

Hello.

"Claes Holmerup" <newsgroups@holmerup.com> wrote in message
news:SheQ6.8578$vR1.25494@nntpserver.swip.net...

Big snip.

Read previous post from SWE/yesCREW first.

. Musicians aint die hard Atarians, they use what they find (suits them)
best..

> This kind of rumours is the reason why people don't dare to
> change to a better platform for their music work.

No, the continuing problems with other platforms are the reasons.
Consult alt.steinberg.cubase if you think every thing is hunkydory.

Also remember we are mostly talking midi only on the Atari, synced to a
recorder.

> The ST and the Falcon were extremely good at the time they were released
and
> several years on - but nowadays they're way behind since the platform
isn't
> developed anymore.

Irrelevant. If what you got does the job for you, continue.

> I know that many studios still have Atari machines -

True.

> but that's only because
> some of their customers still use the Atari -

Not completely true.

> and since they can't get any money for the old machines on the
> second-hand market,

Not completely true, either.

> it's better for them to keep the machines for the rare customer...

Not.....oh you know....

> For their main work, they use PC or Mac

No, they use what does the job best or what the customer wants.

> Most musicians I know, who still use their Ataris, are actually in the
> process of changing to the PC platform - the rest of them have already
> changed platform - because they want to use what they find best...

There's some I know who are quickly changing back to the Atari or
keeping both to use as they wish.

> Today, when CPU speeds are enough to make a stable music system out of a
PC,
> there's simply no meaning in using a reel-tape synced to an old computer
> running and old version of Cubase - when you can run everything in one
> computer.

No No No, b******s. If the reel to reel gives you what you want you will
use it.

> that can be handled in a modern PC, where you can use software synths, you
> can use several effects units and mastering tools - all at the same time
> within the computer, as plugins.

Yup, just consult alt.steinberg.cubase, everything works happily
together.....

> The new midi interfaces use what's called LTB - Linear Time Base - which
> gives you a terribly much better midi sync than any Atari machine could
> dream about.

Can any body tell, in the Atari midi - synced to tape system?
Does anybody care? If it stops and starts in time get on with making the
music.

> Don't speak of Atari as the saviour of all problems when it isn't true!
> If you still use an Atari and think it's good enough - that's good for
you,

Exactly!

> but don't try to convince people of getting worse equipment than what they
> actually want.

The continuing problems do that without any help from the Atari users.

It's horses for courses, but don't ever try to tell me the
Atari can't do most all of the MIDI tricks other platforms can.

Barrie at Keychange. www.keychange.co.uk

6847. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 14:27:30 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105281726300.28146-100000@hal.pp.fishpool.fi>
Source record: 45683

On Sun, 27 May 2001, Martin "Nightowl" Byttebier wrote:

> You only must have the will to succeed and (try to) read the
> docs. This is unfortunately something people won't do
> anymore.

Amen! Someone who understood RTFM, even tough he is not a guru.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6848. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 14:29:09 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105281728080.28146-100000@hal.pp.fishpool.fi>
Source record: 45684

On Mon, 28 May 2001, Frank Naumann wrote:

> > > I found the English docs but it insists that a Unix partition
> > > is needed and a whole pile of Unix software.
> >
> > That is to be expected, since MiNT-Net is a port of NetBSD
> > networking sockets.
>
> That's totally wrong. MiNT-Net isn't a port of anything. It's
> written from scratch and for sure BSD compatible.

It would help if you would read the old files from Kay Roemer and
visit his old website, instead of stuffing carrots in your ears,
Frank.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6849. Re: ext2FS versus MinixFS (was: Re: SSL)

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 14:35:14 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105281732220.28146-100000@hal.pp.fishpool.fi>
Source record: 45682

On Sun, 27 May 2001, Jean-Franï¿½ois Lemaire wrote:

> A few months ago, after having read so many times that the ext2FS was so
> much better than the MinixFS I initialised an ext2 partition and moved on
> it all the GEM programs that were on my Minix partition. Almost /none/
> accepted to be run from that filesystem.

Applications on an ext2 partition _must_ have the executable bit
on, while Minix 0.60.1 has a kludge that makes it behave like a
TOS filesystem. Most applications run from ext2, on my TT.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6850. Re: ext2FS versus MinixFS (was: Re: SSL)

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 14:55:43 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105281737380.28146-100000@hal.pp.fishpool.fi>
Source record: 45685

About GEMDOS, the abstraction layer that handles the filesystem
operations for applications (MiNT is a GEMDOS replacement):

* GEMDOS has built-in filename truncation and case conversion.
This means that when copying or moving a file from extended
filesystems to DOS filesystems, TOS alters filenames to fit
the limitations of the destination filesystem.

* Extended filesystems consider a file to be executable _only_
if the executable bit is set to "on".

* On unspecified or default filesystems (such as TOS), where no
mechanism exists to determine what constitutes an executable,
the file is passed as such to the next abstraction layer. For
TOS, this usually means the AES (a.k.a. GEM) which interprets
a file's purpose based upon a precise list of extensions that
qualify a file as executable (e.g. PRG, APP, ACC, etc.).

Because of the above, one could assume that any filename will do,
but several applications cannot e.g. find their resource files,
when started from an extended filesystem. Why is that?

The default conversion rule is simple:

* DOS/TOS filesystems are uppercase, with 8+3 filenames.

* Extended filesystems are lowercase, filesystem-specific lenght.

If an application is programmed to specifically request an UPPER
case filename for its resource file, it will not find it on ext2.
However, applications programmed to use lowercase filenames work
equally well on ordinary TOS filesystems, because GEMDOS converts
all file operations to UPPERCASE 8+3 filenames.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6851. MIDI Thru desk acc?

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 15:00:13 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <9etp5t$1hs$2@newsg3.svr.pol.co.uk>
Source record: 45686

Hi folks

I was thinking the other day why I've never come across a desk acc
that patches your MIDI In to your MIDI Out socket and thus saves
you having to boot up your sequencer or librarian or whatever.

It certainly would save one having to do this when doing important
but no song-based stuff like programming.

Any ideas?

Cheers :)
Al

6852. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 15:04:19 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b124cd3.0@energise.enta.net>
Source record: 45674

On 27 May 2001 17:37:32 , =?iso-8859-1?Q?Martin-=C9ric_Racine?= wrote:
>On 27 May 2001, Peter Slegg wrote:
>
>> >http://www.ndh.net/home/kehr/atari/atarie.htm
>
>> I found the English docs but it insists that a Unix partition
>> is needed and a whole pile of Unix software.
>
>That is to be expected, since MiNT-Net is a port of NetBSD
>networking sockets. This obviously means installing a UNIX
>folder hierarchy and a few basic binaries, at the least.
>
>> I don't have Unix and I don't want it either.
>
>Nor do you need any.
>
>Consider that "pile of UNIX software" at the same level as any
>"system applications" just like the Windows application register.
>In other words, assides from the fact that configuration files
>must be editted by hand instead of using Install Shield, those
>are system files like any other. Nothing to be affraid of.

I'm not afraid of any software, I write and maintain multi-million
pound systems for a living. I just have no intention of installing
a partition that I have no wish to use. I don't want to re-ignite
the whole Mint v TOS argument but I only use TOS software. If
I want unix I will buy a unix box. I only want SSL so it seems
a bit unneccessary to re-build half of my Milan to get it.

>
>As for the UNIX partition argument, a Minix filesystem is a
>zillion times better than a TOS filesystem, so good in fact that
>installing MiNT just for that would be a good enough reason, as
>it supports long filenames and offers better file access control
>than TOS partitions offer.

But then I will need a whole load of other software just for
housekeeping that partition and none of it will be GEM.

>Back when I started using MiNT, it
>became the first good reason to stick with it, even though any
>operation beyond setting up PPP meant learning UNIX basics; if
>you stick with setting up for your ISP, all you need to edit is
>the PPP script, modem Chat script and resolv.conf for the DNS
>servers of your ISP. That's it. See below for a package that

>offers just that, but nothing more.
>
>> What's wrong with copying a folder to the partition and
>> entering my isp details in a file ?
>
>That won't give you a networking stack, will it? Configuration
>files without the bainaries designed to access them don't get
>anyone too far.
>
>> It takes about 2 minutes to install Sting or Stik, why does
>> MintNet have to be so complicated ?
>
>So, why don't you go with those?
>
I am using Sting VERY successfully but it doesn't support SSL
at the moment.

>Alternately, look for a package called PPP-Kit 1.4 (e.g. Funet or
>Chapelie FTP sites should have it), which is a pared-down version
>of MiNT-Net designed to work on a plain TOS partition. Binaries
>used are horribly outdated, though, and you will probably wanna
>use Jo Even Skarstein's GEM dialer instead of the clickable
>script kludge used in PPP-Kit.

I will have a look for this.

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6853. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 15:04:21 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b124cd5.0@energise.enta.net>
Source record: 45675

On 27 May 2001 16:43:32 , SWE/YesCREW wrote:
>
> Hi Peter,
>
<<SNIP>>
>
>> PS There is no such word as "Lamers"
>
> Agree 100%, but lotsa prejudices and predefined "iwe heard" opinions..
>
No. I meant it is not an English word. ;-)

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6854. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 15:04:23 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b124cd7.0@energise.enta.net>
Source record: 45676

On 27 May 2001 17:15:52 , SWE/YesCREW wrote:
<<SNIP>>
> That area is usualy not clear enough.. MinixFS or Ext2FS are very
>reliable, have good recovering mechanism (i didnt lost data since 95 on
>them) and of course permissions flags exist..

I only have TOS partitions and I haven't lost any data since about
1988 (floppy) and when I blew-up a hard drive but that was nothing
to do with TOS.

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

6855. Re: Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 16:54:08 UTC
From: BG <brentgarvey@skyenet.net>
Message-ID: <GmvQ6.5900$aT2.5668@newsfeed.slurp.net>
Source record: 45691

My ISP, Skyenet, allows me to sign on with just about anything that can handle PPP, TCP/IP, and has it's own browser. I periodically sign on with my Dreamcast to it!! As soon as I get a hard drive for my STE I'll be signing on with it also(once I figure out everything I need, hint, hint, to all knowledgable individuals). Right now though I mainly use my AMD based PC, and will be signing my 5 year old daughter on line shortly with her Power Mac to the same account. Univeral ISP's are out there and not really expensive either (mine is $19.95 a month) but mine is also regional (IL,MI,OH,IN) if this is within your area here is the web address www.skyenet.net

good luck
Brent

"Raymond Collins" <rcollins@voicenet.com> wrote in message news:Z%DP6.53$9C.977@news2.voicenet.com...
> I am thinking of changing to a national ISP. I would like to know which are
> the most Atari compatible ISPs in the USA?
>
> --
> | Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD |
> | a.k.a. Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice
> |
> | collins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card |
> | collinrm@umdnj.edu | Die Hard, Serious Atarian since 1983
> |
>
>
>

6856. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 17:29:43 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10105280220170.7094-100000@coazter.myip.org>
Source record: 45694

On Sun, 27 May 2001, Claes Holmerup wrote:

> Hi,
> Sorry to barge in like this, but I can't keep my mouth shut when I see such
> statements. This kind of rumours is the reson why people don't dare to
> change to a better platform for their music work. A couple of years ago, it
> was true - but not anymore. You can't use a cheap and crappy soundcard as
> your midi interface on the PC - but there are many cheap and very well
> functioning interfaces for the serial or USB-bus. To get the best
> performance with a PC, you need to put a little more money into the
> soundcard than you would on a game-machine, but the same extra cost (if not
> even more) was actually needed for a Falcon system to get good enough
> performance...

That would be really cool if it was true.
I have to use the atari for the midi as this tbird athlon with delta card (1010), 256meg ram won't stabilize. Yes I read all the docs about stabilizing midi, and read all the other people problems in FAQ (I am not the only one), maybe you have a secret that never fails, if so, please share it to the world. Or maybe you don't realize how much your PC slides with midi, after all some people think that mp3 at 96kbps sound great!.

6857. Re: ext2FS versus MinixFS (was: Re: SSL)

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 18:03:12 UTC
From: jflemaire@belgacom.net
Message-ID: <3b12a1be1c0dbe0@belgacom.net>
Source record: 45596

Hello,

Le Mon 28-05-10 17:35, Martin-ï¿½ric Racine tremblait d'ï¿½motion en ï¿½crivant:

>> A few months ago, after having read so many times that the ext2FS was so
>> much better than the MinixFS I initialised an ext2 partition and moved on
>> it all the GEM programs that were on my Minix partition. Almost /none/
>> accepted to be run from that filesystem.
>
>Applications on an ext2 partition _must_ have the executable bit
>on, while Minix 0.60.1 has a kludge that makes it behave like a
>TOS filesystem. Most applications run from ext2, on my TT.

I /had/ the executable bit on, of course. I'm not stupid. Nevertheless,
almost every GEM application crashed the system. So I guess I made a
mistake while initialising the partition. I'll retry on a Zip cartridge.

J-F.

6858. Re: MIDI Thru desk acc?

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 18:04:45 UTC
From: bindon@madasafish.com
Message-ID: <th54ptt24vkv49@corp.supernews.com>
Source record: 45695

On 28 May 2001 15:00:13 , Al Ferrier wrote:

Hi

>I was thinking the other day why I've never come across a desk acc
>that patches your MIDI In to your MIDI Out socket and thus saves
>you having to boot up your sequencer or librarian or whatever.
>
>It certainly would save one having to do this when doing important
>but no song-based stuff like programming.

There was one, and I think it was on some coverdisk I had. I reckon looking in the midi section on funet might get what you want. I have no idea what it was called, sorry.

6859. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 18:08:06 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9eu466$7ac$1@snipp.uninett.no>
Source record: 45597

Peter Slegg <peter.slegg@===anti-spam===scubadivers.co.uk> wrote:

> Ok, I have Mint on my Milan along with NAES and I
> use it with the Thing desktop. I have no unix partitions
> and I don't use any Unix apps which means that TAR
> archives are useless.

> Trying to keep the installation as simple as possible,
> what do I need to install first ?

You might want to take a look at http://atari.nvg.org/fmks/ If you decide
to try this, please let me know how it went as it's still under
development. It *should* work fine though, it's basically a snapshot of my
own setup wich I've been using for months now

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6860. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 18:10:52 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105281754280.177-100000@localhost>
Source record: 45690

On Sun, 27 May 2001, Claes Holmerup wrote:

> > Im scene kid, and we usualy also didnt count midi musicians as kinda
> > part of Atari scene and true Atari lovers... But they are ATARI users and
> > in this bad times (well lets call them that way, altough eil2 party was
> > amazing, with amazing prods) they show one view of Ataris we usualy
> > forget:
> >
> > MIDI ppl still use ST's for professional purposes, even more, some pure
> > MIDI musicians went back to ST from other, because it has best
> > synchronisation, its compact and VERY VERY stable.. So little machine from
> > 85, is still in professional usage and seems to stay there.. VERY good
> > result especialy if we know those machines are unmodified! I dont know any
> > other machine with that record, and time usualy show true quality of
> > machine.. Musicians aint die hard Atarians, they use what they find best..
>
> Hi,
> Sorry to barge in like this, but I can't keep my mouth shut when I see such
> statements. This kind of rumours is the reson why people don't dare to
> change to a better platform for their music work. A couple of years ago, it
> was true - but not anymore. You can't use a cheap and crappy soundcard as
> your midi interface on the PC - but there are many cheap and very well
> functioning interfaces for the serial or USB-bus. To get the best
> performance with a PC, you need to put a little more money into the
> soundcard than you would on a game-machine, but the same extra cost (if not
> even more) was actually needed for a Falcon system to get good enough
> performance...
>

> Face the fact that the world doesn't spin around Atari
> just because you want it to! There are actually people who still believe
> the world is flat, but that doesn't make it true...

Really what do u wana prove, that i as Atari fan am some primitive
idiot? Look my text above, i said "SOME PURE Midi" musicans chage back or
stay.. I know because iwe sold 2 MST's to two guys, one was very ashamed
by some Windows crash during concert (maybe it was setup etc i dont
know) reason for other guy i dont know... My only mistake was i used word
"best" instead "very good" and that provoke u in this reply.. Shall i
from now on talk in my native language so that will not happen?

To make it clear, im aware what Atari can do, what PC/Mac can do.. i
know Earth is not flat u know, and to all my pals i proposed PC, esp
lately, im no idiot u wana make me, im just Atari FAN, i dont throw
machine just so.. i can live with it with some disadvantages.. PPL without

that feeling as u, will never understand that, and call us names.. Ever though why WV beetle fans drive them? At high cost? they could go for newer, safer, "better" machine and then brag and spit on other Beetle fans..

My fact still stand: ST is after 15+ years STILL in serious usage, mostly on MIDI market... I did NOT say its most used, it did NOT say ST is better as PC, and for sure it is more stable.

> Today, when CPU speeds are enough to make a stable music system out of a PC,
> there's simply no meaning in using a reel-tape synced to an old computer
> running and old version of Cubase - when you can run everything in one
> computer. The Falcon is an option - but if you want professional
> performance, you need hardware that isn't manufactured anymore. If you need
> more than 8 audio tracks, you can't use the Falcon either - and if you want
> to have the whole studio in the computer, just forget it! These are things
> that can be handled in a modern PC, where you can use software synths, you
> can use several effects units and mastering tools - all at the same time
> within the computer, as plugins.

Again, who mentioned HDD recording and audio channels?

> The only thing I regret after making the jump to hyperspace from a
> turtle-speed Falcon (with every musical extra equipment you can think of) to
> a lightning fast PC, is that I didn't make the jump earlier...

That is your call, i regret such ppl as u, who are sad since they didnt abandon Atari earlier even make mess here.. U could prompt me about my errors in civilised manner u know.. I DO admit my mistakes, but i dont wana be spited on and replied as u did..

> when I finally dared to face the facts of life...

Well what shall i comment? Ill live in mistake then... Ill still like my Ataris, ill spent money and time for my hobby, just like ppl buy stamps or whatewer..

Janez

6861. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 18:11:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9eu4c7$7ac$2@snipp.uninett.no>
Source record: 45598

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Just wondered if anyone else experiences simialr problems when printing on
> an accelerated Falcon. I have a Phantom (like Nemesis, Centurbo 1) and if
> I print in "turbo" mode I get a lot of rubbish printed. However if I

Do you use MagiC? If so, there is a problem with printing under MagiC on
some accelerated machines. There is a patch available, but as I don't even
have a printer I don't know where you can find this.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6862. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 18:15:24 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9eu4js$7ac$3@snipp.uninett.no>
Source record: 45599

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Ah this could be useful actually, as I don't think Taskbar had support for
> putting apps there. Hmm I think I'll adjust my marks for this.

To do such a thing one would have to intercept vectors and draw on a
screen area reserved for another application. Strictly speaking neither is
illegal, but it's nasty...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6863. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 18:31:10 UTC
From: bindon@madasafish.com
Message-ID: <th56be94lhc069@corp.supernews.com>
Source record: 45600

Hi

>>Just wondered if anyone else experiences simialr problems when printing on
>>an accelerated Falcon. I have a Phantom (like Nemesis, Centurbo 1) and if
>>I print in "turbo" mode I get a lot of rubbish printed. However if I
>
>Try using the iPRN driver (IIRC there's a demo version on either the NVDI or
>MagiC master disks). It's also worth experimenting with alternative outputs
>where offered, ie direct or via the BIOS.

Ahh, yes, thanks Derryck.

>I also had a result with GEMSpooler, but the iPRN solution's better IMO.

When I last tried the demo of iPRN I saw no speed advantage. I guess you
can only go as fast as the printer will allow, especially since mine is 6
years old now, Epson 200. iPRN is in my tools directory as given when NVDI
installed.

I think I'll try the routing though as you suggested above. The problem
comes is when I use a screen mode that needs to be in turbo mode and so
this is why I really need to find a solution. And well, you know what
happens when you switch turbo mode off in an exteneded resolution.

6864. Re: FS: TT030 (FIN)

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 18:31:12 UTC
From: bindon@madasafish.com
Message-ID: <th56bg7nuvg86c@corp.supernews.com>
Source record: 45601

On 27 May 2001 17:05:44 , Steve Sweet wrote:

Hi Steve

>>* TOS 3.06 US (plus US keyboard)
>>* 4mb ST-RAM
>>* 48mb hard-disk
>>* internal 56K modem (Canada/US standard - may work elsewhere)
>
>How did you acheive the internal modem?.
>
That interestted me too, guess is that it is external mounted internally.

6865. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 18:53:35 UTC
From: BMaedicke@t-online.de
Message-ID: <1eu4uct.9acl8fafpfb4N%BMaedicke@t-online.de>
Source record: 45602

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> Try using the iPRN driver (IIRC there's a demo version on either the NVDI or
> MagiC master disks). It's also worth experimenting with alternative outputs
> where offered, ie direct or via the BIOS.

He can try it the SLOW_PRN.DEV from the NVDI 5 installation disc.

--
Url: http://home.t-online.de/home/BMaedicke/

6866. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 19:07:19 UTC
From: bindon@madasafish.com
Message-ID: <th58f778klnk24@corp.supernews.com>
Source record: 45603

On 28 May 2001 18:11:19 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:

Hi

>> Just wondered if anyone else experiences simialr problems when printing on
>> an accelerated Falcon. I have a Phantom (like Nemesis, Centurbo 1) and if
>> I print in "turbo" mode I get a lot of rubbish printed. However if I
>
>Do you use MagiC? If so, there is a problem with printing under MagiC on
>some accelerated machines. There is a patch available, but as I don't even
>have a printer I don't know where you can find this.

Yeah, the only patch I saw was for removing the IDE boot delay or
something very similar. Hmm, maybe I should check this out after I try
routing to BIOS or direct etc.

Thanks Jo, this may be the problem.

6867. Covert .st to .prg ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 19:18:26 UTC
From: K_Turner <kdt1@ukc.ac.uk>
Message-ID: <9eu8fjfor1@athena.ukc.ac.uk>
Source record: 45604

OK i have make disk v1.5
how do you change a .st file into its origional format so that it can run on
an Atari st?
eg .prg files

thankyou

Karl

6868. Re: Keyboard calls to ACCs

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 19:48:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991159386-745054AEicMi@madasafish.com>
Source record: 45631

Hi George

>Thanks for replying, you're the only one so far!

Why am i not suprised!. :-)

>The answers to your two questions are in the original posting,

I must have missed this, however..

>although I can enlarge on the second one a bit.

I personaly would attempt to install another copy, renamed .PRG instead of .ACC, install in on a key-combo of choice, in theory running this second version would make TOS realise its already running and invoke the version in memory.

In general if a ACC wants to be callable from the keyboard it will allow it, if it doesnt... :-)

Let me know if this works please.. Good luck.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6869. Re: Problem: TT030, SLM 804, and DynaC

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 20:44:40 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b12b8b8$0$21935@news.zetnet.co.uk>
Source record: 45605

On 28 May 2001 03:12:09 , Don Wolfe wrote:

| . . . .
|I think your right, I looked at the wiper blade and it looks like it
|had the course!! and the toner container is about empty but the Drum
|and the rest of the 804 is in great shape :) Of all the printers I've
|played with the 804 was the quietest, fastest and the most awesome
|printer to date!! Its a shame that cheap parts are not available..

I never had one of these but I understood that the replacement pasrt
were readily available and were originally by ?Tallysman?
--
JI Logan

6870. Re: Help : Reading a Vidi-ST (12) RGB file on a PC

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 22:56:17 UTC
From: Gill Bates <gill@microsoft.com>
Message-ID: <iNAQ6.64301$662.249627@news1-hme0>
Source record: 45606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Bob" <a@b.c> wrote in message
news:ovBO6.12260$m93.1888770@news6-win.server.ntlworld.com...
> I have a number of RGB files grabbed with a Rombo Vidi-ST (12) digitiser.
>
> Does anyone know an easy way of reading these files on a PC?
> Or the file format perhaps?
>
> Ideally I'd like to read the file directly into something like
> PaintShopPro - rather than go the Atari emulator running the original
> software route.
>
> Any help appreciated.
>
>
>

chances are that it is the programs own format, but try XNview and
Infranview both easy to find freeware PC file viewers, both can read and
convert around 200 pic formats. Or like u say u have to use the original prg
under emulation to convert, there are plenty of free emulators and are
easily setup in a few mins

6871. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-28 23:24:04 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <L3BQ6.2255$4I5.45466@NewsReader>
Source record: 45607

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3b0f6fc6$0$21937@news.zetnet.co.uk...

>
> It's simple Barrie, you charge money for repairs, Steve doesn't. Guess who
> I'll be getting to do the next repair? Certainly not Keychange....

And what does James do for a living ?

Does he do his chosen job for free ?

Try asking AW for a free repair.

6872. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 00:29:05 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <A%BQ6.2262$4I5.46063@NewsReader>
Source record: 45608

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:990978658-624570AEicMi@madasafish.com...
> Hi Dave
>
> Hows Barries Haemoroids?.
>
> >> >But then again didn't he get the sack for being a drunk
> >>
> >> Nope, i dint get the sack, and i'm not a drunk either
> >>
> >> >or am i wrong?
> >>
> >> Yes, Again.
>
> >Really?
>
> Suprising eh!!. :-)
>
Not really.

Were getting used to your fiction.

6873. Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 00:48:56 UTC
From: firest@williams-net.com
Message-ID: <th5sfoetlqbb1e@corp.supernews.com>
Source record: 45609

Anyone,
Does anyone use a newer Hewlett Packard or EPSON printer????? If so what model numbers!!!! Does not matter if it is HP or Epson either one if you know if they work with the NVDI drivers!!!!!!

Thanks for any help!!!!!

Carey

6874. Tempest or Eclipse upgrade!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 00:54:06 UTC
From: firest@williams-net.com
Message-ID: <th5spef7ssvvc6@corp.supernews.com>
Source record: 45610

Anyone,
Does anyone own a Tempest or Eclipse upgrade for the Atari Falcon030??? If so how do you like it????? Also how do you go about getting ahold of the guys who have created these great upgrades???? I have e-mailed to 2 different e-mail addresses but NO word back. I understand that they are very busy trying to get the TEMPEST upgrade finished. But I just need to know that I am on there list of buyers for the TEMPEST!!!!! I was also wondering how to get ahold of one of these ECLIPSE upgrades and how much do they cost?????

Thanks for any help
Carey

P.S. You can e-mail me at firest@williams-net.com

6875. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 01:43:54 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9euuqj$i2v$01$1@news.t-online.com>
Source record: 45612

>There was an
> article in a german computer magazine once (ST-computer, september+october
> 1992 ?), describing this modification, but it seems that today noone can
> quote -exactly- the modification needed for video circuits.

Well, I have the magazines here and it was the ST-Magazin. I guess it worked the same way as Overscan because Hyperscreen (as it was called in the magazine) was made by the same people who created Overscan.

Greetings,
Matthias

6876. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 01:47:31 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <f6DQ6.8870$vR1.26201@nntpserver.swip.net>
Source record: 45611

"Frederic Fouche" <g213778@coazter.myip.org> wrote:
> On Sun, 27 May 2001, Claes Holmerup wrote:
>
> > Hi,
> > Sorry to barge in like this, but I can't keep my mouth shut when I see
such
> > statements. This kind of rumours is the reson why people don't dare to
> > change to a better platform for their music work. A couple of years ago,
it
> > was true - but not anymore. You can't use a cheap and crappy soundcard
as
> > your midi interface on the PC - but there are many cheap and very well
> > functioning interfaces for the serial or USB-bus. To get the best
> > performance with a PC, you need to put a little more money into the
> > soundcard than you would on a game-machine, but the same extra cost (if
not
> > even more) was actually needed for a Falcon system to get good enough
> > performance...
>
> That would be really cool if it was true.
> I have to use the atari for the midi as this tbird athlon with delta card
> (1010), 256meg ram won't stabilize. Yes I read all the docs about
> stabilizing midi, and read all the other people problems in FAQ (I am not
> the only one), maybe you have a secret that never fails, if so, please
> share it to the world. Or maybe you don't realize how much your PC slides
> with midi, after all some people think that mp3 at 96kbps sound great!.

This comment speaks for itself, since everyone who's been around long enough
knows that AMD isn't as stable as Intel. I'd never take such a chance just
for saving a few bucks when building a music studio... I haven't tried the
Delta card you're talking about, but I know that my RME Hammerfall works
flawlessly ;) If the Delta has Midi built in, I'd try a separate Midi
interface instead, since many cards with midi integrated actually do have
bad timing... If you're using a motherboard with VIA or SIS chipset, some
soundcards don't work properly... Intel is the safest bet here too.
PC sliding with midi? Not one bit. It's rock solid and better than any Atari
since the midi interface (Steinberg's Midex8) receives the data with a sort
of time-stamp before it's supposed to play, enabling the interface to send
the data on to the synths at exactly the correct time (as exactly as the
midi system can be...). My midi system was actually good enough with the
interface I used previously (Opcode Studio64XTC), which doesn't have the
"time-stamp" function - but that's probably because I don't use the midi
system to extremes - because of the fact that I have many separate outputs.
Since I've been a musician for over 25 years and working with computers for

the last 15 or so, making my own home studio recordings, as well as live mixing and pro studio recordings, I can say with confidence that I know what I'm talking about when it comes to sound and timing...
I've built several PC's for musicians with success every single time. My own machine is loaded with games and everything else and it still chews away with VST/32 perfectly without any Windows-optimization whatsoever, which has become so popular when people try to make too crappy machines run VST... I can still get 52 simultaneous audio tracks, with VST's compressor on all of them and a bunch of plugin effects, as well as some send-effects. Midi runs along with as many tracks as I can ever have use for. Works like a dream :))

I thought that my Falcon system also worked perfectly - but that was before I changed platform. This means that the Falcon was actually good enough from the start (just like it still is for many users), but I got a nice surprise when I changed and got a better system than I had hoped for when I decided that I wanted the extra functionality and speed in VST as opposed to CAF. I used CAF for several years and before that, it was the "normal" Cubase ever since the first version - and before that, it was Pro24...
I still think that Atari made great machines and many are still functioning, but since there's no development, you don't have the possibility to enhance your studio if you're using an Atari. Maybe you don't need more functions? That's ok too, since you can make great music with a very simple system - but many of the options when using VST instead are really useful, so it's hard not to be tempted... ;)

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

6877. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 02:40:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B130C00.3877257B@greeleynet.com>
Source record: 45613

Derryck Croker wrote:
>
> XBoot has a Y2K bug, which is the cause of this particular problem AIUI. There
> have been some patches for it around, perhaps someone here can help you with
> one.

Thanks for the info. If no one offers, I'll post a question about it.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

6878. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 04:17:28 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9ev7so$o72$1@news.chatlink.com>
Source record: 45614

On 29 May 2001 00:48:56 , Carey Christenson wrote:
>Anyone,
>Does anyone use a newer Hewlett Packard or EPSON printer????? If so
>what model numbers!!!! Does not matter if it is HP or Epson either
>one if you know if they work with the NVDI drivers!!!!!!

I've had no problem NVDI 4.1 and my printers at home it drives a EPSON STYLUS 600, ATARI LASER 804 and a PANASONIC KX-P 1124. At work it drives a Hewlett Packard Ink Jet Fax and Printer and a IBM 24 pin, the EPSON and the H-Packard are about 2 years old. I just installed NVDI-5 and it seems to be printing ok, but I don't have any experience with it yet......

Later, Donner.....

6879. JYBOLAC BBS

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 05:28:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00197d59@fmlynet.org>
Source record: 45621

FamilyNet Newsgate

This message is to let everyone know that the JYBOLAC Stargate BBS at:

jybolac.dyndns.org 520

Was knocked out by the blackout monday morning and will be out till
Thursday. Please give the BBS a call then. :)

Thanks,

Doctor Clu
Co-sysop of the JYBOLAC Stargate BBS

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6880. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 06:08:29 UTC
From: BMaedicke@t-online.de
Message-ID: <1eu5s5v.rbfxcl1cltheqN%BMaedicke@t-online.de>
Source record: 45615

Carey Christenson <firest@williams-net.com> wrote:

> Does anyone use a newer Hewlett Packard or EPSON printer????? If so
> what model numbers!!!!

I use an Epson Stylus Color 880 on my Falcon. I use the Stylus Color
driver from NVDI 5, but I can print only with max. 720x720 dpi and not
with 2880x720 dpi.

--
Url: http://home.t-online.de/home/BMaedicke/

6881. Check this out!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 07:52:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001981dc@fmlynet.org>
Source record: 45627

FamilyNet Newsgate

> From: "Lord Gaiyan" <gaiyan@vianet.ca>
> Take a look at this link! My buddy ran into it :)
> http://www.3drealms.com/caught/e3_2001/3/dsc00019.jpg
> From the E3 show. :)
> Joshua.

Wow! Who was she? Probably one of the most beautiful women I have seen in
a long time. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6882. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 08:19:01 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10105281608430.8825-100000@coazter.myip.org>
Source record: 45616

Someone said:

> And then at least you've done away with X. It's really funny how a small
> system like GEM is better structured than a behemoth such as X.

Funny, but last time I checked, GEM did not network.

> >> I've got more computer architectures within 10 metres of reach than I could
> >> even care to count. I've used lots of platforms, but really, why Linux?

rather, why not?
it is widely supported, it is multi-platform, free and is opensource. What
other OS can fit that?

Music Template Database:
http://musicdb.myip.org

~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.mp3.com/coazter

6883. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 09:51:55 UTC
From: bindon@madasafish.com
Message-ID: <th6s9ros8l95ff@corp.supernews.com>
Source record: 45617

On 29 May 2001 03:43:54 , "Matthias Jaap" wrote:

Hi

>>There was an
>> article in a german computer magazine once (ST-computer, september+october
>> 1992 ?), describing this modification, but it seems that today noone can
>> quote -exactly- the modification needed for video circuits.
>
>Well, I have the magazines here and it was the ST-Magazin. I guess it worked
>the same way as Overscan because Hyperscreen (as it was called in the
>magazine) was made by the same people who created Overscan.

Is it possible for you to scan them in and send them to me please?

6884. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 10:08:11 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0105291207060.719-100000@freemint>
Source record: 45618

Hello!

> a partition that I have no wish to use. I don't want to re-ignite
> the whole Mint v TOS argument but I only use TOS software. If
> I want unix I will buy a unix box. I only want SSL so it seems
> a bit unneccessary to re-build half of my Milan to get it.

For plain TOS there is no SSL solution. If you want SSL and TOS
compatibility you must install MiNT/MiNTNet. As the socket/SSL part is a
Unix port it still require a Unix like setup. If you want a SSL solution
for plain TOS write one.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6885. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 10:21:13 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0105291214170.719-100000@freemint>
Source record: 45619

Hello!

> > That's totally wrong. MiNT-Net isn't a port of anything. It's
> > written from scratch and for sure BSD compatible.
>
> It would help if you would read the old files from Kay Roemer and
> visit his old website, instead of stuffing carrots in your ears,
> Frank.

What do you want to tell me? I'm for sure know much more about MiNT-Net
than you and it's infact written from scratch. I know for sure the NetBSD
socket and TCP/IP layer too and can always compare.

Maybe you mention next time some references and facts before you stuffing
carrots here.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6886. Re: Swedish Atari show

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 11:01:41 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b138f8a2913320@tripnet.se>
Source record: 45620

On Mon 28-05-2001 01:17 (GMT) John Nicholas Oakes wrote:

>Is the Atari show still on, and who will display their wares.
>What is the best way of getting
>to Sweden from England, also I would like to know the nearest accomodation
>and transport.

Yes, it's definitly on! Malmï¿½ is located in the far south close to Copenhagen, Denmark. Because of the new Copenhagen-Malmï¿½ bridge it's easy (but not free) to get there both by car and train. Note that this bridge has been opened less than a year so it's probably missing on most maps.

There are some possibilites to stay over night for free. Check the NAS webpage for contact info.

Nick Harlow from 16/32 systems will be there selling lots of stuff. Note that he will not be able to answer e-mails right now as he is on vacation.

I posted this announcement here some time ago:

Nordic Atari Show in Malmoe, Sweden 16-17/6

The seventh annual Nordic Atari Show (NAS) will take place in beautiful Malmï¿½ this year. Malmï¿½ is located in the far south of Sweden. Atari enthusiasts from all over the country and abroad will gather together and participate in or just visit the exhibion.

The show is opened 16-17/6 and we welcome anyone to join the show. Entrance fee is SKR 50/day (appr. 5 EUR).

16/32 Systems from England will be there selling all kinds of Atari products. If you want to buy anything special please contact him on nick@1632systems.co.uk in advance or visit http://www.1632systems.co.uk/ He really needs to know what stuff to bring...

There will also be second hand Atari computers, monitors etc on sell. Please contact bebbe.adolfsson@swipnet.se in advance for availability of any specific item you would like to get.

If you want to sell anything yourself just bring the stuff with you. There will be plenty of tables available at no extra fee!

We plan to do a lot af networking this year so bring your Ethernet adapters, nullmodem cables, MIDI cables, etc to join the network.

As Malmï¿½ is located close to the main European continet we hope to get visitors from Denmark, Germany, Poland, etc too. And, thanks to the new

bridge from Copenagen it's very easy to get there!

For more info browse to http://www.sak.nu/ and click on the "Nordic Atari Show" button. Info in English can be found further down on the page, maps included.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6887. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 11:13:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991206084-65243AEicMi@cwcom.net>
Source record: 45573

From: Uwe Seimet <us@seimet.de>
Date: Sun, 27 May 2001 08:32:53 +0200

>> CD Lab doesn't need a CD driver, but SCSIDRV support must be activated in
>> HDDriver, (activate SCSI generic driver), if you don't use HDDriver then
>
>Note that in current versions of HDDRIVER the SCSI driver is always
>activated, i. e. it cannot be switched off anymore. This is because

BTW, I've observed that my Microtek scanner driver ScanX crashes if I ask it
to rescan the SCSI bus, needed if I switch the scanner on after booting. If I
switch it on and then run Steffen Engle's SCSIDRV.PRG, it's fine.

Also I've found that I must first run that driver if I want to use GEMAR,
regardless of whether the DAT drive had been "seen" by HDDriver at bootup.
Since GEMAR doesn't like the Centek TOS in my CT2'd Falcon anyway, I'm
guessing that this might have something to do with it in this case.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6888. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 11:34:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991206088-65694AEicMi@cwcom.net>
Source record: 45574

From: "Christopher Thorley" <chris_thorley@lineone.net>
Date: Sun, 27 May 2001 10:38:38 +0100

>You guys at the Cheshunt club are obviously doing your best to maintain the
>Atari presence in any way you can but the way your little group band
>together make you look more like the Atari mafia.

Chris, this isn't aimed at you in particular, but I'd like to make it plain
that I DO NOT WANT TO SEE EITHER THE CHESHUNT COMPUTER CLUB OR DDP
TRANSLATIONS DRAGGED INTO THIS THREAD!!!

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6889. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 11:37:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991206090-66151AEicMi@cwcom.net>
Source record: 45575

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 28 May 2001 18:31:10 -0000

>>I also had a result with GEMSpooler, but the iPRN solution's better IMO.
>
>When I last tried the demo of iPRN I saw no speed advantage. I guess you

That's as maybe, but I think you'll find it will help you.

There's also a version of that driver which lives in MagiC's "Extensions"
folder, but it is only available to registered owners.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6890. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 11:43:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991206094-67039AEicMi@cwcom.net>
Source record: 45577

From: Ken Springer <wordworks@greeleynet.com>
Date: Mon, 28 May 2001 20:40:00 -0600

>> XBoot has a Y2K bug, which is the cause of this particular problem AIUI.
>There
>> have been some patches for it around, perhaps someone here can help you

>Thanks for the info. If no one offers, I'll post a question about it.

Look in the DDP section of my web site - I can't offer any support for it
though.

Another way round it is to change the system date to 1999 temporarily.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6891. Atari Books FS

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 11:52:07 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3B138D67.DE6C7408@netzero.net>
Source record: 45622

Hi,

Here's some Atari ST books that I'm not using
anymore. Those are my asking prices. Buyer pays shipping.
E-mail me at fmhcom@operamail.com for more info.

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

680X0 Programming by Example. Published by Howard Sams & Company.
An Assembly Language book for the 68000, 68010, 68020, and 68030
line of chips. Has a ton of code and illustrations.

The Atari Assembler. Published by Reston Publishing Company.
A very illustrated book covering Assembly on the Atari 8-bit.

Atari Roots. Published by Reston Publishing Company.
A guide to Assembly Language for the Atari 8-bit computer.

Atari ST Application Programming. Published by Bantam Computer Books
A nice C programming book with lots of examples.

The Atari ST Book. By Ralph C. Turner.
Tips, Instructions, Secrets and hints for the Atari ST line
of computers.

Atari ST GEM Programmer's Reference. Published by Abacus Software.
A complete guide to GEM programming with C.

Atari ST Internals. Published by Abacus Software.
Book covers every processor, chip, component, and register
in the ST all in Machine Language.

Atari ST Programmer's Guide. Published by Weber Systems.
Focused towards the beginning ST User/programmer.
Covers BASIC and LOGO

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Compute's Atari ST Machine Language Programming Guide. By Compute Books.
A very good book on Assembly for the ST.

Compute's ST Applications Guide programming in C.
A clear and comprehensive guide to writing Atari ST applications in C.

Compute's ST Programmer's Guide.
Covers BASIC and LOGO.

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples.

Intermediate and Advanced Atari ST Subjects. by Ralph C. Turner.
Covers topics like hard drive management and optimization, Running IBM programs on the ST, Connecting SCSI devices and more.

Machine Language for Beginners. By Compute Books.
A beginners guide for Atari, VIC, Apple, C64, and PET computers.

Programmer's Guide to GEM. Published by Sybex.
GEM Programmers guide in C.

6892. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 12:05:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991206092-66578AEicMi@cwcom.net>
Source record: 45576

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 28 May 2001 19:07:19 -0000

>>Do you use MagiC? If so, there is a problem with printing under MagiC on
>>some accelerated machines. There is a patch available, but as I don't even
>>have a printer I don't know where you can find this.
>
>Yeah, the only patch I saw was for removing the IDE boot delay or
>something very similar. Hmm, maybe I should check this out after I try

I tried this patch too (IIRC it was on the Videlity support site??), but it
didn't work for me. I don't know where you can get it from now, and I long
ago sold the Nemesis kit when I installed the CT2.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6893. Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 12:13:27 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <2oMQ6.787$fi2.19735@news.cpqcorp.net>
Source record: 45623

Folks,

As there don't appear to be any currently available interfaces for STs could the techniques used at http://www.eix.co.uk/Ethernet/ be adapted to interface to the DMA or Cartridge port?.

Dave.

6894. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 12:45:33 UTC
From: Diedrich Dirks <ddwhv@gmx.de>
Message-ID: <VA.000000bf.01150f1e@id-68569.user.dfncis.de>
Source record: 45624

Carey Christenson:

> Does anyone use a newer Hewlett Packard or EPSON printer?????

Problems with your keybord?

I use the HP 930C and selected HP Deskjet 890 Colour in NVDI 5.03,
works well.

Diedrich

6895. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 13:04:17 UTC
From: bindon@madasafish.com
Message-ID: <th77ihf7bmh11@corp.supernews.com>
Source record: 45625

On 29 May 2001 13:13:27 , "David Wade" wrote:

Hi

>As there don't appear to be any currently available interfaces for STs could
>the techniques used at http://www.eix.co.uk/Ethernet/ be adapted to
>interface to the DMA or Cartridge port?.

That page does not exist. Did you type it wrong?
There may be a solution coming soon.

6896. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 13:06:25 UTC
From: bindon@madasafish.com
Message-ID: <th77mhej070s4a@corp.supernews.com>
Source record: 45626

On 29 May 2001 13:04:17 , Lyndon Amsdon wrote:
>On 29 May 2001 13:13:27 , "David Wade" wrote:
>
>Hi
>
>>As there don't appear to be any currently available interfaces for STs could
>>the techniques used at http://www.eix.co.uk/Ethernet/ be adapted to
>>interface to the DMA or Cartridge port?.
>
>That page does not exist. Did you type it wrong?
>There may be a solution coming soon.

Oops it does exist, sorry! E has to a capaital on Ethernet :)

6897. [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 13:46:27 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b13b5603f4aa54@free.fr>
Source record: 45628

Hi all,

New MagiC offer:

To let users take advantage from the good results of the association,
MagiC is now provided with the following programmes:

- Aniplayer (registered version)
- AtarICQ (registered version)
- Jinnee
- MagiC Scripter

MagiC price remains unchanged: 99.00 Euros

Have a look at the ES MagiC webpage (French):
http://www.europe-shareware.org/atari/logiciels/magic.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

6898. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 17:53:00 UTC
From: jflemaire@belgacom.net
Message-ID: <3b157848209b900@belgacom.net>
Source record: 45458

Hello,

Le Tue 29-05-10 00:48, Carey Christenson tremblait d'ï¿½motion en ï¿½crivant:

>Anyone,
>Does anyone use a newer Hewlett Packard or EPSON printer????? If so
>what model numbers!!!! Does not matter if it is HP or Epson either
>one if you know if they work with the NVDI drivers!!!!!!

I bought an Epson Stylus Color 460 about 6 months ago and it works fine
with the driver for the ESC 440. It also works with the drivers for the
500 and the 400.

J-F.

6899. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 18:03:23 UTC
From: bindon@madasafish.com
Message-ID: <th7p3bqc2or29f@corp.supernews.com>
Source record: 45630

On 28 May 2001 20:53:35 , Bernd Maedicke wrote:
>Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

Hi

>> Try using the iPRN driver (IIRC there's a demo version on either the NVDI or
>> MagiC master disks). It's also worth experimenting with alternative outputs
>> where offered, ie direct or via the BIOS.
>
>He can try it the SLOW_PRN.DEV from the NVDI 5 installation disc.

Sorry, I couldn't find it on my disks, it doesn't say about it either in
the readme. Maybe it was compressed in the SFX archive?

6900. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 18:32:08 UTC
From: BMaedicke@t-online.de
Message-ID: <1eu6qqw.1jjrismsdflpkN%BMaedicke@t-online.de>
Source record: 45632

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Sorry, I couldn't find it on my disks, it doesn't say about it either in
> the readme. Maybe it was compressed in the SFX archive?

Itï¿½s in the nvdib.sfx in the folder Atari\NVDITOOL.S in the folder
SLOW_PRN

--
Url: http://home.t-online.de/home/BMaedicke/

6901. Re: MIDI Thru desk acc?

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 18:57:43 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0105291057.6c6ad1cb@posting.google.com>
Source record: 45633

sonik@wearelondon.fsnet.co.uk (Al Ferrier) wrote in message
news:<9etp5t$1hs$2@newsg3.svr.pol.co.uk>...
> Hi folks
>
> I was thinking the other day why I've never come across a desk acc
> that patches your MIDI In to your MIDI Out socket and thus saves
> you having to boot up your sequencer or librarian or whatever.
>
> It certainly would save one having to do this when doing important
> but no song-based stuff like programming.
>
> Any ideas?
>
> Cheers :)
> Al

Hi Al

Go to the Atari-Midi File Section and the File is there. It is called
MIDI-TRU. I use it quite a bit.There is a link to it from my site:

http://sites.netscape.net/timconrardy/index.htm

Scroll down towrd the bottom.

Glad to help out

Tim Conrardy

6902. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 19:08:05 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b13d775.0@energise.enta.net>
Source record: 45629

On 27 May 2001 17:37:32 , =?iso-8859-1?Q?Martin-=C9ric_Racine?= wrote:

>Alternately, look for a package called PPP-Kit 1.4 (e.g. Funet or
>Chapelie FTP sites should have it), which is a pared-down version
>of MiNT-Net designed to work on a plain TOS partition. Binaries
>used are horribly outdated, though, and you will probably wanna
>use Jo Even Skarstein's GEM dialer instead of the clickable
>script kludge used in PPP-Kit.
>
I have set-up the PPP-Kit. The instructions are reasonably clear
about how this version is designed to work under TOS & Mint.
It still includes a whole load of Unix apps. If I get it working
I will gradually dump them until I have just what is needed by
Mint-Net.

I got the GEM dialer by Jo Even but it doesn't do any setting up
so it is still down to hacking the scripts. There isn't much
guidance here in the PPP Kit. At the moment it doesn't even
manage to find my Modem. Also, my isp uses a pure PPP login,
with STiNG I don't have a script that waits for "login" and
sends a reply so I have no idea what to put in the MintNet
script files.

Regards,
Peter

>As for STiNG, no, it is not easy to setup. I have found MiNT-Net
>to be _much_ easier than STiNG.
>
>--
>Martin-Éric Racine, IT Consultant @ http://funkyware.atari.org/
>May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage
>
>
>.

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

```
-------------------------------------------------------------------
-------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
-------------------------------------------------------------------
```

6903. TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 19:17:02 UTC
From: steve666@clara.co.uk
Message-ID: <1eu6qyg.6ovu861dg0kiyN%steve666@clara.co.uk>
Source record: 45634

Hi, I currently have 2mb STram & 4mb TTram - i want an upgrade :) Can anyone please advise the best place to go (UK), and any other upgrade advice would be appreciated. Thanks, steve.

6904. how do i upgrade mt 520stfm

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 19:48:49 UTC
From: K_Turner <kdt1@ukc.ac.uk>
Message-ID: <9f0uke$p95$1@athena.ukc.ac.uk>
Source record: 45635

I have an atri 520stfm

It has 0.5 mb ram and an internal disk drive which might be single sided i dont know for sure.

I also got a load of software for it but most of the games either require 1mb or a double sided drive

how much will it cost and where can i upgrade it

i dont want to spend a lot on it i just want to restore it for nostalga and the fact that its an atari!

thanks
also i wonder if it is possible as i have asked before to convert .st and .msa files that i can download for st emulators so that when i put them on disk i can play them in my atari. i have make disk v1.5 but it seemsd to do nothing can anyone tell me the exact command i have to give it or an example

thankyou for any help

Karl
(proud Atari owner)

6905. Hybrid Arts Edit II Track

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 19:57:58 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <SbTQ6.11160$Uo3.425347@news6.giganews.com>
Source record: 45636

Anyone using this pgm for sequencing have this problem:
On my STe (4 meg) using a megafile 30, a very simple keyboard track(under 50 notes) using over 6% of memory for no apparent reason? Somewhere in the track something is using all this memory, but neither the Graphic or the Event editor 'sees' anything. This anomaly rarely happens when I sequence, but when it does the sequencer slows down to a crawl(editing, playback, etc). Any ideas as to what causes this? Fixes?
fcr

Nighttrain Entertainment
Forrest Rosaire
769 Stratton Rd.
Port Angeles, Wa. 98363
Phone 360-452-4930
Fax 360-452-7849
On the Web http://forrestrosaire.com

6906. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 20:13:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991260666-162079AEicMi@madasafish.com>
Source record: 45516

Hi Lyndon

>>That page does not exist. Did you type it wrong?
>>There may be a solution coming soon.

>Oops it does exist, sorry! E has to a capaital on Ethernet :)

I hate it when that happens, but there are times when a missed capital
gives you a slightly differently themed equally interesting site!!! :-/

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6907. Re: FS: TT030 (FIN)

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 20:14:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991260668-162683AEicMi@madasafish.com>
Source record: 45517

Hi Lyndon

>>How did you acheive the internal modem?.

>That interestted me too, guess is that it is external mounted
>internally.

Hm!, i wouldnt want to call that configuration an internal modem unless
i wanted to sail a bit close to the wind..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6908. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 20:19:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991260672-163323AEicMi@madasafish.com>
Source record: 45518

Hi Carey

>Does anyone use a newer Hewlett Packard or EPSON printer????? If so
>what model numbers!!!! Does not matter if it is HP or Epson either one
>if you know if they work with the NVDI drivers!!!!!!

I succesfully use a HP Laserjet 5L with my setup, its not a 'newer'
printer but its still a current model and it works fine with NVDI
drivers and Papyrus drivers.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6909. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 20:22:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991260674-163915AEicMi@madasafish.com>
Source record: 45519

Hi Dave, nice to see you again

>> >> >But then again didn't he get the sack for being a drunk
>> >>
>> >> Nope, i dint get the sack, and i'm not a drunk either
>> >>
>> >> >or am i wrong?
>> >>
>> >> Yes, Again.
>>
>> >Really?
>>
>> Suprising eh!!. :-)
>>
>Not really.

>Were getting used to your fiction.

In this case the fiction is of your making.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6910. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 20:23:19 UTC
From: swampfax@atlantic.net
Message-ID: <XyTQ6.53$DZ5.97022@news1.atlantic.net>
Source record: 45637

On 29 May 2001 14:45:33 , Diedrich Dirks wrote:
>Carey Christenson:
>
>> Does anyone use a newer Hewlett Packard or EPSON printer?????
>
>Problems with your keybord?
>
>I use the HP 930C and selected HP Deskjet 890 Colour in NVDI 5.03,
>works well.
>
>Diedrich
>
>
>
>.
HP Deskjet+ : NVDI 5.01 / HP500/510/520
John G.

6911. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 20:24:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991260678-164503AEicMi@madasafish.com>
Source record: 45520

Hi Pascal

>MagiC price remains unchanged: 99.00 Euros

What version of Magic are you shipping? and what is its native language.
Ive heard that there's a revision 3 of Magic 6.1?, do you know anything
of this?..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6912. Re: FS: TT030 (FIN)

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 20:33:54 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105292328080.28146-100000@hal.pp.fishpool.fi>
Source record: 45639

On Sun, 27 May 2001, Steve Sweet wrote:

> >* TOS 3.06 US (plus US keyboard)
> >* 4mb ST-RAM
> >* 48mb hard-disk
> >* internal 56K modem (Canada/US standard - may work elsewhere)
>
> How did you acheive the internal modem?.

I didn't, Bernie Diotte did it ages before I bought it from him.

Basically, the modem's PCB happens to match the width of the VME slot's guides and the depth of the VME compartment, and wires are soldered to the 12v and 5v busses. At the back of the TT, there is a short cable from the modem's serial connector to Modem2.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6913. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 20:39:28 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105292336520.28146-100000@hal.pp.fishpool.fi>
Source record: 45638

On Tue, 29 May 2001, ktulu wrote:

> Hi, I currently have 2mb STram & 4mb TTram - i want an upgrade :) Can
> anyone please advise the best place to go (UK), and any other upgrade
> advice would be appreciated. Thanks, steve.

If you have professional soldering skills, there are instructions
at the URL below to modify both the ST and TT RAM card by Atari.

As for alternate products, several options exist, but none are
manufactured anymore. Description at same URL.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6914. Re: how do i upgrade mt 520stfm

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 21:29:45 UTC
From: Elliot <esrs@u.genie.co.uk>
Message-ID: <th854vh4krgd91@corp.supernews.co.uk>
Source record: 45640

Best beat would be to find an STE, you will have a lot more fun with the demos and the few specific games written for it. You will also find the memory upgrades are much easier.

I have seen STEs for as little as £20.

Elliot...

"K_Turner" <kdt1@ukc.ac.uk> wrote in message news:9f0uke$p95$1@athena.ukc.ac.uk...
> I have an atri 520stfm
>
> It has 0.5 mb ram and an internal disk drive which might be single sided i
> dont know for sure.
>
> I also got a load of software for it but most of the games either require
> 1mb or a double sided drive
>
> how much will it cost and where can i upgrade it
>
> i dont want to spend a lot on it i just want to restore it for nostalga
and
> the fact that its an atari!
>
> thanks
> also i wonder if it is possible as i have asked before to convert .st and
> .msa files that i can download for st emulators so that when i put them on
> disk i can play them in my atari. i have make disk v1.5 but it seemsd to
do
> nothing can anyone tell me the exact command i have to give it or an
example
>
>
> thankyou for any help
>
> Karl
> (proud Atari owner)
>
>
>

6915. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 21:30:32 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <991175494-950506AEicMi@xs4all.nl>
Source record: 45641

>From: swampfax@atlantic.net (John Garone)
>Date: Tue, 29 May 2001 20:23:19 GMT
>
>On 29 May 2001 14:45:33 , Diedrich Dirks wrote:
>>Carey Christenson:
>>
>>> Does anyone use a newer Hewlett Packard or EPSON
>printer?????
>>
>>Problems with your keybord?
>>
>>I use the HP 930C and selected HP Deskjet 890 Colour in NVDI
>5.03,
>>works well.
>>
>>Diedrich

Hello Diedrich,

Thanks for the info. Might be time to get one of those HP's for myself before it's too late. Can you use the max dpi possible (600x600 ?) on your HP 930C printer with that NVDI driver for the HP deskjet 890 colour ?

Cheers
Dan

6916. Re: "Discovery" cartridge (was Re: Happy Computers Discovery Cartridge on Meaga STE's)

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 21:50:10 UTC
From: Graham <caver99@aol.com>
Message-ID: <991172871.374379@dionysos>
Source record: 45642

I want one aswell?

Hallvard Tangeraas <my.mail@is.invalid> wrote in message
news:1etwv0h.xkphpbglmmtaN%my.mail@is.invalid...
> Steve Stupple <Steve@atari.org> wrote:
>
> > This is the BEST disk backup hardware available for the ST and can back
> > up not just Atari disks. The cartridge takes over control of your floppy
> > drives AND only needs ONE floppy drive, unlike blitz and syncro system
> > hardware. It also verifies the data on the drive, making very accurate.
> > Compare it to the blitz turbo hardware, which is very hit and miss!
>
> Has anyone got one of these for sale?
> If not, is the circuit inside complicated to duplicate? Anyone opened
> any of these to see?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

6917. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 22:00:08 UTC
From: ebaiz@skyenet.net
Message-ID: <IZUQ6.5896$hh4.2389@newsfeed.slurp.net>
Source record: 45643

Hello,

I finally got the hang of this program. I created some links to all my partitions and some programs that I use often using Jinnee. It works just great. Nice program. I will give it high marks when I vote.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6918. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 22:00:10 UTC
From: ebaiz@skyenet.net
Message-ID: <KZUQ6.5897$hh4.2389@newsfeed.slurp.net>
Source record: 45644

On 29 May 2001 00:48:56 , Carey Christenson wrote:
>Anyone,
>Does anyone use a newer Hewlett Packard or EPSON printer????? If so
>what model numbers!!!! Does not matter if it is HP or Epson either
>one if you know if they work with the NVDI drivers!!!!!!
>
>Thanks for any help!!!!!

I use an Epson Photo 700 with NVDI 5.03. It works well since NVDI has the driver for that printer built in. My wife has HP LaserJet 2100 attached to her PC. I tried it out on my Hades and found a HP laser printer driver that worked. I ws able to print some docs and a spreadsheet. I wish NVDI would get an upgrade.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6919. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 22:01:44 UTC
From: **** **** <***@***.com>
Message-ID: <c%UQ6.94148$Pp1.24582102@typhoon.southeast.rr.com>
Source record: 45645

David Wade wrote in message <2oMQ6.787$fi2.19735@news.cpqcorp.net>...
>Folks,
>
>As there don't appear to be any currently available interfaces for STs
could
>the techniques used at http://www.eix.co.uk/Ethernet/ be adapted to
>interface to the DMA or Cartridge port?.

DMA is possible I think, maybe even performance wise. Cartridge port is read only... no dma either. At least on the 520 that I have, no idea if this is different with later models. According to Atari ST Internals (by K. Gerits, L. Englisch, R. Bruckman) the DMA port can connect up to 8 devices. Not to mention that with dma itself, the ethernet device could be simplified significantly. Maybe as few components as the ethernet controller (would want to consider the realtek chip, for get its #, and the Crystal cs8900a) and a smaller pld. (well, and an 8k serial eeprom, transformer, various connectors)

Would be fun though, wouldn't it?

Thanks,
John

6920. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 22:05:20 UTC
From: vdjole@EUnet.yu
Message-ID: <9f16es$3hc$1@news.eunet.yu>
Source record: 45547

On 28 May 2001 15:42:43 , "Pera Putnik" wrote:

>> * The simplest hack would the "Overscan" which existed in several
>flavours,

> Yes, it is simple and cheap... I made it in 20 minutes & 2 $ cost.

Indeed. Though it seems Lacescan has a slight design flaw somewhere
in hardware or software: when it is switched off sometimes the screen
does not revert correctly to normal size, but a portion from the right
edge rolls to the left edge- so something was neglected. Otherwise
the roll-over would happen always or never.

>But.... not much software can use it,

I disagree very much! I have installed Lacescan in my Mega and have it
turned ON all the time. There are just a few older programs which can't
use it, but anything decently GEMish works OK. I remember, however
that some setting in NVDI-configuration CPX could make problems when
Lacescn was turned on- the menu bar was improperly drawn in some
programs.

>and you need at least TOS 2.06 for correct work.

Possibly. I use TOS 2.06 (in RAM for the moment) so I did not try it
much with older TOSes.

>> * A potentially most beneficial approach would be the one which involves
>> raising the clock frequency of the entire system to 10MHz or 12MHz.
>>[...]
>> noone can quote -exactly- the modification needed for video circuits.
>> I have a general
>> idea of how it might work, but a tested schematics would be so much
>> easier- so if you find one let me know :)
>>
>
> Hmmm... I think that such projects are very hard for realize, even if you
>find all ST magazines involved.

Not necessarily. I played a little with that project and for a start raised
the system clock to 10MHz (40MHz oscillator). By declaring external
syncs to TOS and by supplying the correct (or I thought so) sync pulses
obtained by dividing the 500kHz signal, I obtained a standard-resolution
picture on a SM-124. From that to an extended resolution it should not
be very difficult to go. (My attempt was not completely successful as the
picture trebmbled slightly (about 10 pixels) left-right, so I did not get
everything exactly right- or else at higher CPU speed the picture

started too early after a hsync pulse nd the monitor maybe couldn't handle it). It was all done with several 74F and 74HCT chips.

I didn't have time to finish it, but I prepared some connections on the motherboard to make everything more reliable, and will try again with a modified circuit. My problem is finding reliable information on pixel clock rates and line width- somehow the numbers I have do not add-up correctly to 35.7Khz .

6921. Re: ext2FS versus MinixFS (was: Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 22:05:23 UTC
From: vdjole@EUnet.yu
Message-ID: <9f16f1$3hc$2@news.eunet.yu>
Source record: 45548

On 28 May 2001 17:55:43 , =?iso-8859-1?Q?Martin-=C9ric_Racine?= wrote:

>However, applications programmed to use lowercase filenames work
>equally well on ordinary TOS filesystems, because GEMDOS converts
>all file operations to UPPERCASE 8+3 filenames.

However, I experienced problems in ordinary TOS a couple of times,
when an application did not list existing files of some specific type
in the file selector, because the mask was specified in lowercase.
I think this happened to me with Newsie, so I went with a hex editor
into the code and changed all mask strings to uppercase.

cu.

6922. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 22:18:40 UTC
From: steve666@clara.co.uk
Message-ID: <1eu6z9f.tpzip415acn8aN%steve666@clara.co.uk>
Source record: 45546

> > Hi, I currently have 2mb STram & 4mb TTram - i want an upgrade :) Can
> > anyone please advise the best place to go (UK), and any other upgrade
> > advice would be appreciated. Thanks, steve.
>
> If you have professional soldering skills, there are instructions
> at the URL below to modify both the ST and TT RAM card by Atari.
>
> As for alternate products, several options exist, but none are
> manufactured anymore. Description at same URL.

cheers for the url, I'll take a look... but I ain't no dab hand with a
soldering iron! :(
Steve

6923. Re: 52O st fm upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 22:38:46 UTC
From: Chris Cox <cbcox@nospam.btinternet.com>
Message-ID: <9f18dt$ka6$1@plutonium.btinternet.com>
Source record: 45549

Keep an eye on Ebay, I got one for about £10 a couple of weeks ago.

```
--
Chris Cox
R1 News Editor
DVD REVIEWER
The UK's BIGGEST Online DVD Magazine
www.dvdreviewer.co.uk

email:
chriscox@reviewer.co.uk (DVD Reviewer)
cbcox@btinternet.com (home)

"K_Turner" <kdt1@ukc.ac.uk> wrote in message
news:9et9ou$c5b$1@athena.ukc.ac.uk...
> I seem tio remeber my Atari the 520stfm needed an external disk drive to
> play some games as the internal drive was single sided.
>
> does anyone know where i might purchase such a drive ?
> i am in England so if its an American company will they ship
internationaly
> and will it wior with a UK machine?
>
> Thankyou
>
>
```

6924. Re: Tempest or Eclipse upgrade!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 23:02:33 UTC
From: Gill Bates <gill@microsoft.com>
Message-ID: <eZVQ6.64686$662.255628@news1-hme0>
Source record: 45550

"Carey Christenson" <firest@williams-net.com> wrote in message
news:th5spef7ssvvc6@corp.supernews.com...
> Anyone,
> Does anyone own a Tempest or Eclipse upgrade for the Atari
> Falcon030??? If so how do you like it????? Also how do you go about
> getting ahold of the guys who have created these great upgrades???? I
> have e-mailed to 2 different e-mail addresses but NO word back. I
> understand that they are very busy trying to get the TEMPEST upgrade
> finished. But I just need to know that I am on there list of buyers
> for the TEMPEST!!!!! I was also wondering how to get ahold of one of
> these ECLIPSE upgrades and how much do they cost?????
>
> Thanks for any help
> Carey
>
> P.S. You can e-mail me at firest@williams-net.com

try webpages@paragon.co.uk the guy you are after is David Encill he owns
Core Designs who have been developing Tempest for a number of years, but is
also a web page designer and a writer for a magazine "Web pages made easy"
why he doesn't answer your mails is a mystery

6925. Re: Milan I

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 23:17:05 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9f1alh$5kf$1@draco.stochastik.rwth-aachen.de>
Source record: 45551

In article <Pine.MNT.4.10.10105251357150.85-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>
>I think jonk was a bit unclear in his question about the video card.
>He requested info on my hades, where apon I told him I got an older
>gfx card from ebay for 10 USD for my hades. He is wanting a milan.
>
>Jonk is wanting to know if he can buy the gfx card himself locally for a
>milan? Or is there something special about it that would require you to
>buy it from the dealer with the milan board?

Ah, OK.

He can use any PCI graphics card with an S3 Trio64 chip on it (Trio64V and
Trio64V+ are working, too), preferrably with at least 2MB of video ram.

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

6926. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 23:49:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <630.550T1700T495301optimus@canit.se>
Source record: 45558

David Wade skrev:

>As there don't appear to be any currently available interfaces for STs could
>the techniques used at http://www.eix.co.uk/Ethernet/ be adapted to
>interface to the DMA or Cartridge port?.

I think what you're looking for is
http://home.nexgo.de/thomas.redelberger/prj/atari/ethernea

--
En ligne avec Thor 2.6a.

[E]xcept in the works of Gunnar Asplund, architect of the Stockholm Exhibition
of 1930 and the Stockholm crematorium, Sweden has never contributed much to
the revolutionary developments through which modern architecture made its
initial impact on the world.
J.M. Richards, Modern Architecture

6927. New Canadian Users Group

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 23:56:47 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105291556.32cd6d62@posting.google.com>
Source record: 45552

Well, something happened on the News forum of Atari.org. A thread developed regarding software, and suddenly it occurred to us that all the posters where actually from Canada. Spread out over thousands of miles and many days drive from one another, it was clear that we weren't going to hold weekly meetings;-)

That said, one of the posters took it upon himself to create a web page with BBS forum dedicated to Canadian Atari Users. Of course everyone is welcome, the intention is to locate as many Canadian Atari Users as possible. Hey we are here and we are not alone.

This convergence of users might just allow hardware and software developers as well as distributors a better view of how to service the Canadian Market.

I hope you are reading this Ken and Dan.

So check out

http://www.members.home.net/murdoc15/atari/

Later Brian.

6928. Re: Check this out!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-29 23:59:50 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105291559.72f61a5c@posting.google.com>
Source record: 45553

"Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
news:<SvfP6.419$k07.5536@newsfeed.slurp.net>...
> Take a look at this link! My buddy ran into it :)
>
> http://www.3drealms.com/caught/e3_2001/3/dsc00019.jpg
>
> From the E3 show. :)
>
> Joshua.

Atari may be dead, but I was sure brought back to life.

Long live the fuji. I like it right where it is;-).

6929. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 00:01:51 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105291601.79b56242@posting.google.com>
Source record: 45554

bindon@madasafish.com (Lyndon Amsdon) wrote in message
news:<th47n5njf56a56@corp.supernews.com>...
> On 27 May 2001 14:55:08 , "Christopher Friend" wrote:
>
> Hi
>
> >Does anyone know of anyway to increase the resolutions of a Mega ST4
> system?
> >I've seen projects to fit an ET4000 ISA card into the ST but they seem way
> >too involved for me. Fitting the ST into a PC tower was one thing but I
> >think I could build a spaceship before I'd get the ET4000 project working
> >correctly.
>
> Overscan/lacescan or buy a PAnther from http://www.wrsdesign.de which is
> the adaptor for ET4000 ISA graphics cards. Panther should be an easy fit
> onto the megabus.

I can't get the above link to work. Is it correct?

Later Brian

6930. Re: Covert .st to .prg ?

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 00:04:34 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105291604.573a1334@posting.google.com>
Source record: 45555

"K_Turner" <kdt1@ukc.ac.uk> wrote in message news:<9eu8fjfor1@athena.ukc.ac.uk>...
> OK i have make disk v1.5
> how do you change a .st file into its origional format so that it can run on
> an Atari st?
> eg .prg files
>
> thankyou
>
> Karl

You need the program sttodisk.ttp

6931. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 00:05:51 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1083.550T2550T655915optimus@canit.se>
Source record: 45559

Frederic Fouche skrev:

>Someone said:

>> And then at least you've done away with X. It's really funny how a small
>> system like GEM is better structured than a behemoth such as X.

>Funny, but last time I checked, GEM did not network.

It most certainly doesn't, and that is just about the only strength X has.
It's a rudimentary network GUI, not something you run 24/7 on your local
desktop.

>> >> I've got more computer architectures within 10 metres of reach than I
>> >> could even care to count. I've used lots of platforms, but really, why
>> >> Linux?

>rather, why not?
>it is widely supported, it is multi-platform, free and is opensource. What
>other OS can fit that?

Why would any other OS care to fit that?
Besides, you definition of "wide support" is rather odd. Would you call Be or
AmigaOS widely supported as well?

--
En ligne avec Thor 2.6a.

IRAQ, 10984 GHz, V
Getting TV from Iraq at all is kinda cool - you can get propaganda in English
at 1900 BST, and see the guy with the moustache almost any time. When they
show anime it's even cooler...
Geoff Cowie

6932. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 00:07:09 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <406.550T450T674179optimus@canit.se>
Source record: 45557

Martin-Eric Racine skrev:

```
>On 26 May 2001, Iggy Drougge wrote:

>> I hate the UNIX CLI, [...] I love CLIs, I use them all day
>> long,

>Iggy, you're nothing but a self-contradicting troll.
```

Go to hell, Eric, if you're just going to insult me.
Since when did UNIX have a monopoly on CLIs?

```
--
En ligne avec Thor 2.6a.
```

Alle Verallgemeinerungen sind gef&#65533;hrlich, sogar diese.
--- Alexandre Dumas der &#65533;ltere

6933. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 00:14:55 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1481.550T2750T746683optimus@canit.se>
Source record: 45556

Martin-Éric Racine skrev:

>On 26 May 2001, Iggy Drougge wrote:

>> If they ever did, they're utter idiots. Much like the people
>> who think it's worthwhile to implement a new UNIX clone for
>> the umpteenth time. UNIX is not particularly beautiful,
>> unless you know exactly how to communicate with it. KDE is
>> really miserable. After all, it's just a desktop for X11. And
>> it's so slow it's ungodly.

>> Stupid git, was I ever advocating M$ filesystems? Not at all.
>> FAT is a stone-age FS and should have been buried thirty
>> years ago. Windows has no efficient GUI, it's a travesty of a
>> GUI.

>So, go ahead and tell us what is your ideal end-user friendly OS?

Mac. I prefer the Amiga, but Mac really is the best if you're computer-
illiterate. If you actually know something about computers, AmigaOS is the way
to go.

>For this discussion's technically-minded crowd's sake, be precise
>and mention all the specs, then move on to describing how nice
>and easy-to-use your OS is to accomodate ordinary users.

It should be very small, efficient, with both GUI and CLI /in unison/, with
a lot of modularity and code sharing. Not to mention being transparent to the
user. No stupid commands like "slrn" or arguments like "-lrFn" or "/d /a /w",
no system files named "BFTH32_1.DLL" or "libdso4.01.a.02".
Transparency, make everything as obvious as possible.

--
En ligne avec Thor 2.6a.

Keine Grenze verlockt mehr zum Schmuggeln als die Altersgrenze.
--- Robert Musil

6934. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 00:15:54 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0105291615.8343bd1@posting.google.com>
Source record: 45560

Veronica Coats <rccola@ctos.com> wrote in message news:<3B0FB169.C05A1204@ctos.com>...

> Only 3 ACCs are installed: Diablo 630, XControl, and Edith. TThigh
> resolution, for those who are interested, but that shouldn't be the
> problem.
>
> I'm open for suggestions as to what to change. It's amazing what you
> can forget in just 4 years. :-(
>
> Ken Springer

What autofolder programs are you running? Unless you are using the
diablo cpx, you could probably do away with xcontrol as well. Depends
on what version of the diablo 630 you are running. I still use the
buggy earlier versions that are very sensitive to accs and autofolder
order.

Hopefully you have the 630 autofolder prg on;-).
Also do you need edith?
Get the diablo working then add the other programs.

Do your 630 fonts load? Does your 630acc work? Will it test print?

Good for a start, later Brian.

6935. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 00:33:45 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <th8g1l1kfmr472@corp.supernews.com>
Source record: 45561

```
>> Overscan/lacescan or buy a PAnther from http://www.wrsdesign.de which is
>> the adaptor for ET4000 ISA graphics cards. Panther should be an easy fit
>> onto the megabus.
>
>I can't get the above link to work. Is it correct?

It should be www.wrsonline.de
```

6936. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 00:34:53 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B14402D.C2D80FAC@greeleynet.com>
Source record: 45562

madmax wrote:

> Good for a start, later Brian.

I wish I could tell you! <G>

I'm not that stupid, I just have access to the TT on the weekends.
That's because it's 130 miles away. <G>

I'll post a complete reply this weekend.

In a nutshell, the Diablo emulator and fonts load, then the message that
the SLM804 is not detected. AFAIK, I'm running the latest version of
the ACC that was uploaded to Genie years ago. I could be wrong here,
tho'. I've thought about digging out my copy of Laserbrain and trying
it also.

Another thought that occurred to me after leaving the weekend "home", is
to test things by bypassing the external HD I have attached to the TT.
That may be the source of the problem also. I'll really be bummed if
that's the problem. Cabling to this unit is also a possibility.

I'm relatively sure I never had the 804 attached to the TT. IIRC, I had
it attached to my Mega 4.

I want a "notepad" of some sort to write notes and such about the
drawings as an acc since I'm running plain TOS. I chose Edith because I
like it. I have Steno and a couple others from the days when Atari was
still making computers.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

6937. emulators

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 01:53:53 UTC
From: Paul Ryan <pryan_st@hotmail.com>
Message-ID: <JoYQ6.14374$WD.3699369@news2-win.server.ntlworld.com>
Source record: 45563

Two things:

What is the best ST emulator for the PC, and where can I download it?

Where can I download emulators that run on an ST to emulate retro machines?
A PC emulator would also be fun!

Paul

6938. Re: Tempest or Eclipse upgrade!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 02:03:30 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105300202090.252-100000@Hades060>
Source record: 45572

On Wed, 30 May 2001, Gill Bates wrote:

> try webpages@paragon.co.uk the guy you are after is David Encill he owns
> Core Designs who have been developing Tempest for a number of years, but is
> also a web page designer and a writer for a magazine "Web pages made easy"
> why he doesn't answer your mails is a mystery

I thought Sven was the designer? I think David is the one advertising
stuff for ages that is either not released or hard to get. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6939. Re: Hybrid Arts Edit II Track

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 03:15:08 UTC
From: tconrardy2001@aol.com
Message-ID: <20010529231508.09363.00001858@ng-cp1.aol.com>
Source record: 45564

>Anyone using this pgm for sequencing have this problem:
>On my STe (4 meg) using a megafile 30, a very simple keyboard track(under 50
>notes) using over 6% of memory for no apparent reason? Somewhere in the
>track something is using all this memory, but neither the Graphic or the
>Event editor 'sees' anything. This anomaly rarely happens when I sequence,
>but when it does the sequencer slows down to a crawl(editing, playback,
>etc). Any ideas as to what causes this? Fixes?
>fcr
>_____
>Nighttrain Entertainment
>Forrest Rosaire

Hi Forrest

Good to see you here!
Go to MIDI on the Menu and look at INPUT FILTERS. Make sure AFTERTOUCH and any other controller info you DON'T want are in fact Filtered. This might be your problem.I know Aftertouch uses up a lot of memory in a hurry!

Tim Conrardy
Tims Atari Midi World
http://sites.netscape.net/timconrardy/index.htm

6940. Re: emulators

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 03:37:12 UTC
From: Ric Easton <biodistributors@microtech.com.au>
Message-ID: <3b146b7d@news.iprimus.com.au>
Source record: 45565

Try steem.atari.org for a good emulator - its the only one I have got to work and is quite easy to set up. Can't help with number 2.

--

Ric Easton
ph/fax +61 3 6491 1439
biodistributors@microtech.com.au
www.biodistributors.com.au

"Paul Ryan" <pryan_st@hotmail.com> wrote in message news:JoYQ6.14374$WD.3699369@news2-win.server.ntlworld.com...
> Two things:
>
> What is the best ST emulator for the PC, and where can I download it?
>
> Where can I download emulators that run on an ST to emulate retro machines?
> A PC emulator would also be fun!
>
> Paul
>
>

6941. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 05:37:09 UTC
From: sinclap@nospam.net
Message-ID: <30052001003727357 5%sinclap@nospam.net>
Source record: 45566

In article <20010525101323.14746.00002245@ng-md1.aol.com>, DANAP8 <danap8@aol.com> wrote:

> >> He has no life - pure and simple.
> >
> >Not according to my significant other.. Been a few days since I last
> >posted..
>
> Thanks for proving my point! You really do need to come up for air once in
> awhile; you can't stay locked up in your room caressing your Mac - it's an
> inanimate object. Then again, what human female would let you do the same...

You would be surprise...Now only if Chunk's had the same opportunitity to stroak...-)!

>
> -Dana @ A-ONE

sinclap!
somewere in mn

6942. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 05:39:25 UTC
From: sinclap@nospam.net
Message-ID: <3005200100394317 81%sinclap@nospam.net>
Source record: 45567

In article <20010525102141.14746.00002246@ng-md1.aol.com>, DANAP8 <danap8@aol.com> wrote:

> >> Why are you still reading/posting in an an Atari newsgroup if you have no
> >> interest other than just being a PIA?
> >
> >For old times sake...What's PIA? Peter's International Airport?
>
> Your imagination works so well most of the time, I'm surprised that you cannot
> fathom its meaning - Pain In [the] Ass.
>
> >> Do you read A-ONE? If not, then you know nothing about what you're asking.
> >> A-ONE has never been "just" about Atari-related news. Check out an issue
> >and
> >> you'll see what it's all about.
> >>
> >
> >Than why do use Atari Online name when the the content is over 99% non
> >Atari news? Sounds like misuse of the name..
>
> Again, read an issue or two and you will understand. Show me the proof that
> the magazine contains 99% non-Atari news. The members of our staff are Atari
> users. The magazine is produced using an Atari Falcon. There is plenty of
> Atari news - computing and gaming. The magazine is offered online, on Atari
> sites. The magazine also contains technology news as well as other gaming
> platform news. As was mentioned earlier, Atari users are not living in an
> Atari cave - we do realize that there's a larger world out there with news and
> technology that's interesting to read and learn about. Unlike you, apparently.

So, what is the precentage of Atari coverage than. As for non Atari coverage is concerned, thats what Zdnet.com is for. Let the Pros be..

>
> -Dana @ A-ONE

sinclap!
somewere in mn

6943. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 05:40:35 UTC
From: sinclap@nospam.net
Message-ID: <3005200100405359 69%sinclap@nospam.net>
Source record: 45568

In article <Pine.MNT.4.10.10105251347060.85-100000@Hades060>, Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> On Fri, 25 May 2001 sinclap@nospam.net wrote:
> >
> > > > Why this guy still talk here when it doasnï¿½t use atari computers?
> > >
> > > How would you know?
> >
> > The moronic contents of your posts provide the prove...
>
> The moronic contents of your posts provide the proof...
> lol

And what is that? Chunk's is potty trained?

>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mn

6944. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 05:42:24 UTC
From: sinclap@nospam.net
Message-ID: <300520010042422555%sinclap@nospam.net>
Source record: 45569

In article <990876320-138353AEicMi@madasafish.com>, Steve Sweet
<steve_sweet@madasafish.com> wrote:

> Yo!, SinCLAP
>
> >> He has no life - pure and simple.
>
> >Not according to my significant other.. Been a few days since I last
> >posted..
>
> Its been a few days since anything if you ask your significant other!.

Been spying?

sinclap!
somewere in mn

6945. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 05:44:47 UTC
From: sinclap@nospam.net
Message-ID: <3005200100450511120%sinclap@nospam.net>
Source record: 45570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <20010528081744.29057.00003028@ng-cg1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> A-ONE #0321 05/25/01
>
> ~ Fun Media Update Out! ~ People Are Talking! ~ More E3 Reports!
> ~ The Web Secret Police! ~ AOL Raising Its Price! ~ MagiC SDK News!
> ~ Finding Free Web Access~ Free Speech On The Web ~ Iomega's Peerless!
> ~ GameCube Price At $199 ~ Alternative Browsers! ~ HP Recycling Plan!
>
> -* Spam Bill Scaled Back Again! *-
> -* Apple Ships Mac With OS X Installed *-
> -* Supreme Court To Decide Internet Porn Law! *-
>
> ___ ___
> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> |-----| |-----| Atari Online News, Etc.
> /_0_/ _0_/\
> -| o o |- E-mail subscription: dpj@atarinews.org
> / _____________/ \ A-ONE's WEB Site
> \ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
> ww ooooo----ooooo ww http://www.atarinews.org

Old news...

Just gergitating the other news sites, or adding own content?

sinclap!
somewere in mn

6946. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 05:49:12 UTC
From: sinclap@nospam.net
Message-ID: <300520010049307065%sinclap@nospam.net>
Source record: 45571

In article <1481.550T2750T746683optimus@canit.se>, Iggy Drougge
<optimus@canit.se> wrote:

> Martin-ï¿½ric Racine skrev:
>
> >On 26 May 2001, Iggy Drougge wrote:
>
> >> If they ever did, they're utter idiots. Much like the people
> >> who think it's worthwhile to implement a new UNIX clone for
> >> the umpteenth time. UNIX is not particularly beautiful,
> >> unless you know exactly how to communicate with it. KDE is
> >> really miserable. After all, it's just a desktop for X11. And
> >> it's so slow it's ungodly.
>
> >> Stupid git, was I ever advocating M$ filesystems? Not at all.
> >> FAT is a stone-age FS and should have been buried thirty
> >> years ago. Windows has no efficient GUI, it's a travesty of a
> >> GUI.
>
> >So, go ahead and tell us what is your ideal end-user friendly OS?
>
> Mac. I prefer the Amiga, but Mac really is the best if you're computer-
> illiterate. If you actually know something about computers, AmigaOS is the way
> to go.

I see...high powered apps such as iMovie, Final Cut Pro, IDVD and DVD
Studio Pro for the iliterates..Try that on the Amiga.. "Who needs
cutting edge apps, thats why I love the Amiga...

> >For this discussion's technically-minded crowd's sake, be precise
> >and mention all the specs, then move on to describing how nice
> >and easy-to-use your OS is to accomodate ordinary users.
>
> It should be very small, efficient, with both GUI and CLI /in unison/, with
> a lot of modularity and code sharing. Not to mention being transparent to the
> user. No stupid commands like "slrn" or arguments like "-lrFn" or "/d /a /w",
> no system files named "BFTH32_1.DLL" or "libdso4.01.a.02".
> Transparency, make everything as obvious as possible.

Sounds useless. If the Amiga OS kept up with the updates, would be as
bloated today..Sign of the times...
>
> --
> En ligne avec Thor 2.6a.
>

> Keine Grenze verlockt mehr zum Schmuggeln als die Altersgrenze.
> --- Robert Musil

sinclap!
somewere in mn

6947. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 07:22:16 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <5d1R6.820$fi2.21658@news.cpqcorp.net>
Source record: 45578

"Iggy Drougge" <optimus@canit.se> wrote in message
news:630.550T1700T495301optimus@canit.se...
> David Wade skrev:
>
> >As there don't appear to be any currently available interfaces for STs
could
> >the techniques used at http://www.eix.co.uk/Ethernet/ be adapted to
> >interface to the DMA or Cartridge port?.
>
> I think what you're looking for is
> http://home.nexgo.de/thomas.redelberger/prj/atari/ethernea
>

That looks a usefull gimic. Has any one got iot working ??

> --
> En ligne avec Thor 2.6a.
>
> [E]xcept in the works of Gunnar Asplund, architect of the Stockholm
Exhibition
> of 1930 and the Stockholm crematorium, Sweden has never contributed much
to
> the revolutionary developments through which modern architecture made its
> initial impact on the world.
> J.M. Richards, Modern Architecture
>

6948. Re: Most famous MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 08:42:37 UTC
From: cepq3a@yahoo.com.au
Message-ID: <df07955e.0105300042.14787cca@posting.google.com>
Source record: 45579

Andreas Koch <akoch@rbg.informatik.tu-darmstadt.de> wrote in message
news:<3B0A5BCB.2F641E65@rbg.informatik.tu-darmstadt.de>...
> Hi,
>
> what where/are the best games for an ST with monochrome screen?
>
> Webpages with screenshots and descriptions would be nice ;)
>
> Andreas

Who can forget Megaroids (maybe the first ever mono game, fun and free).

6949. Re: emulators

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 09:06:25 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9f2d4bdop07$1@news.t-online.com>
Source record: 45580

> Where can I download emulators that run on an ST to emulate retro
machines?
> A PC emulator would also be fun!
>
First: The PC is a much better machine to emulate other machines. As the ST
is retro itself and quite slow there are not many good emulators. The only
ones which run with a satisfactory speed are the ZX81 emulator, ZX_Sp
(Spectrum) and QLem. Check out http://www.atariuptodate.de for links.

Greetings,
Matthias

6950. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 11:13:05 UTC
From: bindon@madasafish.com
Message-ID: <th9le125kjho28@corp.supernews.com>
Source record: 45581

On 29 May 2001 11:05:44 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Mon, 28 May 2001 19:07:19 -0000

Hi

>>Yeah, the only patch I saw was for removing the IDE boot delay or
>>something very similar. Hmm, maybe I should check this out after I try
>
>I tried this patch too (IIRC it was on the Videlity support site??), but it
>didn't work for me. I don't know where you can get it from now, and I long
>ago sold the Nemesis kit when I installed the CT2.

I think I got it of the Dead Hackers Society website.

6951. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 11:13:07 UTC
From: bindon@madasafish.com
Message-ID: <th9le3i7c25d2c@corp.supernews.com>
Source record: 45582

On 29 May 2001 22:00:08 , Edward S. Baiz Jr. wrote:

Hi

>I finally got the hang of this program. I created some links to all my
>partitions and some programs that I use often using Jinnee. It works
>just great. Nice program. I will give it high marks when I vote.

But doesn't it give no advantage when you have Jinnee as it has a thing
like this when you click on the desktop and the drives appear in a pop up.
did all the other stuff (rscs etc) appear in the menu too?

6952. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 11:13:10 UTC
From: bindon@madasafish.com
Message-ID: <th9le68mn3d830@corp.supernews.com>
Source record: 45583

On 30 May 2001 08:22:16 , "David Wade" wrote:
>
>"Iggy Drougge" <optimus@canit.se> wrote in message
>news:630.550T1700T495301optimus@canit.se...
>> David Wade skrev:
>>
>> >As there don't appear to be any currently available interfaces for STs
>could
>> >the techniques used at http://www.eix.co.uk/Ethernet/ be adapted to
>> >interface to the DMA or Cartridge port?.
>>
>> I think what you're looking for is
>> http://home.nexgo.de/thomas.redelberger/prj/atari/ethernea
>>
>
>That looks a usefull gimic. Has any one got iot working ??

Thomas Redelberger has :) It should work easily but just remeber that
modern ISA NE2000s have no jumpers and so you'll need to set it in a PC to
set the base address as it may have got changed from the 0x300.

6953. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 11:13:11 UTC
From: bindon@madasafish.com
Message-ID: <th9le7s271ue32@corp.supernews.com>
Source record: 45584

Hi

>> Overscan/lacescan or buy a PAnther from http://www.wrsdesign.de which
>>is the adaptor for ET4000 ISA graphics cards. Panther should be an
>>easy fit onto the megabus.
>
>I can't get the above link to work. Is it correct?

Sorry Brian, http://www.wrsonline.de

6954. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 11:50:15 UTC
From: Diedrich Dirks <ddwhv@gmx.de>
Message-ID: <VA.000000c0.004c6c9d@id-68569.user.dfncis.de>
Source record: 45585

Dan:

> Can you use the max dpi possible
> (600x600 ?) on your HP 930C printer with that NVDI driver for
> the HP deskjet 890 colour ?

in the control-board I can choose:

Entwurf - 300 dpi (draft)
Normal - 300 dpi
Normal - 600 * 300 dpi
Beste - 600 * 300 dpi
Beste - 600 dpi

But full colours works only up to 600 * 300 dpi, Beste-600 dpi is
only in grey. PhotoREt (2400*1200) is not available.

Diedrich

6955. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 11:50:17 UTC
From: Diedrich Dirks <ddwhv@gmx.de>
Message-ID: <VA.000000c1.004c749c@id-68569.user.dfncis.de>
Source record: 45586

Edward S. Baiz Jr.:

> I wish NVDI would get an upgrade.

I doni¿½t think that there will be an upgrade in the near future. I asked 2B, what driver they would recommend for use with the HP 930C. Wilfried answered, that they doni¿½t have any documentation to that printer. The same problem seems to exist with many other modern printers.

Diedrich

6956. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 12:24:24 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <iF5R6.135$ED4.3650@NewsReader>
Source record: 45587

Hello.

"ktulu" <steve666@clara.co.uk> wrote in message
news:1eu6qyg.6ovu861dg0kiyN%steve666@clara.co.uk...
> Hi, I currently have 2mb STram & 4mb TTram - i want an upgrade :) Can
> anyone please advise the best place to go (UK), and any other upgrade
> advice would be appreciated. Thanks, steve.

Try Keychange Music. www.keychange.co.uk

I have a 2mb ST ram upgrade card in stock.

Barrie.

6957. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 13:09:37 UTC
From: danap8@aol.com
Message-ID: <20010530090937.14730.00003433@ng-md1.aol.com>
Source record: 45588

>Old news...

You are, indeed!

I've responded to you more appropriately over in c.s.a.a.

>sinclap!
>somewere in mn

How unfortunate for Minnesotans. Fortunately though, at least you're only
"somewhere"!

-Dana @ A-ONE

6958. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 13:14:41 UTC
From: danap8@aol.com
Message-ID: <20010530091441.14730.00003435@ng-md1.aol.com>
Source record: 45589

>So, what is the precentage of Atari coverage than.

Again, read the magazine and answer your own questions. Do I have to do everything for you?

>As for non Atari
>coverage is concerned, thats what Zdnet.com is for.

And for those who do not wish to be bogged down with all of the crap sitting in ZDNET and the like?

>Let the Pros be..

Let 'em be what?

-Dana @ A-ONE

6959. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 13:19:18 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105301316540.115-100000@Hades060>
Source record: 45502

On Wed, 30 May 2001, ktulu wrote:

> whats the max ram u can have on a TT then? Seeing as I've got 2mb ST and
> 4mb TT ?

Using Atari brand boards, assuming you can find them, 10meg STram
and 16meg TTram.

There are sone 3rd party TTram upgrades that can handle 64meg or
even 256meg.

> By the sounds of talk in this thread, I'm guessing that I may need to
> dump the (?) TTram and buy a new upgrade of TTram????
> Actually, I've never opened my TT so I don't know how the ram is placed
> - motherboard, upgrade, whatever.. I should take a look before calling
> somewhere like Atari Workshop..hmm

You better have a look, maybe you will get lucky and have one
of those TTram boards with 4 simm slots, which you can simply
upgrade to 16meg.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6960. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 13:29:59 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105301626090.27192-100000@hal.pp.fishpool.fi>
Source record: 45590

On 30 May 2001, Iggy Drougge wrote:

> Martin-ï¿½ric Racine skrev:
>
> >So, go ahead and tell us what is your ideal end-user friendly OS?
>
> Mac. I prefer the Amiga, but Mac really is the best if you're
> computer- illiterate. If you actually know something about
> computers, AmigaOS is the way to go.

Why Mac? Why Amiga? Remember the need to justifiy yourself
extensively. Recursive sweeping spiral statements won't do.

> >For this discussion's technically-minded crowd's sake, be precise
> >and mention all the specs, then move on to describing how nice
> >and easy-to-use your OS is to accomodate ordinary users.
>
> It should be very small, efficient, with both GUI and CLI /in
> unison/, with a lot of modularity and code sharing. Not to
> mention being transparent to the user. No stupid commands
> like "slrn" or arguments like "-lrFn" or "/d /a /w", no
> system files named "BFTH32_1.DLL" or "libdso4.01.a.02".
> Transparency, make everything as obvious as possible.

Right, so what do DLL's have to do with Mac or Amiga? If you're
gonna say Mac and Amiga, justify those, don't run around in
circles on what other platforms do.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6961. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 13:35:56 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105301634160.27192-100000@hal.pp.fishpool.fi>
Source record: 45591

On Wed, 30 May 2001, Bill Freeman wrote:

> I would like to hear from someone who has actually converted a CA400312
> 4mb TT RAM card to 16mb. So far, I have never seen anyone claim to
> have successfully accomplished this modification. I'm sure not willing
> to attempt it on the only card I have. Anyone know FOR SURE if this
> works?

Nobody has ever confirmed this. However, I would tend to trust
those who privided the instructions.

I would definitely like to heard about anyone that has succeeded,
so I can add comments similar to the ST-RAM upgrade.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6962. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 13:45:40 UTC
From: BMaedicke@t-online.de
Message-ID: <1eu88a7.l3mfxp1i107w2N%BMaedicke@t-online.de>
Source record: 45592

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> I tried this patch too (IIRC it was on the Videlity support site??),
^^^^^^^^^^^^^^^^^^
Is this site online again?
How is the url?

--
Url: http://home.t-online.de/home/BMaedicke/

6963. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 14:26:01 UTC
From: **** **** <***@***.com>
Message-ID: <Zp7R6.99014$Pp1.25785552@typhoon.southeast.rr.com>
Source record: 45593

Lyndon Amsdon wrote in message ...

>>That looks a usefull gimic. Has any one got iot working ??
>
>Thomas Redelberger has :) It should work easily but just remeber that
>modern ISA NE2000s have no jumpers and so you'll need to set it in a PC to
>set the base address as it may have got changed from the 0x300.

That may work, it may not. He has gotten it working with several cards, to greater and lesser degrees. We oughtta start piecing together a compatibility list for him.

I've got most of the layout done, if someone wants proper gerbers. Also working on cad blueprints for a proper enclosure. Jameco sells a perfect power supply for this thing, and tiny too. Can't find any pcb mount db19 connectors though.

Thanks,
John

PS I'm new to the Atari community... do I understand correctly, that this will work with my 520ST?

6964. Classical Cd's Created on Dr T's KCS available

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 15:33:56 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0105300733.624a4ce1@posting.google.com>
Source record: 45594

I have been in contact with a certain Jeffery R. Baker and he has
informed me that all these CD's were created using Dr T' KCS!!!

here is his response to my inquiry:

---

http://www.jrb-cd.com/HTMLs/JRBCD9002.html
http://www.jrb-cd.com/HTMLs/JRBCD9003.html
http://www.jrb-cd.com/HTMLs/JRBCD9004.html

Tim Said:
Sorry for the Question, but were these done on KCS? If they were I can
post about it and perhaps get some sales for you from our group!

JRB responded:

I did those c3 ds using the KCS/Atari and the following.

http://www.jrb-cd.com/HTMLs/JRBCD2001.html
http://www.jrb-cd.com/HTMLs/JRBCD3001.html (I produced and did some
extra arranging.)
http://www.jrb-cd.com/HTMLs/JRBCD9001.html
http://www.towerrecords.com:80/product.asp?pfid=1116392&from1=

- jrb

These selections sound real good...if you like this type of
music..please GET EM!!!I will!!Rather excited that I found a good
stash of Atari-produced material!

Tim C.

Tims Atari Midi World
http://sites.netscape.net/timconrardy/index.htm

6965. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 15:46:11 UTC
From: bindon@madasafish.com
Message-ID: <tha5e38mk99h6b@corp.supernews.com>
Source record: 45595

On 30 May 2001 14:26:01 , "**** ****" wrote:
>Lyndon Amsdon wrote in message ...

Hi

>>Thomas Redelberger has :) It should work easily but just remeber that
>>modern ISA NE2000s have no jumpers and so you'll need to set it in a PC to
>>set the base address as it may have got changed from the 0x300.
>
>That may work, it may not. He has gotten it working with several cards, to
>greater and lesser degrees. We oughtta start piecing together a
>compatibility list for him.

Me and hima re working on a cartridge based solution as Falcons don't have
the DMA port and we've worked out it should be faster too. I want to see
Mintnet support too, it's a case of finding someone willing to write them.

>I've got most of the layout done, if someone wants proper gerbers. Also
>working on cad blueprints for a proper enclosure. Jameco sells a perfect
>power supply for this thing, and tiny too. Can't find any pcb mount db19
>connectors though.

I was going to do a layout, remember if you get them done you can send
them to Thomas and he'llinclude them in the archive. You won't find the
DB19 easily, Farnell don't stock em so not many will. You could try an
IDC crimp on DB25 cut down to 19.

>PS I'm new to the Atari community... do I understand correctly, that this
>will work with my 520ST?

Yeah, no problems. Welcome aboard :)

6966. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 16:13:14 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b1529c41381770@pandora.be>
Source record: 45497

on Wed 30-05-2001 01:14 Iggy Drougge wrote:

>Mac. I prefer the Amiga, but Mac really is the best if you're computer-
>illiterate. If you actually know something about computers, AmigaOS is the way
>to go.

Mac?? Is this a joke or what? Since a few months I've a Mac G3 with
MacOS 8.6. I wished I never bought that machine. Desktop operations on
the mac is a PITA. A few days ago I installed Mac Link and guess what?
Somehow my whole setup was destroyed.
Everytime I've to install something on the Mac I hold my breath. I
really hates those installers. It copyies all kind of files around your
harddisk. The machine rules you and not otherwise.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6967. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 16:13:16 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b1529c41381771@pandora.be>
Source record: 45496

on Wed 30-05-2001 11:13 Lyndon Amsdon wrote:

>On 29 May 2001 22:00:08 , Edward S. Baiz Jr. wrote:
>
>Hi
>
>>I finally got the hang of this program. I created some links to all my
>>partitions and some programs that I use often using Jinnee. It works
>>just great. Nice program. I will give it high marks when I vote.
>
>But doesn't it give no advantage when you have Jinnee as it has a thing
>like this when you click on the desktop and the drives appear in a pop up.
>did all the other stuff (rscs etc) appear in the menu too?

Exactly. I really don't see any benifit. What atmenu does can be done
with Jinnee.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6968. Help

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 16:21:45 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <t69R6.679$wY.2243764@nnrp3.proxad.net>
Source record: 45498

Hello,

I need to know what are the error #51 & #52 on a HP LASERJET II P+.

I have no more manual !
If you have a II, IIP, IIP+, III, you could help me if you have the
manual...

I checked on the HP web site but not found an error listing...

Thanks

Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

6969. Hyperscreen

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 16:37:21 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9f37hr$q9k$04$1@news.t-online.com>
Source record: 45499

> >Well, I have the magazines here and it was the ST-Magazin. I guess it worked
> >the same way as Overscan because Hyperscreen (as it was called in the
> >magazine) was made by the same people who created Overscan.
>
> Is it possible for you to scan them in and send them to me please?

I will put them on stcarchiv.de which is an online magazine archive with the permission by the publishers. It's the ST-Magazin 5/89. Their also a driver program for Hyperscreen but I don't have the disk - only the listing in hex code.

Greetings,
Matthias

6970. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 17:04:08 UTC
From: steve666@clara.co.uk
Message-ID: <1eu8cjk.1wcezcui6lfegN%steve666@clara.co.uk>
Source record: 45500

> > I would like to hear from someone who has actually converted a CA400312
> > 4mb TT RAM card to 16mb. So far, I have never seen anyone claim to
> > have successfully accomplished this modification. I'm sure not willing
> > to attempt it on the only card I have. Anyone know FOR SURE if this
> > works?
>
> Nobody has ever confirmed this. However, I would tend to trust
> those who privided the instructions.
>
> I would definitely like to heard about anyone that has succeeded,
> so I can add comments similar to the ST-RAM upgrade.

whats the max ram u can have on a TT then? Seeing as I've got 2mb ST and
4mb TT ?

By the sounds of talk in this thread, I'm guessing that I may need to
dump the (?) TTram and buy a new upgrade of TTram????
Actually, I've never opened my TT so I don't know how the ram is placed
- motherboard, upgrade, whatever.. I should take a look before calling
somewhere like Atari Workshop..hmm

Steve

6971. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 17:04:09 UTC
From: steve666@clara.co.uk
Message-ID: <1eu8clk.2lje5aqzyoaoN%steve666@clara.co.uk>
Source record: 45501

Barrie at Atarispares <barrie@keychange.co.uk> wrote:

> > Hi, I currently have 2mb STram & 4mb TTram - i want an upgrade :) Can
> > anyone please advise the best place to go (UK), and any other upgrade
> > advice would be appreciated. Thanks, steve.
>
> Try Keychange Music. www.keychange.co.uk
>
> I have a 2mb ST ram upgrade card in stock.

I'll check the url 2night thanks, but I really wanted more than an extra
couple of meg.
Thanks, Steve

6972. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 17:44:31 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b153c0612925f0@free.fr>
Source record: 45503

Hi Lyndon and Martin,

in article <3b1529c41381771@pandora.be> (comp.sys.atari.st)
Martin "Nightowl" Byttebier wrote on Wed 30-05-2001 16:13 (GMT):

> on Wed 30-05-2001 11:13 Lyndon Amsdon wrote:

> >But doesn't it give no advantage when you have Jinnee as it has a thing
> >like this when you click on the desktop and the drives appear in a pop up.
> >did all the other stuff (rscs etc) appear in the menu too?
>
> Exactly. I really don't see any benifit. What atmenu does can be done
> with Jinnee.

I think the goal of this programme is to have the apps available with a
click even if the desktop is not the topped app.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

6973. Re: Help

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 18:11:56 UTC
From: dziewon@xs4all.nl
Message-ID: <9f3d5cime1@news1.xs4all.nl>
Source record: 45504

```
51 jet detection failure
keep 'alt' pressed and press 'continue'

52 scanner failure
keep 'alt' pressed and press 'continue'

when it won't stop, have your printer serviced ;)

gtx, Rein
```

On 30 May 2001 16:21:45 , "Rodolphe Czuba" wrote:
>Hello,
>
>I need to know what are the error #51 & #52 on a HP LASERJET II P+.
>
>I have no more manual !
>If you have a II, IIP, IIP+, III, you could help me if you have the
>manual...
>
>I checked on the HP web site but not found an error listing...
>
>Thanks
>
>Rodolphe CZUBA
>4, All�e du Laurier
>F-60290 AUVILLERS
>FRANCE
>email : rczuba@free.fr
>WEB : www.czuba-tech.com
>
>
>.

6974. Re: Help

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 18:36:14 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b153d9e$0$7281@news.zetnet.co.uk>
Source record: 45506

On 30 May 2001 16:21:45 , "Rodolphe Czuba" wrote:

|I need to know what are the error #51 & #52 on a HP LASERJET II P+.

I don't have a II P+ but on a 5P, errors 51, 52, and 55 are
temporary errors with thte suggestion that the printer is turned off
then on.
--
JI Logan

6975. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 19:04:55 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b1551f632e26c1@pandora.be>
Source record: 45507

on Wed 30-05-2001 20:18 SWE/YesCREW wrote:

>On Wed, 30 May 2001, Pascal Ricard wrote:
>
>> I think the goal of this programme is to have the apps available with a
>> click even if the desktop is not the topped app.
>
>
>Well im sure not all word use jinnee as well.. It can be nice help to
>non jinnee or thing (taskbar offer great similar feature via thing's
>groups) users..

Taskbar users can always launch programs with just a shortcut even from
inside another prg. You only need to use clocky.
I only see any benifite for Mac/MagicMac users. This way they can work
with MagiCMac just as they are used to worked with Mac.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6976. Re: Hyperscreen

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 19:05:36 UTC
From: bindon@madasafish.com
Message-ID: <thah40p036chfb@corp.supernews.com>
Source record: 45508

On 30 May 2001 18:37:21 , "Matthias Jaap" wrote:

Hi

>> >Well, I have the magazines here and it was the ST-Magazin. I guess it
>worked
>> >the same way as Overscan because Hyperscreen (as it was called in the
>> >magazine) was made by the same people who created Overscan.
>>
>> Is it possible for you to scan them in and send them to me please?
>
>I will put them on stcarchiv.de which is an online magazine archive with the
>permission by the publishers. It's the ST-Magazin 5/89. Their also a driver
>program for Hyperscreen but I don't have the disk - only the listing in hex
>code.

Cheers, tell me when you've pu them up.

Thanks!

6977. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 20:18:12 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0105302016140.200-100000@localhost>
Source record: 45505

On Wed, 30 May 2001, Pascal Ricard wrote:

> Hi Lyndon and Martin,
>
> in article <3b1529c41381771@pandora.be> (comp.sys.atari.st)
> Martin "Nightowl" Byttebier wrote on Wed 30-05-2001 16:13 (GMT):
>
> > on Wed 30-05-2001 11:13 Lyndon Amsdon wrote:
>
> > >But doesn't it give no advantage when you have Jinnee as it has a thing
> > >like this when you click on the desktop and the drives appear in a pop up.
> > >did all the other stuff (rscs etc) appear in the menu too?
> >
> > Exactly. I really don't see any benifit. What atmenu does can be done
> > with Jinnee.
>
> I think the goal of this programme is to have the apps available with a
> click even if the desktop is not the topped app.

Well im sure not all word use jinnee as well.. It can be nice help to
non jinnee or thing (taskbar offer great similar feature via thing's
groups) users..

Janez

6978. Re: Tempest or Eclipse upgrade!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 20:19:23 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <szcR6.502$535.2083@newsfeed.slurp.net>
Source record: 45509

I just received my Eclipse today after a month of waiting. It's pretty
awesome!

Joshua.

"Carey Christenson" <firest@williams-net.com> wrote in message
news:th5spef7ssvvc6@corp.supernews.com...
> Anyone,
> Does anyone own a Tempest or Eclipse upgrade for the Atari
> Falcon030??? If so how do you like it????? Also how do you go about
> getting ahold of the guys who have created these great upgrades???? I
> have e-mailed to 2 different e-mail addresses but NO word back. I
> understand that they are very busy trying to get the TEMPEST upgrade
> finished. But I just need to know that I am on there list of buyers
> for the TEMPEST!!!!! I was also wondering how to get ahold of one of
> these ECLIPSE upgrades and how much do they cost?????
>
> Thanks for any help
> Carey
>
> P.S. You can e-mail me at firest@williams-net.com

6979. New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 20:24:08 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <VDcR6.507$535.2171@newsfeed.slurp.net>
Source record: 45510

I just received the Eclipse today after waiting for a month. Everything went smooth other than the drivers provided with it. They were ver. 0.952Beta I believe. They wouldn't work at all so I downloaded the latest Beta of the website. It now works fine and is amazingly fast. The TT with Crazy Dots that I had before doesn't even compare. It looks perfect under TOS but running Magic6.1 and Jinnee 2.5 causes the icons not to display properly. Are there any Eclipse users running Magic and Jinnee? Could you please tell me how you have yours set? ie. version, fvdi.sys etc... Thanks.

Joshua

6980. Re: New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 20:50:00 UTC
From: rand@cd.chalmers.se
Message-ID: <9f3mdo$ip7$1@nyheter.chalmers.se>
Source record: 45511

In article <VDcR6.507$535.2171@newsfeed.slurp.net>,
Lord Gaiyan <gaiyan@vianet.ca> wrote:
>I just received the Eclipse today after waiting for a month. Everything went
>smooth other than the drivers provided with it. They were ver. 0.952Beta I

David is still providing those ancient drivers?

>believe. They wouldn't work at all so I downloaded the latest Beta of the
>website. It now works fine and is amazingly fast. The TT with Crazy Dots

:-)

>that I had before doesn't even compare. It looks perfect under TOS but
>running Magic6.1 and Jinnee 2.5 causes the icons not to display properly.

Not properly in what way?
I am aware of a colour problem with icons under Jinnee, but have
unfortunately not yet been able to figure out why this happens.

MagiC also doesn't seem to like the caching of the AES background buffer
that fVDI can do, which is a pity since it speeds up menus and some
dialogs a lot.

It's been a while since I did any major work on fVDI, but I'm just about
to get back into it. A revision of the vr_trn_fm code which is now half
finished may turn out to help with the icon problems (I'm hoping so).

>Are there any Eclipse users running Magic and Jinnee? Could you please tell
>me how you have yours set? ie. version, fvdi.sys etc... Thanks.

The most important settings can be changed on the fly with the latest
versions of fVDI and the ACC, but it's not exactly simple to do (and I
don't believe I've documented it anywhere).

As someone said here a while back, it might be a good idea to have some
kind of forum for Eclipse owners.
I used to run a whole bunch of mailing lists myself, but when I changed
jobs I lost easy access to the computer that ran them (my WWW/ftp site is
still there, which is the main reason why I seldom update it these days).
A couple of weeks ago, I finally got a decent (0.75/2.5 Mbit/s ADSL)
Internet connection at home, however, and once I get my computers sorted
out I'll move the web pages and ftp server here. I'll then also be able
to run a mailing list, if there is interest.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se

Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

6981. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 20:55:17 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B155DD7.893EE644@chello.nl>
Source record: 45512

Martin-ï¿½ric Racine wrote:
>
> On 26 May 2001, Iggy Drougge wrote:
>
> > I hate the UNIX CLI, [...] I love CLIs, I use them all day
> > long,
>
> Iggy, you're nothing but a self-contradicting troll.
>

No, he is right. I worked with a CLI on a non UNIX mainframe for years.
CLI's can be made better then the current UNIX CLI's.
The one I used was a subset of Algol 68.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6982. Re: Problem: TT030, SLM 804, and DynaC

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 21:07:04 UTC
From: flawrenc@earthlink.net
Message-ID: <YhdR6.3456$651.190461@newsread1.prod.itd.earthlink.net>
Source record: 45513

Ken,

On 28 May 2001 20:40:00 , Ken Springer wrote:
>
>
>Derryck Croker wrote:
>>
>> XBoot has a Y2K bug, which is the cause of this particular problem AIUI. There
>> have been some patches for it around, perhaps someone here can help you with
>> one.
>
>Thanks for the info. If no one offers, I'll post a question about it.
>
To overcome the Y2k bug in XBOOT you can use an editor to correct the
'SETS.DAT' file. To start or edit a new set change the date with the
Control Panel to a date back in time to 1999. make up your new set and
save it. You can now load the .DAT file into an editor and change the
dates of the enteries (following the format) and save. I just change them
to a date in '99 and so far all has worked well.

--
****
===== Frank Lawrence =====
===== Norman OK US =====
****

6983. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 21:33:16 UTC
From: tarbez@chez.com
Message-ID: <3b15643c.5139637@news.free.fr>
Source record: 45514

Le Wed, 30 May 2001 16:35:56 +0300,
=?iso-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
écrit:

>On Wed, 30 May 2001, Bill Freeman wrote:
>
>Nobody has ever confirmed this. However, I would tend to trust
>those who privided the instructions.

I made it, this is not easy and had some problems.
-First, not all 4Mb ram works(tt-ram boot test fail). I had to change
resistors RP102 and RP101 downto 22ohms. I also had to change burst
mode to standard mode because Atari use some specials kind of ram for
burst mode.
-Second, some programs bomb. Trying to copy a big file from a
partition to another bomb all times. No solution at this time.

In futur(long time :-)):
- I think to change again RP102 and RP101 for lower value.
- Try to add buffer(74HCxxx)?
- make another board with same electronic with 32 bits sim and buffer?
Very difficult because of double side and metal holes.

If you don't understand my bad english, i can write you in french :-)

Thierry

6984. Re: New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 21:56:04 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <5_dR6.32$3M5.500@newsfeed.slurp.net>
Source record: 45515

Hi there

Thanks for the quick response. The icons are just black boxes on the
desktop. The ones in windows are mostly black with other dark colors. Hard
to explain. I took a look at the ACC but didn't quite figure out how to use
it yet. A forum for Eclipse users sounds great since there are quite a few
of us allready. You're doing a great job with the drivers. Keep it up.

Joshua.

"Johan Klockars" <rand@cd.chalmers.se> wrote in message
news:9f3mdo$ip7$1@nyheter.chalmers.se...
> In article <VDcR6.507$535.2171@newsfeed.slurp.net>,
> Lord Gaiyan <gaiyan@vianet.ca> wrote:
> >I just received the Eclipse today after waiting for a month. Everything
went
> >smooth other than the drivers provided with it. They were ver. 0.952Beta
I
>
> David is still providing those ancient drivers?
>
> >believe. They wouldn't work at all so I downloaded the latest Beta of the
> >website. It now works fine and is amazingly fast. The TT with Crazy Dots
>
> :-)
>
> >that I had before doesn't even compare. It looks perfect under TOS but
> >running Magic6.1 and Jinnee 2.5 causes the icons not to display properly.
>
> Not properly in what way?
> I am aware of a colour problem with icons under Jinnee, but have
> unfortunately not yet been able to figure out why this happens.
>
> MagiC also doesn't seem to like the caching of the AES background buffer
> that fVDI can do, which is a pity since it speeds up menus and some
> dialogs a lot.
>
> It's been a while since I did any major work on fVDI, but I'm just about
> to get back into it. A revision of the vr_trn_fm code which is now half
> finished may turn out to help with the icon problems (I'm hoping so).
>
> >Are there any Eclipse users running Magic and Jinnee? Could you please
tell
> >me how you have yours set? ie. version, fvdi.sys etc... Thanks.
>

> The most important settings can be changed on the fly with the latest
> versions of fVDI and the ACC, but it's not exactly simple to do (and I
> don't believe I've documented it anywhere).
>
>
> As someone said here a while back, it might be a good idea to have some
> kind of forum for Eclipse owners.
> I used to run a whole bunch of mailing lists myself, but when I changed
> jobs I lost easy access to the computer that ran them (my WWW/ftp site is
> still there, which is the main reason why I seldom update it these days).
> A couple of weeks ago, I finally got a decent (0.75/2.5 Mbit/s ADSL)
> Internet connection at home, however, and once I get my computers sorted
> out I'll move the web pages and ftp server here. I'll then also be able
> to run a mailing list, if there is interest.
>
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: rand.thn.htu.se
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

6985. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 23:10:25 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B157DE1.2B443566@greeleynet.com>
Source record: 45521

ktulu wrote:

> whats the max ram u can have on a TT then? Seeing as I've got 2mb ST and
> 4mb TT ?

I have 42 megs in mine, 10 megs ST and 32 megs TT. GE Soft board from
Germany many years ago.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

6986. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 23:47:09 UTC
From: sidcelery@cix.co.uk
Message-ID: <9f40ptojc1@plutonium.compulink.co.uk>
Source record: 45522

On 25 May 2001 17:37:12 , Dennis Vermeire wrote:
>From: sidcelery@cix.co.uk (Harry Sideras) 20 May 2001 15:05:51 GMT
>> It is *entirely untrue* that Barrie does not make it clear that
>> the keyboards are spanish.
> Really?
> <SNIP>
> My price for (TT) Mega STE kbrd is $40 plus (2kgs) shipping,
> standard Atari gear.
> <SNAP>
>
> This advert instegated my reply, please explain me where Barrie
> makes it clear that these keyboards are spanish?
> He did explain but only **after** I informed prospective customers
> about it. That's not really the same thing is it?
> May I suggest to swallow your "entirely untrue" back in, I believe
> that "put a sock in it" is the right expression?

I first noticed the advert in December last year in csast. I asked further in csast in January and Barrie made it clear exactly what was involved in open conference. I sent my cheque on 8/2 and it was cashed 20/2 long after I'd received the product even though he said he'd have to await clearance.

The product *is* standard Atari gear - just intended for the spanish market. It doesn't take much to realise that what is being said is that it isn't a frigged PC keyboard such as has been offered by others in the past.

What part of this are you confused by? Anyone vaguely interested in the product will ask the obvious questions. I was even prompted over the fact that the MSTe keyboard I got was a slightly different shade to the TT itself. There was no variation that wasn't made abundantly clear before the transaction was completed. Nothing was hidden and no intention to deceive whatsoever, except in your own imaginings.

>> I am completely fed up with the vendetta you and Steve are
>> perpetuating based on one problem, whose validity seems to be a
>> matter of conjecture depending on who you chose to believe.
> Oh boohoo hoo...

Your point being what? That you have no interest that your vendetta pisses people off? If so, that says more about your motivations than it does about anything else. ISTM you feel compelled to defend yourself long after you should have withdrawn in silence. Please don't feel you have to get the last word - it's entirely unnecessary.

>> Recently I bought further hardware product from them that didn't
>> work. They're hardly perfect. I could name a multitude of other
>> products from other suppliers too. Would that make you happy?
> I'm not interested at all in your dealings with SysSol...

Frankly, neither am I. I get on very well with El and the fault lies as much with my judgement as it does with the product supplied. I'll resolve any problem I have amicably, as I have with any supplier. One method I won't use is your own choice of "grizzling by proxy" in here.

> Think very carefully before answering this... I might ask to proof
> it (learned this from Barrie).

What on earth is provoking your pettiness toward me, Dennis?

>> I'm fed up of your noise on this subject (feel free to talk about
>> anything and everything else).
> You're making the noise, just like Dave you come here accusing me
> without verifying the facts, when asked when and where I made the
> alleged "noise" he answers fail or as in your pretty example simply
> are false.

Maybe I've missed something, but isn't is true to say you have never personally had any transaction with Barrie? If that's true, how on earth can you possibly say that a transaction I *have* been involved in is less valid than a transaction you've heard about second hand? Your comments are bizarre if you think your interpretations are more factual than my direct experience.

> So you're fed up? It's people like you and Dave that force me to
> add to this thread.

I didn't realise who Barrie was when I first contacted him. When I realised he'd been with Dave at TUS I realised I'd met him some years ago and that he's no "johnny-come-lately" to the scene - quite the opposite. When you say "people like..." I wonder what you can possibly mean...

> Did you really think that posting that your pretty "entirely
> untrue" contribution would have gone unnoticed? If this is the best
> you can do, then you better let this thread end...

If I wanted to be unnoticed I wouldn't have written. However, the prospect of letting the thread end is an option we should all agree with - it was my original plea if you remember... B^<

rgds
H

6987. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 23:47:11 UTC
From: sidcelery@cix.co.uk
Message-ID: <9f40pvojc2@plutonium.compulink.co.uk>
Source record: 45523

On 16 May 2001 16:59:55 , Phantomm wrote:
> I've used a external Golden Image drive on my TOS 1.62 STE for
> years with no problems. The internal drive is stock.
>
> GoldenImage made great external drives! Anyone have one or more for
> sale/trade??

No, but I've got a Power Computing external drive if anyone's interested. Any reasonable offer plus postage accepted. Unresonable offers will also be considered <g>

That said, I do seem to remember the fault described below and Dave's seperate comment about Power drives in general may apply here too (I think it may have come to light on an STe as well, but it's all a very long time ago I'm afraid).

> On 16 May 2001 12:00:41 , "The Caver" wrote:
>> I have found out it could be my internal drivre that is causing the
>> problem, if I disconnect the internal drive the external one works
>> just fine.
>> The internal drive is a modified pc drive, I wonder if that could
>> be the problem.

rgds
H

6988. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-30 23:47:13 UTC
From: sidcelery@cix.co.uk
Message-ID: <9f40q1ojc3@plutonium.compulink.co.uk>
Source record: 45524

On 18 May 2001 16:44:20 , SWE/YesCREW wrote:
> Hi Edward
>> Well the Atari platform will never die. There are many diehards,
>> like myself, who still use an Atari computer as their main
>> computer. Then there are MANY ex-Atari users who are still running
>> Atari programs on their PC's and Mac's under emulation.
> Emulation? What are they then, "Pretended Atari fans" ? ,) I dont
> believe emulator ppl add on to Atari scene and survival, just look
> at emu pages worldwide, basicaly main pirate sites of the time...

HI Janez,
I mostly agree with your thoughts, but there are other aspects too.

Anyone who switches to the current mainstream platforms won't do so because they want to run Atari programs for the rest of their days. They will inevitably use the new platform's supported features and software.

However, we did gain for a while because talented programmers who wanted to support the Atari were able to upgrade for their own personal development at the same time as being able to ease a certain amount of guilt for moving over. We've benefited for a long time from software developers who've continued to develop Atari programs via MagicMac in particular even though they've made the commitment to change platforms. I know Thomas Much developed the majority of his software for us using this route and 2B products the same.

I prefer developers not to change platforms, but a lot of the look and feel improvements have been an eclectic mix of the best of Mac and PC brought to our Atari machines.

rgds
H

6989. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 00:30:51 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9f43br$va8$0@206.230.189.63>
Source record: 45525

I am not super knowledgabe in the area of coding but wouldn't it be possible
to to port say Netscape 3 or 4 to the Atari for accelerated Ataris? or is
the source code not free?

jonk

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:9f40q1ojc3@plutonium.compulink.co.uk...
> On 18 May 2001 16:44:20 , SWE/YesCREW wrote:
> > Hi Edward
> >> Well the Atari platform will never die. There are many diehards,
> >> like myself, who still use an Atari computer as their main
> >> computer. Then there are MANY ex-Atari users who are still running
> >> Atari programs on their PC's and Mac's under emulation.
> > Emulation? What are they then, "Pretended Atari fans" ? ,) I dont
> > believe emulator ppl add on to Atari scene and survival, just look
> > at emu pages worldwide, basicaly main pirate sites of the time...
>
> HI Janez,
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>
> Anyone who switches to the current mainstream platforms won't do so
> because they want to run Atari programs for the rest of their days.
> They will inevitably use the new platform's supported features and
> software.
>
> However, we did gain for a while because talented programmers who
> wanted to support the Atari were able to upgrade for their own
> personal development at the same time as being able to ease a certain
> amount of guilt for moving over. We've benefited for a long time from
> software developers who've continued to develop Atari programs via
> MagicMac in particular even though they've made the commitment to
> change platforms. I know Thomas Much developed the majority of his
> software for us using this route and 2B products the same.
>
> I prefer developers not to change platforms, but a lot of the look and
> feel improvements have been an eclectic mix of the best of Mac and PC
> brought to our Atari machines.
>
> rgds
> H

6990. Re: FS: TT030 (FIN)

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 00:31:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991330768-191212AEicMi@madasafish.com>
Source record: 45452

Hi Martin-Eric

>> How did you acheive the internal modem?.

>I didn't, Bernie Diotte did it ages before I bought it from him.

That explains it, i thought you'd discovered some clever hardware
grafting. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6991. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 01:18:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991341182-470699AEicMi@gmx.net>
Source record: 45457

From: rsmac@t-online.de (Robert Schaffner)
Date: Sat, 26 May 2001 07:17:25 +0100

Hi Robert,

>> that SoundPool still updates CD Recorder Pro... they are one of the
>> very few that are still supporting this platform.
>
>Oh, what is the latest release no of CD Recorder Pro?
The latest version is 3.20.123 dated 16 february 2001...

TBH these updates don't really deserve to be named updates, what SoundPool has done it to implement support for new released writers, but the program itself hasn't changed for years... there isn't much that is missing in the package, except of course for long file name support. I haven't got much hope that this will ever be implemented... :-(

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6992. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 01:24:58 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <X1hR6.301$B4.1022@newsfeed.slurp.net>
Source record: 45526

TC Steve had a great idea of porting Opera for Atari. I actually downloaded it on my PC at work and it's nothing short of amazing. I don't touch IE6 anymore. If we could only get it for Atari.

Joshua.

"jonk" <atari@wcoil.com> wrote in message news:9f43br$va8$0@206.230.189.63...
> I am not super knowledgabe in the area of coding but wouldn't it be possible
> to to port say Netscape 3 or 4 to the Atari for accelerated Ataris? or is
> the source code not free?
>
> jonk
>
>
> "Harry Sideras" <sidcelery@cix.co.uk> wrote in message
> news:9f40q1ojc3@plutonium.compulink.co.uk...
> > On 18 May 2001 16:44:20 , SWE/YesCREW wrote:
> > > Hi Edward
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> > >> like myself, who still use an Atari computer as their main
> > >> computer. Then there are MANY ex-Atari users who are still running
> > >> Atari programs on their PC's and Mac's under emulation.
> > > Emulation? What are they then, "Pretended Atari fans" ? ,) I dont
> > > believe emulator ppl add on to Atari scene and survival, just look
> > > at emu pages worldwide, basicaly main pirate sites of the time...
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> > HI Janez,
> > I mostly agree with your thoughts, but there are other aspects too.
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> > Anyone who switches to the current mainstream platforms won't do so
> > because they want to run Atari programs for the rest of their days.
> > They will inevitably use the new platform's supported features and
> > software.
> >
> > However, we did gain for a while because talented programmers who
> > wanted to support the Atari were able to upgrade for their own
> > personal development at the same time as being able to ease a certain
> > amount of guilt for moving over. We've benefited for a long time from
> > software developers who've continued to develop Atari programs via
> > MagicMac in particular even though they've made the commitment to
> > change platforms. I know Thomas Much developed the majority of his
> > software for us using this route and 2B products the same.
> >

> > I prefer developers not to change platforms, but a lot of the look and
> > feel improvements have been an eclectic mix of the best of Mac and PC
> > brought to our Atari machines.
> >
> > rgds
> > H
>
>

6993. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 01:31:33 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <h7hR6.52$E42.3861@NewsReader>
Source record: 45527

Hi Harry,

Do you feel quite abused just because you expressed your experience?
But are you going to be tared in this group forever?

> I didn't realise who Barrie was when I first contacted him. When I
> realised he'd been with Dave at TUS I realised I'd met him some years
> ago and that he's no "johnny-come-lately" to the scene - quite the
> opposite. When you say "people like..." I wonder what you can possibly
> mean...

The fact is that Dennis hasn't got a clue about the UK Atari scene and
IMO is the original Betty (Yes John, thanks for the email - Emerdale!
got it now?). His side kick started these abusive threads so
carry on posting your experience and give as good as you get.

BTW has Lai posted recently?
Come on Lai, have you been feeding steve with gossip? (Didn't you
read the notice "DON'T FEED THE ANIMALS")
Has Lai lost the ability to type on behalf of the magazine to this group?
Gutless or gossip? Come on Dennis tell me i'm wrong :-)

Have a nice day Harry,

Dave

6994. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 01:43:09 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <EghR6.5$TP2.395@NewsReader>
Source record: 45528

Hi steve, not nice to see you again.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:991260674-163915AEicMi@madasafish.com...
> Hi Dave, nice to see you again
>
> >> >> >But then again didn't he get the sack for being a drunk
> >> >>
> >> >> Nope, i dint get the sack, and i'm not a drunk either
> >> >>
> >> >> >or am i wrong?
> >> >>
> >> >> Yes, Again.
> >>
> >> >Really?
> >>
> >> Suprising eh!!. :-)
> >>
> >Not really.
>
> >Were getting used to your fiction.
>
> In this case the fiction is of your making.

Really?

I thought you told the group not so long ago that you where the best
thing since sliced bread. Even the directors knew of your reputation?

I will leave it at that.

6995. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 01:55:09 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <SrhR6.6$TP2.666@NewsReader>
Source record: 45529

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:991206088-65694AEicMi@cwcom.net...
> From: "Christopher Thorley" <chris_thorley@lineone.net>
> Date: Sun, 27 May 2001 10:38:38 +0100
>
> >You guys at the Cheshunt club are obviously doing your best to maintain
the
> >Atari presence in any way you can but the way your little group band
> >together make you look more like the Atari mafia.
>
> Chris, this isn't aimed at you in particular, but I'd like to make it
plain
> that I DO NOT WANT TO SEE EITHER THE CHESHUNT COMPUTER CLUB OR DDP
> TRANSLATIONS DRAGGED INTO THIS THREAD!!!

TOUGH SHIT CROKER.
YOUR GROUP _MEMBERS_ STARTED IT. OTHERS ARE BOUND TO FOLLOW.

DO YOU LIKE ABUSE?
DO YOU AGREE WITH WHAT THEY HAVE SAID? HAVE THEY BEEN EXPRESSING
YOUR GROUPS OPINION? HAVE THEY BROUGHT YOUR GROUP INTO DISREPUTE?

I DIDN'T SEE _YOU_ TRYING TO STOP TWO OF YOUR GROUPS MEMBERS POSTING ABUSE.

DON'T F****** SHOUT IF YOU DON'T WANT IT BACK

6996. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 01:59:20 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <MvhR6.54$E42.4040@NewsReader>
Source record: 45530

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:990978656-623986AEicMi@madasafish.com...
> Hi Barrie
>
> >> Steve doesn't.
>
> >I don't charge friends either.
>
> That'd please Dave, being your only friend.
>
At least i have one!

6997. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 02:04:36 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <JAhR6.9$TP2.603@NewsReader>
Source record: 45531

Would this be your groups opinion as the signature implies?

Would you like to comment further?

Come on Lai you wind bag?

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:990948586-71124AEicMi@cwcom.net...
> From: nephelim@zetnet.co.uk (Paul Hopkins)
> Date: 26 May 2001 01:55:06 GMT
>
> >I have retained, and can produce, all mails between myself and
Titan/Cortex
> >concerning this matter,and it grieves me that it should be necessary
> >to post this experience that I have had with Cortex to this newsgroup.
>
> Problems experienced with Corex/Titan whatever have surfaced in this
newsgroup
> in the past, and I must say that I was surprised at the calmness
experienced
> by the sufferers.
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> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>

6998. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 02:13:06 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <4LhR6.324$B4.544@newsfeed.slurp.net>
Source record: 45532

I just got my Eclipse after a months delay because of lack of ATI cards. I had no problems with them. David answered all my emails fairly promptly.

Joshua.

"Dave" <maccdave@btinternet.com> wrote in message news:JAhR6.9$TP2.603@NewsReader...
> Would this be your groups opinion as the signature implies?
>
> Would you like to comment further?
>
> Come on Lai you wind bag?
>
>
> "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> news:990948586-71124AEicMi@cwcom.net...
> > From: nephelim@zetnet.co.uk (Paul Hopkins)
> > Date: 26 May 2001 01:55:06 GMT
> >
> > >I have retained, and can produce, all mails between myself and
> Titan/Cortex
> > >concerning this matter,and it grieves me that it should be necessary
> > >to post this experience that I have had with Cortex to this newsgroup.
> >
> > Problems experienced with Corex/Titan whatever have surfaced in this
> newsgroup
> > in the past, and I must say that I was surprised at the calmness
> experienced
> > by the sufferers.
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> > derryck@cix.co.uk
> > dennis.vermeire@wanadoo.be
> > xlator@cix.co.uk
> > http://www.cix.co.uk/~derryck/index.htm
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6999. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 02:20:42 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <PPhR6.10$TP2.767@NewsReader>
Source record: 45533

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:9f40pvojc2@plutonium.compulink.co.uk...
> On 16 May 2001 16:59:55 , Phantomm wrote:
> > I've used a external Golden Image drive on my TOS 1.62 STE for
> > years with no problems. The internal drive is stock.
> >
> > GoldenImage made great external drives! Anyone have one or more for
> > sale/trade??
>
> No, but I've got a Power Computing external drive if anyone's
> interested. Any reasonable offer plus postage accepted. Unresonable
> offers will also be considered <g>
>
> That said, I do seem to remember the fault described below and Dave's
> seperate comment about Power drives in general may apply here too (I
> think it may have come to light on an STe as well, but it's all a very
> long time ago I'm afraid).
>
> > On 16 May 2001 12:00:41 , "The Caver" wrote:
> >> I have found out it could be my internal drivre that is causing the
> >> problem, if I disconnect the internal drive the external one works
> >> just fine.
> >> The internal drive is a modified pc drive, I wonder if that could
> >> be the problem.
>
> rgds
> H

Hi Harry,

Older drives where wired for ST(FM)'s. Look at the STE PIN configuration.
I can't say any more as i'll have to charge for it as i used to be a dealer.
We all know what happens to dealers in this group!

BTW What was the name of the story telling writer who writes for
a certain story telling mag? Was it LIAR?

If you want to know on either then email me at maccdave@btinternet.com

Best regards,

Dave

7000. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 02:28:55 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <wXhR6.11$TP2.428@NewsReader>
Source record: 45534

So if it's so perfect why have you posted as below? I can't see much
use in a blacked out icon myself?

But then again?

"Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
news:4LhR6.324$B4.544@newsfeed.slurp.net...
> I just got my Eclipse after a months delay because of lack of ATI cards. I
> had no problems with them. David answered all my emails fairly promptly.
>
> Joshua.
>
> "Dave" <maccdave@btinternet.com> wrote in message
> news:JAhR6.9$TP2.603@NewsReader...
> > Would this be your groups opinion as the signature implies?
> >
> > Would you like to comment further?
> >
> > Come on Lai you wind bag?
> >
> >
> > "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> > news:990948586-71124AEicMi@cwcom.net...
> > > From: nephelim@zetnet.co.uk (Paul Hopkins)
> > > Date: 26 May 2001 01:55:06 GMT
> > >
> > > >I have retained, and can produce, all mails between myself and
> > Titan/Cortex
> > > >concerning this matter,and it grieves me that it should be necessary
> > > >to post this experience that I have had with Cortex to this
newsgroup.
> > >
> > > Problems experienced with Corex/Titan whatever have surfaced in this
> > newsgroup
> > > in the past, and I must say that I was surprised at the calmness
> > experienced
> > > by the sufferers.
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> > > derryck@cix.co.uk

> > > dennis.vermeire@wanadoo.be
> > > xlator@cix.co.uk
> > > http://www.cix.co.uk/~derryck/index.htm
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7001. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 02:32:13 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <61iR6.329$B4.2541@newsfeed.slurp.net>
Source record: 45535

The black icons are a minor setback and is quite usable even with them. I've only used it for 2 hours so I'm sure there's a way around it.

Joshua.

"Dave" <maccdave@btinternet.com> wrote in message news:wXhR6.11$TP2.428@NewsReader...
> So if it's so perfect why have you posted as below? I can't see much
> use in a blacked out icon myself?
>
> But then again?
>
>
> "Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
> news:4LhR6.324$B4.544@newsfeed.slurp.net...
> > I just got my Eclipse after a months delay because of lack of ATI cards. I
> > had no problems with them. David answered all my emails fairly promptly.
> >
> > Joshua.
> >
> > "Dave" <maccdave@btinternet.com> wrote in message
> > news:JAhR6.9$TP2.603@NewsReader...
> > > Would this be your groups opinion as the signature implies?
> > >
> > > Would you like to comment further?
> > >
> > > Come on Lai you wind bag?
> > >
> > >
> > > "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> > > news:990948586-71124AEicMi@cwcom.net...
> > > > From: nephelim@zetnet.co.uk (Paul Hopkins)
> > > > Date: 26 May 2001 01:55:06 GMT
> > > >
> > > > >I have retained, and can produce, all mails between myself and
> > > Titan/Cortex
> > > > >concerning this matter,and it grieves me that it should be
necessary
> > > > >to post this experience that I have had with Cortex to this
> newsgroup.
> > > >
> > > > Problems experienced with Corex/Titan whatever have surfaced in this
> > > newsgroup
> > > > in the past, and I must say that I was surprised at the calmness

> > > experienced
> > > > by the sufferers.
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> > > > /_____/ /_____/ /_/ Translations
> > > > derryck@cix.co.uk
> > > > dennis.vermeire@wanadoo.be
> > > > xlator@cix.co.uk
> > > > http://www.cix.co.uk/~derryck/index.htm
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7002. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 02:35:44 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <z4iR6.331$B4.2089@newsfeed.slurp.net>
Source record: 45536

The black icons are a minor setback and is quite usable even with them. I've only used it for 2 hours so I'm sure there's a way around it.

Joshua.

"Dave" <maccdave@btinternet.com> wrote in message news:wXhR6.11$TP2.428@NewsReader...
> So if it's so perfect why have you posted as below? I can't see much
> use in a blacked out icon myself?
>
> But then again?
>
>
> "Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
> news:4LhR6.324$B4.544@newsfeed.slurp.net...
> > I just got my Eclipse after a months delay because of lack of ATI cards. I
> > had no problems with them. David answered all my emails fairly promptly.
> >
> > Joshua.
> >
> > "Dave" <maccdave@btinternet.com> wrote in message
> > news:JAhR6.9$TP2.603@NewsReader...
> > > Would this be your groups opinion as the signature implies?
> > >
> > > Would you like to comment further?
> > >
> > > Come on Lai you wind bag?
> > >
> > >
> > > "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> > > news:990948586-71124AEicMi@cwcom.net...
> > > > From: nephelim@zetnet.co.uk (Paul Hopkins)
> > > > Date: 26 May 2001 01:55:06 GMT
> > > >
> > > > >I have retained, and can produce, all mails between myself and
> > > Titan/Cortex
> > > > >concerning this matter,and it grieves me that it should be
necessary
> > > > >to post this experience that I have had with Cortex to this
> newsgroup.
> > > >
> > > > Problems experienced with Corex/Titan whatever have surfaced in this
> > > newsgroup
> > > > in the past, and I must say that I was surprised at the calmness

> > > experienced
> > > > by the sufferers.
> > > >
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> > > > derryck@cix.co.uk
> > > > dennis.vermeire@wanadoo.be
> > > > xlator@cix.co.uk
> > > > http://www.cix.co.uk/~derryck/index.htm
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>

7003. 386 on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 03:20:26 UTC
From: ab616@chebucto.ns.ca
Message-ID: <9f4d9q$h9b$1@News.Dal.Ca>
Source record: 45537

In an older article I was reading on the Falcon (about the time of its release), it was mentioned that it had a 386 capable socket for DOS co-processing. I was wondering if anyone has used this socket for just that and if so, does a regular 386 chip from a PC (386) simply pop into place?

Thanks...

7004. Re: 386 on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 03:23:16 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <VMiR6.345$B4.3070@newsfeed.slurp.net>
Source record: 45538

There is no socket for a 386 chip. What you mean is the Processor Direct
Slot where you can slide in expansions cards such as a 286 or 386 emulator.

Joshua.

"Tony Cianfaglione" <ab616@chebucto.ns.ca> wrote in message
news:9f4d9q$h9b$1@News.Dal.Ca...
> In an older article I was reading on the Falcon (about the time of its
> release), it was mentioned that it had a 386 capable socket for DOS
> co-processing. I was wondering if anyone has used this socket for just
> that and if so, does a regular 386 chip from a PC (386) simply pop into
> place?
>
> Thanks...

7005. Re: Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 05:25:23 UTC
From: jdplace@prodigy.net
Message-ID: <9f4kk0$bjms$1@newssvr06-en0.news.prodigy.com>
Source record: 45539

I'm connecting with Prodigy, using STing. I don't know if it is the
best solution, but I have had no problems.
Joe Place
jdplace@prodigy.net
Atari 520 STE 4MB

On 26 May 2001 22:46:41 , John Garone wrote:
>On 26 May 2001 01:52:57 , "Raymond Collins" wrote:
>>I am thinking of changing to a national ISP. I would like to know which are
>>the most Atari compatible ISPs in the USA?
>>
>
>Two I know of (national, not sure):
>
> Atlantic.net 1-800-921-9328
> Earthlink.net 1-800-327-8454
>
>However I'm having out-going mail problems (over 30k) with Earthlink
>which maybe local in nature! Also, some can't connect with Stik but can
>with Sting (both ok here).
>
> John G.
>.

7006. Re: New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 07:04:13 UTC
From: rand@cd.chalmers.se
Message-ID: <9f4qdd$k5v$1@nyheter.chalmers.se>
Source record: 45540

In article <5_dR6.32$3M5.500@newsfeed.slurp.net>,
Lord Gaiyan <gaiyan@vianet.ca> wrote:
>Hi there
>
>Thanks for the quick response. The icons are just black boxes on the
>desktop. The ones in windows are mostly black with other dark colors. Hard

Then it's not the problem I know about since that should only make some
colours come out wrong. Try disabling 'imgcache'.

>to explain. I took a look at the ACC but didn't quite figure out how to use

Unfortunately, some of the buttons in the ACC dialog are still useless. The
latest version does, however, have a text field for entering option settings.
For example, to turn on 'xbiosfix' (if it isn't already), simply enter
xbiosfix
and push the button named 'Enter Option'.
To turn off 'xbiosfix', instead enter
-xbiosfix

The minus sign causes the option to have the opposite of its usual effect.

Not all options are usable this way, since fVDI only looks at some of them
at startup time. The most important should work, though, and I'll make more
of them available later.
I thought I had already made it possible to change driver options, such
as 'imgcache', but apparently I haven't. I'll do that ASAP.

>it yet. A forum for Eclipse users sounds great since there are quite a few

I'll see what I can do. In the mean time, please don't forget that whatever
problems you find won't get fixed unless I'm told about them.

>of us allready. You're doing a great job with the drivers. Keep it up.

Thanks. I will.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

7007. Editting GIF images on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 07:05:18 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b15ed2e$0$7281@news.zetnet.co.uk>
Source record: 45541

Hi all!

Can someone answer this question?

I want to know what the best program is for editting/creating GIF pictures. I especially need to be able to set the transparent background colour.

If it could handle Animated GIF then so much the better, but this is not necessary.

I don't mind if it's commercial or shareware.

Cheers!

James


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_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
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7008. Re: emulators

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 07:48:22 UTC
From: K_Turner <kdt1@ukc.ac.uk>
Message-ID: <9f4t5q$7h1$2@athena.ukc.ac.uk>
Source record: 45542

i have winSTon it is an excellent emulator

go to www.atarist.com and downlad either pacifIST

7009. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 09:53:39 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b161fb6b2b8d2@free.fr>
Source record: 45544

Hello,

in article <991260678-164503AEicMi@madasafish.com> (comp.sys.atari.st)
Steve Sweet wrote on Tue 29-05-2001 19:24 (-0100):

> Hi Pascal
>
> >MagiC price remains unchanged: 99.00 Euros
>
> What version of Magic are you shipping?

All machine versions afaik.

> and what is its native language.

In French, but rsc are available for other languages.

> Ive heard that there's a revision 3 of Magic 6.1?, do you know anything
> of this?..

I think there is such a rev for Magic Mac.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

7010. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 10:09:56 UTC
From: Sylvain Perchaud <sylvain@europe-shareware.org>
Message-ID: <991305532-558003AEicMi@europe-shareware.org>
Source record: 45543

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Tue, 29 May 2001 19:24:22 -0100

>What version of Magic are you shipping? and what is its native language.
>Ive heard that there's a revision 3 of Magic 6.1?, do you know anything
>of this?..

We ship the latest version (6.1.4).
The printed manual is in french but your graphic environment can be in
french, german or english thanks to Jinnee which is included in the
package.
--
Sylvain Perchaud
Europe Shareware -
premier distributeur de logiciels Atari
http://www.europe-shareware.org
http://www.chez.com/europeshareware/

7011. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 10:12:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991379034-75409AEicMi@cwcom.net>
Source record: 45480

From: BMaedicke@t-online.de (Bernd Maedicke)
Date: Wed, 30 May 2001 15:45:40 +0200

>> I tried this patch too (IIRC it was on the Videlity support site??),
> ^^^^^^^^^^^^^^^^^
>Is this site online again?

I've been wracking my brains, but I can't remember how I found it. Might be
worth a look for "Black Scorpion Software".

If it's this printer patch you're looking for, try the iPRN driver that's
been mentioned in this thread.

I've sent you email about your jinnee context-sensitive scripts BTW :-)

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/_____/ /_____/ /_/ Translations
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7012. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 10:38:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991379038-75881AEicMi@cwcom.net>
Source record: 45481

From: steve666@clara.co.uk (ktulu)
Date: Wed, 30 May 2001 18:04:09 +0100

>> I have a 2mb ST ram upgrade card in stock.
>
>I'll check the url 2night thanks, but I really wanted more than an extra
>couple of meg.

You'll most likely get more benefit by upgrading your TTRAM board, unless
you need plenty of STRAM for running say, an Atari laser printer.

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7013. FA:eBay, Atari CX80 Trak-Ball, ends June 2nd

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 11:19:32 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B1628C4.9713AB7C@suscom.net>
Source record: 45545
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,comp.sys.atari.st,pa.forsale

Please visit eBay for the latest information.

I have the following auctions underway:
1241521703: 16 MB Memory for PM 6500 and PCC PowerBase
Current bid: $1.00
Auction ends on: Jun-03-01 16:29:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241521703

1241199938: ATARI TRAK-BALL CX80, NEW, FACTORY SEALED BOX
Current bid: $1.00
Auction ends on: Jun-02-01 11:55:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241199938

1241030039: HP CD-Writer Plus 9200i internal SCSI new
Current bid: $23.00
Auction ends on: Jun-01-01 16:48:01 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241030039

1241384806: ATARI International TOS Software Catalog
Current bid: $3.25
Auction ends on: Jun-03-01 07:34:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241384806

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

7014. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 11:31:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991379032-74933AEicMi@cwcom.net>
Source record: 45479

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Wed, 30 May 2001 11:13:07 -0000

>>I finally got the hang of this program. I created some links to all my
>>partitions and some programs that I use often using Jinnee. It works
>>just great. Nice program. I will give it high marks when I vote.
>
>But doesn't it give no advantage when you have Jinnee as it has a thing
>like this when you click on the desktop and the drives appear in a pop up.

Not quite the same thing. I'd say that from the description, it acts more
like StartMeUp. You can call (most) any currently running app. from one of
jinnee's context-sensitive popups, a nice way of calling SMU.

There's also a rather similar-sounding plugin for jinnee called
"Plug'n'pop", but some programming experience is required to expand the
sample script into one that will load and run the selected prog from the
popup.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7015. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 11:40:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991379030-74352AEicMi@cwcom.net>
Source record: 45478

From: "Lord Gaiyan" <gaiyan@vianet.ca>
Date: Wed, 30 May 2001 22:13:06 -0400

>I just got my Eclipse after a months delay because of lack of ATI cards. I
>had no problems with them. David answered all my emails fairly promptly.

David helped me a great deal with installing a Reflex graphics card in an
STFM, to the extent of sending me an installation guide detailing the all
the soldering points, especially since he'd long since stopped selling
these cards.

The other Dave seems to have a problem though:

>"Dave" <maccdave@btinternet.com> wrote in message
>news:JAhR6.9$TP2.603@NewsReader...
>> Would this be your groups opinion as the signature implies?

How long have you been reading/contributing to/supporting this newsgroup?

In case it's only recently, it's quite possible that you might be able to
find the relevant thread(s) on Google's Usenet archive. Read and digest, for
you have got the wrong end of the stick entirely.

My sig offers a link to DDP's translation service and accompanies every
message that I write in the Atari newsgroups. It does not mean that my
messages reflect the views of that group or of the CCC, whose pages are at
the same URL. If you want my personal views, then feel free to ask for them
by private email. In fact, I've emailed you (Dave) anyway.

Abusive replies will be ignored.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7016. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 11:44:40 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <2aqR6.450$TP2.4880@NewsReader>
Source record: 45446

Hello.

"ktulu" <steve666@clara.co.uk> wrote in message
news:1eu8clk.2lje5aqzyoaoN%steve666@clara.co.uk...
> Barrie at Atarispares <barrie@keychange.co.uk> wrote:

> > I have a 2mb ST ram upgrade card in stock.
>
> I'll check the url 2night thanks, but I really wanted more than an extra
> couple of meg.

I assumed you would have an upgradeable TT card, the extra 2 mb
ST ram is there if you need it, e.g. for progs that won't run in TT ram.

I am also the custodian of a TT field service manual......

Barrie at Keychange. www.keychange.co.uk

7017. FS : ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 13:00:34 UTC
From: Optik@btinternet.com
Message-ID: <3b16406f.6851236@news.btinternet.com>
Source record: 45447
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Offers on any of the following.
UK ONLY PLEASE

SOFTWARE

Box of Cover Disks , PD/Shareware etc
Multi TOS
Speedo GDOS
Fontkit Plus 4
Protext
Supercard 2
View II
Fontkit Plus
Mag! X
Overscan
Neodisk CLI
Imagecopy Colour
Ease

HARDWARE

Quickshot Footpedal
Quickshot Joystick
Xeron Joystick
Forget Me Clock II
Ultimate Ripper

7018. Re: Atari TT & 19" Atari Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 13:09:46 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <991314529.11481.0.nnrp-01.9e9834fc@news.demon.co.uk>
Source record: 45448

Julian,

Please get in touch if your still selling.

Alan.

"Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote in message
news:y2SL6.4173$l6.590571@monolith.news.easynet.net...
> Folks,
>
> further to my posting of a couple of month ago I had decided it is time to
> let my TT go spec as follows:
>
> Atari TT 32MHz 68030
> 16Mb TT Ram
> 4 Mb ST Ram
> 1Gb Hard Disk
> 1.44Mb Floppy Drive (Original)
> Atari 19" Black & White monitor
> TOS 3.06
> New keyboard Mechanism (Spanish unfortunately) & old mechanism with UK
> keycaps
> Good Atari Mouse.
>
> The machine is clean and tidy and reliable, I will throw in a Biodata VME
> ethernet card though I have no idea if it works as yet I have failed to
find
> any drivers for it.
>
> The only issue with the machine is that the screen jumps at the top left
> when initially started up, I understand that it is to do with the graphics
> controller, once the machine is warm it works perfectly. There is no
obvious
> burn in on the display and it is a great box.
>
> I will clean up the hard drive I use NVDI 5 and HD Driver 8 so you will
need
> licenced copies of these should you continue using these.
>
> I am based in Stockport south of Manchester, I can ship it if you need me
to
> you will pay the carriage.
>
> I am looking for offers in excess of £200 (£201 will not secure it for

you!)
> and you are most welcome to come and see it before you decide.
>
> For those who know TT,s It is one of the later models that only has one
case
> fan.
>
> Drop me a line if you are interested.
>
> Regards
>
> Julian
>
>

7019. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 13:31:24 UTC
From: bindon@madasafish.com
Message-ID: <thchtc9pvl1755@corp.supernews.com>
Source record: 45449

On 29 May 2001 20:32:08 , Bernd Maedicke wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:

Hi

>> Sorry, I couldn't find it on my disks, it doesn't say about it either in
>> the readme. Maybe it was compressed in the SFX archive?
>
>It's in the nvdib.sfx in the folder Atari\NVDITOOL.S in the folder
>SLOW_PRN

After reinstalling NVDI I realised why I deleted it from my tools folder.
I did delete it as I thought I wouldn't need it as my printer isn't that
old/slow. I put it in the xtension folder and it did the same but slower!

I tried iPRN and success!

How do I register this? Otherwise I'll just have to remeber to turn off
turbo mode.

Thanks guys!

7020. Re: Editting GIF images on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 13:31:26 UTC
From: bindon@madasafish.com
Message-ID: <thchtejslr1t5f@corp.supernews.com>
Source record: 45450

On 31 May 2001 07:05:18 , James Haslam wrote:

Hi

>Can someone answer this question?
>
>I want to know what the best program is for editting/creating GIF
>pictures. I especially need to be able to set the transparent background
>colour.

The TTP supplied with CAB can do this transparancy thing. Drawing
programs could be any and just convert to a gif using Imagecopy or
something similar.

>If it could handle Animated GIF then so much the better, but this is not
>necessary.
>
>I don't mind if it's commercial or shareware.

Papillion can handle animated gifs IIRC? Doing the old website ehh?

7021. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 17:09:28 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B167AC8.3B2FD928@seimet.de>
Source record: 45451

jonk wrote:
>
> I am not super knowledgabe in the area of coding but wouldn't it be possible
> to to port say Netscape 3 or 4 to the Atari for accelerated Ataris? or is
> the source code not free?

You completely underestimate the effort this would take. Are you the one
that will first port Motif? Even accelerated Ataris are really *slow*
compared with machines where software like Netscape, Mozilla, Opera or
whatever runs with a decent speed.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7022. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 17:44:40 UTC
From: steve666@clara.co.uk
Message-ID: <1euac0x.q32tan17f9bi6N%steve666@clara.co.uk>
Source record: 45453

Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> > whats the max ram u can have on a TT then? Seeing as I've got 2mb ST and
> > 4mb TT ?
>
> Using Atari brand boards, assuming you can find them, 10meg STram
> and 16meg TTram.
>
> There are sone 3rd party TTram upgrades that can handle 64meg or
> even 256meg.
>
> > By the sounds of talk in this thread, I'm guessing that I may need to
> > dump the (?) TTram and buy a new upgrade of TTram????
> > Actually, I've never opened my TT so I don't know how the ram is placed
> > - motherboard, upgrade, whatever.. I should take a look before calling
> > somewhere like Atari Workshop..hmm
>
> You better have a look, maybe you will get lucky and have one
> of those TTram boards with 4 simm slots, which you can simply
> upgrade to 16meg.

cheers mate, I'll have a look over the wkend :-)
Thanks, Steve

7023. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 18:05:45 UTC
From: bindon@madasafish.com
Message-ID: <thd1vpne250c2e@corp.supernews.com>
Source record: 45454

On 31 May 2001 19:09:28 , Uwe Seimet wrote:

Hi

>> I am not super knowledgabe in the area of coding but wouldn't it be
>>possible
>> to to port say Netscape 3 or 4 to the Atari for accelerated Ataris? or is
>> the source code not free?
>
>You completely underestimate the effort this would take. Are you the one
>that will first port Motif? Even accelerated Ataris are really *slow*
>compared with machines where software like Netscape, Mozilla, Opera or
>whatever runs with a decent speed.

When I had my 386, running Opera and trumpet winsock was quite fine,
in fact, faster than my Falcon and CAB 2.8. I really can't see how a
Hades wouldn't run at a good speed. My Falcon is only a 25Mhz CPU type,
and the 386 was 36Mhz. The 060 is faster than 386 easily and even a 486.
My 486@100Mhz is somewhere around 35Mips, just look at the 060.
And the guys programming on our scene are good at optimising so.....

I agree with the effort though, Opera doesn't distribute source code and
Netscape has been ported but slow. (netscape is bloated compared to Opera
though).

7024. Re: emulators

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 19:13:19 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <9f650u$h15$1@plutonium.btinternet.com>
Source record: 45455

best one so far is SainT

http://saint.atari.org/

M

"Ric Easton" <biodistributors@microtech.com.au> wrote in message
news:3b146b7d@news.iprimus.com.au...
> Try steem.atari.org for a good emulator - its the only one I have got to
> work and is quite easy to set up. Can't help with number 2.
>
> --
> --
> Ric Easton
> ph/fax +61 3 6491 1439
> biodistributors@microtech.com.au
> www.biodistributors.com.au
>
> "Paul Ryan" <pryan_st@hotmail.com> wrote in message
> news:JoYQ6.14374$WD.3699369@news2-win.server.ntlworld.com...
> > Two things:
> >
> > What is the best ST emulator for the PC, and where can I download it?
> >
> > Where can I download emulators that run on an ST to emulate retro
> machines?
> > A PC emulator would also be fun!
> >
> > Paul
> >
> >
>
>

7025. Re: Printing with 1st Word on a 520ST with Master-3S.

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 19:23:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9f65mm$c5k$1@plutonium.compulink.co.uk>
Source record: 45456

In message <915205110-504828AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>From: math1947@yahoo.com (Gilbert Humphrey)
>
>>I have renamed my to-be-printed data files to end with ".DOC",
>>since often my 1st Word will show only those names on the directory,
>>though at times it shows names of all files.
>
>If the file selector is called with a mask (ie *.DOC), then it will only
>display files which match that. Clearing the mask and entering *.* will show
>all the files on the disk.
>
>Work with the programs you use, if they like data files with a particular
>extension then use it, makes life much easier, and you will be able to tell
>which are data files and which are not.

Agreed. And another thing - 1WP will automatically use the Word
Processing mode only for files with a .DOC extender. With others
you have to switch this on after loading.

Regards, /Peter/

7026. Re: Editting GIF images on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 19:49:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200105312149.a10883@su2.maus.de>
Source record: 45346

Hi James,

JH>I want to know what the best program is for editting/creating GIF
JH>pictures. I especially need to be able to set the transparent
JH>background colour.
I'd prefer PAPILLON.

JH>I don't mind if it's commercial or shareware.
Commercial.

Und TTschï¿½
ps

7027. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 20:10:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991415238-221679AEicMi@madasafish.com>
Source record: 45405

Hi again Pascal

>> What version of Magic are you shipping?

>All machine versions afaik.

Eh!, got an 030 version for a PAK?. :-)

>> and what is its native language.
>
>In French, but rsc are available for other languages.

I was refering to the OS part of magic, MAGX itself uses no resources, i
have no use for Magxdesk

>> Ive heard that there's a revision 3 of Magic 6.1?, do you know
>>anything of this?..

>I think there is such a rev for Magic Mac.

I didnt think the mac had such high version no's.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7028. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 20:12:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991415240-222303AEicMi@madasafish.com>
Source record: 45406

Hi Sylvain

>>What version of Magic are you shipping? and what is its native
>>language. Ive heard that there's a revision 3 of Magic 6.1?, do you
>know anything of this?..

>We ship the latest version (6.1.4).
>The printed manual is in french but your graphic environment can be in
>french, german or english thanks to Jinnee which is included in the
>package.

Thanks for the information, I wouldnt be interested in a package as i
already have Jinnee and the manual wouldnt be any good to me. Is there a
way of telling the revision no. of an existing setup?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7029. Re: Editting GIF images on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 22:04:09 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b16bfd9$0$7280@news.zetnet.co.uk>
Source record: 45459

Hi Lyndon!

>>I want to know what the best program is for editting/creating GIF
>>pictures. I especially need to be able to set the transparent background
>>colour.
>
>The TTP supplied with CAB can do this transparancy thing.

Thanks for that, I'd forgotten about that program! You'd think though that there would be a paint program with this feature though...

>Drawing programs could be any and just convert to a gif using Imagecopy or
>something similar.

Yeah that's what I've been doing.

>Doing the old website ehh?

Yeah just added some little icon-type piccys for the download page to indicate RGB or VGA monitor requirements, and I'm going to doing ones for memory requirements too.

Cheers!

James

____
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
+---+ _/|| ||_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+---+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|

7030. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 22:08:07 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B16C065.CF3B91A7@chello.nl>
Source record: 45460

Uwe Seimet wrote:
>
> jonk wrote:
> >
> > I am not super knowledgabe in the area of coding but wouldn't it be possible
> > to to port say Netscape 3 or 4 to the Atari for accelerated Ataris? or is
> > the source code not free?
>
> You completely underestimate the effort this would take. Are you the one
> that will first port Motif? Even accelerated Ataris are really *slow*
> compared with machines where software like Netscape, Mozilla, Opera or
> whatever runs with a decent speed.

The disadvantage of porting is that you miss the opportunity to do better. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

7031. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 22:30:11 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <TlJ+4hAzXsF7Ewc0@atari.org.uk>
Source record: 45461

In article <PPhR6.10$TP2.767@NewsReader>, Dave <maccdave@btinternet.com>
writes
>Hi Harry,
>
>Older drives where wired for ST(FM)'s. Look at the STE PIN configuration.
>I can't say any more as i'll have to charge for it as i used to be a dealer.
>We all know what happens to dealers in this group!

Here we go again, any chance of digging your knife in.

I've not come across any problems with using external drives on the
STE's. I did come across a problem involving an internal drive not being
compatible with an external one.

iirc the external drive socket is wired in parallel to the internal one!

Donations accepted, in USD's and GBP's, at the usual address:P

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7032. Jinnee & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 22:38:57 UTC
From: Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk>
Message-ID: <9f6hja$2e9$1@newsg1.svr.pol.co.uk>
Source record: 45462

All

At the moment I am collating details of programs which are compatible with Eclipse.

Has any one else experienced the following with Jinnee.

Currently eclipse is in use with NVDI as a background VDI. on my F30

When used with Jinnee 2.5 it is stable until I try to copy a file. At that point the computer just hangs with the hand icon still moveable. the file is not copied. At this point the computer needs resetting.

Also if used in 16bit mode the icons take on a garish colour scheme.

Eclipse is set up as below

rage.sys mode 1280*768*8@60 pcibios screencahe imagecahe

Do I have to set up the nvdifix ? or is it another switch which I have missed.

Iam aware that the modern applications from ASH use the new NVDI calls.

any feed back will be most welcome.

regards

Thomas

7033. FS/T: Atari ST items and more... [05/31/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 22:58:24 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <3uidht0jl4lp282u85j6ibqof28ef8h4v0@4ax.com>
Source record: 45463

Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple][computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

7034. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 23:53:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <9f6lhk$2nd$1@plutonium.compulink.co.uk>
Source record: 45464

On 30 May 2001 17:10:25 , Ken Springer wrote:
> ktulu wrote:
>> What's the max ram u can have on a TT then? Seeing as I've got 2mb
>> ST and 4mb TT ?
> I have 42 megs in mine, 10 megs ST and 32 megs TT. GE Soft board
> from Germany many years ago.

I started with the GE-Soft TTRam board along with just the 2Mb STRam board. An upgrade of the STRam was ridiculously expensive via Brad Korda so I ended up with the AixTT TTRam board with 32Mb. Of course, I've had to adjust most programs to run in TTRam (GD-Flag by Gregor Duchalski or Makefast by Thomas Much will do that).

There's also this message I saved out:

On 31 Dec 2000 11:29:36, Michael Schwingen wrote in
comp.sys.atari.st.tech:
> Woller Systeme should be able to get you a MagnumTT[1], which is
> the newer version of the AixTT which supports up to 2*128MB SIMMs.
>
> cu
> Michael

I'm pretty sure Atari Workshop do the AixTT board - amybe they do the MagnumTT as well?

Because I live in Birmingham I grabbed the 72-pin RAM from David Encill of Titan/Cortex. Whatever 16Mb SIMMs he kept for Falcon upgrades worked instantly with the AixTT board.

HTH
rgds
H

7035. Re: Help

Newsgroup: comp.sys.atari.st
Date: 2001-05-31 23:53:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <9f6lhl$2nd$2@plutonium.compulink.co.uk>
Source record: 45465

On 30 May 2001 16:21:45 , "Rodolphe Czuba" wrote:
> Hello,
> I need to know what are the error #51 & #52 on a HP LASERJET II P+.
> I have no more manual !
> If you have a II, IIP, IIP+, III, you could help me if you have the
> manual...

Hi Rodolphe, I have a HPLJ3P. The manual says:

51 Error There is a beam detection malfunction. Hold down the Alt
key and click the Continue key to resume printing. If the
error persists, service is required.

52 Error There is a scanner malfunction. (As above).

It doesn't sound good for you... B^<

rgds
H